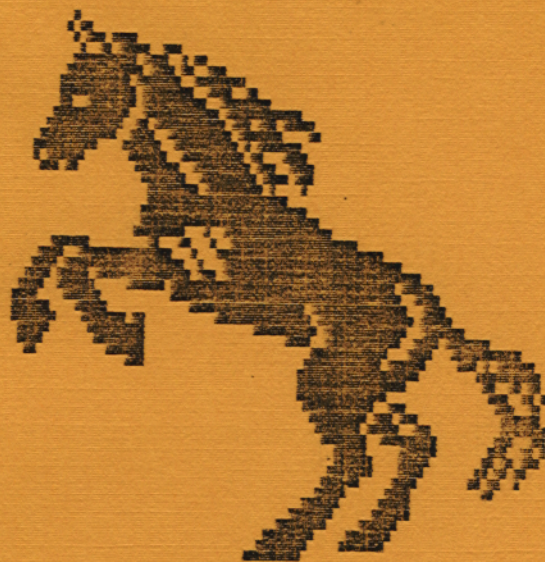


WILD WILD WEST

POW WOW



NOVEMBER 22, 1986

CAMDEN COUNTY

COUNCIL, B.S.A.

We the Staff of the Pow Wow would like to take this time to say "Howdy Partners" and welcome to one of the best Cub Scout Training experiences for this year.

Our Pow Wow is a learning experience where you can share your ideas with others and learn new ways and techniques for developing better den, pack and family activities. You learn by doing, and through participation a whole new world of fun and adventure will open up for you.

Our purpose in Cub Scouting is to develop Character, Citizenship Development, and Physical Fitness in body, mind, and spirit. Cub Scouting is worth the best we can give the boys, because our real aim is to help shape the future of our Nation and the World through Cub Scouting.

We would like to acknowledge the hundreds of resources we used to put this Pow Wow book together. We wish to thank several surrounding and distant councils for the use of some of their material used in the assembly of this book.

Our intention is to provide Cub Scout Leaders of Camden County Council with a reference book to better serve your needs.

We wish to thank you for attending today's "Wild & Woolly" Pow Wow, and hope the trail you follow will lead you to many great experiences in fun and friendship through your Cub Scouting Program.

The Staff
1986 Pow Wow

A BOY

God took the everblowing wind
And gentled it a bit;
Gave it the energy of lightning
And sprinkled it with wit.

The restlessness of things that fly
He gently mixed with care;
Then added the sturdiness of oak
For better, longer wear.

Carelessness....oh!.....just a bit,
Just for variety;
And then a curiosity of living things
And of what is to be.

From the sun He took the brightest rays
To make a wonderous smile;
The twinkle of the stars for eyes
To last a long, long while.

We need not look too far to find
This thing He made with joy.
He molded it, shaped it, smiled and said:
Now, I name you "BOY".

"WILD WILD WEST"
POW WOW '86 STAFF

CHAIRMAN
Cindy Holshue

VICE CHAIRMAN
Jim Holshue

Midway Harry Hudson
Tom & Terry Montenegro
Bill Messner
Steve Ingraham
Fred Watson
Chris Klenk

Promotion Carol Roach
Steve Palladinette
Carol Leiback

Physical Arrangements Jean Jost

Registration Babs Moen
Walt Richardson
Gerry Levitt
Richard Street

Exhibits Marcy Alvarez
Donna Becker

Religious Emblems Ed Domanski
Kevin Foster
Paul Slotkin

Baby Sitting Marge Weitzel
Girl Scout Troop

Pack Administration Joseph DeCanio
James Fayer

Webelos Frank Kisselbach
Gerry Hill
Walt Jost

Handicrafts Jessie Welty
Linda Trauger
Cass Fayer

Games, Songs & Group Sparklers Barb & Dave White

Ceremonies Archie Arechavala

Blue & Gold Dave & Lana Brunelle

Handicapped Awareness Robbie Friedner
Jerry Martin

What's New & Time Management Bob Marinucci

Trading Post Scout Shop (Plymouth Meeting Mall)

Pow Wow Book Grace Mowatt

"WILD WILD WEST"
POW WOW
NOVEMBER 22, 1986
8:00 AM - 5:00 PM

Agenda

1. Registration 8:15 - 9:00
2. Midway, Exhibits, religious Emblems 8:15 - 9:00
3. Opening 9:00 - 9:15
4. "SPECIAL PROGRAM" 9:15 - 10:30
5. (Free Time) 10:30 - 10:45
6. Pack Administration 10:45 - 12:15
Handicrafts (Den Leaders)
Webelos I (Activity Badge &
Webelos to Scout Trans.)
What's New
Ceremonies (Pack)
(above sessions are all morning)
7. (Free Time) 12:15 - 12:30
8. B L U E & G O L D 12:30 - 1:30
9. Midway, Trading Post, Exhibits, 1:30 - 2:00
Religious Emblems
10. Pack Administration 2:00 - 3:30
Webelos II (Arrow of Light &
Webelos Crafts)
Ceremonies (Den)
Games, Songs, & Group Sparklers
Time Management
(above sessions are all afternoon)
11. Closing 3:30 - 4:00

"Good Cubbing"

(P L E A S E P R I N T)

NAME _____

PACK NO. _____ DISTRICT _____

1. What sessions did you take today?

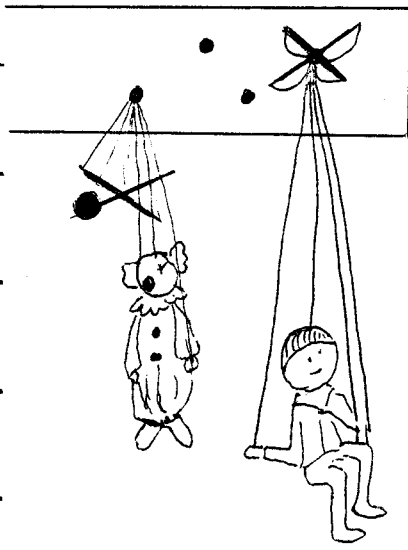
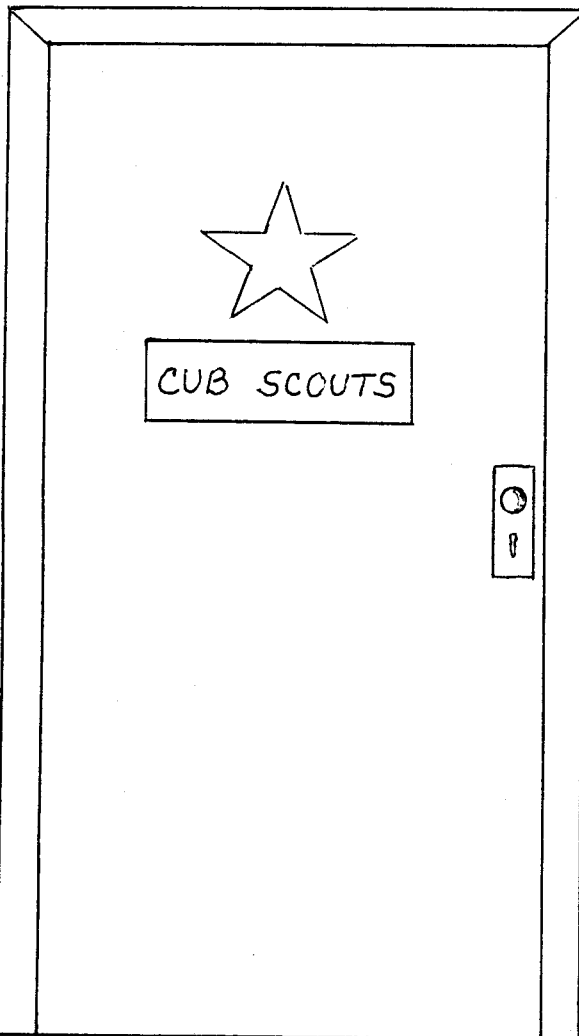
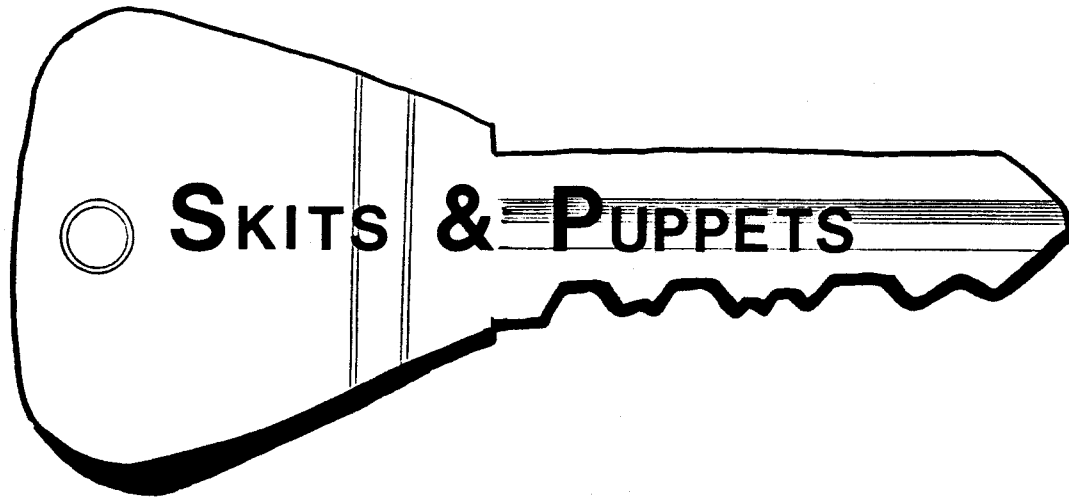
2. What did you think of them? Likes and Dislikes.

3. How can we improve on the Pow Wow?

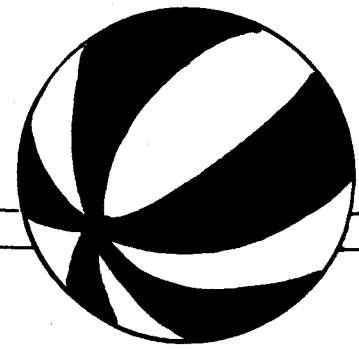
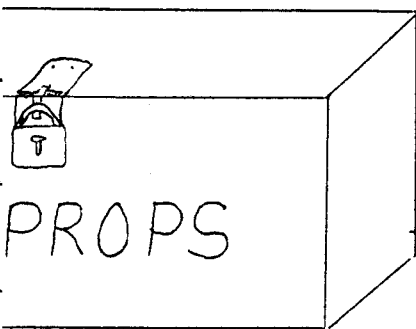
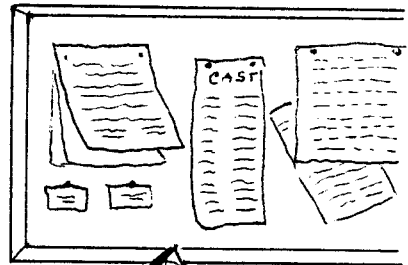
4. Would you be willing to work on Pow Wow Staff next year?

Yes _____ No _____

If so, in what capacity would you like to serve?



STAGE →



SCENERY FOR CUB SCOUT SKITS

Simple scenery is fun for Cub Scouts to make. It is a good den project. It adds to the mood of the skit and makes the skit more believable. Keep these things in mind:

1. Scenery should be simple. It should provide an idea or suggestion of what is to come.
2. It can be made from large pieces of corrugated cardboard. Check with furniture stores, appliance stores, grocery stores, or warehouses for large furniture and appliance cartons. Take care in cutting cardboard.
3. Wooden lathes can be nailed to the back of the scenery to make it more sturdy or to help it stand up, and keep painted cardboard from curling.
4. Let the boys do the painting. Guidelines can be drawn with heavy pencil to show what colors go where. Latex or tempera paint are best on cardboard, and it washes off the boys as well. It is best to paint on the blank side of the cardboard rather than on the printed side, so printing will not bleed through.
5. Felt tip markers can be used on cardboard that has been painted a light color, to put in detail work or the whole design, if you wish.
6. When using latex to cover large areas, apply it with a roller. Latex paint is inexpensive. Sometimes the boys can bring leftover latex paint from home. It washes off hands and clothes with soap and water.
7. Tempera can also be used to tint latex when the desired shade is not available. Use tempera or wide-line marking pens for trim and detail work on top of latex.
8. Always keep in mind that audiences will see the scenery from a distance. Be sure it is distinctive enough.
9. Boys should use old clothes or dad's old shirt for paint smocks. Den Leaders should stand back and let the boys do the work.
10. Create a good mood with scenery. Paint in grays if skit is spooky or sad bright colors if skit is happy or funny.

The following are suggestions for scenery which can be cut from cardboard:

Mountain range	Bushes, trees
Lamppost	Skyline of city
Forest outline	Picket fence
Houses, tents, cabins	Archways, columns
Sun, moon, stars, (suspended overhead)	

When creating a skyline, cut the pieces low - waist or shoulder height - to give the effect of distance.

Children's coloring books are good sources for backdrops.

COSTUMES

It is important to find the right costumes, and this isn't as hard as you think. There are enough everyday things around your house to clothe any number of actors. A nimble imagination helps even more than nimble fingers. You can find some real costuming treasures if you know what to look for.

Old clothing is very valuable for costuming. Extra material or crepe paper added to it can change its whole appearance. One costume can be made over in different ways and can be used again and again in a variety of skits. But usually Cubs will perform their skit only once, so costumes should be easy, inexpensive and colorful.

Men's pajamas can be made into many different outfits. Long underwear provides tights needed with some costumes. Small pieces of cloth or pieces of crepe paper can be cut into capes, scarves, sashes, etc. Vinyl upholstery can be used for "leather" trimmings. Long, heavy stockings are good to wear with costumes which need knee pants. Small pillows are just right for that extra bit of padding which some costumes and some characters need.

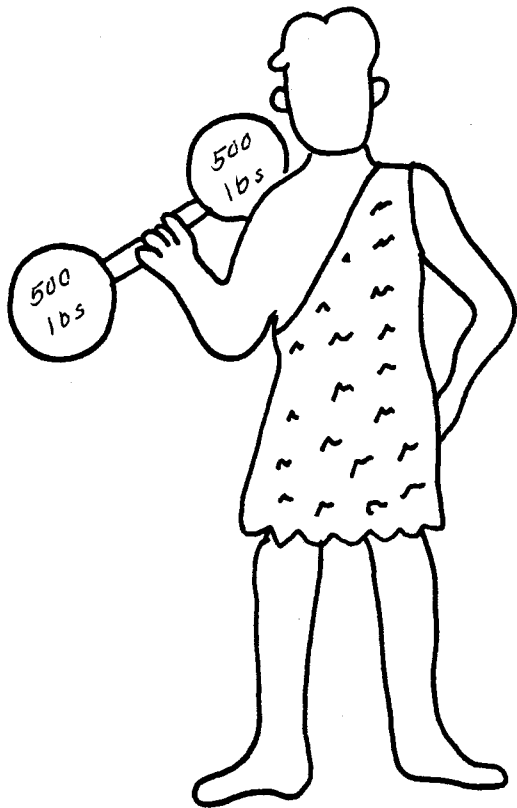
Don't overlook the possibilities of costuming with brown wrapping paper or paper bags. For a leather-like appearance, crush and re-crush the paper with your hands until it is soft and wrinkled. Then spread out the paper and press with a lukewarm iron. This lends itself to easy decoration with crayons, felt markers or tempera paints, and works well for Indian and western costumes.

Most any costume that is intended to be cut from fabric and sewn, can just as easily be cut from crepe paper and either glued or stapled together. The boys can do this themselves. Rick-rack and bias tape or braid make good trim to glue on costumes. Bias tape also works well for ties. Use foil for covering buckles, swords, shields, etc.

If you are going to involve the mothers in costume-making, choose a basic line pattern, which can be adapted to various themes. A fabric costume of this type can be used repeatedly with only minor changes.

Large cardboard boxes make good animal costumes, and can be used for other unusual costumes such as vegetables, cars, trains, insects, etc. Use your imagination.

Den Leaders should not try to make all the costumes themselves. Let the boys help, involve the parents. They will enjoy the involvement. And they will probably have some good ideas to supplement those of the Den Leader. Take a look around the house, use your imagination, and you'll find lots of everyday materials which can be used for costumes.



Strength and Skill

Felt tip marker to make spots on tunic.

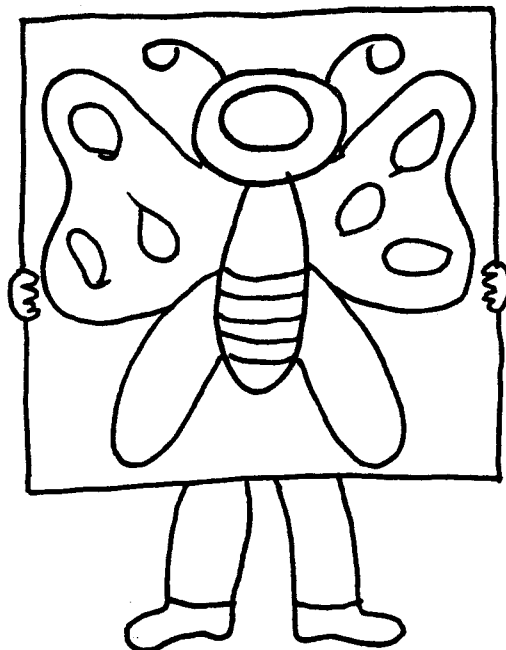
Cut front and back identical.

Shorts or tights worn underneath.

Peek - A - Boo Masks

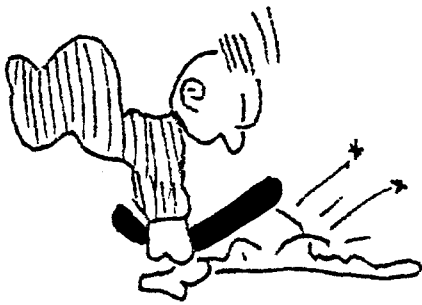
Characters in some skits can be presented by poster board masks, which have the face or face and figure painted on, and a face cut out.

Cubs hold this in front of him, puts face in hole, and recites lines.

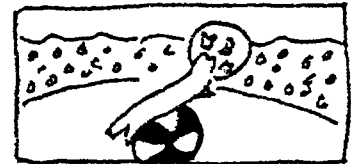


THE STORY SHOULD BE
CONVINCING

SO---CREATE YOUR MOOD WITH CHARACTERS-
SCENERY OR PLOT!!



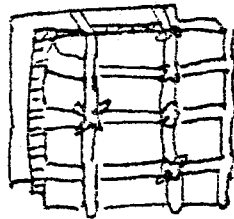
IF IT'S SAD OR
SPOOKY PAINT IN
GRAYS.



IF IT'S GAY AND
HAPPY PAINT IN
BRIGHT COLORS!!



DON'T DO EVERYTHING
IN THE FIRST ACT...
KEEP THE PLOT MOVING



TRY TO
CONDENSE
SCENES--TIE THEM
TOGETHER. TOO MANY
CHANGES ARE VERY
BORING TO THE AUDIENCE.



AVOID LONG
SPEECHES



USE GESTURES AND
PANTOMIME FREELY AND
WITH EXAGGERATION

A CHARACTER TO BE CONVINCING
MUST BE CONSISTENT. HE IS
GOOD OR BAD, KIND OR MEAN, RUBE
OR CITY SLICKER ALL THE WAY
THROUGH.



ALWAYS HAVE
SOMETHING UP YOUR SLEEVE
FOR THE LAST ACT...SOME-
THING VERY FUNNY TO SEND
THEM AWAY LAUGHING OR SOME-
THING VERY BEAUTIFUL TO SEND THEM
AWAY IMPRESSED.

"MR. BONES" HALLOWEEN SKELETON

Material needed: white cardboard key
 carbon paper scissors
 paper clips thread
 white glue pencils
 stapler black construction paper

1. Trace on cardboard - 1 skull, 1 body, 1 arm bone, 1 leg bone, 1 hand 1 foot, 1 derby and 1 bow tie. Cut them out to use as stencils to trace around.
2. Using stencils trace on cardboard 1 skull, 1 body, 4 arm bones, 4 leg bones, 2 hands, and 2 feet. Cut them out. Also cut out eyes, nose, mouth and mid-section.
3. Trace 1 derby and 1 bow tie on black construction paper. Cut them out.
4. Assemble skeleton by connecting each part with only 1 staple - so it has mobility - staple parts next to each other, NOT on top of one another.
5. Draw a few lines on body for ribs.
6. Glue on bow tie and derby. Poke hole at top for thread to hang it.

Mr. Bones is now ready to shake, rattle and roll at your Halloween party (or just hang around the house).

If you would like to put on a Halloween skit here's an easy one. Have Cub Scouts cut out a skeleton body about their size, along with 4 leg and 4 arm bones. Parts are tied together (loosely).

The body part hangs over the Cubs neck by a piece of black yarn tied to the shoulders. Leg and arm bones are tied around ankles and wrist.

Cubs wear their uniforms (no neckerchiefs) white socks, (no shoes) white gloves, and white face makeup. No lights, except a flashlight. Cubs swinging and swaying themselves around. Sing "Dem Bones".



FOOT

HAND

BODY

"MR. BONES" HALLOWEEN SKELETON

LEG BONE

ARM BONE

MID - SECTION

BOW TIE

DERBY

MELVIN'S MADNESSS

The scene is a camera supply shop, indicated with a large sign. The owner, Mr. Gaines stands behind a counter consisting of a table or boards across crates. Three Cub Scouts enter, "Tom", "Dick", and "Harry". Melvin waits off stage.

Tom: (carrying camera) Come on in with me. I have to buy some film.

Dick: All you do is spend your money for film. (They go to counter to purchase film as the following dialogue takes place) Cant you ever forget about that hobby of yours?

Tom: Well, what about you and your stamps? Everytime I see you, you are all stuck up with stamp hinges.

Harry: At least he doesn't carry his albums around with him.

Tom: Who are you to talk? You and your rocks! With those stones in your pockets, you always look like a lumpy sack of potatoes.

Dick: I still say, you can't beat a shutterbug for being a real nut about his hobby. Right, Harry?

Harry: I'm with you.....say, speaking of phot-nuts here comes another one. Isn't that Melvin?

Melvin: (rushing in, camera around his neck, very excited). Mr. Gaines, Mr. Gaines! Help! Quick, quick!

Mr. Gaines: What's the matter, Melvin?

Melvin: My little brother was climbing a tree.....he slipped and he's hanging by his pants from a broken branch!

Mr. Gaines: That's terrible! I'll call the fire department right away.

Melvin: (taking camera from around neck). Don't bother with that. Quick - just put a new roll of film in my camera!

SWEET TOOTH - (For a baker?)

Needed: Den chief, 2 den members dressed as bakers in chefs' hats and aprons, and the rest of the den.

The only prop needed is a large, fancy cake made from cardboard boxes decorated with shaving cream.

As the skit begins, the "bakers" are off stage with "cake". The rest of the Cub Scouts are lined up on stage, with the den chief facing them.

Den Chief: "Give me a D"!

Cub Scouts: "D"

Den Chief: "Give me an E!"

Cub Scouts: "E"

Den Chief: "Give me an N"

Cub Scouts: "N"

Den Chief: "Give me a ____"! (Den #)

Cub Scouts: "____"! (Den #)



The "bakers" slowly pass in front of the Cub Scouts carrying the cake. All eyes are trained on them.

Den Chief: "Give me an M"!

Cub Scouts: "M"

Den Chief: "Give me an M"!

Cub Scouts: "M"

Den Chief: "Give me an M"!

Cub Scouts: "M"

Den Chief: "What have you got"?

Cub Scouts: "Mmmmmmmmm"!



QUICK SKITS

Once Upon a Time

The den members stand in a line side by side facing the audience.

2nd Cub in line: "This story begins with, Once upon a time"....

1st Cub in line: "Hey, wait a minute, I'm the beginning".

Middle Cub in line: "I'm the middle".

Last Cub in line: "That's nothing, I'm the end".

The Mice

Mother Mouse is taking her children for a walk. Suddenly a large cat appears in their path.

Mother Mouse: (in a loud voice) "Bow wow wow! Bow wow wow! The cat shrinks in fear and runs away.

Mouse Children: "Oh Mother, we were so afraid"!

Mother Mouse: "Let that be a lesson children. It pays to learn a second language".

A Fish Story

Den members are fishermen.

1st Fisherman: "I went fishing last night and caught a fish 3 feet long".

All others: "We went fishing last night, too".

2nd Fisherman: "I pulled out of the water a lantern that was still burning".

1st Fisherman: "Aw, how could that lantern keep burning when it was in the water"?

2nd Fisherman: "Well, you cut two feet off your fish and I'll blow out my lantern".

QUICK SKITS - (cont.)

The Lost Quarter

Scene opens with a Cub Scout looking for something on the floor. Second Cub Scout enters.

2nd Cub Scout: "Hi, what are you doing"?

1st Cub Scout: "I'm looking for my quarter".

2nd Cub Scout: "O.K., I'll help you look".

Other den members arrive and say the same thing and join the search.

Finally:

2nd Cub Scout: "Hey _____, do you remember where you lost it?"

1st Cub Scout: "Sure, outside".

All others: "Outside! Then why are we looking here"?

1st Cub Scout: "Because the light is better"!



SOUND EFFECTS

- THUNDER A piece of tin or galvanized iron 3' to 4' long and 1' wide is suspended. Shake it to produce rolling thunder. For a single crashes, strike the tin in the center with a rubber hammer or a rubber-heeled shoe.
- LIGHTNING Flash white light on and off. A photo flash can also be used.
- BREAKING GLASS Use an old piece of window glass in a sack and drop it to the floor.
- CRASHES Fill a wooden box with broken glass and a few stones, then nail the top shut. Drop or tip box on end for various types of crashes.
- HORSES Two half coconut shells clapped on a wooden board gives the sound of horses walking or galloping on a hard road. For hoofbeats on a soft road or turf, use wallboard.
- RUNNING WATER A wooden box 1" x 2" x 2" is fitted with tin on the bottom and ends in a 1" diamond pattern. Place a small amount of lead in the box. Tilt box and the sound of running water results.
- TRAINS Place small wire nails or shot inside a flat tobacco tin; move it back and forth and it sounds like a train chugging along. Sandpaper or wire brushes on metal will also give this effect, when done in the right rhythm.
- GONG CHIMES A Chinese gong is a 4½' to 5' length of water pipe suspended by a rope. Tubes from an old brass bed or water pipe can be cut in various lengths for chimes. Cut off ½" at a time and test for tone. Strike with rubber-soled shoe.
- WIND A cylindrical drum made of two circular wooden ends about 2; in diameter joined by slats set 2" apart is mounted on a frame. Also heavy canvas is stretched tightly against the drum which, when rotated by the handle, produces the sound of wind. A wind whistle can also be purchased from novelty or toy shops, and is adequate for some shows.
- RAIN Fill a tin biscuit or cookie tin one third full of dried peas or beans. Rotate slowly. Rain machines are also made from a large tin can with cleats placed inside at intervals. After the peas or beans are put in it, the top is soldered on, and a handle is run through the center, and the can is mounted on a stand.
- If you must be realistic, try drilling small holes in a pipe about ½" apart, but be careful and arrange a trough to catch the water, since it is easy to have a flood.

SOUND EFFECTS - (cont.)

RAIN (cont.) Fine cellophane strips with a small fan blowing on them can be used to resemble dripping rain. A slight agitation of the strips will look like gentle rain. Tiny cellophane or tissue paper pieces can be used for snow.

ROARS OR
CREAKING
DOOR Make a hole in the bottom of a large tin can, put a cord through it and knot it securely. Fasten the can to a board. Powdered resin is put on a piece of cloth or canvas glove and worn by operator. Pull up tightly on the cord. The pitch is varied by the tautness of the cord.

GUN SHOT Snap a yardstick or thin board on a hard, flat surface. Or fire a cap pistol.

SMOKE
MACHINE Cigarette smoke may be blown through a rubber tube with a good effect. Incense may be used in some cases or melting dry ice. A bulb with powder in it, when squeezed will produce a small amount of smoke.

VOLCANO A cigar or cigarette butt placed in a metal container in a tin can, will simulate a smoking volcano, chimney or locomotive.

SNOW Small pieces of white paper fanned off a flat box top will give a snow effect. Moth flakes or Christmas snow can be dropped from above. Soap flakes may also be used.

SAWING
WOOD Rub a piece of sandpaper across 6" area on rim of large foil pan.

FIRE Crumple cellophane into a ball. Then released in front of microphone, it will crackle like flame.

TRAIN
WHISTLE Place a sheet of paper over top of 8" pie pan. Place your partly open mouth against paper and utter a shriek without moving your lips. If train is far away, make small shriek.

CRICKET
CHIRP Run a finger over a small piece of fine-toothed comb.

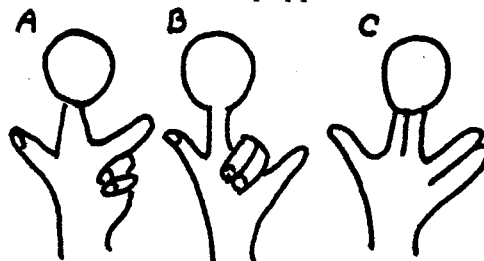
BASIC PUPPET POINTERS

Puppetry is an art that appeals to boys of all ages, probably more to boys of Cub Scout age than any other. Furthermore, simple puppetry can be put to definite use in the Cub Scout program. Puppets can be used in connection with most achievements, as well as with many of the monthly themes and several of the electives and the Webelos Showman activity badge.

No one knows who invented puppets or when or where they first appeared. They have been found in Egyptian tombs, in China, and in India, in very early history. They were in wide use throughout the Middle Ages for teaching the Bible. Puppets have acted before royalty and have been enjoyed by scholars, poets, and artists. Famous music has been written for them.

SOME DO'S AND DONT'S

1. Make sure audience can see eyes of puppet - keep it's chin down. If puppet is a moving mouth puppet, your hand will seem almost cramped if you're doing it right. In other words, if your hand feels nice and comfortable, your puppets eyes are probably pointing at the ceiling. Follow these examples for solid head puppets:



2. To make your puppet speak...move wrist slightly forward as your fingers open, then pull back slightly as fingers close. Try to have mouth open when saying important word, closed when not.

BASIC MOVEMENT CHART



CLAPPING



LOOKING



HIDING EYES

3. Freeze when another puppet is talking. Make sure the audience can tell which puppet is doing the talking. Jiggle the talking puppet as he talks, nod his head or move slightly forward.



POINTING



CRYING OR SNEEZING

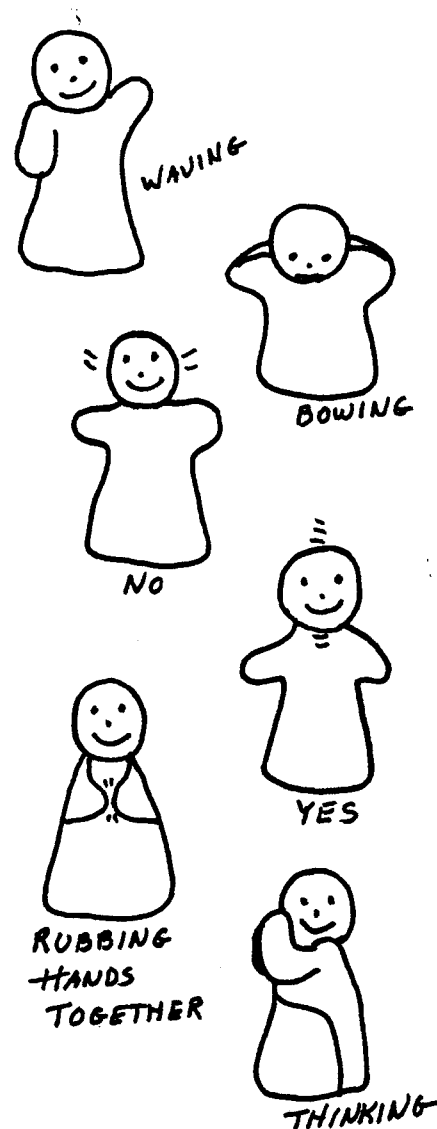


HOLDING HEAD

4. Try to keep puppet upright, and at the same height all the time when working behind stage. Do not let it lean one way or the other unless for a particular purpose.

Basic Puppet Pointers - (cont.)

5. If your puppet is going to have a voice, spend some time discovering a voice that fits it's character. Then maintain it tone and accent. Make sure it's consistent, recognizable, and clear.
6. Avoid wordiness. No long speeches. Speak clearly. Helpful hint: learn script, then prerecord it. Caution when recording, allow time for puppets to move on stage.
7. Make sure your puppet's movements and actions fit it's character. An old puppet will most likely move more slowly and haltingly, a young puppet will bounce or skip in its step. Let them walk off stage, not sink out of sight - likewise with their entrance. Do not hide one puppet behind the other.
8. Puppets are most effective when in action. Let the puppet exaggerate both feelings and actions. In some cases it is a good idea to have the puppet speak aloud to himself as he goes about his act. For example, he might say while looking - "I'll look under this tree for a rock".
9. It's good for puppets to have a message, a purpose, a point - it's vital - but have it come across thru action - not preaching.
10. Keep story development simple and clear cut..... with beginning, middle, and end.



HINTS ON BRINGING YOUR PUPPET TO LIFE

- WALKING** Move the wrist back and forth. Shouldn't pop in and out - should enter stage from side.
- TALKING** If the mouth is moveable, it is simple to indicate talking. If not, move the head up and down rhythmically on phrases or groups of words.
- LISTENING** A puppet should not move while another is speaking. It can turn and face the puppet speaking.
- SITTING** Lower the puppet gently and insert the index finger of the opposite hand under the garment to make a knee. Gradually remove the finger as the puppet sits.
- CLIMBING** Lower the paper mache tree or beanstalk or fence or ladder, etc. It's only movement is grasping the branches or stalk at intervals.

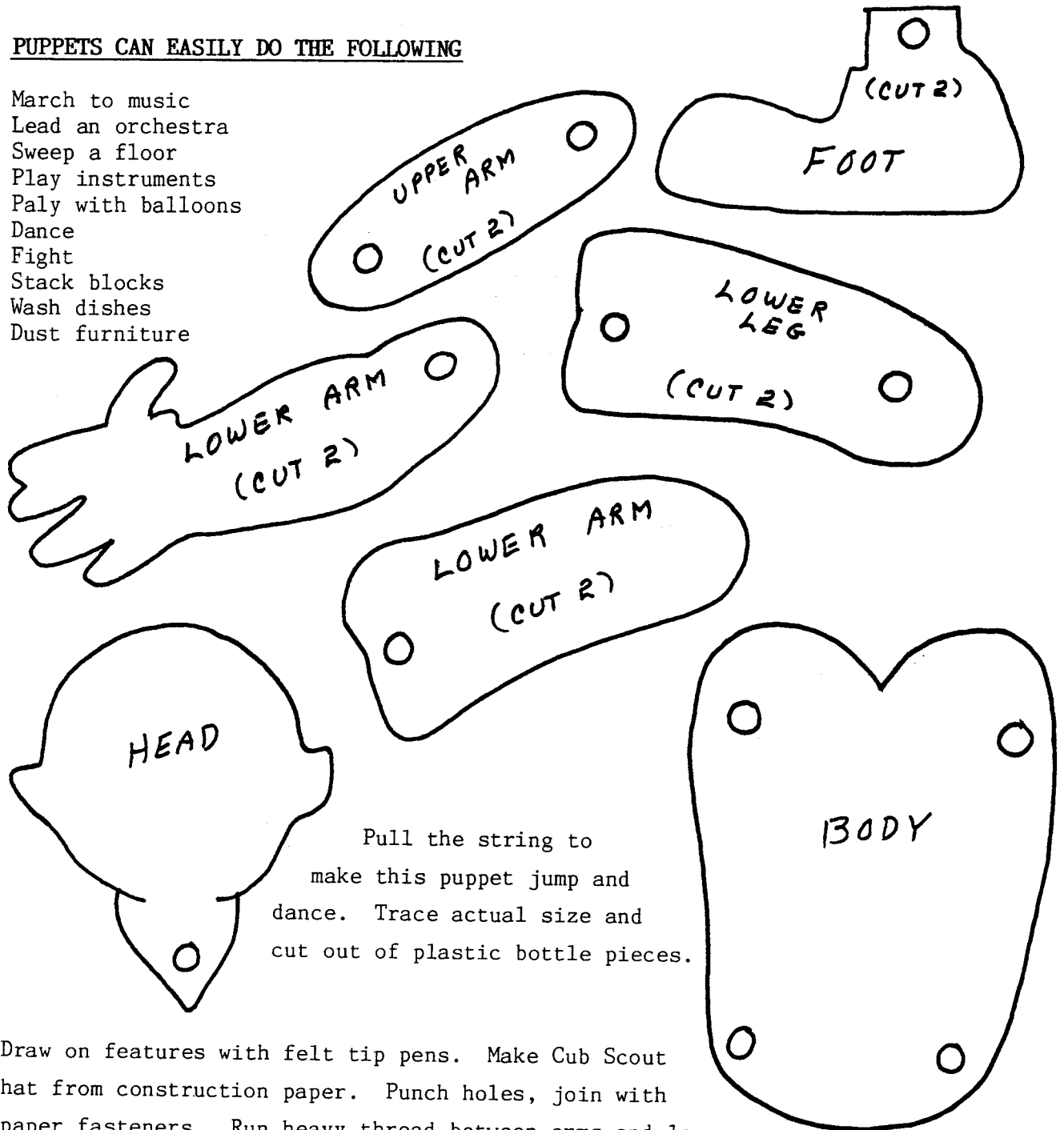
Hints On Bringing Your Puppet To Life - (cont.)

PIANO PLAYING Use a toy piano that has been muffled so that no sound is heard when the keys are struck. Puppet performs as a recording or tpe of a short piano selection is played.

DANCING Two puppets may dance together or indicate kicking movements by using the pointer finger of the opposite hand to make kicks underneath a full skirt.

PUPPETS CAN EASILY DO THE FOLLOWING

- March to music
- Lead an orchestra
- Sweep a floor
- Play instruments
- Paly with balloons
- Dance
- Fight
- Stack blocks
- Wash dishes
- Dust furniture



Pull the string to make this puppet jump and dance. Trace actual size and cut out of plastic bottle pieces.

Draw on features with felt tip pens. Make Cub Scout hat from construction paper. Punch holes, join with paper fasteners. Run heavy thread between arms and legs and tie. Tie 12" thread between arms and legs. Leave loop for pulling to work arms and legs.

BOX CARTON MARIONETTE

Materials:

- 2 boxes (one for head, one for body)
- cord (nylon, piping, clothesline, or the like)
- cardboard (to make hands & feet)
- weights for hands & feet (coins, washers)
- glue (hot glue, tacky or fast drying)
- string (kite, heavy thread, upholstery thread)
- paint (tempra, acrylic - if carton is waxed you may have to cover with contact paper or plain paper, then paint)
- optional: 2 curtain rings 1 bracelet (plastic)

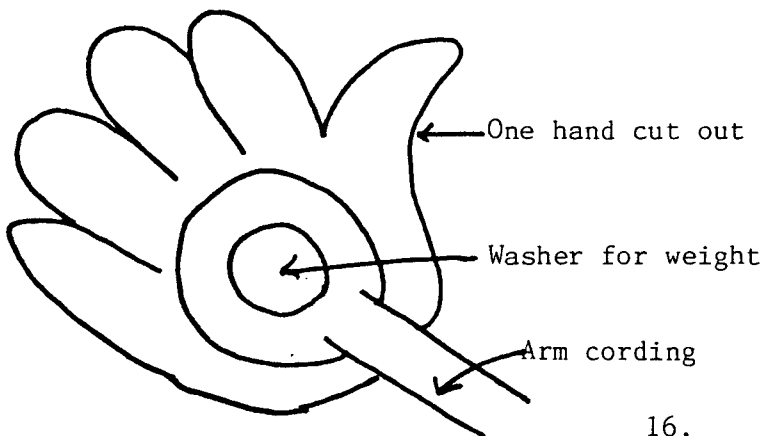
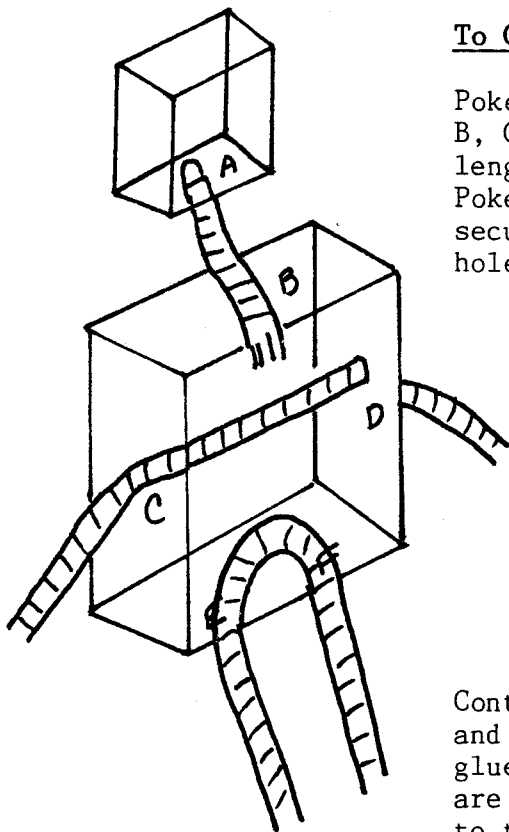
To Construct

Poke holes in boxes at points A and B, C, E, E, and F. Cut cording the length you want neck, arms and legs. Poke neck cord into holes A and B and secure with glue. Lace arm cording thru holes C and D and secure with glue.

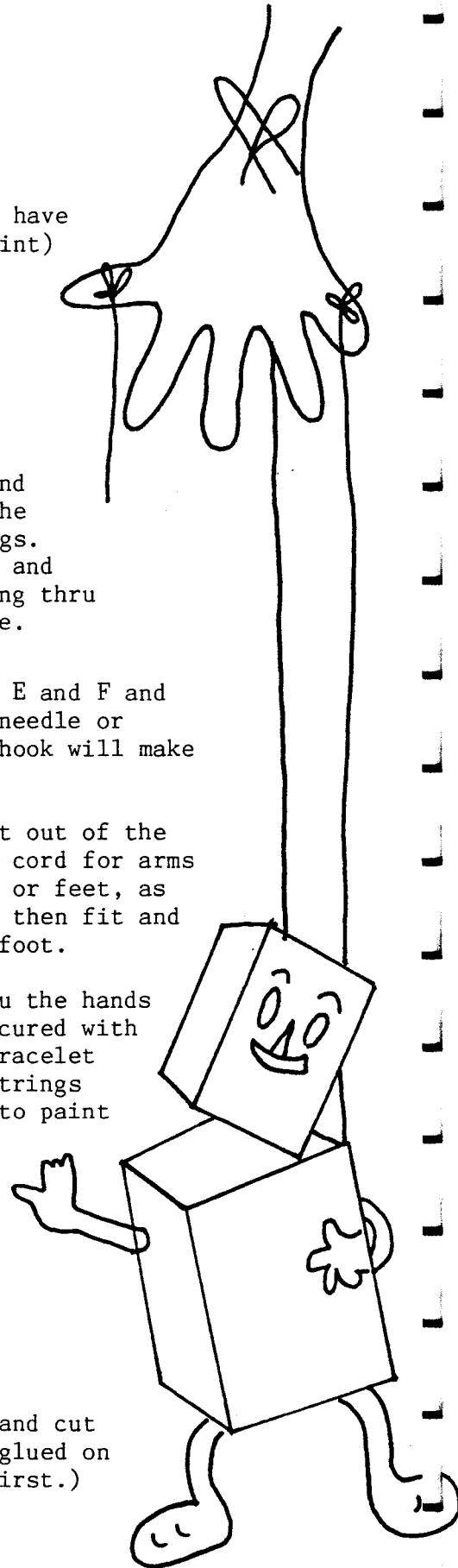
Lace leg cording thru holes E and F and secure with glue. A large needle or knitting needle or crochet hook will make the lacing easier.

Cut four hands and four feet out of the cardboard. Glue weight and cord for arms or legs to one of the hands or feet, as shown in the diagram below, then fit and glue on the second hand or foot.

Control strings can be strung thru the hands and feet with large needle and secured with glue. If the curtain rings and bracelet are to be used instead of tying strings to the rings. Now you are ready to paint or costume your puppet!



(second hand cut out & glued on top of first.)



SHADOW PUPPETS

Because they are easy and fun to make and use, shadow puppets are one of the simplest forms of puppetry, and one that lends itself to the telling of tall stories. It is important to think through the events of the story, so that plenty of action is included.

One or two people can put on an entertaining shadow puppet show and a den of boys can produce one that is quite exciting. The big advantage of the boys is that a whole theatre can be created with cutouts and shadows so that many different plays can be performed without a large group of live actors or stage help. A shadow puppet theatre is a good investment for a pack.

Shadow puppets grow large or small as they move toward and away from the screen. On a large screen, boys can become the shadows. Puppets can climb a tree or mountain in an instant. The miraculous disappearance of a puppet is an easy trick. Suddenly pulling the puppet straight back and down out of the light will cause it to vanish. The reverse move will cause an instantaneous appearance. Characters can be transformed from animals to humans or dwarfs by pulling one puppet straight back while another is pushed forward in its place. Usually a spoken magic spell and a blink of a light accompanies this action.

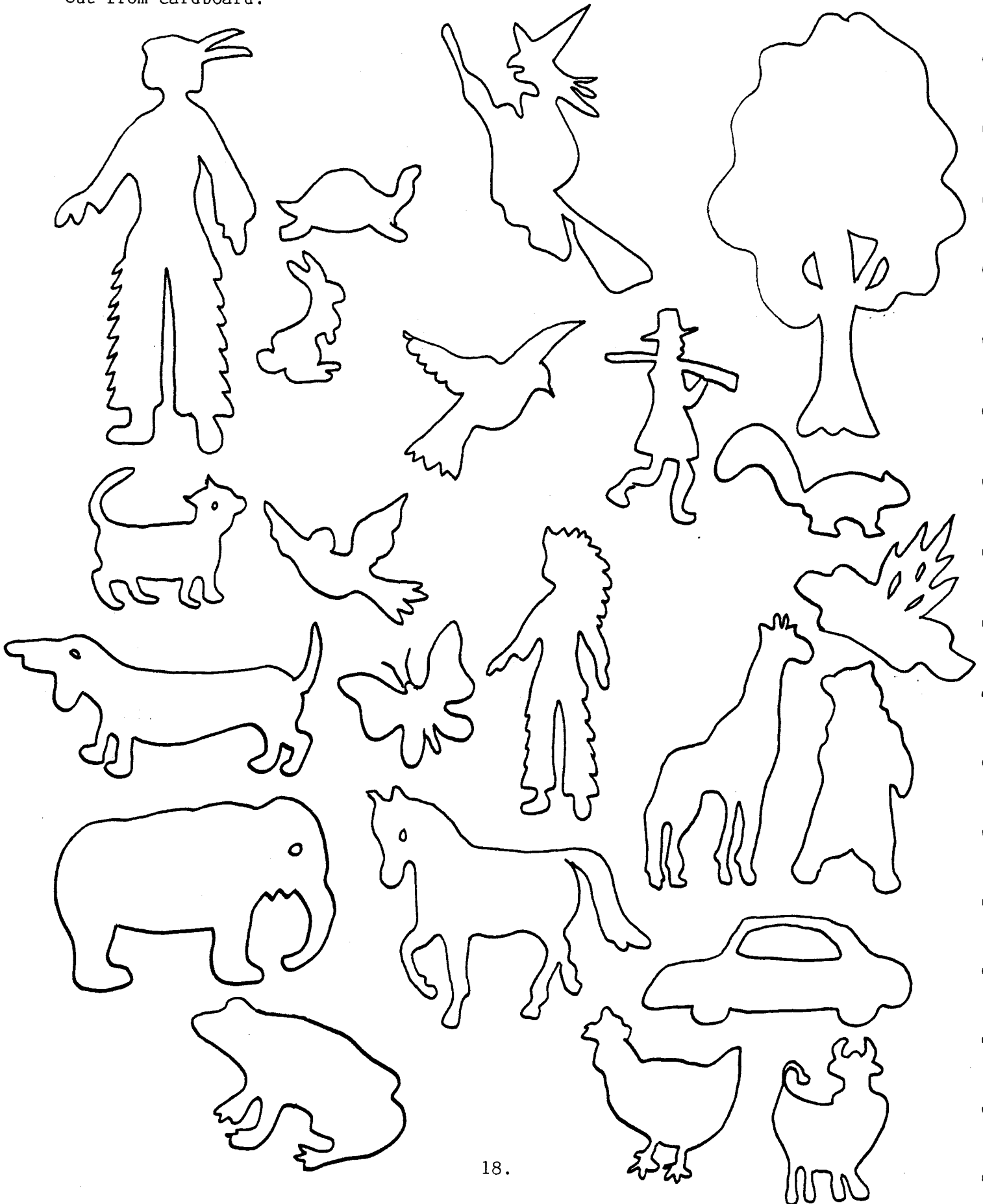
Another advantage of shadow puppet plays is that the scenery can be changed quickly and easily. Car, bicycles, wagons and other rolling props can be pushed or pulled across the screen.

To make the puppets, use patterns found in children's coloring books or those on the following pages. Enlarge to needed size - usually about 12" for figures. Cut from cardboard. Use a thumbtack to fasten the cutout to a wood dowel or pencil eraser, or tape a piece of wire to the base. The shadow puppet is a rigid figure, held straight up against the screen by the handle at its base.

Illumination for shadow puppets must come from directly behind the center of the screen. There are many shadow tricks and devices to produce special effects. Manipulating the light will give the illusion of movement to a stationary object. To do this, hold the silhouette back a little from the screen while you have someone move the light slowly from one side of the screen to the other, and parallel to it.

SHADOW PUPPET PATTERNS

Enlarge to needed size - usually about 12" tall for figures.
Cut from cardboard.



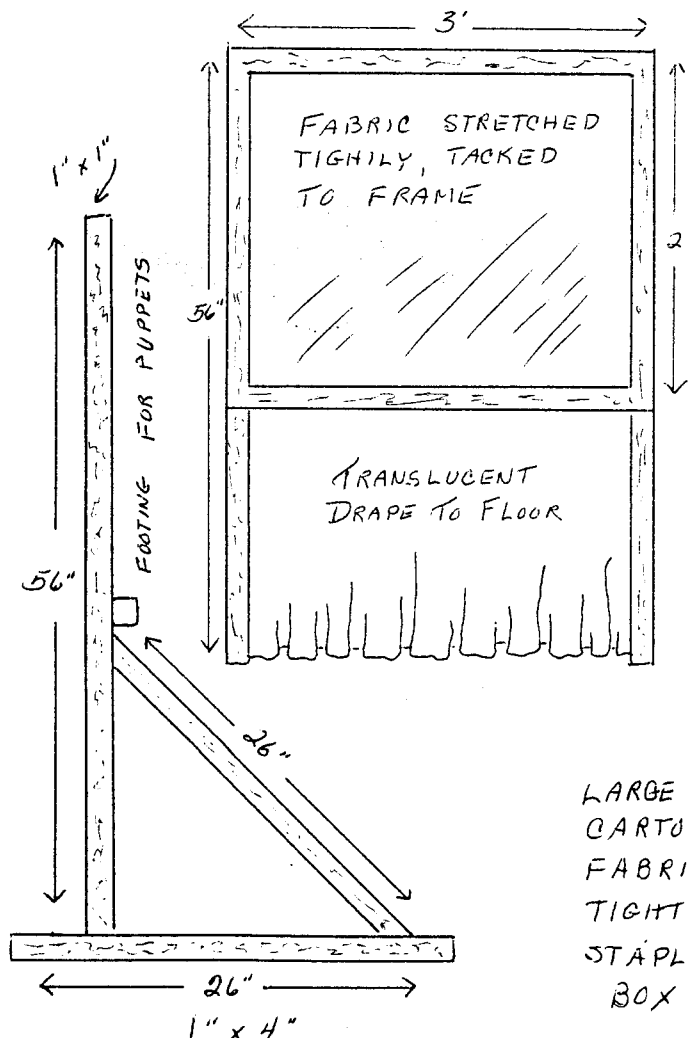
SHADOW PUPPET SCREEN

There are several different types of shadow puppet screens. All have some type of frame with fabric or heavy paper stretched across the opening. The frame may be wooden (such as the one shown below) or a cardboard carton with a large hole cut in one side. The fabric may be white cotton sheeting, an old white window shade, material from a discarded shower curtain or butcher paper which has been rubbed with vegetable oil.

The size of the screen depends on the size of the puppets. A small screen for table use with figures about 5" high should be 14" high by 22" wide. For 12" puppets (which are most commonly used), the screen should be 3' wide by 2' high.

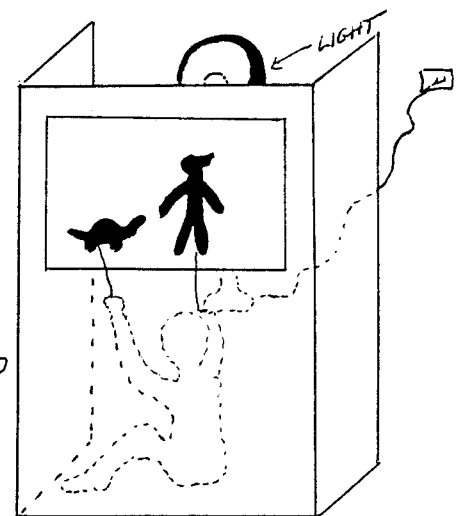
Whatever type is used, the screen should have a footing for the figures. This is a ledge about 1" - 2" wide which is fastened to the frame all the way across the bottom edge at the rear. This is important so the feet of the puppets will touch something and not seem to be floating in air.

A light is placed directly behind the screen. The puppet operator is below the screen and hold the puppets up between the screen and the light. The puppet operator must remain below the path of the light and keep his hand below the stage.



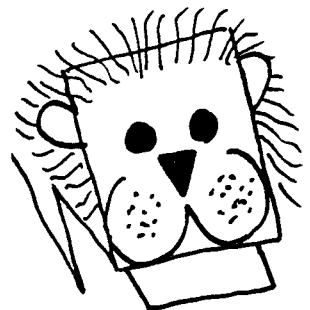
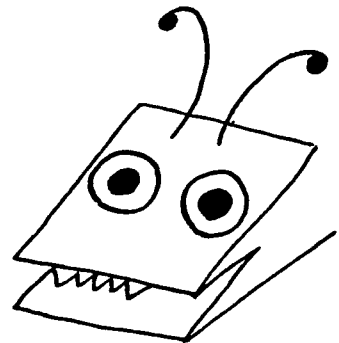
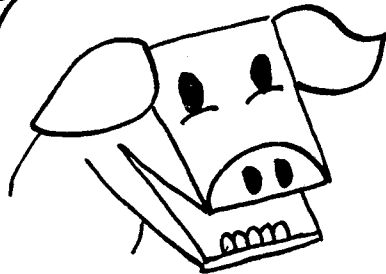
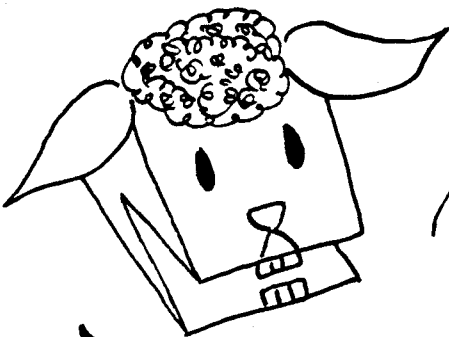
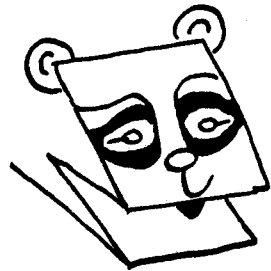
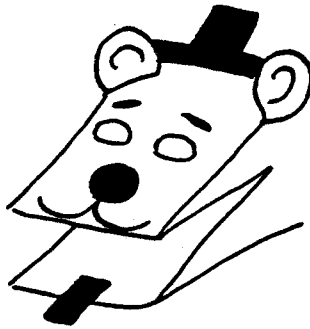
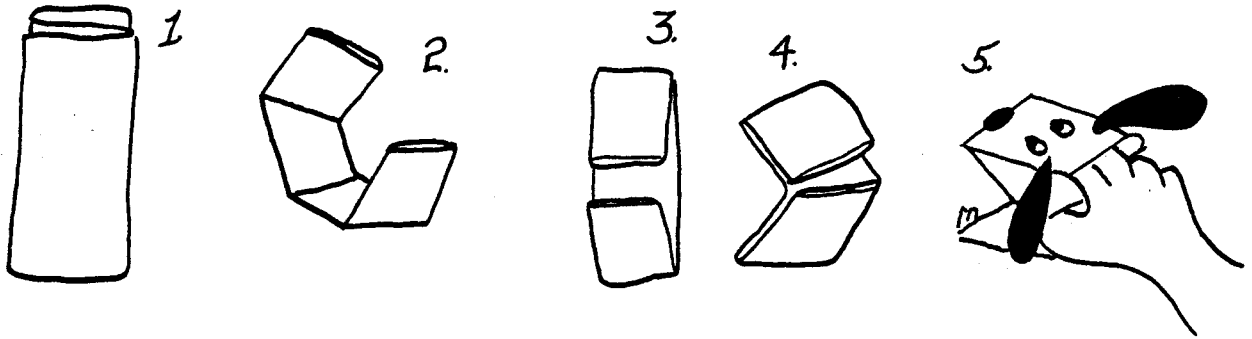
For shadow puppets in color, cut out the cardboard silhouette. Then cut out center of silhouette, leaving just a cardboard frame around the edge. Place colored cellophane or tissue paper over frame. Light shining through colored paper shows the color on the screen.

LARGE CARDBOARD
CARTON WITH
FABRIC STRETCHED
TIGHTLY AND
STAPLED TO
BOX



FOLD-UP PUPPET

1. Fold a sheet of construction paper into thirds lengthwise.
2. Then fold into quarters with top and bottom meeting in the middle.
3. (same as 2)
4. Fold again in half with opening on outside.
5. Slip thumb and finger into slots to make the puppet talk. Trim with contrasting construction paper, felt, marking pen, yarn, etc.



MORE COFFEE CUP PUPPETS:

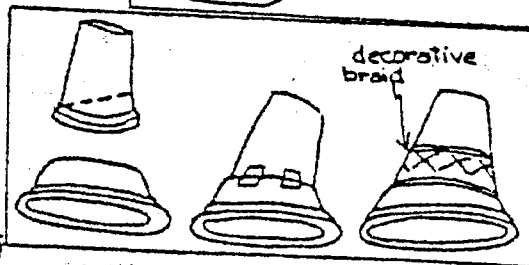
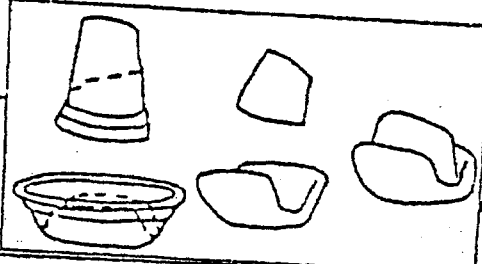
PEOPLE

Rod: Barbeque skewer attached to inside of cup with several pieces of tape.

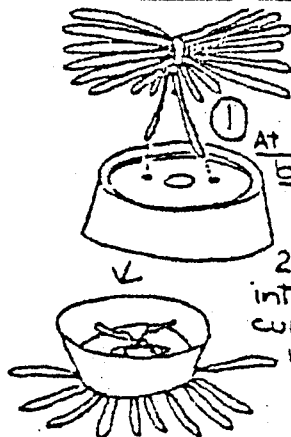
Collar: Top of cup, cut, fastened together with 2 brads for buttons. Attached to rod with piece of tape.

HATS:
1 small dish
1 cup

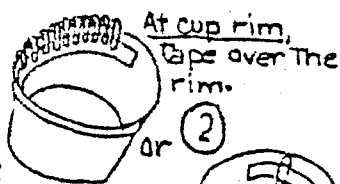
Cut on dotted line. Attach with Tape and/or pins.



TWO METHODS OF ATTACHING HAIR:



① At cup bottom:
Make 2 holes in bottom. Feed 2 tied ends, one into each hole, turn cup over, and knot yarn tight.



② At cup rim, Tape over the rim.



Rod: Punch rod gently thru bottom of cup, and Tape inside.



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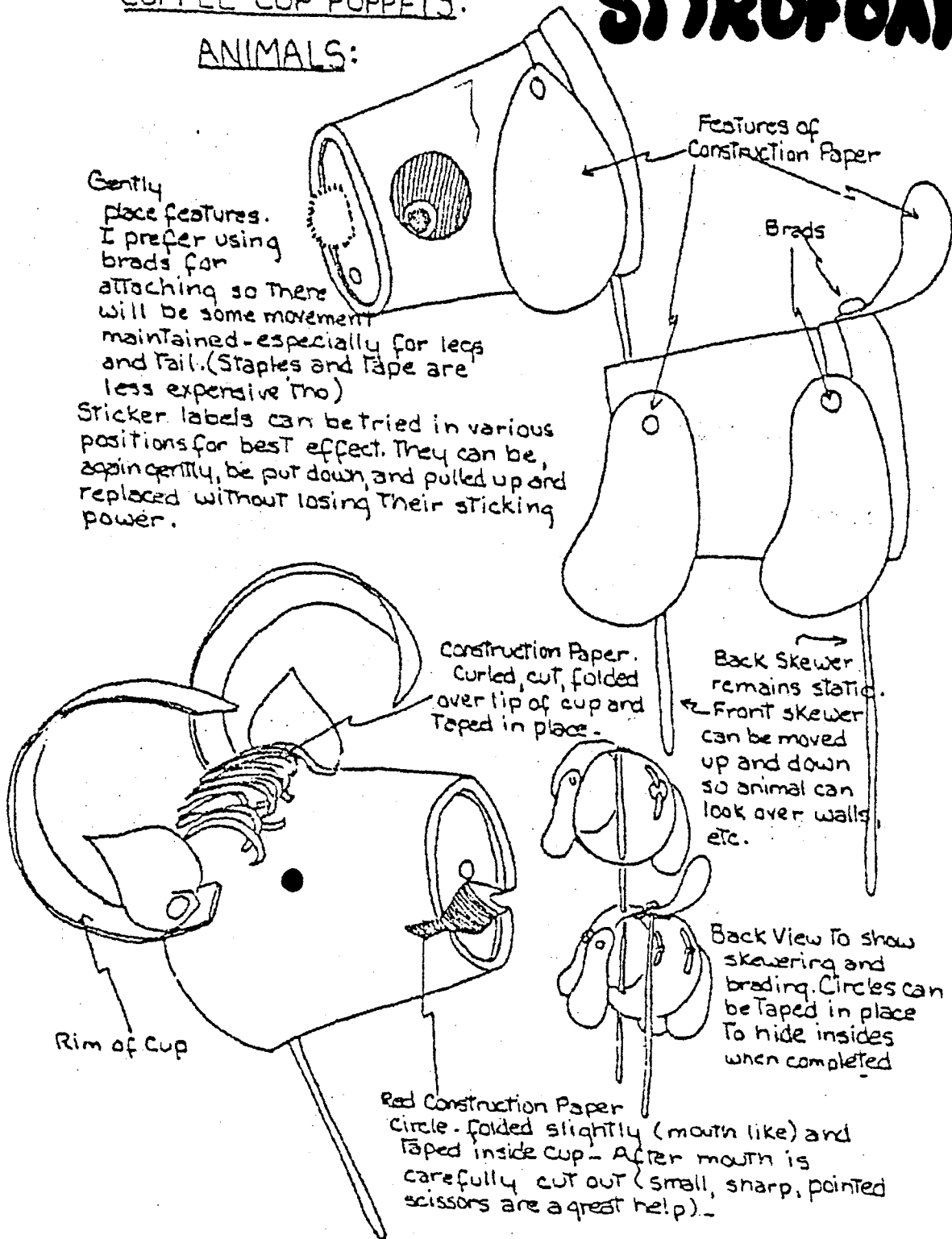
SIMPLE STYROFOAMS...

COFFEE CUP PUPPETS:

ANIMALS:

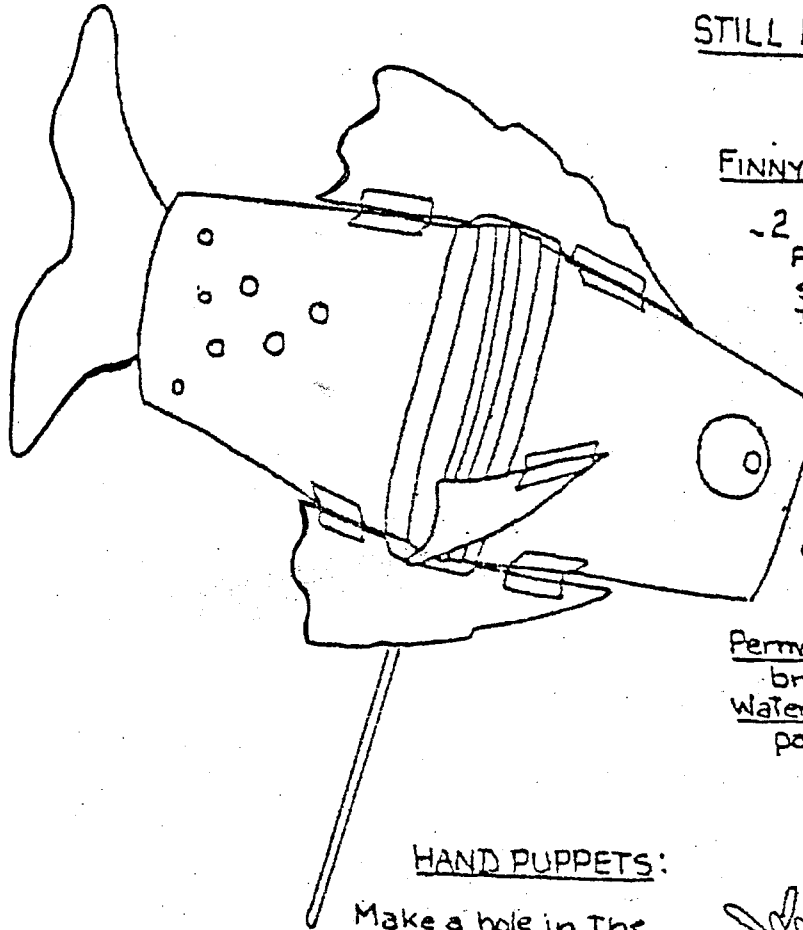
Gently place features. I prefer using brads for attaching so there will be some movement maintained - especially for legs and tail. (Staples and tape are less expensive tho)

Sticker labels can be tried in various positions for best effect. They can be, zipin gently, be put down, and pulled up and replaced without losing their sticking power.



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STILL IN THE CUPS:



FINNY FRIEND:

- 2 cups Taped Together.
Fins and Tail are
styrofoam scraps,
Taped on (The
wavy bottoms of
sandwich (hamburger)
boxes make neat
wavy fins).

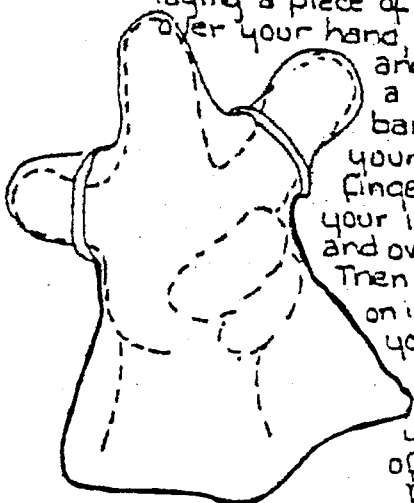
Color can be added
easily with
Magic Markers.

Permanent markers-give
bright colors.
Watercolor markers-give
pastel colors.

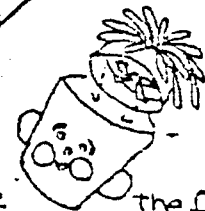
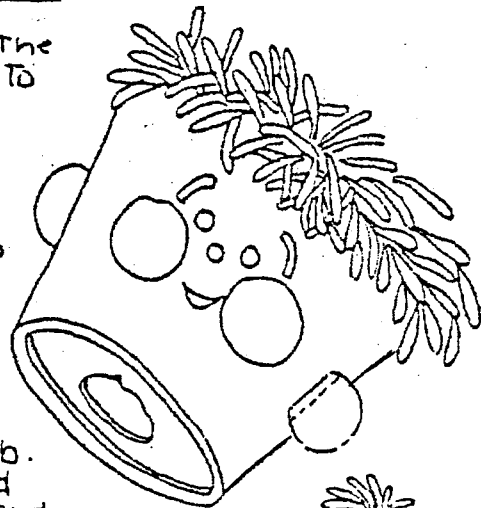
HAND PUPPETS:

Make a hole in the
bottom of a cup to
fit your index
finger.

Simple Costume: can be made by
laying a piece of material
over your hand, as illustrated,
and slipping
a rubber
band over
your middle
finger, behind
your index finger,
and over your thumb.
Then put cup head
on index finger and
your puppet is complete.



Hair: Take bottom of a
cup to which you've tied
yarn hair, and shove into top
of cup on which you've made
to make completed head.



the face

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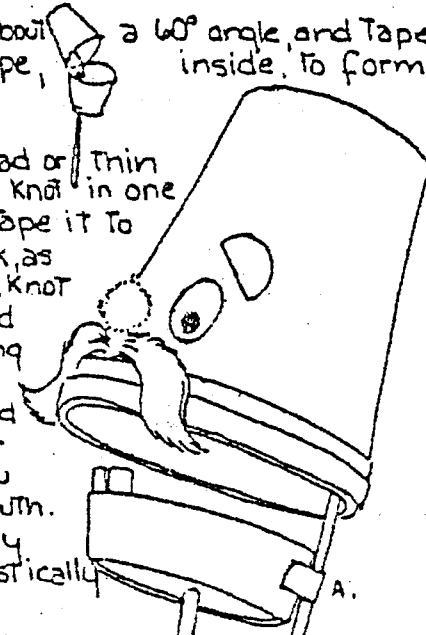
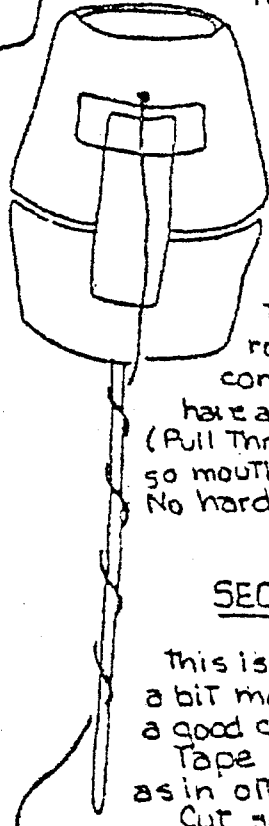
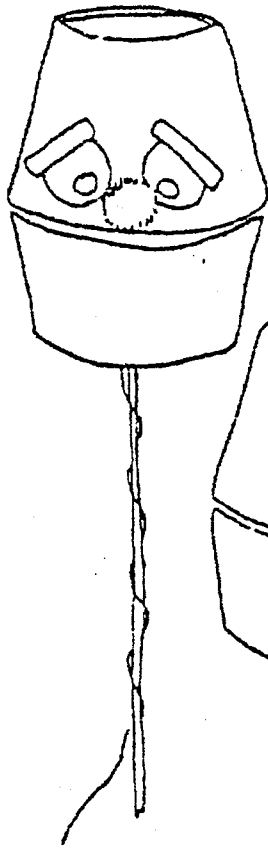
MOVING MOUTH CUP PUPPET:

FIRST VERSION:

To make moving mouth cup puppet, Tape 2 cups Together in the back (as illustrated) -Cups can be full size, or cut to any size desired as long as both cups are same size -so mouth fits Together properly -

Open cups to about a 60° angle, and Tape again, over first tape, inside, to form hinge.

Next Take heavy Thread or Thin string, put Knot in one end and Tape it to Top cup back, as illustrated, Knot keeps Thread from pulling out. Wrap Thread around rod (for better control) and you have a working mouth. (Pull Thread carefully so mouth opens realistically. No hard jerks.)



SECOND VERSION:

This is a 2 rod version and a bit more complicated, but a good challenge.

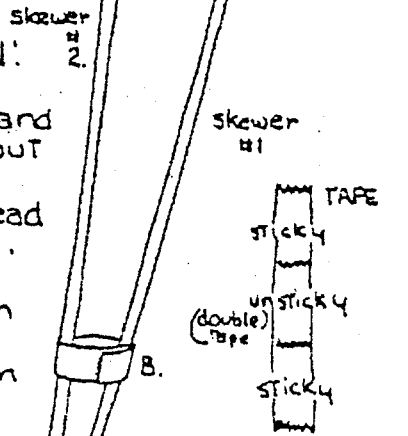
Tape rod into top of head as in other rod puppets.

Cut second cup to serve as lower jaw. Teeth may be added by cutting out scrap of styrofoam and taping them in place inside mouth.

Insert 2nd rod in middle of chin cup (can anchor with tape inside and out for added stability.)

Lay out 3 pieces of tape, and to the middle of add an additional, small piece of tape (sticky so that there's a 1/2" to 3/4" section of each piece that first piece in back of chin cup (A), wrapping and attaching again to cup on other side. Attach way but about 2/3 of way down skewer (B).

(so non-sticky part is around chin rod (#2) instead, and the sticky part is stuck to skewer #1. Got the idea, I hope --- Try it!

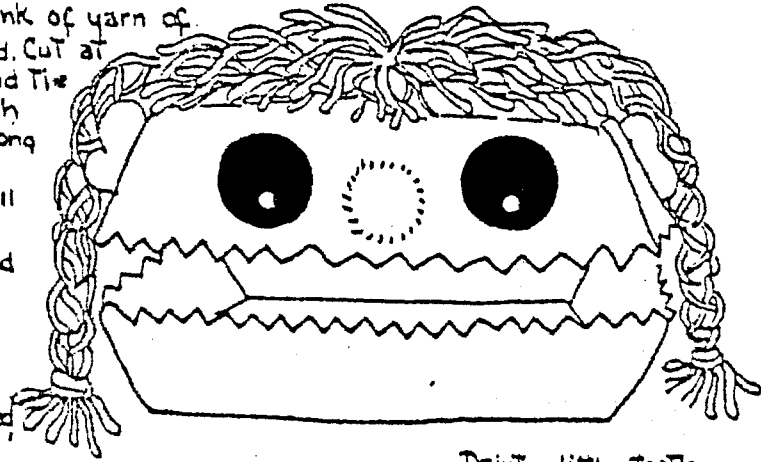
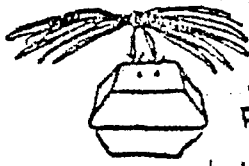


each of these 3 pieces, side to sticky side) is not sticky. Place around skewer rod #1, second piece in same Reverse third piece (C)

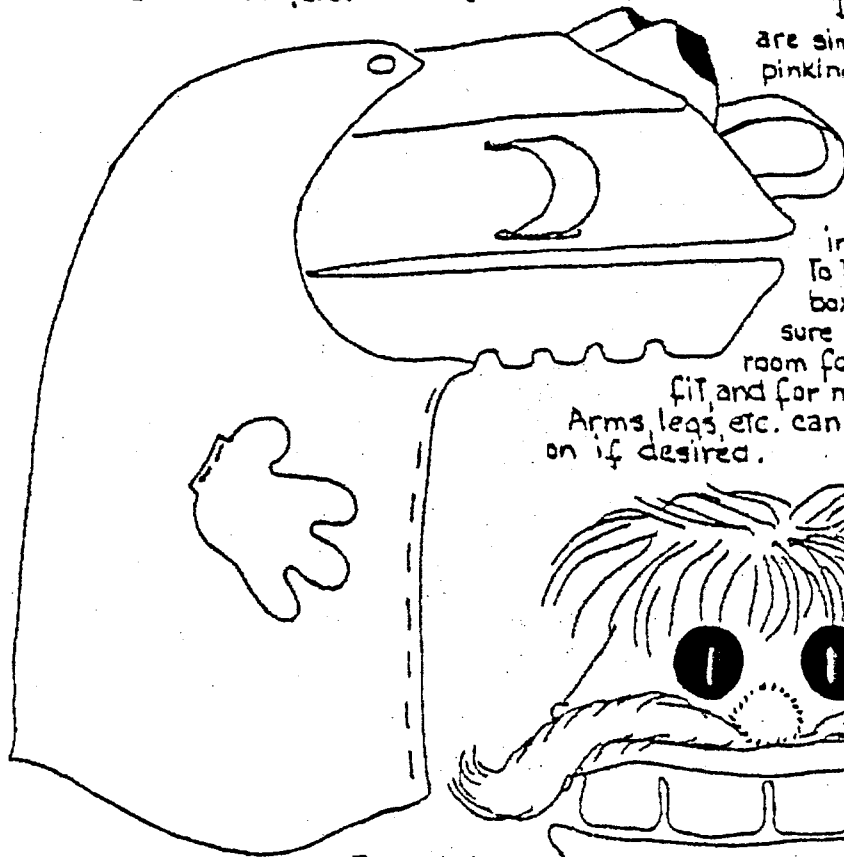
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SANDWICH BOX PEOPLE

YARN HAIR: Take a hank of yarn of length desired. Cut at both ends, and tie in middle with at least an 8" long piece. Make 2 small holes in top of box. Insert one end of tie piece in each hole. Open box, pull ends tight, and knot securely. Hair can be left loose, braided, made into bun, etc.



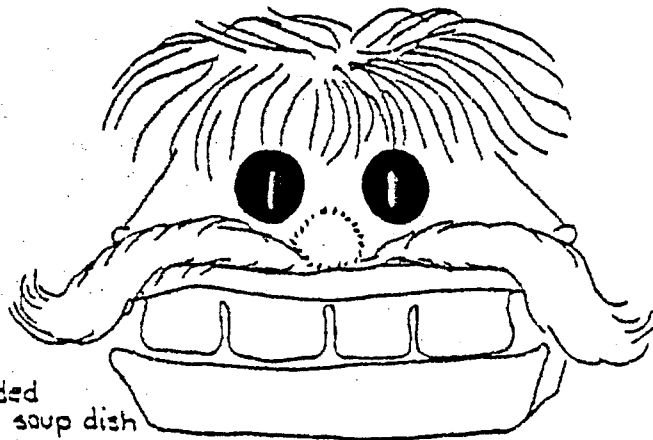
Dainty little teeth are simple to make with pinking shears.



COSTUMING:

Sew or staple rectangle of material into a sleeve. Attach to top and bottom of box with brads. Make sure you've left enough room for your hand to fit, and for mouth to operate.

Arms, legs, etc. can be stapled or sewn on if desired.



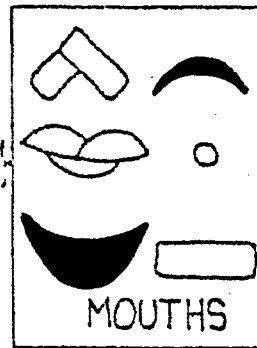
For added head height, half a small soup dish can be stapled or bradded on.

Teeth can be made by cutting front edge, or stapling on extra piece. Fake fur makes great mustaches, hair, etc.

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IDEAS FOR FEATURES-made from sticker labels (manufactured by Dennison, Avery, etc.)

A wide variety of eyes, noses, mouths, ears, eyebrows, etc. can be made using self adhesive sticker labels (variously called "removable labels", "color coding labels", "signal dots", "Pres-a-ply labels" available in stationery, craft supply and variety stores as well as supermarkets, etc.) Pictured are only a small sampling of the possibilities.



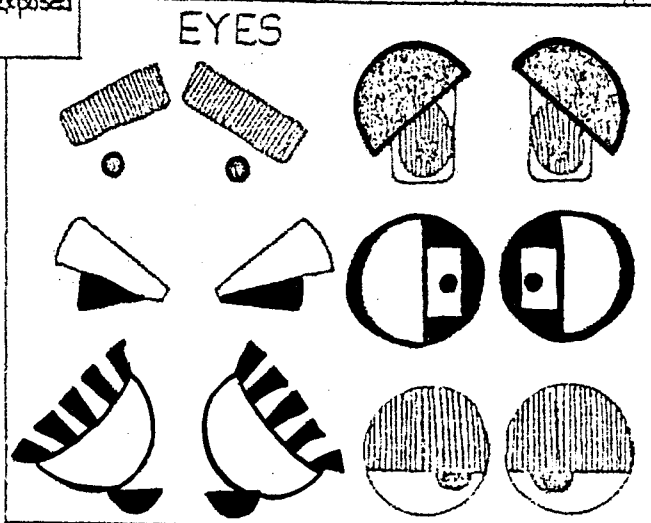
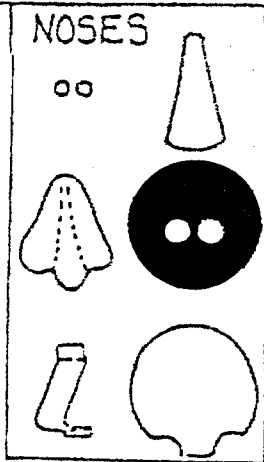
MOUTHS

They are a boon to construction in that they can be moved (carefully) from one position to another until the desired effect is obtained, without losing their sticking power and without marring the puppet. They can be used as is, or cut to give added variety.

**DR. STICK'EMS
EAR, EYE,
MOUTH and NOSE
CLINIC**

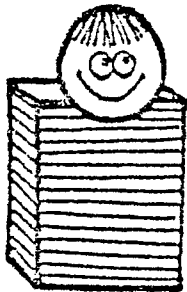
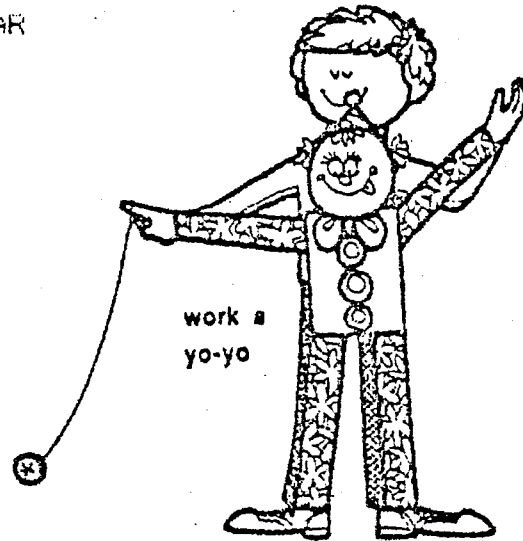
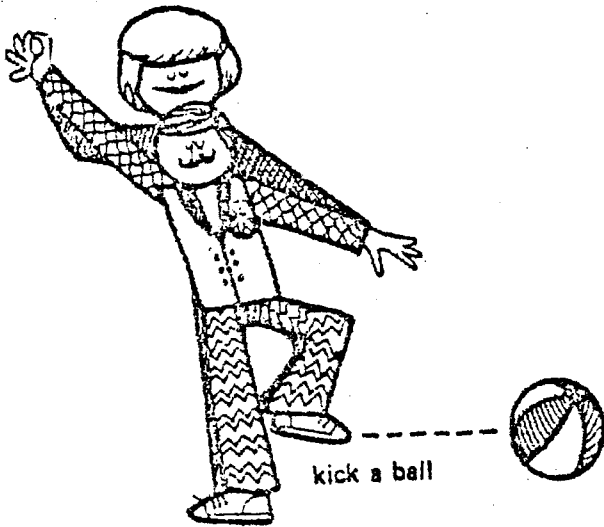
EARS

Fold small section of ear outward (as indicated by dotted line). Put another sticker of the same size - sticky side to sticky side - against the first one, and make a fold in the opposite direction. Attach folded sections to head (see figure at left). There should now be no exposed sticky surfaces.

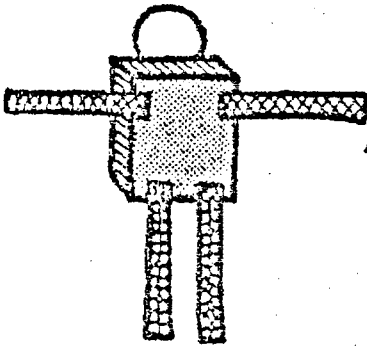


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PUPPET PARTNERS - PUPPETS YOU CAN WEAR



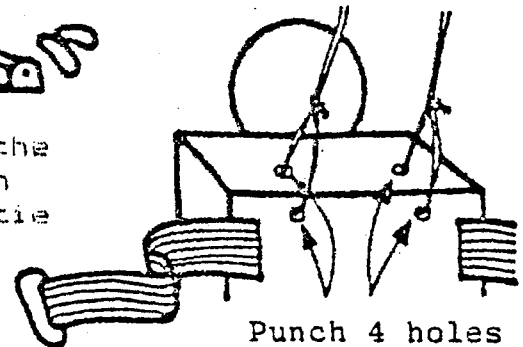
1. Cover the front and sides of the box with cloth or paper.
2. Draw a face on a paper plate. Glue to box.
3. For the puppet's arms and legs, cut strips of cloth about 3 inches wide. You will need 2 strips 6 inches longer than your arms, and 2 strips 6 inches longer than your legs.



4. Glue the arms and legs to the back of the box. Staple rubber bands to the ends of the arms and legs.

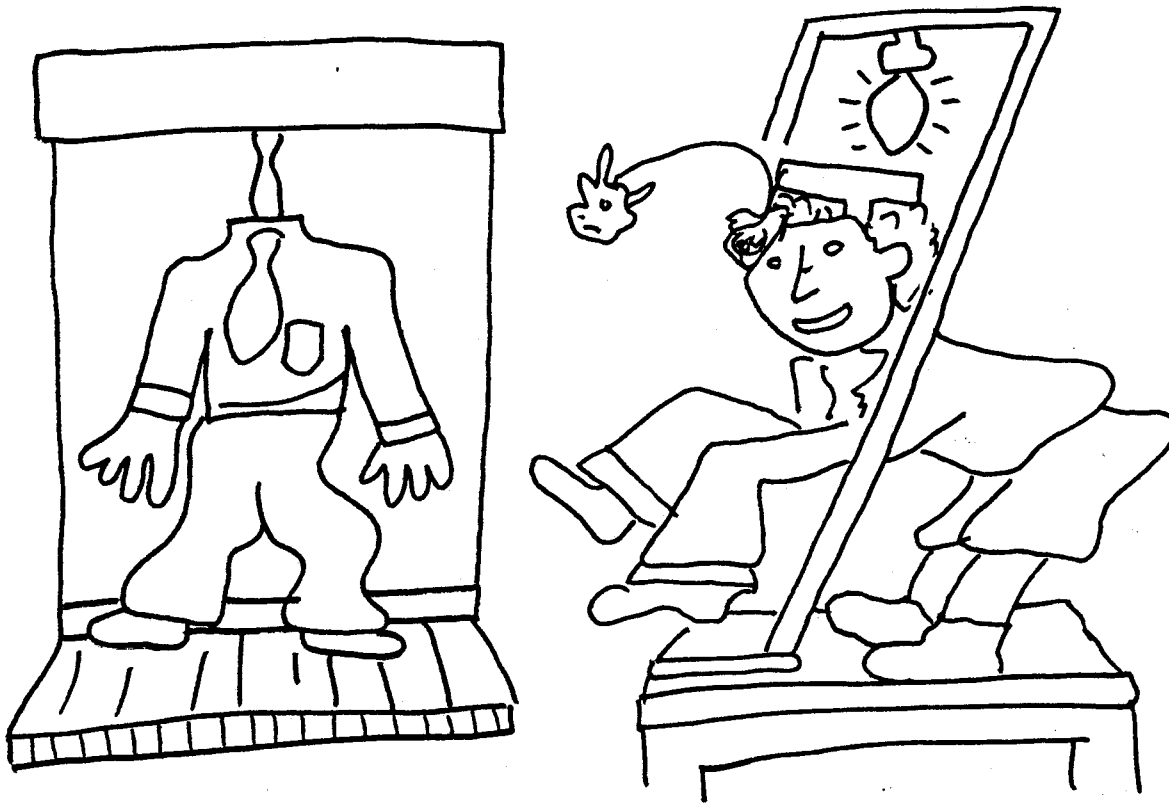


5. Punch 4 holes in the back and top of the box. Tie a shoelace or string through each set of holes. Leave enough to tie behind your neck.



6. To wear the puppet, tie the shoelace or string behind your neck. Put the rubber bands around your wrists and ankles. Now see how you can make your puppet partner move!

SONG-AND-DANCE-MAN



BUILD THIS live puppet and get your boys into the act. Or make two puppets, and have a chorus. Make a light frame from 1 x 2 lumber, cover with box cardboard. Clamp or nail to a table-top base. The light is optional. Sew or paint the background shirt, which is NOT occupied, and fasten a pair of trousers to the frame (the PANTS are for the actor;s HANDS).

Attach a pair of work gloves to shirt to form hands. Cut a slit in background above shirt collar, insert actor's head. Make other slits so hands can slip into fastened trousers. Then attach shoes securely to your hands.

To operate, have the boy put his head thru the backdrop. Place appropriate hat on his head, secure the shoes, slip his hands into trousers, and he is ready to dance. Practice to music (phonograph), and improve dance routines to fit the occasion.

PANTOMIMES

IS PLANNING A STUNT for your Pack Meeting one of your toughest assignments as a Den Leader? Perhaps your den is made up of very young Cub Scouts, with most of them giving attention to the job at hand for only brief periods. Do they have difficulty in learning lines and speaking them out so the audience can hear and understand? Do they get caught in the throes of trying to get the word straight and forget the action which is supposed to accompany the dialog? Is it discouraging for you and for them?

Then, for your next stunt, plan to do something which is a natural as breathing to eight and nine-year olds. Watch them out-of-doors at play. Most of the time they are pretending. Someone shouts, "let's play like we're...." and the whole gang is transformed instantly into horses, or spacemen, or undercover agents. Notice that what they SAY is not important. It is what they DO.

Cub Scouts silently matching actions to words of a phonograph record or a story read by a narrator never fail to amuse themselves or the audience.

Pantomimes are easy to do and they are interesting and popular. Facial expressions and exaggerated actions give added meaning to the story.

Audiences can be brought into the act by having them guess what song title, nursery rhyme or book title is being acted out. Put on your pantomime without a word of explanation. Ask the audience to call out the title or story. If no one recognizes the pantomime, give them a few hints.



In selecting the subject to pantomime, choose popular book titles, favorite stories. Song titles too, pick out songs that the group sings often. Historic events, embarrassing moments and proverbial statements all lend themselves to production as playlets or pantomimes with or without "props".

If you have to explain, or read to the audience, let the Den Chief do it. Us ALL the boys...they'll enjoy being trees, or the castle. The boys will provide a wealth of entertaining action, but, best of all, they will have a fine experience in working together at something they like to do and something they can do well. Sit back and enjoy!

Nature



Unquestionably, boys are much happier when out of doors. There is more adventure to be found in a two-hour program in the open than in a month of indoor programs, and it is in the outdoors that a Cub Scout gets his first real taste of self-reliance. It is there where he can take his first steps in looking after himself, when he will pick up the skills which are to form the basis of his Scouting later on.

TRACKING

This should always be good fun for Cub Scouts, an adventurous activity which gives a real taste of Scouting. It should be fun to do, while at the same time, without the boy necessarily noticing, it should be sharpening his senses and training him in observation and deduction.

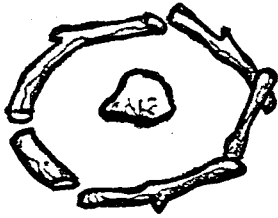
Simple trails can be laid, even in a town, but you must always avoid materials that will spoil the environment - chalk for instance. Materials which will blow away with the wind are a good idea - red powder for blood! If you have to use colored wool or paper always have a leader to follow to pick up those pieces missed by the Cubs.

I have never yet discovered a Pack which does not string itself out over a fair distance with the slower boys at the back simply playing 'follow-the-leader' and an answer to this is to have separate trails for each den. Did you know that the "Oojah" bird is the only species in the world to lay four different colors of eggs? Let each den search for its own color!

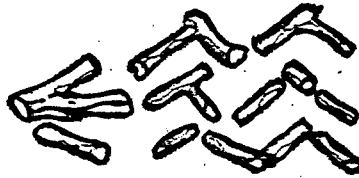
When the Cubs have graduated to a 'natural' trail, their sense of observation will need to be very keen. The secret is to keep the signs simple and lay them at frequent intervals, particularly in unfamiliar surroundings.

The most frequently used signs are illustrated on the next page, but the Pack can devise its own.

TRACKING (Continued)



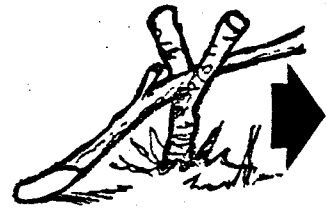
I have gone home



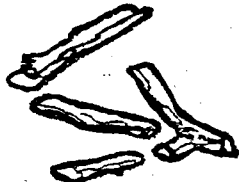
This way to water.



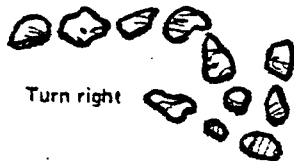
This way.



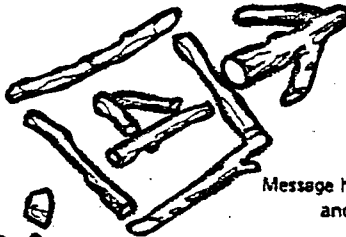
This way.



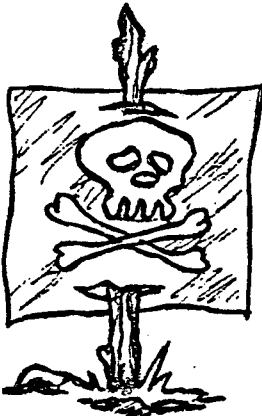
Turn left



Turn right



Message hidden 3 paces away -- and 4 paces away



Not this way.



Not this way.



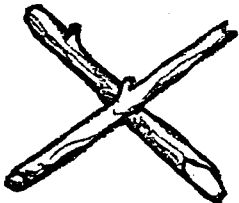
This way.



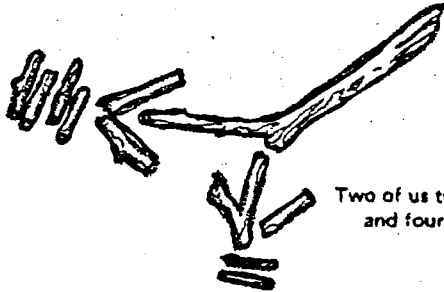
Obstacle to cross



Keep going.



Not this way.



Two of us turned left and four right



Keep going.



This way.

Cub Scouts are always looking for adventure. The great outdoors is the finest place to find it. It can be wholesome, healthy and FUN. All year round, adventure is waiting, in fields, woods, streams, ponds and parks.

Large and small creatures live in each of these habitats. To find them we must use many of the senses - hearing, seeing, touching, sometimes tasting and smelling.

A few tools will make the excursions more exciting:

Magnifying glass
Binoculars
Glass jar for collecting insects
Bag or box for interesting rocks

Something to look for on a hike:

1. See how many bird feathers can be found. Then learn to identify the birds who once owned them.
2. Make a list of birds seen on a hike.
3. Look for cocoons on bushes, branches, and fence posts.
4. Learn to identify what an oak tree looks like and how each kind of oak has different acorns.
5. Milkweed plants grow in weedy fields and along roadsides. In autumn their pods hold feathery seeds. Many fun things can be made in den meetings using these pods.
6. Collect different kinds of mosses and lichens. A moss tray can be made by putting small clumps in a flat dish. Make it look like a miniature forest. Keep moist.
7. In fall and winter look for empty birds nests. Each species of birds build their homes differently. Show the Cub Scouts the care with which the nests are built and the many varieties of materials used to build them.
8. When walking near streams or ponds, step carefully and look for animal tracks.
9. Your den may even find Indian arrowheads, chipped from flint.
10. Make a collection of shells if you are near a beach. Even in damp fields and pond areas, snail shells can be found.

To Cub Scout age boys a nature hike can be like a Safari Hunt. They will see little if they are noisy walkers or hunters. Teach them to

walk like an Indian, looking where they step, walking carefully so that the fallen leaves are not shuffled and twigs are not snapped. Wild creatures see and hear humans long before we see them.

SOME DO'S AND DONT'S FOR HAPPY HIKING

Hike only in places where you are welcome. Obey all signs. NO TRESPASSING means exactly that. Get permission if your hike will take you over farms. Close gates, leave crops undamaged.

Walk carefully and always be observant. Watch out for such things as old wells or holes covered with broken or rotting boards. Be aware of sudden steep drops in rocky places and watch out for boggy areas.

Teach your Cubs never to eat strange berries, leaves, or other plant parts. Some mushrooms are deadly poisonous.

There may be poisonous snakes in your hike area. Stay on open trails

Caves are intriguing. Often birds, and small animals and many insects live in them. It is wise to have someone experienced in caving to accompany a den.

The first thing to learn about, is to identify poison ivy. "Leaves of three let it be" is a good example to follow. Clothes that have touched poison ivy should not be handled until washed in hot soapy water.



ANIMALS AND THEIR YOUNG

How good are you at remembering the names for young animals? We have mixed up the names of adult animals and their young - now can you sort out which names go together?

FROGS	-	LEVERETS
SEALS	-	LAMBS
GEESE	-	CUBS
KANGAROOS	-	CALVES
HORSES	-	KIDS
SWANS	-	JOEYS
HARES	-	FOALS
COWS	-	PUPS
SHEEP	-	CALVES
BEARS	-	CYGNETS
ELEPHANTS	-	TADPOLES
GOATS	-	GOSLINGS

MAKE A SEEDBED IN A BAG

Cubs can make their own miniature plastic bag greenhouses and watch the processes that are usually mysterious underground phenomena.

Materials needed: Ziploc bags, paper towels, seeds
(such as beans, radish, peas, etc.)

What To Do:

1. Place a damp paper towel in each bag.
2. Put some seeds into each bag - various kinds in separate rows, or different kinds in different bags. Lock the bag.
3. Making tape to mark each bag with the boys' name and the seeds used.

Make A Seedbed In A Bag - (cont.)

4. Keep bags on a shelf. Place where heat is as close to 70 degrees as possible.

Watch to see who's seeds sprout first. Rewatering is not needed if the bags are locked shut. The toweling will stay moist and the seeds will grow in about three weeks. Seedlings can then be transplanted to soil.

HUG A TREE

One of the first things conservation schools teach young people is how to hug a tree. Here are some ways to make your Cub Scouts increasingly aware of the beauty and mystery of a tree. The tree will become a personal friend.

1. Choose a spot - (1 tree per Cub). If you have a large group of children, divide them into smaller groups. (Afterwards each group can share their findings).
2. Go to each selected tree, give the tree a hug and tell it who you are. Then let each person explore the tree. Measure it, draw it, make rubbings of the bark, collect twigs. Find the name of the tree from an identification book. Record as much data as possible.
3. Tell the tree what you have found out about it. Tell it about you, too. Give the tree a goodbye hug.
4. Later, make a tree book. This will contain all the personal data about their tree.
5. Return occasionally to the trees. Each visit should begin with a hello hug and end with a goodbye hug and appropriate conversation. Make notes about any changes in the trees and record in the tree book.

TAKE AN ALPHABET HIKE

Below are some ideas of items to look for and identify.

- A --- Acorn, apple, ash aspen
- B --- Bark, berry, buttercup, blackberry, bamboo, beech
- C --- Cricket, cat-tail, clover, crabapple, cedar, conifer
- D --- Dandelion, daisy, dock, dogwood
- E --- Elm, elderberry
- F --- Fern, fir, fungus
- G --- Goldenrod, groundsel, goose, gum (sweet), ginko
- H --- Holly, honeysuckle, harnbeam, hickory
- I --- Ivy, ilex
- J --- Juniper, jack-o-lantern
- K --- Kudzu-vine
- L --- Lichen, locust, larch, laurel, lilac, linden
- M --- Moss, mushroom, maple leaf, mint, mildew, mosquito
- N --- Nettle, nut, newt
- O --- Oak leaf, onion
- P --- Pine cone, plantain, pine needle (many kinds), poplar
pokeberry
- Q --- Quinch leaf
- R --- Raspberry, rhododendron, rose
- S --- Sycamore, sweetgum, sphagnum, strawberry, spider
- T --- Trumpet creeper, toadstool, tulip tree
- U --- Urn moss
- V --- Vetch, violet, virginia creeper, vine
- W --- Wood, willowherb, watercress, willow leaf, worm, walnut
- X --- Marks the spot we found it.
- Y --- Yarrow, yucca, yew
- Z --- Zoological species

NATURE SCAVENGER HUNT

This is aimed at testing boys knowledge of nature in an exciting competition. It is run like any scavenger hunt with each den having a list of nature objects and finding as many as they can in a time limit. Boundaries should be established and a time limit set (10 to 20 minutes). The list should have 20-50 objects from nature that can be found within the area. They should be common enough that a well-informed Cub scout can identify most of them.

The list will reflect nature in your region. The following short list indicates the variety of items to look for.

Anthill - (boy writes location on den list)

Oak leaf

Maple leaf

Dandelion - (flower, seeds, or leaf)

Needle from conifer

(1) insect per den member

Animal's burrow or den - (write location on dens list - extra credit for identifying the animal using it).

Cocoon

Caterpillar

Bird feather and so on.

Award the highest scoring den an inexpensive prize; a ribbon for each den member, and a fruit or candy treat for all Cub Scouts.

.....Cub scout Program Helps, 1971-1972.....

MAKE A PERISCOPE



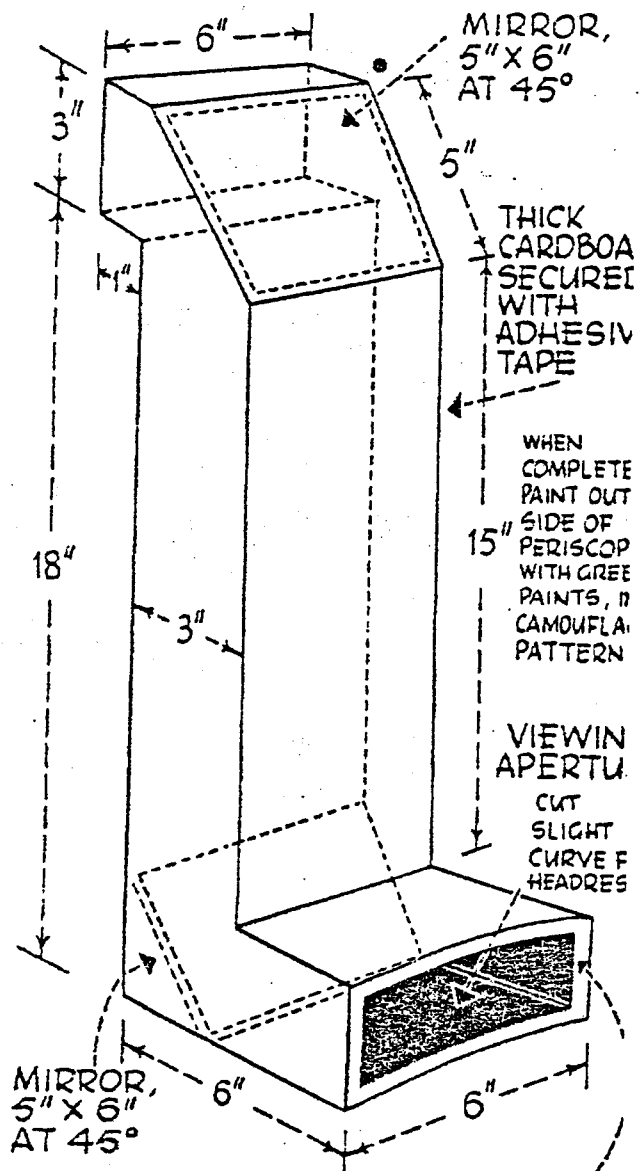
For observing wildlife at close quarters from concealed positions, a periscope is a most handy piece of equipment. You'll also find it useful to make you about a foot taller in crowds, or even to look round corners!

What You Will Need:

Thick cardboard, two mirrors each 6 inches x 5 inches, and a roll of 1 inch plastic adhesive tape.

Here's how you can make your own periscope.

1. From strong cardboard, cut out pieces for the two sides, the front, the back, and two pieces each for the top and bottom.
2. Paint the inside of the pieces of cardboard with flat black paint. Blackboard paint is best. Allow to dry.
3. Using the 1 inch plastic adhesive tape, assemble the periscope as shown in the plan. Gum the joins on both sides to add strength and keep out the light. Leave the bottom section until last.
4. Now insert your top and bottom mirrors, and gum lightly. Place the bottom piece on the periscope, and hold in position with the hand. Try it for vision. The mirror angles might need adjustment. They should be set at approximately 45 degrees. When you are satisfied, gum the mirrors and the bottom piece firmly into place.
5. Cut a slight curve in the headrest, so that the viewing aperture will fit snugly against your eyes and keep out the light.
6. Paint the outside of your periscope with enamel paint; after the first coat has dried, apply a second coat. Green is a sensible colour for wildlife observation purposes.



BEFORE ASSEMBLING, PAINT ALL INSIDE PIECES OF CARD WITH FLAT BLACK (BLACKBOARD) PAINT.

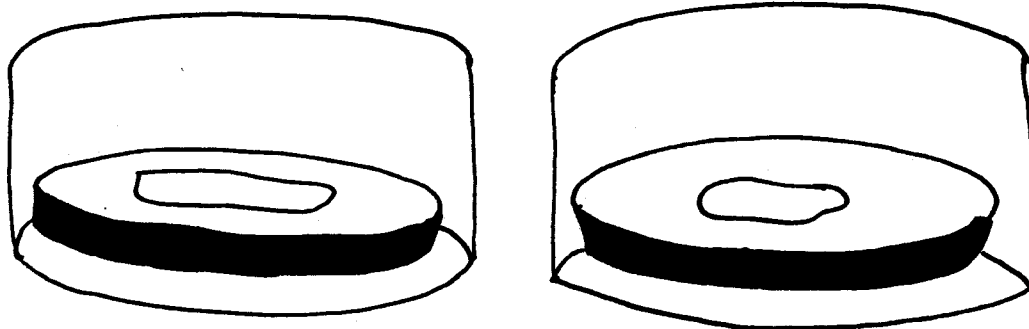


Used with the permission
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World Wildlife Fund



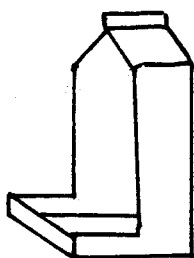
How to Grow Molds

1. Place a piece of bread on one dish. Put fruit, cheese and potato on other, separate dishes.
2. Wet each piece of food slightly.
3. Let each dish of food stand open to the air for three hours.
4. Cover each piece of food with a glass jar. The food should still be moist when you put the jar over it.
5. Put all the dishes in a dark closet or cupboard.
6. Check fro day to day for mold growth.



How to Make a Bird Feeder

A.

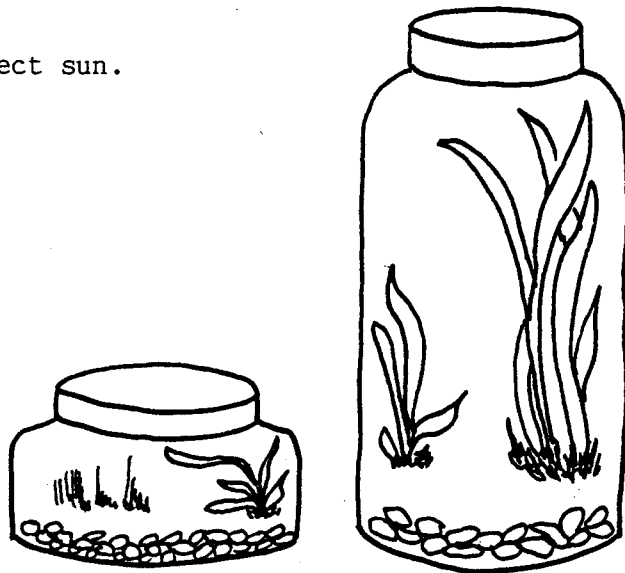


Cut a half gallon milk carton as shown
Fill the base with bird seed and hang
from a tree. Be sure it is out of
the reach of cats.

- B. String cranberries, unsalted popcorn and pieces of apples on
kthread. Hang on tree branches, again out of the reach of cats.

How to Make a Terrarium

1. Put a small layer of charcoal (about $\frac{1}{4}$ inch) in the bottom of a clean, dry container.
2. Fill the container about $\frac{1}{4}$ full with soil. If you want hills and valleys, put them in now.
3. Carefully remove soil from the roots of each plant. With a stick, dig a hole in the dirt about the same size as the root system. Ease the plant into the bottle and guide it to the hole with the stick. Push dirt around its roots.
If a plant does not stand up, first cover the roots on one side with dirt, then brace the plant up straight with a stick. Push dirt to cover the roots with another stick.
4. Repeat step three until all plants are in place.
5. Landscape with rocks, bark, shells, etc.
6. Water a little.
7. Put in indirect light, not direct sun.



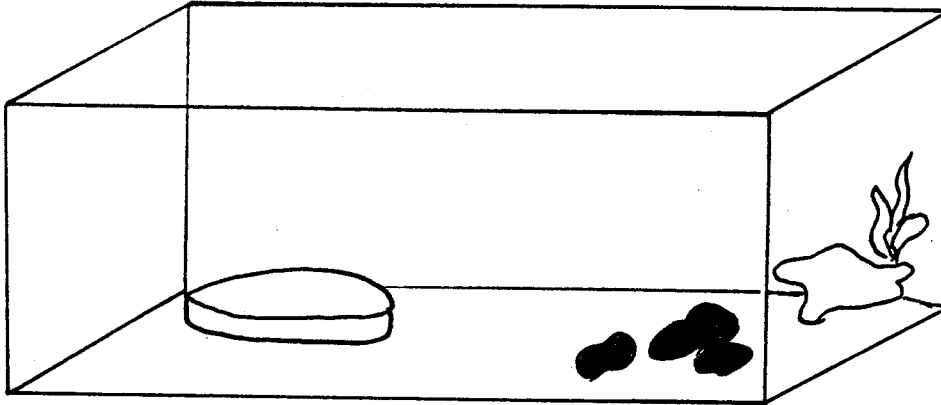
Care and Feeding of Mealworms

Keep mealworms in a wooden box 4 to 6 inches. Add a shallow layer of bran. Cover with another inch of corn meal or flour. Cover top of this box with cheesecloth when not working with the mealworms.

If mealworms are kept until the adult beetle emerges, feed the adults dog biscuits.

CAGE FOR A FROG OR TOAD

Place about an inch of aquarium gravel in the floor of an aquarium. For toads or wood frogs, add a few inches of dirt, leaves, moss, bark or stones, and a container of water in which they can soak. For bullfrogs or green frogs, the tank should have 3 or 4 inches of water and some rocks to climb on.



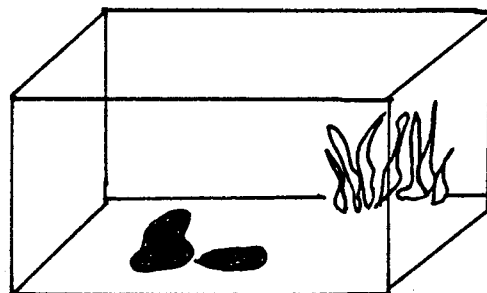
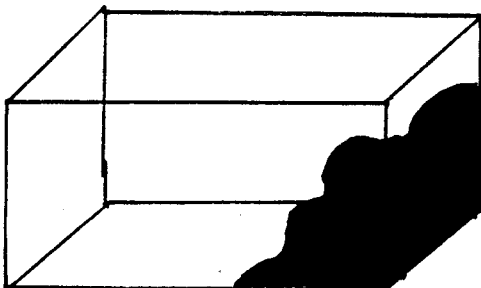
TURTLE CAGE

Water Turtle:

Water should be deep enough for the turtle to submerge, and should be kept at about 75° Fahrenheit. If there is no sun in a draft-free spot use a 40 to 60 watt bulb 8 inches or more from the turtle. Turtles also need a dry place on which they can crawl.

Land Turtle:

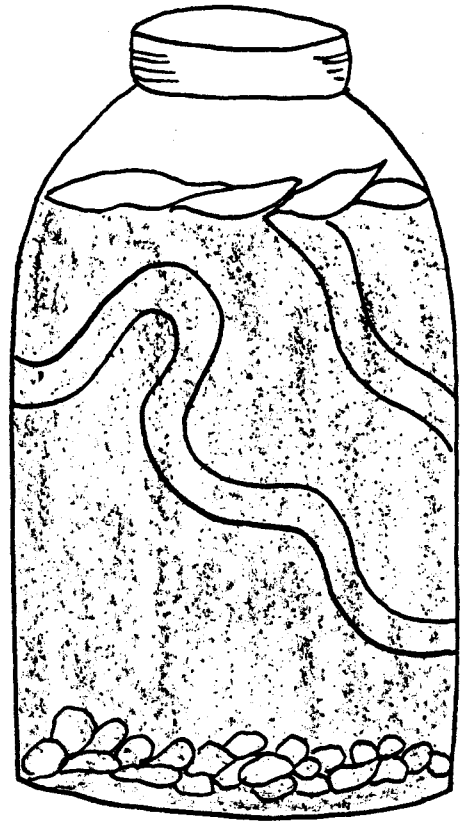
Try to make conditions in the cage as close as possible to the natural environment of the turtle.



EARTHWORM CAGE

In the bottom of an empty glass pint jar put pieces of broken flower pot or pebbles. Nearly fill the jar with loose moist sand or soil. Put in the worms. Place damp leaves on the top and sprinkle with $\frac{1}{2}$ teaspoon of brown sugar and 1 teaspoon coffee grounds. Cover jar with black paper. Keep soil moist but not wet.

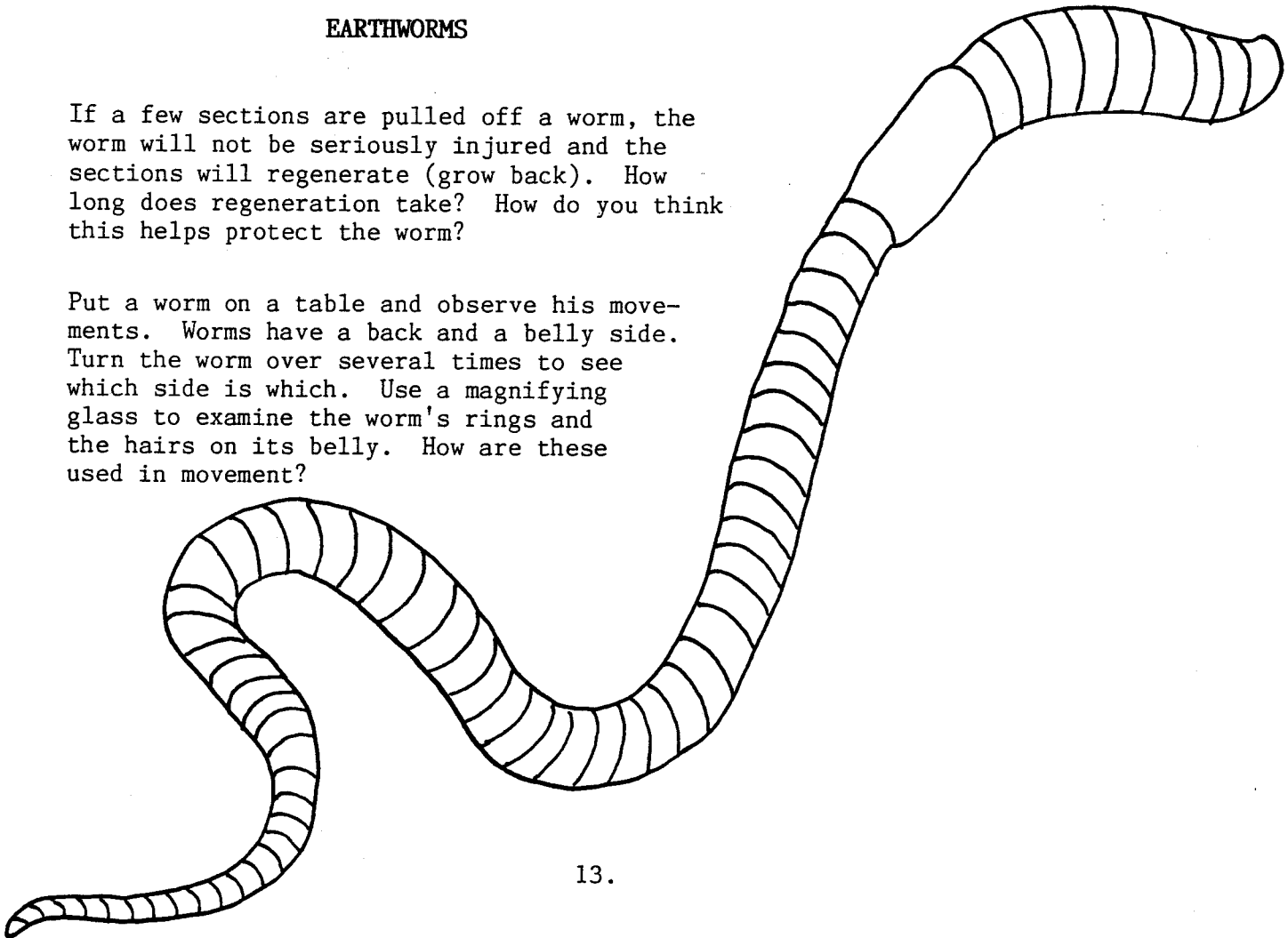
Remove the black paper once or twice a day to see the burrows of the worms. Trace the paths of these burrows with a grease pencil to see if they change.



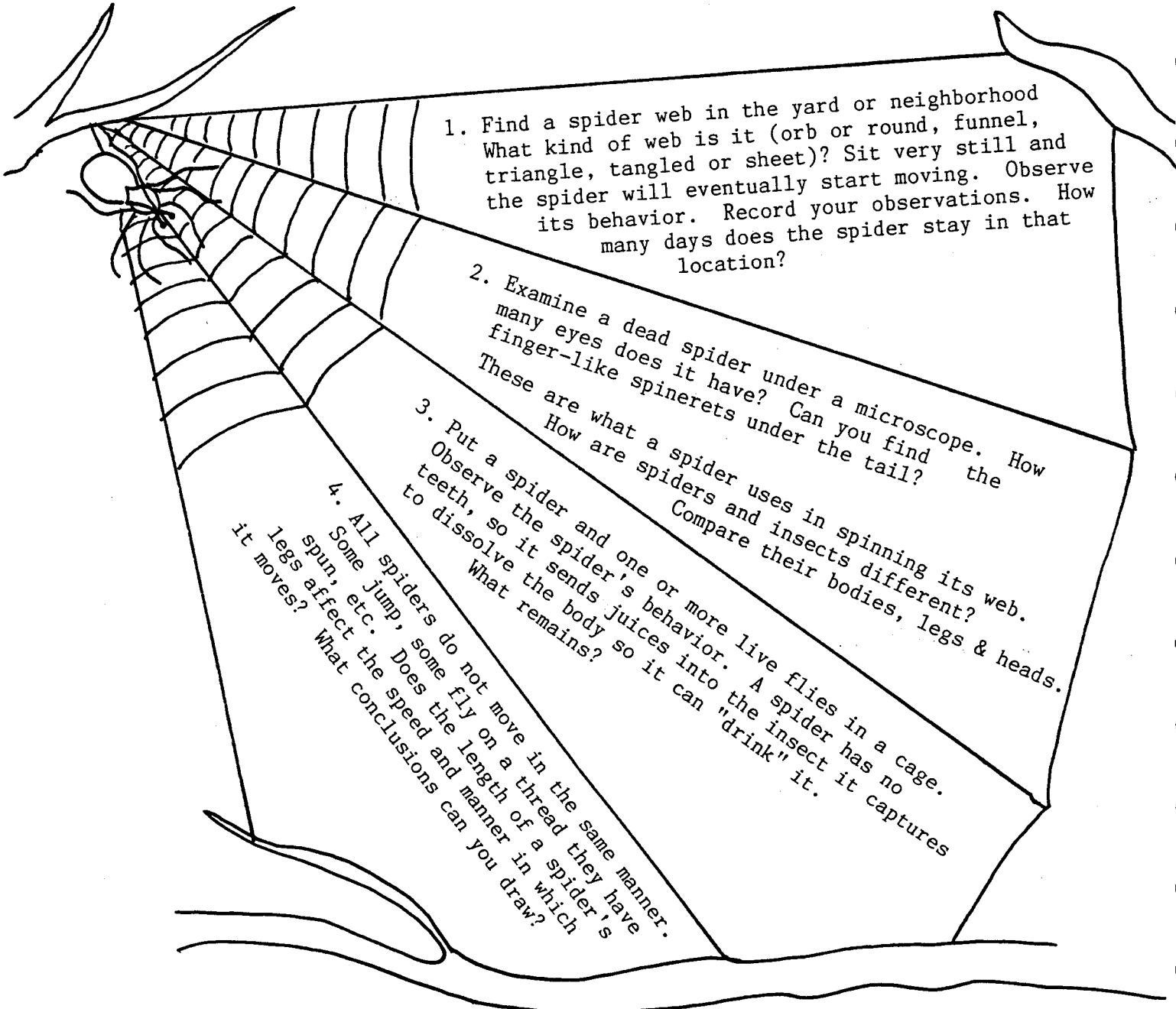
EARTHWORMS

If a few sections are pulled off a worm, the worm will not be seriously injured and the sections will regenerate (grow back). How long does regeneration take? How do you think this helps protect the worm?

Put a worm on a table and observe his movements. Worms have a back and a belly side. Turn the worm over several times to see which side is which. Use a magnifying glass to examine the worm's rings and the hairs on its belly. How are these used in movement?



S P I D E R S



Make a Sit-Upon

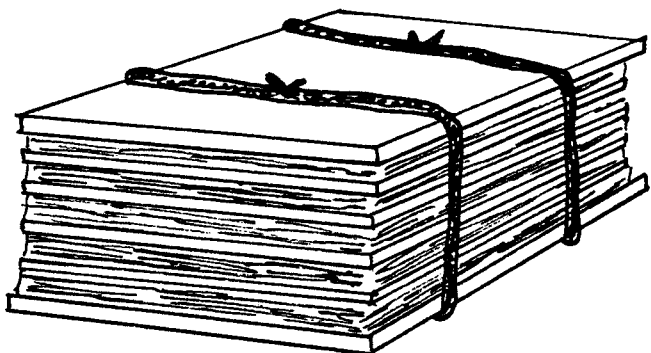
A valuable piece of apparatus for exploring the outdoors is the sit-upon. This simply made cushion will keep your bottom dry when you sit down outside on damp days or days with heavy early morning dew.

1. Stacks of newspaper (one in. thickness of paper per child)
2. A plastic sack or piece of heavy plastic
3. Tape (masking or duct)
4. Magic markers (permanent)

Build a Plant Press

If you want to keep flowers and plants you collect on your trips, a plant press is a must. Here's how to construct a simple one.

1. Find 2 pieces of board of equal size. At least 40cm (16 in) long and 30cm (12 in) wide. These are your



What To Do:

1. Wrap the newspapers in the plastic sack.
2. tape down loose ends.
3. With permanent markers have each child decorate a sit-upon.
4. Take an early morning walk. Now, when you sit upon the ground, you will all have dry bottoms.

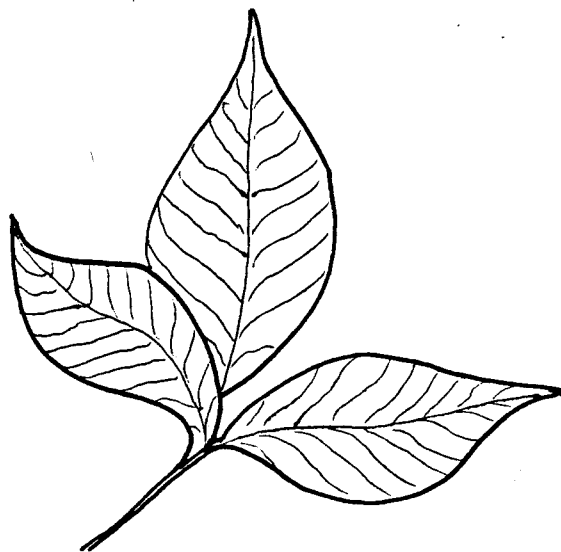
press supports, and are the same size as a folded newspaper.

2. Cut 20 pieces of cardboard the same size as your outside boards.
3. Collect newspapers.
4. Find ropes to hold everything together.
5. Alternate newspaper (8-10 pages per section) with the cardboard.
6. Put the stack of cardboard and newspaper between the two boards.
7. Place collected plants inside newspaper.
8. Tie tightly with rope.
9. Set in a warm, dry place, check in several days. Remove dried plants and store in a page of newspaper.

Poison Ivy - "Leaves Three, Leave It Be"

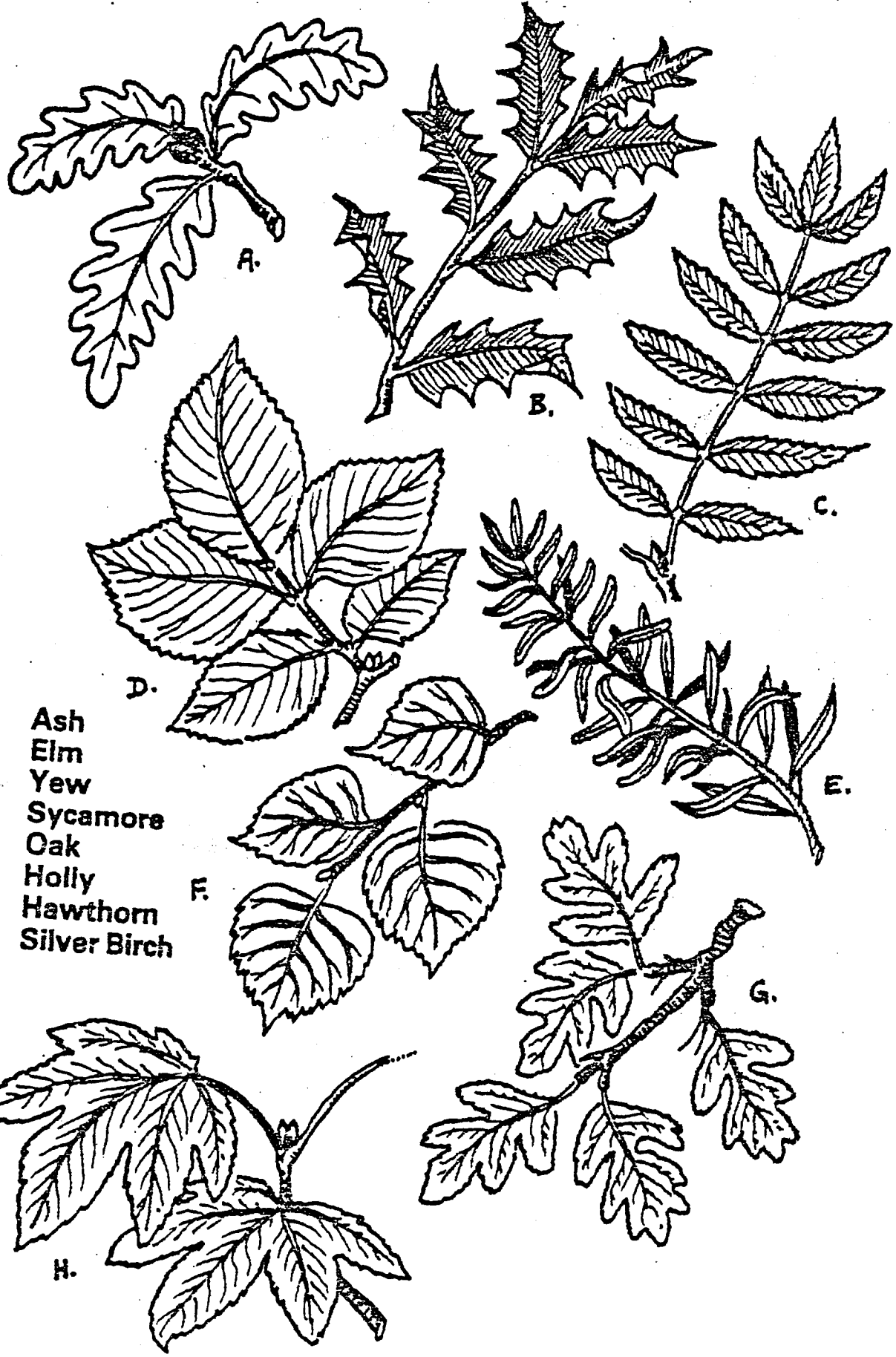
Poison ivy grows as a low shrub or vine. Its leaves are alternate, with three shiny green leaflets. It grows plentifully on flood plains, edges of woods, roadsides, fences, around buildings and along streams in Southern Canada, the United States and Mexico.

Try to avoid this plant on your walks. If someone does touch it, wash the affected area as soon as possible with hot soapy water. This will remove the oily sap that carries the skin irritant which is found in all parts of the plant. If a child develops a reaction to it, the itching, reddened skin and blister can be treated with soothing dressings of calamine lotion. Serious cases should be treated by a doctor.



The Leaves on the Trees

Can you link up these leaves with the list of trees?

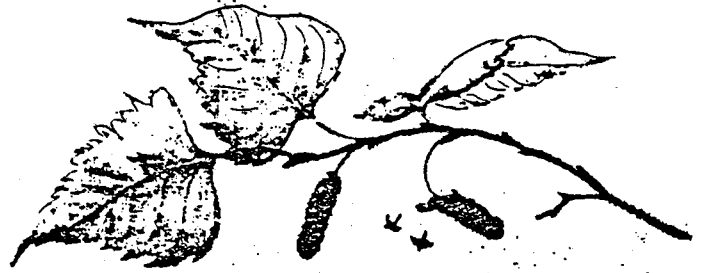


- Ash
- Elm
- Yew
- Sycamore
- Oak
- Holly
- Hawthorn
- Silver Birch

Leaves and Fruits



Maple leaves are easy to tell by their shape. The seeds grow in pairs.



The leaves of gray birch would make a good pattern for an Indian arrowhead.



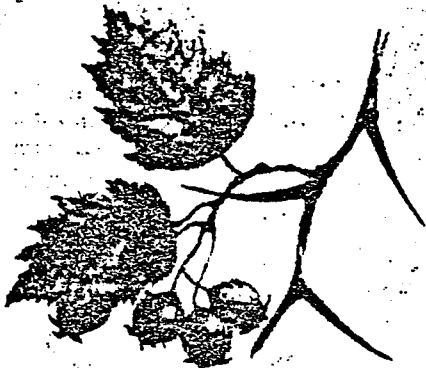
Elm leaves have saw-tooth edges. The round, flat seeds ripen in spring, and fall to the ground as soon as the leaves come out.



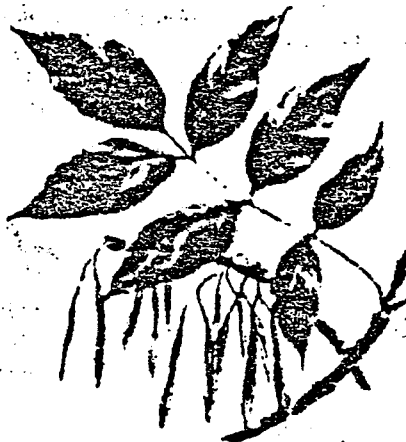
Willows like to grow near streams and ponds. The leaves are long and slender. Silky hairs on the seeds help them to sail easily in the wind.



Cottonwoods sometimes shoot up five feet in one year. The leaves are shaped like triangles, and the seeds are tufted.



The branches of the hawthorn have thorns. The fruit looks like tiny apples.



Many separate leaflets make up the compound leaf of the ash. The wing which holds the seed is shaped like a canoe paddle.



The American basswood has large, heart-shaped leaves. Notice the leafy bract from which the seed cluster grows. The bract acts as a sail when seeds drop.

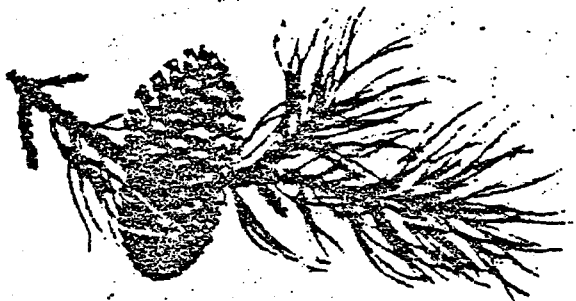


Bur oak leaves are larger at the top than at bottom. The acorn of this oak has a shaggy cup which almost covers it.



Red oak leaves have deep cuts and sharp points. The acorns are large with a shallow cup.

TREES (Continued)



Pitch pine grows in rocky, sandy soil of eastern and southern states. Three needles grow in each cluster. The scales of the cones are pointed.



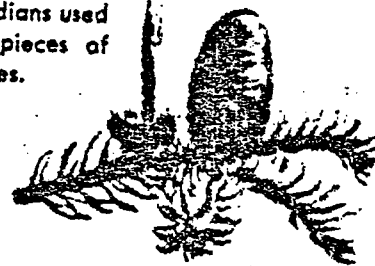
Tamarack, or larch, have roots with such strong fibers that Indians used them to sew together pieces of birch bark to make canoes.



White cedar's other name, "arbor vitae," means "tree of life." This tree is often used in hedges.



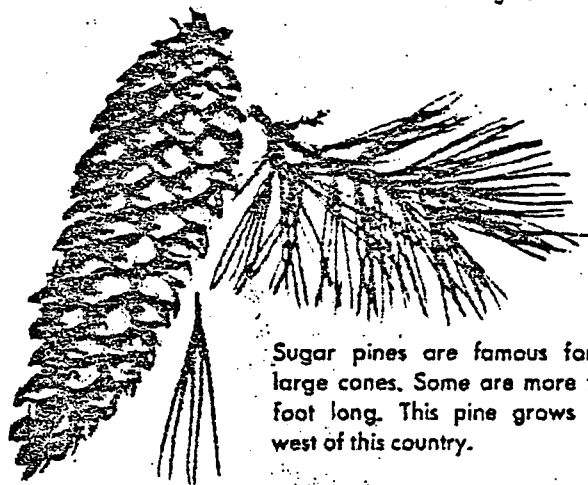
Fir trees have fragrant needles, and cones that grow upward. These trees are found in northern regions, and in the mountains of the east and west.



Hemlock needles are dark green above, and lighter below. Paper is made from hemlock.



Red cedar is really a juniper. Its cones look like green berries at first, but turn blue the second year.



Sugar pines are famous for their large cones. Some are more than a foot long. This pine grows in the west of this country.

Hidden in the square below are 40 words associated with the country. The words you are looking for are listed below. How many can you find?

**In the Country
Word Square**

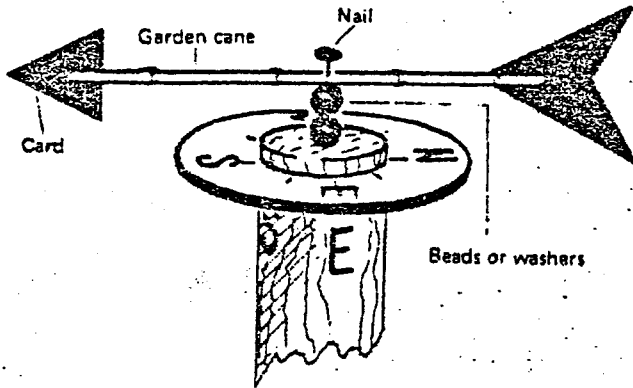
CADRHAREWSTV RAGRASSK
 WOWLAFIELDSIMDEAFPCP
 OAMESRRRRGOC LKRN BHAGS
 PRABTLMOPABLACKBERRY
 KYCAIDTVHRGAEAMICTRT
 LSORLNEPEWAGTROTERTCR
 HTTLEMERADKESTRELIRE
 AABEAEBHSMCSTREAMDBE
 YBCYHMLGAOEIGTRSTGAO
 SLISBARNNRIADERSMEOF
 TEGHTILDTSVRDWP AIKYA
 ASFIELDMOUSETOUSCIMR
 CNAOIRIVERDMSKWUETVM
 KORMROJACKDAWTCSAROS
 BAMPOERSIDEMAYEROLLR
 WHEATESOBLACKBIRDO MB
 RAROKKATKINODRCNLYRE
 EBROCOWSGFARMHOUSELS
 THRUSHIDORNNOPIROKS
 CADMCLMARKETRNCEVOLI

- | | | | |
|------------|-------------|-----------|---------|
| BARLEY | COWS | KESTREL | STREAM |
| BARN | CUCKOO | MARKET | THRUSH |
| BLACKBERRY | DUCKS | MEADOWS | TRACTOR |
| BLACKBIRD | FARM HOUSE | MICE | TREE |
| CART | FARMER | OWL | VILLAGE |
| COMBINE | FARMS | PARTRIDGE | VOLE |
| HARVESTER | FIELD MOUSE | PHEASANT | WHEAT |
| CORN | FIELDS | POND | |
| | FOREST | RABBIT | |
| | GRASS | RIVER | |
| | HARE | SHEEP | |
| | HAYSTACK | STABLES | |
| | JACKDAW | STILE | |



Before starting out on an adventure - check the weather!

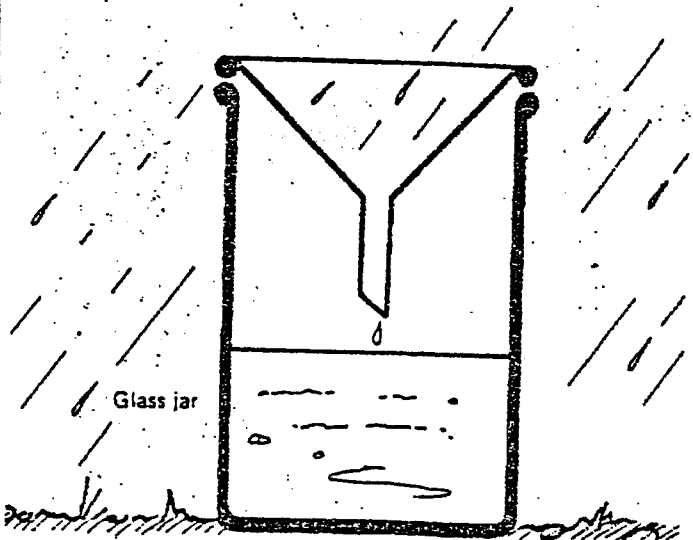
Make a wind-vane



Make sure the vane spins freely. The 'tail' should be fairly big to catch the wind. Use a compass to find North, South, East and West.

Put the vane in an exposed position, well away from any buildings. From which direction is the wind blowing? If the wind blows from the West we usually have rain, but if it blows from the East it is usually dry. Can you think why this is? Keep a daily chart of wind direction.

A rain gauge

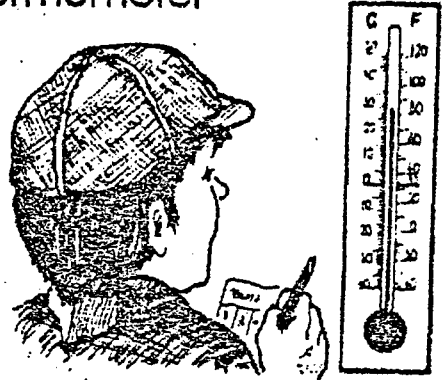


How much rain falls in a day? This is a simple instrument to find out, but the results must only be taken as approximate as it is very difficult to measure it exactly.

It will be more accurate if the top of the jar and the funnel are the same size. Keep the gauge well away from buildings and measure the depth of water every day. You must make sure that the jar is on a flat and level surface whilst you measure it. Keep a chart.

Measure the water when it hasn't rained and you will find that it may have gone down. Can you explain why this is?

A thermometer



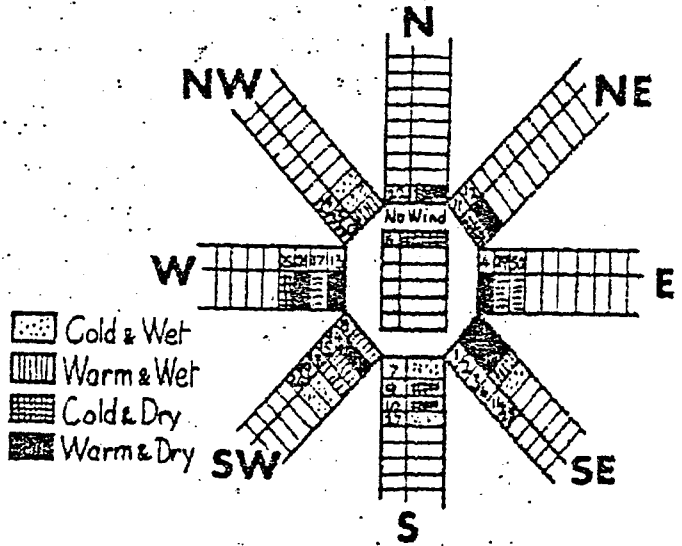
A thermometer is used for measuring the temperature. Learn how to read one. Maybe you have one in your Scout Headquarters or your school classroom. Not all thermometers are the same. A Doctor uses a special one when you are ill - he sticks it under your arm or in your mouth. One of these would be no use for measuring air temperature.

Place the thermometer in a shaded place - not in the sun. On the North wall of a building is a good place. Keep a record of the temperature by reading the thermometer at the same times each day over a few weeks. Good times to do this are early in the morning (as soon as you get up); 12 o'clock (mid-day); 4 o'clock in the afternoon and 7 o'clock in the evening.

What is the liquid used in a thermometer? ..

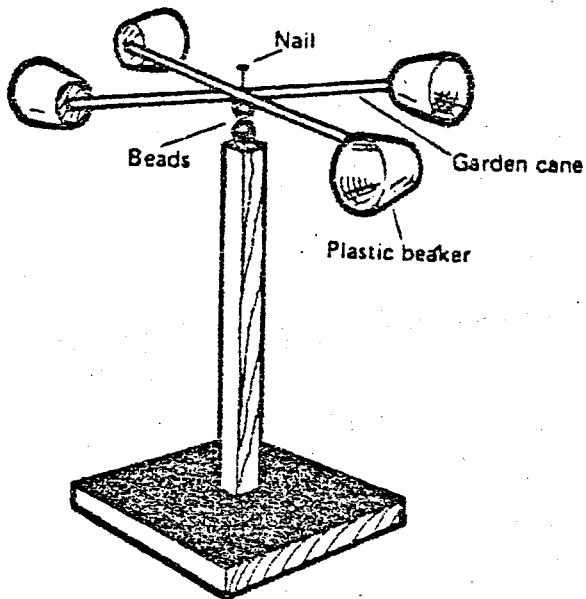
A wind and weather chart

Wind direction for the month of September



Make a big chart as shown. The 'legs and arms' of the chart show from which direction the wind was blowing each day. The numbers are the dates in the month. The squares alongside the numbers are painted in a different colour to show what the weather was like - yellow for sunny; blue for cold and dry; red for warm and dry; etc. Use the panel in the middle for days when there is no wind at all.

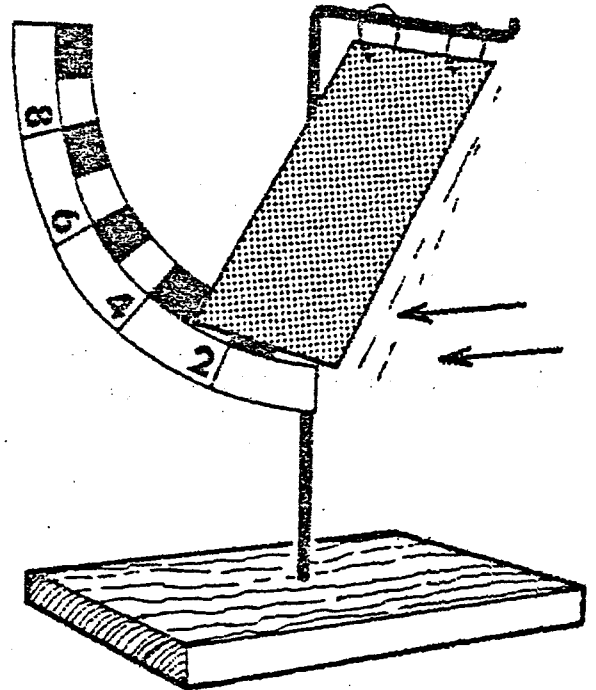
An anemometer



This is a machine for measuring how fast the wind is blowing. Here are two different types which you could make.

For this one you need four plastic beakers, two pieces of dowelling (the same length), a nail, two beads and a wooden stand.

If you paint one of the arms you will find that it is easier to count how many times it turns round. You can test this one by getting your dad to drive you along at 10 m.p.h. in the car whilst you hold the

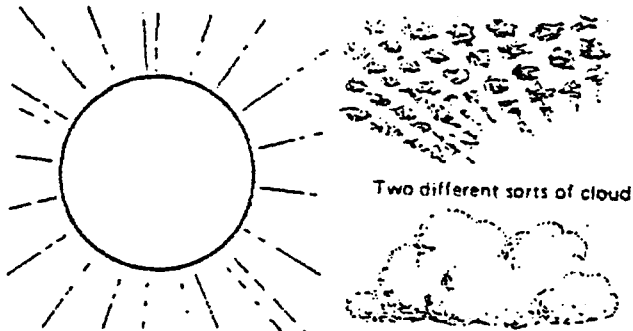


machine out of the window. Then do the same at 15 m.p.h. and note the difference.

Stand well away from a building at the same time each day and count the number of times it turns round in one minute. Keep a chart.

This one is a free-swinging board which shows the strength of the wind. It should be stood in an exposed place with the back of the board facing the direction from which the wind is blowing.

Sunshine and Clouds



Keep a record of the number of hours the sun shines each day.

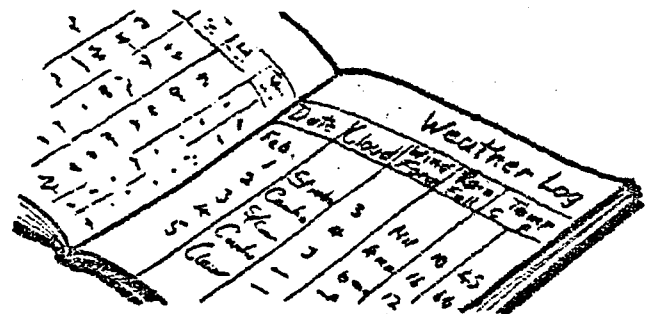
Find out the different names for the various types of clouds.

Where is the sun when we cannot see it?

What sort of weather do the different clouds bring?

Why does the sun appear to change colour when it is setting?

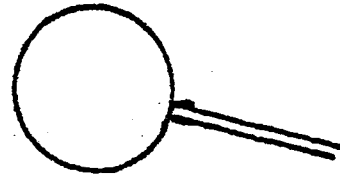
Keep a weather log



Write down everything you have discovered. If you have kept separate charts for rain and wind measurements, make sure that all the the information is transferred into the log so that you have everything in one piece.

How to Make a Butterfly Net

1. Cut a piece of $\frac{1}{2}$ " dowel 3 to 4 feet long.
2. Use a handsaw to make a $\frac{1}{4}$ " notch across one end of the dowel.
3. Cut the hook off a coat hanger. Bend the remaining wire into a circle. Bending the wire around a large can helps to make a smooth circle.
4. Cross the ends of the wire and bend back about three inches of each end. Put the crossed portion of the coat hanger loop into the notch in the dowel. Fasten wire loop to dowel with cloth tape.



5. Cut a piece of cheesecloth or lace curtain 2 inches larger than the circumference of the loop. Fold in half. Sew together along the long edge and one of the short edges.
6. Open the "sack" you have sewn and sew or staple around the loop of the butterfly net.

Scrounging Places and Things to Look For

Shoe stores (for boxes)
 Ice Cream parlors (for storage containers)
 Photography studios (canisters, empty film spools, chemical bottles)
 Telephone company (colored wire)
 Automobile repair shops (old magnets and motor parts)
 Drug store (eyedroppers, old vials, bottles)
 Nurseries, plant stores (seeds, plants, planters, old pots)

Anatomical models (for instance, animal skeletons, preserved birds, mounted insects)

Dinosaur models

Rocks

Sand

Fossils

Bones

Gardening tools

Seeds

Water

Live Plants

Terrariums

Animals

Cages

Aquariums

Butterfly nets

Things To Use

Magnifiers and microscopes (those designed for preschool use)

Scales

Measuring sets (spoons and cups)

Magnets

Weather instruments (thermometer, barometer, rain gauge, weather vane)

Stethoscope

Places to Write

American Assn. for Health, Physical Education
and Recreation
1202 16th St., NW
Washington, DC 20036

American Fisheries Society
1040 Washington Bldg.
Washington, DC 20005

American Forest Products Industries Inc.
1835 K St., NW
Washington, DC 20006

American Forestry Assn.
919 17th St., NW
Washington, DC 20006

Animal Welfare Institute
P.O. Box 3492
Grand Central Sta.
New York, NY 10017

Environmental Defense Fund
P.O. Drawer 740
Stony Brook, NY 11790

Friends of the Earth
30 East 42nd St.
New York, NY 10017

National Audubon Society
950 Third Avenue
New York, NY 10022

National Geographic Society
17th And M Sts., NW
Washington, DC 20036

National Parks Assn.
Washington, DC 20005

National wildlife Federation
1412 16th St., NW
Washington, DC 20036

Division of Surveys and Field Services
Peabody College
NASHVILLE, TN 37203

Sierra Club
1050 Mills Tower
San Francisco, CA 94104

U.S. Bureau of Mines
Washington, DC 20250

U.S. Chamber of Commerce
National Resources Dept.
161 H St., NW
Washington, DC 20036

U.S. Environmental Protection Agency
Consumer Information Center
Pueblo, CO 81003

U.S. Fish and Wildlife Service
Washington, DC 20250

U.S. Forest Service
Washington, DC 20250

U.S. Geological Survey
Washington, DC 20250

U.S. Indian Service
Washington, DC 20250

U.S. Naval Observatory
Washington, DC 20250

U.S. Office of Education
Washington, DC 20250

U.S. Soil Conservation service
Washington, DC 20250

U.S. Weather Bureau
Washington, DC 20250

Wilderness Society
729 Fifteenth St., NW
Washington, DC 20005

Field Trip Ideas, Guest Speakers and General Information

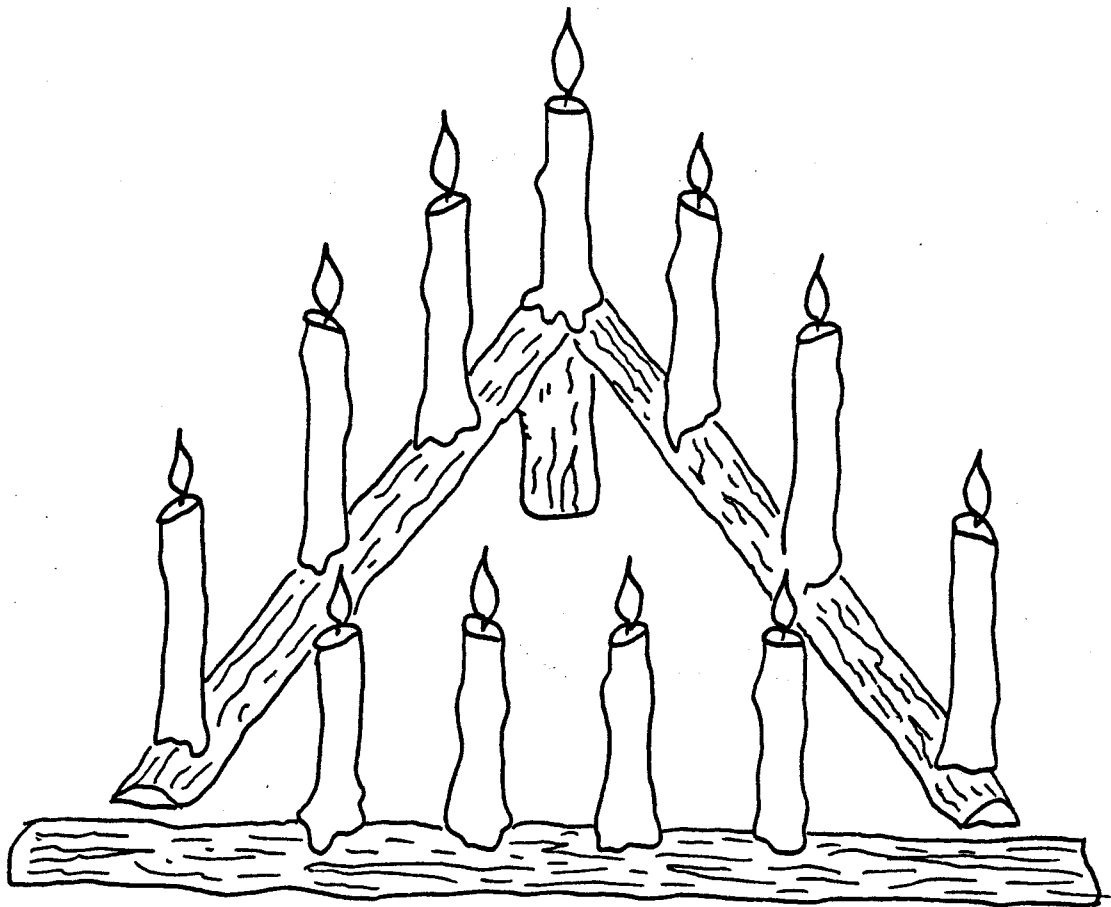
Government conservation sites
Dams or reclamation projects
Telephone companies
Museums of natural history
Museums of science or industry
Pollution control officers
Sierra Club, or local
conservation groups
Local parks departments
Various outdoor sites (parks,
forests, farms and lakes)
University faculty
Weather forecasters
Sailors and navigators
Doctors and dentists

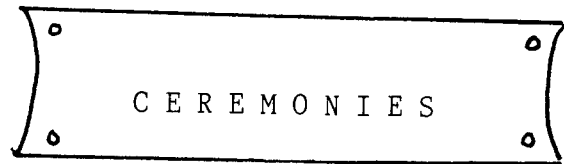
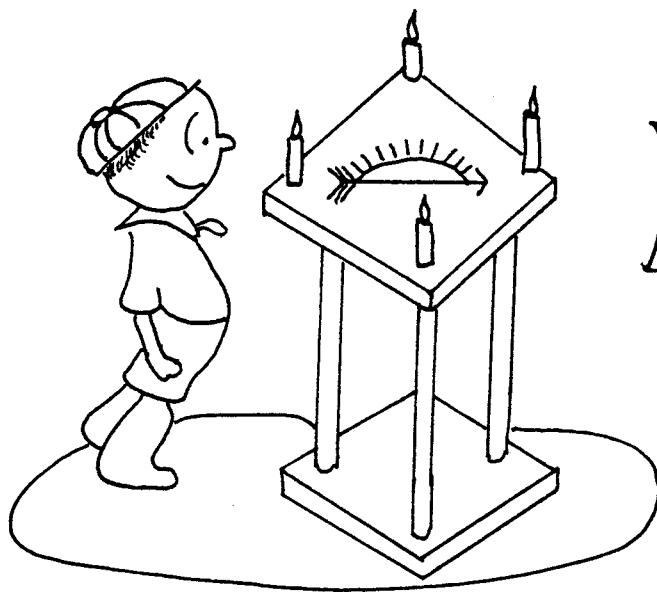
Hatcheries
Nurseries
Taxidermists
Game wardens
Forest rangers
Botanical gardens
Zoos
Planetariums
Fire departments
Utility companies
Geologists
Other scientists
Aquariums

GOOD RESOURCE BOOKS INCLUDE:

- Ponds and Streams Judith Court
Published by Franklin Watts
- Flowering Plants Alfred Leutscher
Published by Franklin Watts
- Golden Exploring Series include
Animals, Birds, Nature Hikes, Oceanography
Published by Golden Press
- Boy Scout Field Book
- Roughing it Easy Diane Thomas
Published by Warner Books
- A Field Guide to trees and Shrubs George A. Petrides
Published by Houghton Mifflin
- Master Tree Finder May Theilgaard watts
Published by Nature Study Guild C1963
- Flower Finder May Theilgaard Watts
Published by Nature Study Guild C1955
- Track Finder Dorcas Miller 1981
- Audubon Society Nature Guides
Deserts, grasslands, wetlands,
Eastern Forests
- Spotters Guide Series
Birds, Flowers, trees, shells, Rocks
and Minerals, The Weather (this series
is inexpensive and well illustrated)
- Any Guide Book Tory Peterson

CEREMONIES





WHY HAVE CEREMONIES?

To establish a regular plan to present awards promptly after they are earned.

To provide high points in the achievement plan.

To focus attention on the accomplishments of:

Cub Scouts by awarding Wolf, Bear, and Webelos badges, arrow points, and giving special recognition for recruiting, service projects, and special activities.

Pack leaders by recognizing the Den Chiefs, Den Leaders, Cubmaster, Assistants, and Pack Committee.

Visitors and guests by welcoming them and making them a part of the pack program.

To provide the opportunity to present the ideals of Cub Scouting in a dramatic and lasting manner, not only to those being recognized but also to all those watching.

To promote parent participation by helping to explain the parents role in Cub Scouting and creating parent interest and a desire to help in the planning and staging of ceremonies.

To improve the meeting program by marking a beginning and end in both den and pack, helping provide a change of pace, indicating when something important is coming up, and getting and maintaining control in meetings.

To help develop the theme of the month.

ELEMENTS OF GOOD CEREMONIES

Your ceremonies will be good and impressive if you:

Present them in a dignified atmosphere.

make sure that they are well rehearsed.

Use props and costumes when necessary and keep them simple.

Make people to be recognized the center of attention.

Make sure that everyone can see, as the ceremony has a message for them too.

Use symbolism, as it appeals to the imagination.

Include plenty of action.

Why Have Ceremonies - (cont.)

STUMBLING BLOCKS

Long ceremonies soak up time on the program. Don't forget other important elements.

Long speeches and fancy language distract the attention of the audience. The dramatic effect may be lost along with the audience, so keep speeches short.

Be sure speakers can be heard. An individual does not have to repeat the part word-for-word, but simply get the general idea across.

Call for adequate rehearsal. The longer the ceremony, the more rehearsal is needed.

Variety is essential. A good ceremony turns bad if repeated too often. Plan ceremonies for the year as you plan your themes.

Avoid situations that create laughs. Set a serious mood and keep it.

If the audience is to participate by applauding, singing, or responding, be sure to cut them in.

PLANNING HOMEMADE CEREMONIES

1. Who plans them? The Assistant Cubmaster or a special member of the pack committee or ideas committee or a combination should do this job.
2. Start a ceremonies with the theme.
Select an idea based on a story of Cub Scout ideals or accomplishments.
Select something related to the theme for a prop.
3. Determine who will take part - the Asst. Cubmaster, Den Chiefs, Pack Committee or Den Leaders.
4. Set a time limit and stick to it.
5. Assign parts to each helper.
6. Make sure everyone has an outline of what he says and does. Using your own words as you follow an outline on 3x5 cards may work better than juggling scripts.
7. Practice makes a good ceremony.
8. Knock "em dead"!

A DEN CEREMONY

Use this impressive ceremony for a boy going into the Webelos Den.

At the close of his last den meeting, Bob is asked by his Den Leader to stand in the center of the den circle. The Den Chief lights each of the boys' candles from his own.

DEN CHIEF: Den 2, let's all repeat the Cub Scout Promise (all repeat). Bob, you have done your best to keep the Cub Scout Promise which you made when you first joined our pack. Now that you are going into the Webelos den to prepare for Scouting, you will learn the meaning of a new promise. The words are different, but all Cubs and Scouts know they mean the same thing. We know you will do your best to keep this promise. Please repeat it after me. (Lights Bob's candle and administers the Scout Oath).

A Den Ceremony - (cont.)

On my honor I will do my best to do my duty to God and my country and to obey the Scout Law, to help other people at all times; to keep myself physically strong, mentally awake and morally straight.

Now, let's repeat together the Law of the Pack. (repeat together).

Bob, we know you will try to live up to the Scout Law just as you have tried to live up to the Law of the Pack. Repeat the Scout Law after me.

A Scout is; trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean and reverent.

Good luck, Bob, and good Scouting. (blow out candles).

ORIGINAL DEN CEREMONY

Nothing compares with the beat of a drum for building more effectiveness in a den ceremony.

Cubs, in single file, follow denner into meeting room or den. Den Chief beats drum (pail or old pan and stick). Denner marches to flag that is held by Den Leader or set on a stand. The drum stops and the Cub Scout faces flag, gives a snappy salute, and drum starts again. Denner marches to his seat and stands at attention. All boys repeat performance in turn. When all are standing at seats and at attention, give pledge of allegiance to the flag or Cub Scout Promise

BIRTHDAY CEREMONY

Blindfold all but the birthday boy and have the den stand in a line. Tell the boys that the birthday boy is going to walk down the line to receive a birthday paddling. Show the boys the line he is to walk; and then when they are blindfolded, the birthday boy walks behind them, instead. He has the fun of seeing them lunge to hit him. Follow this with a prop birthday cake made from any scrap craft; even a triple layer can be devised. Have just one candle fixed permanently on the cake.

A happy birthday song and a speech from the birthday boy follows.

ACHIEVEMENT CHART CEREMONY

Each Cub Scout, the Den Leader, and Den Chief hold a candle. The Cub Scout receiving award has the honor of lighting these three candles. He then receives an award, which is a gold star.

DEN LEADER: John Doe, having fulfilled the requirements for Wolf and duly receiving this reward at pack meeting as of Jan. 22, is hereby authorized by the members of this Den 5, to place the appropriate star under his name on the achievement chart. (he does so).

DEN CHIEF: John Doe, it has been my pleasure to help and assist you in your Cubbing and to prepare you for Scouting. You have learned your lessons well and are now on the trail of Bear. I know you will soon be on the Scouting trail that leads to the Eagles nest.

Achievement Chart Ceremony - (cont.)

DEN LEADER: Cubs, let us all remember it took hours of work for both John Doe and his parents to achieve this award, so let us all work for the higher goals in Cubbing so that later on we may take our place for God and our country. Now Cubs, let us give a grand howl for John Doe.

DEN CEREMONY

Have a flag in stand or held by one of the boys. Put lights out, use spotlight on flag. Have Cubs stand in a "V" formation and point toward flag. Read the following:

Our Flag

Together as we gather, let's all keep in mind,
Our flag and the meaning therein we can find,
The red is for blood of Americans true,
Who gladly would give up their lives for you,
The white is for purity, in both thought and deed,
A rule of conduct, we all might well heed,
The blue is for justice, for all, not one,
A tenet we fought for and so dearly won,
The stars are a symbol of God's guiding hand
Over the union in this mighty land.
There isn't one, our flag won't protect,
Don't you think we could show it greater respect?

DEN CEREMONY FOR NEW BOBCAT CUB SCOUT

Den Leader introduces Bobcat to other Cubs of the den, Denner and Assistant Denner step forward with American Flag and Den Flag.

All give salute to the flag.

1. Wolf Cub lights a candle and recites Cub Scout Promise
2. Bear Cub lights a candle and recites the Law of the Pack.

(all sing "For He's a Jolly Good Cub Scout")

CLOSING CEREMONY

(Boys are seated in a semicircle around the den ceremony board. Den Leader begins by reminding boys that we use a candle on the Arrow-of-light board to symbolize Akela, a good leader. She then lights a candle).

DEN LEADER: Boys of Den 5, this light means we will follow a good leader. It even means that we will do the right thing when our leader will lose faith in us. We will lose faith in ourselves, too, because we will not be doing our best.

Closing Ceremony - (cont.)

I want you to listen to this poem:

Myself

I have to live with myself, and so;
I want to be fit for myself to know,
I want to be able, as days go by,
Always to look myself straight in the eye.

I don't want to stand with the setting sun,
And hate myself for things I've done,
I want to go out with my head erect,
I want to deserve all men's respect.

But here in the struggle for game and wealth,
I want to be able to like myself,
I won't want to look at myself and know
That I'm bluster and bluff and empty show.

I never can hide myself from me,
I see what others may never see,
I know what others may never know,
I never can fool myself, and so....
Whatever happens, I want to be
Self-respecting and conscience-free.

A PRAYER FOR DEN LEADERS

Dear FATHER, be with us today as the little boys burst in for their important meeting. Be with each Cub - the one who jostles the one who disappears with a book, the one who works so carefully, the one whose face is always smudged.

I love them all and thank Thee for the privilege of knowing them in these years when each is so completely his honest self.

Help me engage their wonderful enthusiasm in worthwhile projects which catch their imagination, for then all trouble ceases and we move ahead like a canoe in swift waters.

I ask Thy blessing on their rumpled heads and pray that in some measure these meetings may help them grow to be their own best selves.

Amen

A CLOSING CEREMONY

PROPS NEEDED:

5 tall candles
1 white
1 green
1 red
1 yellow
1 blue

A candle holder made from a section of the roots or limbs of a dead tree.

PEOPLE

Cubmaster or Assistant

SETTING

The prop is placed center stage on a small table or stand. The blue candle is held by speaker and the other four are placed in the candle holder.

ACTION

Speaker lights the blue candle as soon as the lights are off. Speaker says, "I light the blue candle representing the spirit of Cub Scouting. With this candle I will light four more candles and explain their meaning as we all rededicate ourselves. First, a white candle. This candle stands for purity. I will treat the great outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's waters, fields, woods, and roadways. Second, a green candle standing for the green pastures and forests of our great nation. I will prevent wildfire. I will build my fire only in a safe place and then only with permission. I will be sure it is dead out before I leave. Third, a red candle to remind me to be considerate of our great outdoors. I will treat both public and private property with respect. I will always remember that the use of the great outdoors is a privilege I can lose by abuse. The fourth candle is gold to remind me that I must always be conservation minded to protect our heritage. I will learn how to practice good conservation of soil, water, forests, minerals, grasslands, and wildlife; and I will always urge others to do the same. I will use sportsman like methods in all of my outdoor activities. As we go to our homes tonight let us all think about our closing ceremony and how important a part the things we have can play in the future of our lives and the lives of future generations.

THANK YOU AND GOODNIGHT

HISTORIC FLAG CEREMONY

Each month ask one of your dens to obtain one of America's historic flags for the next meeting. Veterans groups or their auxiliaries may have these to loan. If not, mothers may make them for the pack.

At the following pack meeting, the den acts as the color guard and uses the historic flag in a special ceremony. The flags should be assigned to the boys in this order" Queen Anne Flag, Grand Union Flag, Betsy Ross Flag, the Star-Spangled Banner, the flag of 1818, and the flag of the U.S.A.

When the pack assembles, the Cubmaster commands, "Everyone please stand; Den _____, will you proceed with the flag ceremony". Den Chief commands, "Den _____, present colors". Color guard moves into position with our present flag in the place of honor. Den Chief commands, "hand salute" as the audience joins in the pledge of allegiance. On command "two", all end salute, flag is posted and audience asked to be seated. The historic flag is now held erect while the Den Chief or a member of his den reads the story of the historic flag. Den then leads the pack in singing an appropriate song.

Each den must prepare its own flag story. Here is an example (for Queen Anne flag) of how it may be done:

"Many flags have waved over what is now the United States. Early explorers raised the flags of their own nation; the raven banner of the Norsmen and the flags of Spain, France, Holland, Sweden, and England. From 1707 to the Revolution, the familiar flag was the Queen Anne flag which combined the red cross of St. George and the white cross of St. Andrew.

"let us honor it by singing to the music that honored it in the past, but to words that honor our own nation."

AMERICA

My country, 'tis of thee,
Sweet land of liberty,
Of thee I sing;
Land where my fathers died,
Land of the Pilgrims' pride,
From ev'ry mountain side
Let freedom ring.

Our father's God, to Thee,
Author of liberty,
To Thee we sing;
Long may our land be bright
With freedom's holy light,
Protect us by Thy might,
Great God our King!

CLOSING CEREMONY

Lights out, closed curtain. As narrator begins, two Scouts take their places at opposite sides of the curtain. Play background music of a patriotic nature.

Select a Scout who reads well to read the following:

Behind the curtain is a picture. A picture begun long ago, but still not finished.

It is a picture of our past, and there is something of John Paul Jones and Davy Crockett, Washington and Jefferson in it, Lee and Grant are there and Ab Lincoln.

There are those who gave their lives at Gettysburg and Flanders and Salerno, Korea and Vietnam, and when you look at the picture you will see these men as clearly as if they marched across the stage.

It is a picture of our land. We see the rich blessings of oil and wheat, timber and granite. It is a picture of our works, and we see great cities and throbbing industries, busy seaports, and millions of farms.

It is a picture of our people - 200 million of them. They are the part of the picture we are helping to paint. To this picture we would add the portraits of boys now become men, who will live lives of substance and who will add to that history of noble actions which is our heritage.

Scouts and parents, the picture of our country!

(curtain opens revealing the U.S. Flag).

The flag of the United States of America!

THE STORY OF THE STARS AND STRIPES

The first flags adopted by our colonial forefathers symbolized their struggles with the wilderness. Beavers, pine trees, rattlesnakes, and anchors were pictured. Mottoes such as "Hope", "Liberty", "Appeal to Heaven", or "Don't Tread on Me" were displayed.

The first colonial flag to have any resemblance to the present Stars and Stripes was the Grand Union Flag. Then came Old Glory (the Betsy Ross Flag). From this evolved the Fort McHenry Flag with its 15 stripes and later our familiar Stars and Stripes.

Contrary to popular belief, there is no fixed order for numbering the stars in the flag nor are stars assigned to particular states. The stars represent the states collectively, not individually, and no particular star may be designated as representative of any particular state.

PLEDGE OF ALLEGIANCE TO THE FLAG

Every day, millions of Americans honor our flag with the pledge of allegiance.

"I pledge allegiance to the flag of the United States of America and to the Republic for which it stands, one Nation under God, indivisible, with liberty and justice for all".

This wording of our present pledge varies slightly from the original, which was drawn up in 1892 in the office of Youth's Companion magazine, in Boston. The pledge was first used in the public schools in celebration of Columbus Day, October 12, 1892.

It received official recognition by Congress in an Act approved June 22, 1942.

The phrase "under God" was added to the pledge by a Congressional Act of June 14, 1954. When signing the bill, President Eisenhower said that: "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".

DISPLAY THE FLAG INDOORS

At an indoor assembly, where does the flag go? This depends on the position of the "displayer". The flag always is given the place of honor to the displayer's right. The displayer may be the speaker, the host, or the audience. The following statement of Colonel Harry D. Temple, Commander of the Institute of Heraldry, United States Army, clarifies this:

"The position of the flag of the United States is determined by the displayer, who displays it on his right (to the observer's left), whether he is on a platform, state, in a chancel, or on the same level as the congregation or audience.

"If the clergyman or speaker is displaying the national flag to the congregation or audience, the national flag should be placed at the clergyman's or speaker's right as he faces the congregation or audience, with any other flag being placed to the left.

"If a representative body of the congregation or audience is displaying the national flag to the speaker, the national flag should be placed to the right of the congregation or audience (on the same level as the audience), with any other flag being placed on the left.

"If no speaker or host is in attendance, the national flag should be displayed at the right front of the assembled group of persons".

GRADUATION CEREMONY

SEVEN VIRTUES OF LIFE

The late G. R. Cuswell, when Cubmaster of Pack 37, Glen Morre Teachers' Association, New Castle, Pennsylvania, used his version of seven virtues of life to prepare this ceremony. It may be used outdoors or indoors.

PERSONNEL Cubmaster, five Cub Scout Graduates, Parents, seven Den Chiefs or Denners, A Scoutmaster and Senior Patrol Leader.

CUBMASTER Will Webelos Cub Scouts _____, _____, _____, _____ and their parents come forward. (Boys and parents advance to Cubmaster).

At our Cub Scout jubilee, we recognize the graduation of you Cub Scouts into Boy Scouting. With your dads, you have visited several troops and have chosen to join Troop _____. Scoutmaster _____ and Senior Patrol Leader _____ are here to receive you. Before you is the WEbelos emblem. You have completed _____ ranks of Cub Scouting. Bobcat, Wolf, Bear and Webelos. (as each rank is called, the Cub Scout representing that rank holds his Cub Scout Insignia Poster high).

As a Cub Scout you had the help of your parents, your Den Leader, and Den Chief. You have abided by the Cub Scout Promise and Law of the Pack and have now reached the required Boy Scout age.

The seven torches you see represent the rays in the Arrow of Light and seven virtues of life.

(As each Den Chief or Denner, representing his den lights a fire, he reads a virtue of life. The following suggested definitions may be rewritten to meet your needs).

DEN CHIEF #1 Wisdom. Having wisdom doesn't just mean that a person is smarter than others. It means that he uses what he knows to live better.

DEN CHIEF #2 Courage. It means more than not being afraid of danger. You have it if you can meet danger in spite of your fear.

DEN CHIEF #3 Temperance. This means knowing when you've had enough of anything and when to stop eating, playing, or even working too much.

DEN CHIEF #4 Justice. Justice means to be fair and a good sport with others we play and work with regardless of race, color, or religion.

Seven Virtues of Life - (cont.)

DEN CHIEF #5 Faith. Faith is belief in God, heaven, and things we cannot see but know are true. (One Cub Scout said faith was when you turned on the light switch and knew the light would go on).

DEN CHIEF #6 Hope. Hope means to look forward to things you believe will happen. You hope for better things tomorrow, but at the same time you work hard today to make them happen.

WEBELOS

DEN CHIEF OR

DEN CHIEF #7

Love. There are many kinds of love - love of family, home, fellowmen, God and country. These loves are important for a full and happy life.

CUBMASTER

You will find if you live by these seven virtues you will be happier.

It is now my pleasure to present your graduation certificate to you.

Mr. _____, Scoutmaster of Troop _____, I present to you Cub Scouts _____ and their parents.

SCOUTMASTER

(Points to universal Scout badge poster) - Welcome to Troop _____. Before you is the emblem of Scouting. The Eagle is the national emblem of our country and symbolizes freedom. The stars represent truth and knowledge. The design of the badge is the sign of north on the mariner's compass. Senior Patrol Leader _____ will place our troop neckerchief on you. You will be inducted as a Tenderfoot Scout at our Troop Meeting.

SENIOR PATROL
LEADER

As you remove your Cub Scout neckerchief remember those things you learned as a Cub Scout. As you wear this Boy Scout neckerchief, remember it represents the spirit that members of our troop always "do their best" to "be prepared". Welcome to our troop. (He salutes).

ADVANCEMENT CEREMONY

PONY EXPRESS TRAIL

PROPS Long rope with Bobcat, Wolf, Bear, and Webelos stations laid out at appropriate points on the rope. Tom-tom-electric campfire-spotlight if lights are out.

CM This month's theme is Westward Ho! In tonight's ceremony all Cub Scouts will pretend to be pony express riders and parents will be station attendants. (DC beats tom-tom to rhythm of a galloping horse).

ACM Will all pony express riders gather around the campfire? It is time for us to take council.

CM The Bobcat is starting the trail of Scouting as he learns the ideals of Cub Scouting..the Cub Scout Promise, the Law of the Pack, and the Cub Scout Motto as well as the sign the handclasp, and the salute. It's a long trail ahead to the Eagle rank, but this is the beginning. Just as the pony express rider started his long ride, so our new Bobcat's are starting out tonight.

Will the following boys line up at the starting gate on the pony express trail?

(AWARDS CHAIRMAN reads off names of boys who are ready for their Bobcat rank).

(DC beats tom-tom lightly as boys go to starting gate).

ACM When the Bobcat requirements are accomplished, the young Bobcat is ready to begin his journey along the pony express trail of Scouting where each achievement is a milepost. There are 1 mileposts between each station.

CM Just as the pony express rider galloped along the trail defying the dangers and hazards of the wilderness from one station to the next; so the young Bobcat express rider begins his gallop along the trail to Wolf Valley Station.

AWARDS CH. (Boys' names) have galloped another 12 miles to Bear Ridge Station. Will these boys please go to Bear Ridge Station?

(DC beats tom-tom lightly).

AWARDS CH. (Boys' names) have made the long trip to Webelos Lodge Station. Will these boys please go to that station?

(DC beats tom-tom lightly).

Pony Express Trail - (cont.)

CM

Will the station attendants (parents) of these brave riders please come forward so that they may receive the awards to present to their boys.

(AWARDS are presented at each station in turn by AWARDS CHAIRMAN while ACM reads awards; Bobcat, Wolf, Bear).

ACM

In addition to the 12 mileposts between stations (Boys' names) have scouted (number of miles-arrow points) - elective mileposts above and beyond the call of duty.

(AWARDS CHAIRMAN awards arrow points. After all other awards are presented the Webelos Induction and Presentation Ceremony takes place).

CM

This station represents the plateau of Cub Scouting. These boys have been on the trail under the guidance of a male adult Den Leader. The WEbelos Scout is instructed in and learns the requirements which enables him to continue his journey up the trail into the Boy Scouts.

(AWARDS CHAIRMAN presents Webelos Award to parents to pin on their son).

CM

I would like to congratulate all these fine riders and station attendants for advancing along the pony express trail. As you learn, you advance, and as you advance, you grow.

A GRADUATION CEREMONY

Here is a Graduation Ceremony with a musical touch.

PERSONNEL

Cubmasters, Assistant Cubmaster, Denners, Den Chiefs of graduates den, parents of graduates, Scoutmaster, Senior Patrol Leader, and Patrol Leader.

EQUIPMENT

Set up rustic archway at center of stage with Boy Scouts and Webelos emblems suspended from top. On each upright hang wallboard squares on which you have fastened drawings or decals of the Bobcat, Wolf and Bear ranks. You will need an artificial campfire and a flag to left of arch, troop and US flags to right, record player, and "Akela Song Record Album", No. 1210.

CUBMASTER

Tonight we honor graduating Webelos Scouts (names). Will the graduates den leaders, den chiefs, and denners come forward and stand behind the graduating Cub Scouts.

SCOUTMASTER

(name), his Senior Patrol Leader, and Patrol Leaders, will stand to the right of the arch.

In honor of these graduates, let's all sing "We Are The Cub Scouts". (after song, Cubmaster continues).

Cub Scouts (names), you have reached your eleventh birthday and are graduating from Cub Scouting. With your dads you have visited and decided to join Troop (No.). Having been an active member of our pack for ___ years, we re proud to recommend you and your parents to Scoutmaster _____. Come stand by our campfire and flag.

DENNERS

(graduates' names), the members of our Webelos Den regret losing you. You have earned each of the Cub Scout ranks on the archway and are ready to be a Boy Scout. We hope to join you soon.

WEBELOS DEN LEADER

I have enjoyed my association with you and your parents. May you continue to do your best.

CUBMASTER

To help you remember this warm and friendly campfire, our Assistant Cubmaster will lead us in singing "Akela's Pack". (After song, Cubmaster continues).

As you leave the warmth of our fire please accept this certificate of graduation. (presents certificates).

A Graduation Ceremony - (cont.)

CUBMASTER REmove your Cub Scout neckerchiefs. I now escort you and your parents through the arch to meet Scoutmaster _____ (As they go through the arch a song from the "Akela Song Record Album is played).

SCOUTMASTER (giving Scout handclasp to graduates and their parents), On behalf of Troop _____. I welcome you to the Scouting brotherhood. Our troop has great traditions and high standards. We hope you will help keep them. Since you wish to join the _____ Patrol, I have _____, the Patrol Leader of the _____ patrol with me.

PATROL LEADER We welcome you into the _____ Patrol. Our troop furnishes Den Chiefs for Pack _____, Our patrol tries to be the best in our Troop. We will count on you to help us. (He gives graduates the Scout handclasp).

SCOUTMASTER (to parents) - As you and your boy enter Boy Scouting, you and he should realize that he is entering a new world of activity. In Scouting he may pass requirements to qualified Patrol Leaders or others. As he advances he will go before a board of review composed of men, but he will continue to need your help and encouragement. There are many ways you can help. I will look forward to your participation in our activities. (to graduates) - We have already had a visit together. As soon as we have another conference on your tenderfoot requirements, you will be invested at a troop meeting. You may now wear this Scout neckerchief to show you belong to our troop. Congratulations!

BOBCAT INDUCTION CEREMONY

PROPS

A small scale
3 candles - 1 gold (stands for Cub Scouts)
 1 white (stands for Cub Parents)
 1 tall blue (mounted at balance of scale)

PEOPLE

New Bobcat and family
Cubmaster

ACTION

Cubmaster calls the new family forward. The parents stand to the Cubmaster's right and the Bobcat stands to the left. Cubmaster stands behind the prop. House lights are turned off, Cubmaster lights the tall blue candle and says:

Mr. & Mrs. (names of parents) we're happy to welcome you and your son to our pack tonight.

Before you is a tall blue candle which stands for the Spirit of Cub Scouting. It stands on the balance of the Cubbing Program, represented by the scale in front of me. (lights gold candle). This gold candle stands for your son and all the other Cubs in our Pack. (light white candle). This white candle stands for you and all the parents of other Cubs in this Pack. You will notice that the scale remains in balance as long as the candles all remain in place. When I remove the white candle representing you, the parents, you will see the Cub Scout has a long steep climb, as the scale goes out of balance. Then I replace the white candle the scale is again in balance. This is exactly what happens in the Cubbing program when parents do not take an active part in the Cubbing experiences of their sons.

We challenge you, Mr. & Mrs. (their names) to help your son in all his Cubbing endeavors and to be ready to help the leaders of your pack whenever you are called on. (present Bobcat pin and instruct the parents in the way the pin is worn). (Ask the Pack to give the new members a warm welcoming round of applause as they return to their seats with their Den).

BOBCAT INDUCTION CEREMONY

PROPS NEEDED:

- 1 seven foot pole or metal tube
- 1 large blue candle
- 1 small white candle

PEOPLE NEEDED:

Cubmaster, New Bobcat and Parents

SETTING:

Set pole at center stage so the participants can get around it.

ON CUE

New Bobcat and Parents are brought forward by an assistant.

Cubmaster conducts ceremony as follows:

We are pleased tonight to welcome Bobcat (boys' name) and his parents (their names) into Pack (give number). Our ceremony will demonstrate to Mr. & Mrs. (their name) parent participation is needed to ensure a full and complete Cubbing program for their son. (HOUSE LIGHTS ARE TUNED OFF) I now light the large blue candle representing the Spirit of Cub Scouting. This lighted candle I now pass on to Bobcat (boys' name) and ask him to light the white candle on top of the tall pole which represents the heights of Cubbing. (PAUSE) I see that you cannot reach the top without a little assistance. Perhaps your parents will give you the extra boost you need to reach the top. (ASK PARENTS TO HOLD THEIR SON SO HE CAN LIGHT THE CANDLE). There we have reached the top. You see, you could not do it by yourself, but with a helping hand from Mom and Dad, you have reached your goal. So it is, all through the Cub and Scouting program. If a boy is to succeed and reach the top, his parents must be willing to lend that helping hand when needed. (PRESENT BOBCAT PIN WITH APPROPRIATE REMARKS) And now let us welcome our newest family with a rousing round of applause while they join the other members of their Den.

A VERY SIMPLE AND EFFECTIVE OPENING CEREMONY

EQUIPMENT: 1 very small candle and 1 large candle.

PERSONS REQUIRED: Cubmaster or Assistant

DIALOGUE:

Will everyone please close their eyes. (While eyes are closed have an assistant turn off house lights). It has now become very dark. A lonely feeling comes to us. Please open your eyes again....(pause)Before you closed your eyes it was light, as you closed your eyes it became very dark. Even now with your eyes open it remains dark. We can remove this darkness by lighting one small candle. This small candle represents the help and guidance one parent can give to a boy. If we were each, to light a small candle and hold it high, there would be enough light for all boys to find their way, to do their best, to be square, and obedient....I now light a tall white candle and hold it high to remind us all that over us shines a brighter light to lead us and to remind us that we should always think first of GOD, second of others, and third of ourselves.

(Welcome everyone and continue with your program)

A REDEDICATION CEREMONY USABLE AS AN OPENING AT PACK MEETINGS

EQUIPMENT: 1 large blue candle and the following, "THE AMERICANS CREED"

PERSONS REQUIRED: One person who reads well.

DIALOGUE:

Reader lights the large blue candle and says. I light this large blue candle representing the SPIRIT OF CUB SCOUTING. Will you please stand. Look at the candle as you repeat after me and rededicate ourselves with the American Creed.

I believe in the United States of America as a Government of the people, by the people, for the people; whose just powers care derived from the consent of the government; a democracy in a republic; a sovereign Nation of many sovereign States; a perfect union, one and inseparable; established upon those principles of freedom, equality, justice and humanity for which American patriots sacrificed their lives and fortunes.

I therefore believe it is my duty to my country to love it, to support its Constitution; to obey its laws; to respect its flag, and to defend it against all enemies.

(Welcome everyone and continue your program).

The following may be used at a Pack Meeting or on any occasion where a special service is needed.

AN AMERICAN INDIAN VERSION OF THE TWENTY-THIRD PSALM

The Great Father above a Shepherd Chief is.
I am His and with Him I want not.
He throws out to me a rope, and the name of the rope is Love.
He draws me to where the grass is green and the water is not
dangerous.
And I eat and lie down and am satisfied.

Sometimes my heart is very weak and falls down, but He lifts me
up again and draws me into a good road.
His name is WONDERFUL.
Sometime, it may be very soon, it may be a long, long time,
He will draw me into a valley. It is dark there but
I'll draw back not. I'll be afraid not, for it is
between those mountains that the Shepherd Chief will meet
me and the hunger that I have in my heart all through
this life will be satisfied.

Sometimes He makes the Love Rope into a whip, but afterwards He
gives me a staff to lean upon. He spreads a table before
me with all kinds of foods. He puts His hand upon my head
and all the tired is gone. My cup He fills till it runs over.

What I tell is true. I lie not. Those roads that are "away
ahead" will stay with me through this life, and after; and
afterwards I will go to live in the Big Tepee and sit down
with the SHEPHERD CHIEF forever.

B O B C A T C E R E M O N Y

A CUB SCOUT-PARENT PROMISE CEREMONY

The new Bobcats line up, their parents standing behind them. The Bobcats give the Cub Scout sign and recite together the Cub Scout Promise and Law of the Pack, the Cubmaster says it with them in a loud voice so all the boys can hear him. (Before starting, he asks Cub Scouts to speak loudly).

Then all the Bobcat parents give the Cub Scout sign and repeat the following one line at a time, after the Cubmaster:

"As parent of a Cub Scout,
I will do my best
To help my boy
Live up to the Cub Scout PROMISE
And obey the Law of the Pack.
I will work with my boy
On his achievements and projects,
I will attend the Pack Meetings
And help as needed
To make the Pack go".

The Cubmaster then gives each boy the Cub Scout handshake and gives Bobcat pins to parents. The parents pin the badges on their sons' shirts.

Bobcats are dismissed and other boys receiving advancement are called forward, Cubmaster proceeds the same way as he did with Bobcats, or he may omit the Cub Scout Promise and Law of the Pack depending on the available time. The parents of these boys repeat the following:

"We will continue
To do our best
To help our boys
Along the achievement trail
And share with them
The work and fun of Cub Scouting".

Cubmaster then presents the badges to the parents, who then present them to their boys. Many packs have a rule that a boy cannot get his award unless a parent is present.

The parents' promise may be typed on a small card for the Cubmaster. The leader should give the Cub Scout sign while he reads script for the parents to repeat.



HANDICRAFTS



CRAFTS FOR CUB SCOUTS

As Cub Scouts work on den craft projects, they not only learn to make useful and amusing items, but also get valuable experience in using their imaginations and developing skills with their hands.

In Cub Scouting, crafts help leaders develop and present the theme of the month in den and pack meetings. As your pack follows the theme, crafts can provide the needed props, costumes, games, puzzles and exhibits. Crafts can teach skills that can be used for a myriad of different projects over a lifetime.

There are guidelines which should be followed in planning crafts for Cub Scouts:

1. Keep crafts simple and inexpensive. Costly kits or materials are rarely appreciated by the boys any more than simple materials. Since den leaders work with a limited budget cost is a big consideration.
2. Crafts should be practical. Learning to braid is good. Learning to braid a belt which can be used as a costume part or as a gift is even better. Crafts should have some practical or decorative function, and if possible, fit the monthly theme.
3. Crafts should teach some skill such as carving, modeling, painting measuring fitting, etc. Merely glueing pieces together is not enough. Cub Scouts like boy-type crafts - they like to hammer, saw, lace leather, paint, etc., and they like to learn how to do new things.
4. Crafts should be progressively more challenging. Try to avoid repeating crafts projects which the boys made the previous year, unless it is something they really want to do. Avoid kindergarten cut-and-paste type crafts.
5. A variety of materials and methods should be introduced through crafts projects. Pouring plaster is fun, but not every week. Try out techniques which are new and different to the boys. Let them enjoy making something useful from scraps or from items picked up on a nature hike.
6. Crafts should seldom require more than two weeks to complete. A craft project that drags out for a whole month is too difficult and time-consuming. It may become boring for the boys. Start a craft in den meeting and let the boys take it home to finish with parents help.
7. Be sure the craft project is compatible with the work area. Avoid using pungent lacquers or spray paints in the house. Take the boys to the basement, garage, or outdoors for the messier crafts.
8. The craft must be the boy's work, not the leaders. In some cases, leaders will be wise to pre-cut or pre-assemble certain parts of a craft which may be too difficult or time consuming for boys. But remember, the boys need to be able to say: "I made it!"

A father, grandfather or neighbor with a basement or garage workshop can be recruited to assist with crafts. Precutting major pieces on the power saw will enable the boys to sand, assemble, and paint their gifts in time for Christmas. Hobbyists may be invited to work with the boys for short periods, teaching them new skills.

REMEMBER THESE THINGS

1. Provide instructions or patterns and show boys how to use them.
2. Show the boys how to cut materials, put them together, and finish them with sand paper, polish, paint, wax, varnish, etc.
3. Have a completed craft project made in advance, ready to show the boys.
4. Provide assistance as needed, but let the boys do the work. Encourage help from parents.
5. Ask boys to bring some of the craft materials from home.
6. Set rules and enforce the, such as cleaning up, use of tools, etc.
7. Encourage all boys to "do their best". Discourage sloppy work.
8. Display crafts projects at pack meeting, so the boys can show off what they have made.

SAFETY RULES FOR TOOLS

1. Use each tool for the job it was intended and the way it was intended to be used.
2. Most accidents occur to the hands, face or feet. Protect your eyes; keep fingers and hands away from the cutting edges of tool; secure or clamp down the wood on which you are working.
3. Be patient and never use force. Don't work with tools when you are tired or angry.
4. Don't wear loose clothing or jewelry which can get caught in moving parts.
5. Never use electrical tools in damp or wet locations. (Power tools are reserved for adult use only).
6. Keep tools sharp, clean and oiled.
7. Unplug all electrical tools when you are finished and put them out of reach of children. Don't leave tools unattended.

To paint glass, metal, aluminum foil, or plastic - mix tempera with detergent.

Spills - Avoid spills by placing jars in muffin tins.

Sawdust - Tempera is best when painting sawdust.

Homemade Spray Container - Window spray bottle, empty, makes a good container. Spray things to be painted in a large box. Paint will be confined to interior of box.

Cleaning Brushes - Aluminum, bronze varnish, oil, enamel: Clean with turpentine, followed by water. Use detergent such as Tide.

Shellac - Clean with shellac thinner.

Model Paint or Dope - Clean with model-paint cleaner.

Lacquer - Clean with lacquer thinner.

Tempera and Acrylics - Clean with water; water softens hardened acrylic. Leave overnight.

Gold Paint - Use brass color instead of gold for brighter look.

Facts About Acrylic - Sold in both jars and tubes. Jar colors are more fluid. Extraordinary flexibility. Last indefinitely without cracking. Tube colors may be thinned with water. Thin layers dry in 5 to 15 minutes. Heavy layers take about 2 hours. After drying, paint is water-proof; will not crack or peel. Can be applied to all non-oily surfaces; cardboard, paper, concrete stucco, masonite, fiberglass, stoneware, glass, wood, etc. Also cloth, foam, plastic, leatherette, leather.....NON TOXIC brushes clean with water. Don't let paint dry in brush. Great for neckerchief slides. No finish coat necessary. Huge range of color. Colors mix easily. Keep brushes in container of water while using. Store left-over paint in pill bottles. Cap tightly.

PRINTING

Printing Ink - To make your own ink, mix to consistency of thick paste; 1 pt. boiled linseed oil, 1 pt. varnish, and 2 pt powdered tempera.

Quickie Duplicator - Prepare design with embroidery transfer pencil on paper. Can be used 4 or 5 times each, onto paper, cloth, or smooth wood, with warm iron. If duplication starts to fade, APPLY HEAT for longer time. Red pencil gives stronger prints than green. REMEMBER - designs will be reversed in printing.

A FEW MORE HINTS

Spray Paint - Spray paint is simple and easy to use, and comes in many colors. Before using spray paint on styrofoam be sure to read the label on the can. It must say "for styrofoam", other paint will melt holes in the foam or disintegrate it. Accent by Illinois Bronze, dries very fast, flattens out well and doesn't run, and can be used on any surface including styrofoam. Use a large cardboard box as a "spray booth" in the backyard to catch the overspray.

Glues - When added strength is needed on large or hard-to-glue objects, add a piece of cotton to white glue. Spray glue is a clear, colorless, strong adhesive to be used when you want to scatter glitter here and there. Most spray glue will not melt styrofoam. Use a Hot Glue Gun for quick bonding on heavy or hard-to-glue objects; rocks, pinecones, etc.

Extra Soft Carving Material - Add 1 part baking soda to 20 parts plaster and MIX AS USUAL for plaster of paris. The soda makes the plaster bubble and the result is a porous, soft material easily carved, using spoons and popsicle sticks.

CRAFT RECIPES

USE CAUTION!!!! Remember that our first responsibility is to our Cubs. B E S A F E ! ! ! !

Best Glue For Plastics, Milk Cartons - Clear silicone glue (hardware store). Buy white glue in quart size for economy, pour into smaller jars for use.

Rubber, Plastic, Wood - Best glue is Scotch Contact cement.

Heavy Duty Glue - Mix cornstarch with regular white glue until mixture is as thick as desired.

Flour Paste - Add 1 tbsp. powdered alum to 1 cup boiling water. Mix 2 cups flour and 2 cups cold water until smooth and pour mixture gradually into boiling water. Cook until it has a bluish cast, stirring all the time. Remove from fire, add 1 tsp. oil of clove and stir well. Keep in airtight jars. Add water to thin.

School Paste - For pasting paper only. Doesn't always hold tight when dry.

White Glue - Paper, wood, cardboard, ceramic, just about everything. Diluted, it makes a good undercoat.

Tacky White Glue - Same as above, but especially for foam and styrofoam. A little goes a long way. Use to glue decorations on plastic bottles.

Rubber Cement - Paper, rubber or plastic to wood. Scotch Contact Cement has anti-sniff ingredient, but is still TOXIC. Will bond plastic if clamped for 15 minutes. Remember to coat each surface.

Clear Silicone - For use with plastic bottles.

Wheat Paste - Paper-mache. Mix to consistency of pea soup. Be sure the brand you buy does not have poison in it.

Liquid Starch - Use with paper-mache. Extender for Tempra paint.

GREASE PAINT

1. Mix liquid skin cleanser with powdered sugar. Add food coloring for Indian colors.
2. White formula - 2 tsp. shortening, 5 tsp. cornstarch, 1 tbsp. white flour, 3-4 drops glycerin. Blend first 3 ingredients. Add glycerin.
3. Brown formula - add cocoa, a little at a time, to the first 3 ingredients.
4. Colors - add food coloring with the first 3 ingredients.
5. Use leftover cosmetics from mothers of your Cubs.

PAINT INFO

Finger paint - Mix $1\frac{1}{2}$ cup liquid laundry starch with $\frac{1}{2}$ cup water. Add to 1 quart boiling water, stirring to paste. Use $\frac{1}{2}$ cup powered tempera to add color.

Finger paint II - Combine $\frac{1}{2}$ cup laundry starch with $\frac{3}{4}$ cup cold water in pan. Soak one envelope unflavored gelatin in $\frac{1}{4}$ cup cold water. Add 2 cups hot water to starch mixture and cook over medium heat, stirring constantly until it comes to a boil and is clear. Remove from heat; blend in softened gelatin and add $\frac{1}{3}$ cup powered detergent. Stir until thick. Add tempera to color.

Homemade acrylic paint - Add white glue to prepared tempera paint. White glue makes a polymer with tempera, and will not rub off when dry as plain tempera will.

Homemade glaze - Mix 1 part water with 1 part white glue. Paint on plaster to prevent deterioration of plaster.

Marbleizing - Fill a container with water. Add a few drops of different colored oil paints on the surface. Swirl paint lightly and carefully dip vase or bottle into water, twisting as you dip.

Painting large surfaces - Use liquid starch instead of water to make paint less runny.

Buttermilk paint - Mix powered tempera with buttermilk instead of water. Stir to consistency of mayonnaise. Resembles oil paintings.

Paint brush substitutes - For large scenery - use a sponge dipped in paint. For small objects - use cotton swab instead of paint brush.

Plastic glaze - Mix lacquer thinner with small pieces of pressed styrogoam egg carton until styrofoam dissolves and mixture becomes thick. **FLAMMABLE !**

Texture - Add coffee grounds to glue for bears, Abe Lincoln's beard, etc.

Stains - Contrary to popular belief, tempera does not always wash out of clothing. Use dad's old shirts for protection of clothing.

Making painting less messy - Save empty roll-on deodorant bottles. Remove plastic top and clean thoroughly. Fill with tempera and replace top.

Powered tempera - Most economical form of poster paint. Mix 3 parts paint to 2 parts water.

SCRAPS AVAILABLE AT LITTLE OR NO COST

Aluminum pieces - Local lithographing companies. Good for aluminum tooling.

Asbestos siding - Ask siding contractors for broken pieces. Good for hot pads.

Awning material - Cover boxes or keeps for chairs, log carriers.

Bed sheets - Costumes, scenery. Scrounge for these. Ask parent to save.

Scraps - (cont.)

Bleach bottles - Helmets, games, baskets, bird feeders, bug jars.

Blueprint paper - Blueprint companies. Good for leafprints, pictures without cameras.

Bottlecaps - Flatten and string together with poultry rings for Indian jewelry; nail polish painted caps for clown hats; wheels for wagon trains and trucks; play money; fish scaler; Christmas tree decorations.

Bottles - Vases, pencil holders, pill boxes, button holder.

Bowling pins - Some bowling alleys give away discards. Use for making figures, scenery, games.

Broom handles - Hobby horses, hurdles, pole for games.

Burlap - Place mats, bags, lampshades, picture frames, back drops, costume hair, grass, shrubbery.

Button & beads - Good Will, Salvation Army. Make jewelry, pictures.

Calendars - Make games.

Campaign buttons - Reprint and sue for club or den emblems or award buttons.

Candle ends - Melt and make new candles.

Cans - Toy banks, flower pots, vases, stilts, Easter egg baskets, drums, First Aid can.

Cardboard - Games, signs, scrapbooks.

Cardboard cartons (large) - Appliance & furniture stores, new neighbors, stores that sell pianos. Make scenery, props.

Cardboard cartons (small) - Grocery stores, decorator shops. Costumes, shields.

Cardboard cartons (round) - Ice cream stores have 3-gallon size. Knights' and astronauts' helmets. Colonel Chicken has similar buckets. Paint stores.

Carpet scraps - Some carpet shops give scraps away, discontinued samples, and foam underpadding. Interior decoration shops also.

Ceramic tile - Tile stores give away broken pieces. Mosaics, hot plates.

Christmas cards - Use the pictures for invitations, etc. Jigsaw puzzles.

Cigar boxes - Tobacco stores, liquor stores, department stores, a friendly cigar smoker. Usually not available near the opening of school in September.

Concrete blocks - Ask manufactures for flat broken pieces. Use for book ends, door stops, paperweights, etc.

Scraps - (cont.)

Coat hangers - Ask the boys to save. Craft wire, to brace backs of posters, etc.

Cord - Drapery shops have scraps. Use for rope and string projects.

Cork - Gasket manufactures have sheets of scrap cork. Make pictures, place mats, coasters.

Corks - Restaurants that serve wines. A friendly wine drinker. Use for Blue & Gold decorations, small figures, etc.

Drapery samples - decorator shops. Use for costumes, lining boxes for gifts.

Feathers - An old feather-duster. Indian projects.

Foil paper - Wallpaper & paint shops, florists. Use for paper mosaic, costumes

Felt - Hat factories, fabric shops. Puppets & costumes.

Foam meat trays - Meat markets; ask boys to save. Christmas ornaments.

Inertubes - Tire stores will eagerly give them away. Olympics, and drum heads.

Styrofoam - Hobby shops, packing materials. Decorations, models.

Tile - Heat and cut into squares, add holes and lace for belt, coasters, letter puzzles, garden markers, lamp bases, wall plaques.

Tires - Cub Olympics, other games. Tire stores will gladly give you all you need.

Travel posters - Travel services, airline ticket offices, State Highway Department; scenery, puzzles, useful pictures.

Upholstery samples - Upholstery shops; use for costumes.

Wallpaper - Wall covering boxes, cans, etc. Cloth-backed, use for costumes.

Wildlife photos - State Fish & Game Department. Old magazines.

Window screening - Cages for caterpillars.

Wire - Telephone company. Call ahead, ask to see supervisor.

Yarn - Knitting shops. Boys' mothers. Puppets, Blue & Gold decorations, etc.

METAL TOOLING

1. Cut foil or pie pan (smooth) to size needed.
2. Lay foil on several layers of newspaper.
3. Tape paper pattern on top of foil.
4. With pointed end of pencil, tracer all lines of the pattern; this should make an indentation on the foil that can be seen on both sides.
5. After transferring, begin tooling the foil. When tooling the foil use a pencil with a blunt point (the broader the point and the harder you push the more depth your tooling will have). Always tool on several layers of newspaper. Start tooling at the center and work towards the outside.
6. Tool the design from the front following the solid lines and from the back on the dotted lines.
7. Go back over lines for added depth.
8. Stain. shoe polish or commercial stain may be used.
9. Glue to cardboard or wood for a backing. For a medallion make hole and put on string long enough to go over head.

Any simple picture can be used for metal tooling. Just trace design and decide which lines are to be tooled from the front and which from the back. An orange stick, large popsicle or tongue depressor sticks, spoons, worn out ball point pens can all be used to get different effects.

Metal stamping tools can be made by filing large spike-type nails. Cut off the point and file the design into the heads.

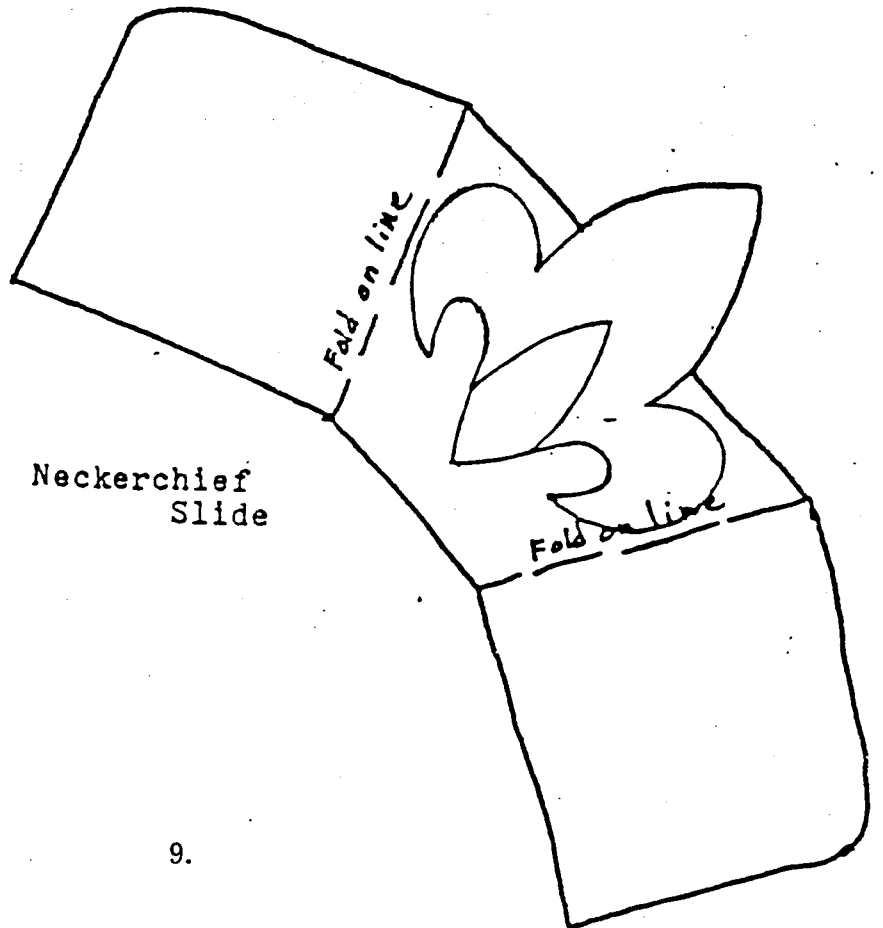
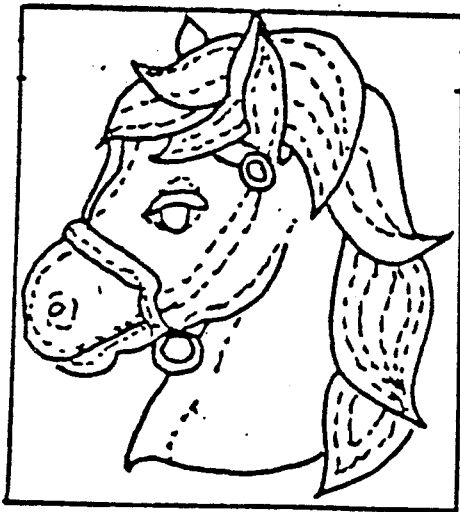
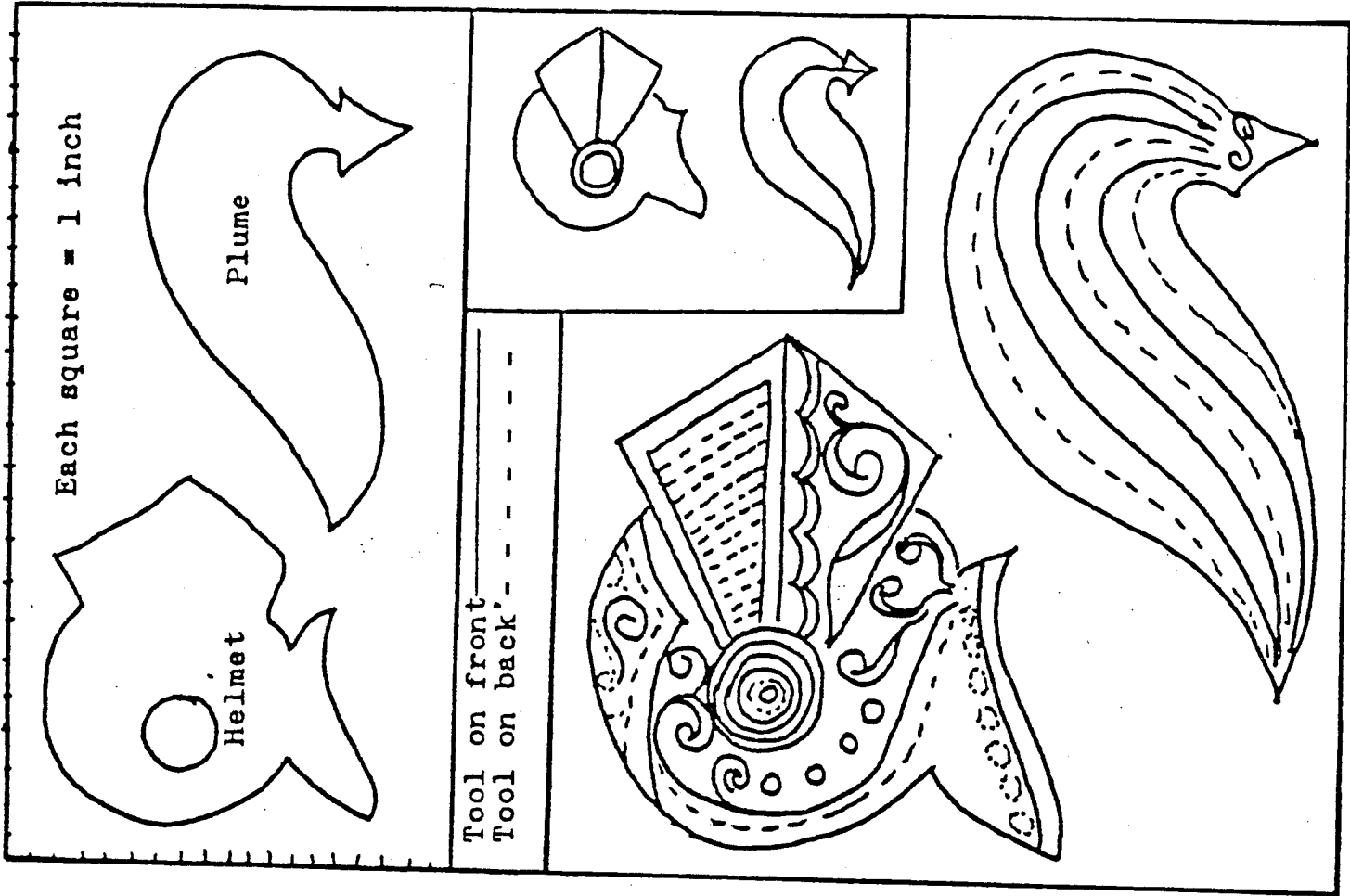
Punched tin work is also fun. Just use string art patterns, or mark every 1/8 to 1/4 inch along pattern lines. Use a nail to punch holes where the marks are.

Patterns can be adapted from old Pow Wow book patterns, color book pictures, greeting cards, picture books, etc.

The finished metal pieces can be framed, mounted on a board covered with fabric, inserted into a woodworking project, used as a medallion or neckerchief slide, made into a Christmas or other holiday ornament.

After staining, you might want to burnish lightly with 4/0 steel wool to highlight the design.

METAL TOOLING



SPATTER PRINTING

Spatter printing is a crafts technique enjoyed by Cub Scouts. Prints can be made of leaves or ferns collected on a nature hike. designs can be spattered on Christmas card.

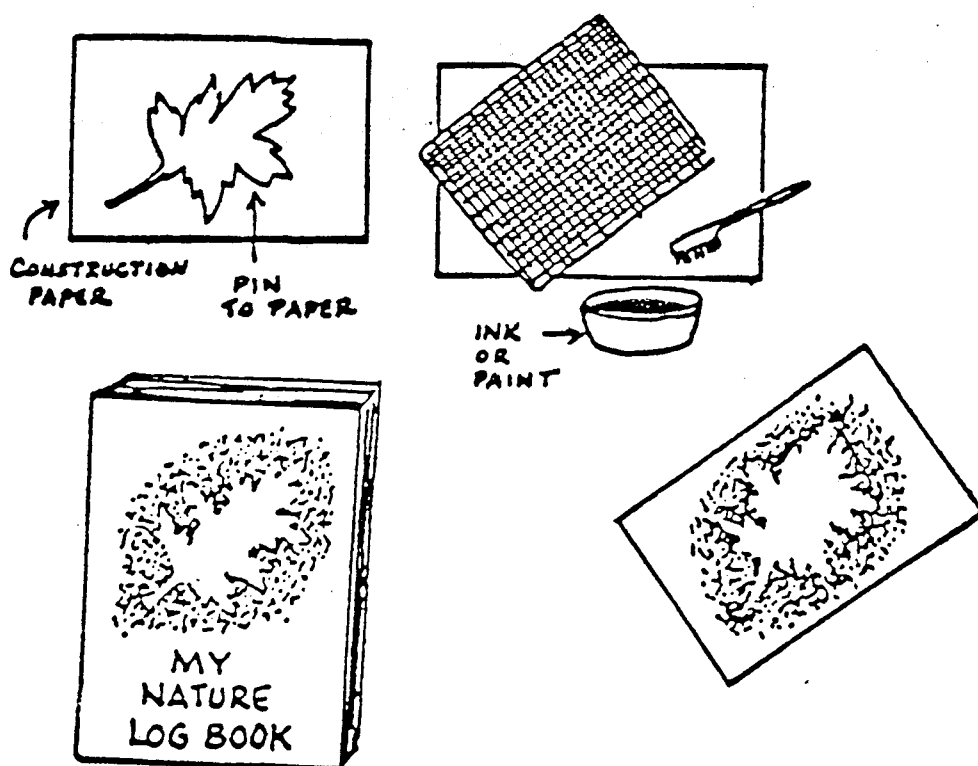
Materials: Object or cut-out design to be spattered
Paper for printing - heavy paper, such as construction paper is best
Screen wire (approx. 8" x 10")
Old toothbrush
Colored ink, shoe polish or paint

Directions:

1. Spread working area with newspapers for protection.
2. Place object to be spattered (leaf, flower, cut-out design) on paper and secure with straight pins.
3. Holding screen about 6" above the paper to be printed, brush across screen with toothbrush which has been dipped in ink or paint. Brush away from yourself.
4. Spatter heaviest color around design.
5. Let paint or ink dry, then remove object or cut-out from paper. The result should be an attractive print.

Suggestion:

Try using white shoe polish to spatter leaves on colored construction paper.



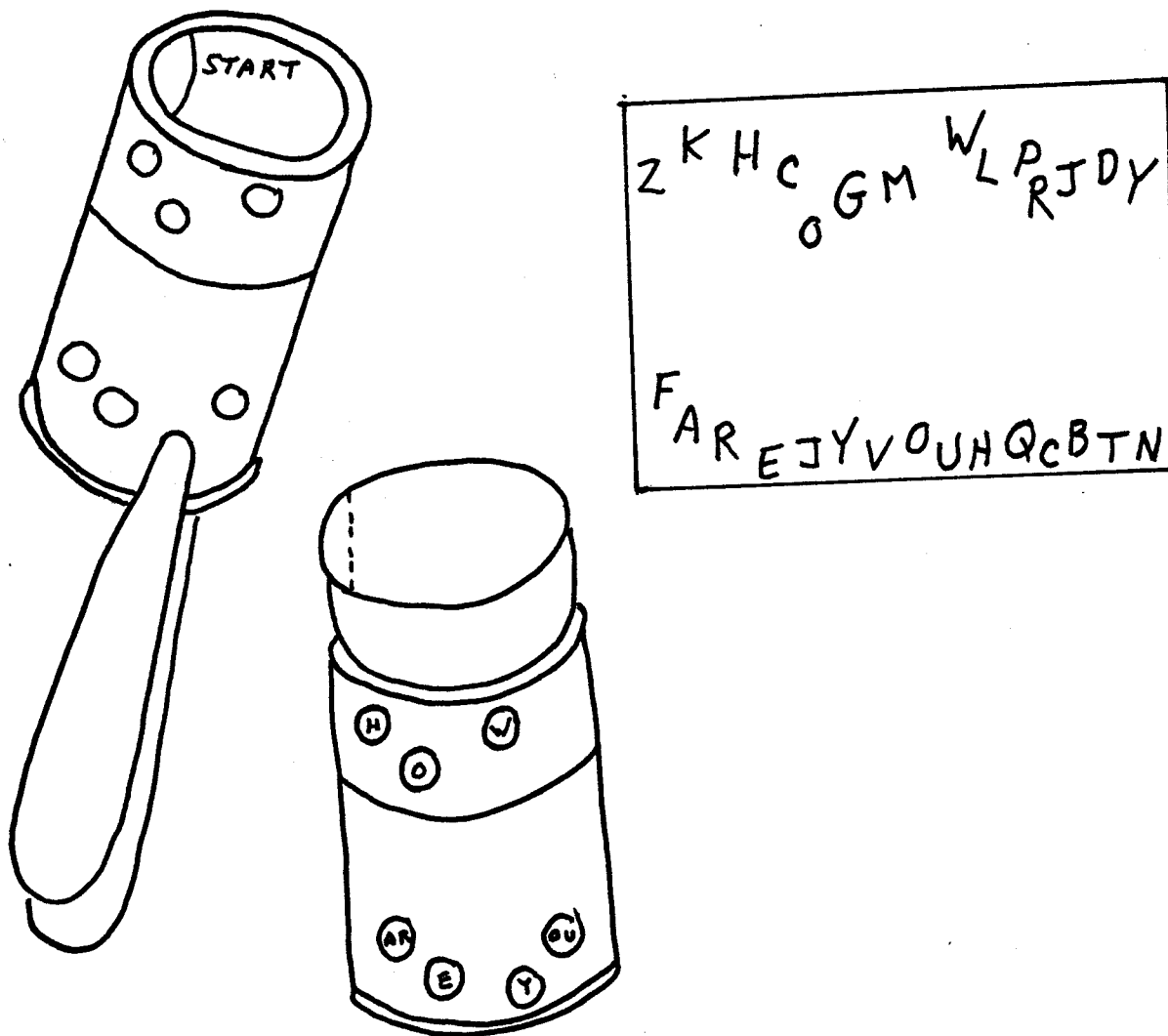
CRYPTO-MACHINE

Get two empty cardboard frozen juice cans just alike. Open both ends of both cans. Punch holes in the cans with a paper punch in the exact same places in both cans.

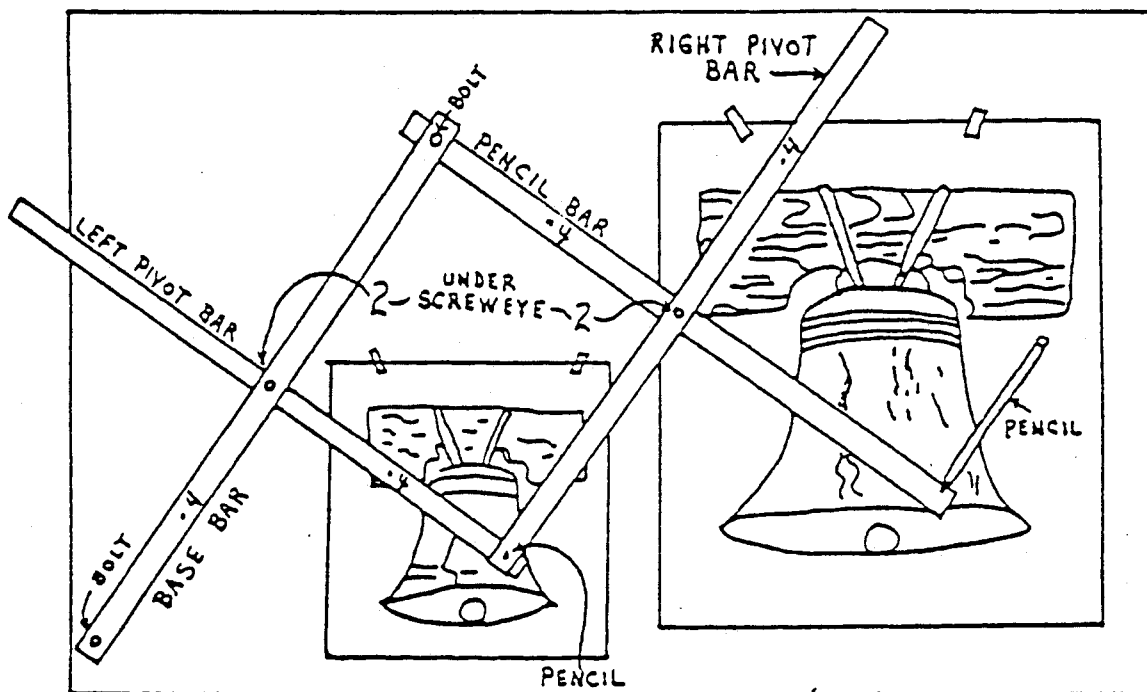
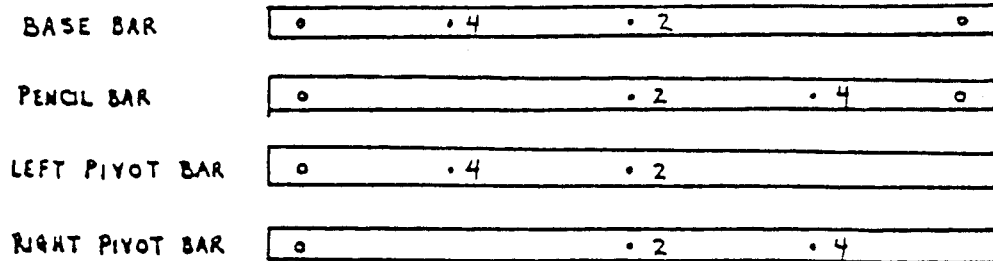
Put a piece of paper in one can making sure it fits exactly. Write a message through the holes. Mark the paper and can with a starting place. Then mark the other can with the same starting place.

Take the paper out and fill in the spaces between the message with extra letters.

Give the second can to a friend and explain how to find the message. Then only you two know how to send messages by the crypto-machine.



PANTOGRAPH



When an artist needs to trace a design in a different size he uses a pantograph. To make a drawing larger, place the original drawing under the scriber and clean paper under the pencil. Hold the pencil down on the paper. With your other hand trace the lines of the original drawing with the scriber.

To make a tracing smaller than the original, put the pencil in the scriberhole (with clean paper under it) and the scriber in the pencil hole (with the original drawing under it).

LEATHERCRAFT

Leathercraft is a hobby that makes you feel good, because it is fun while you are making something and satisfying when you have finished a beautiful craft project. Different kinds of leather are used. Heavy cowhide is good for shoes, but it can also be split into thin layers for belts. Finer grained calfskin is used for gloves, wallets, and book covers. Suede and sheepskin are even softer leathers used for bookmarkers, slippers and jackets.

You can decorate leather by painting designs on it, dyeing it, carving it with hand tools, burning designs on it, stamping patterns in it with punches and by weaving or braiding strips through it.

Don't confine your leather work to simply lacing together precut kits, as leather tooling, incising, embossing, and stamping are skills that can be easily mastered and will add to your boys' satisfaction.

Why not begin with leather tooling, one of the simplest types of leathercraft. This skill requires only one tool, a modeler or stylus. The extras such as buckles, snaps, or lacing are not needed. The project can be completed in a short time. This is important when working with boys of Cub Scout age.

Use lightweight tooling leathers for best results. Following these general instructions:

1. With a sponge or cloth dampen the leather on the flesh or rough side with cold water. After a short while, dampness should reach the finished side of the leather. If the leather looks wet on the finished side it is too damp to tool. Wait until it dries slightly, until the natural color returns.
2. Place patterns on face side of dampened leather. Fasten it in place with tape or a clamp. Trace the pattern with stylus. Lift one end of the pattern and check to be sure you've transferred all of it to the leather. Remove pattern.
3. Lay leather on firm surface. Use the slanted end of your modeler or stylus to bevel around all the outside lines and bring out the pattern. Always draw the tool toward you. Maintain an even pressure on the stylus to prevent making deep marks in the leather. This modeling technique brings out a darker, waxed-like color in the leather, and the depression will produce an attractive design.

If the design is not clear enough, you may have to go over it several times. Redampen the leather if needed and repeat the beveling process.

4. When your design is finished and leather has dried, apply the final finish. Use wax, saddle soap, or leather dressing.

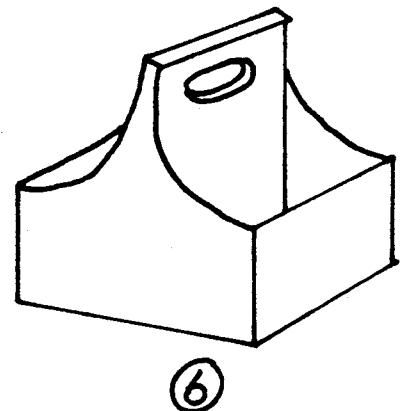
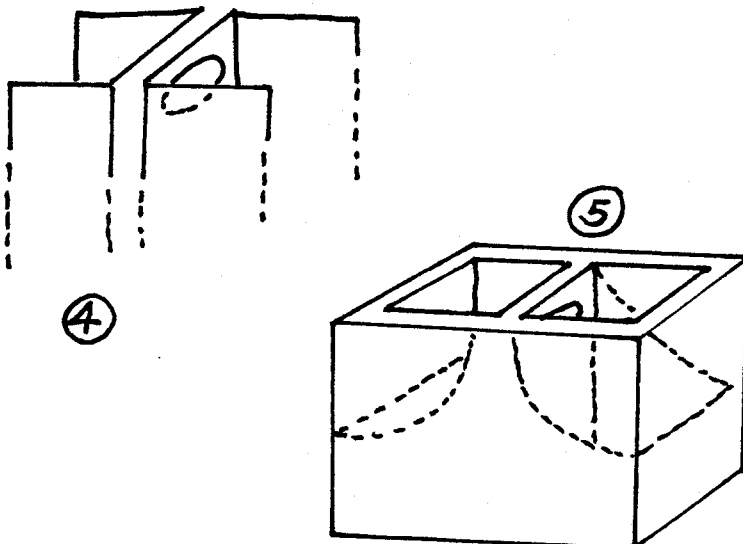
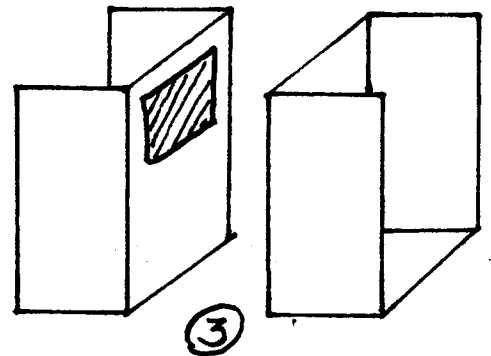
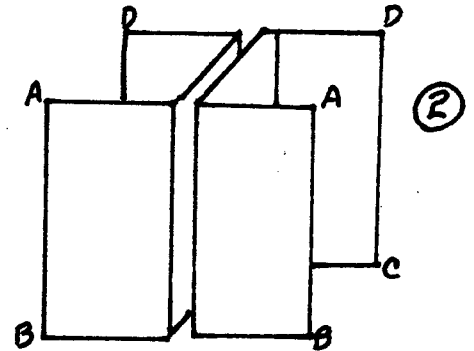
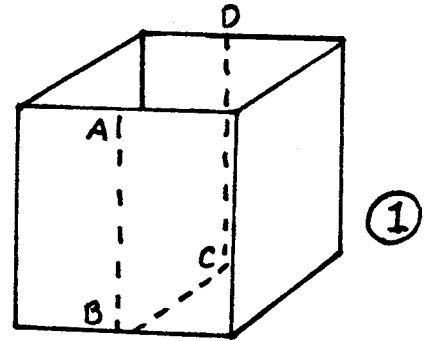
DEN LEADER'S TOTE BOX

Materials: Two grocery cartons of the same size,
Masking tape, glue, scissors or knife.

Directions:

1. Cut along center of box - A to B to C to D.
(See figure 1)
2. Turn sides to meet in center. (Figure 2)
3. Place a sheet of shirt cardboard in the top center section of middle divider to strengthen the hole for the handle, gluing it in place, and gluing the rest of the two sides together at the same time. (Figure 3)
4. Cut out section through all thicknesses for carrying handle. (Figure 4)
5. Place completed center section into the second carton. It will be a tight fit. You may need to trim it slightly, but keep that tight fit.
6. Cut on dotted line as shown in figure 5, to shape the sides of the Tote Box.
7. Your box may be finished with masking tape on the raw edges where the two boxes meet and around the handle hole. Paint if you like.

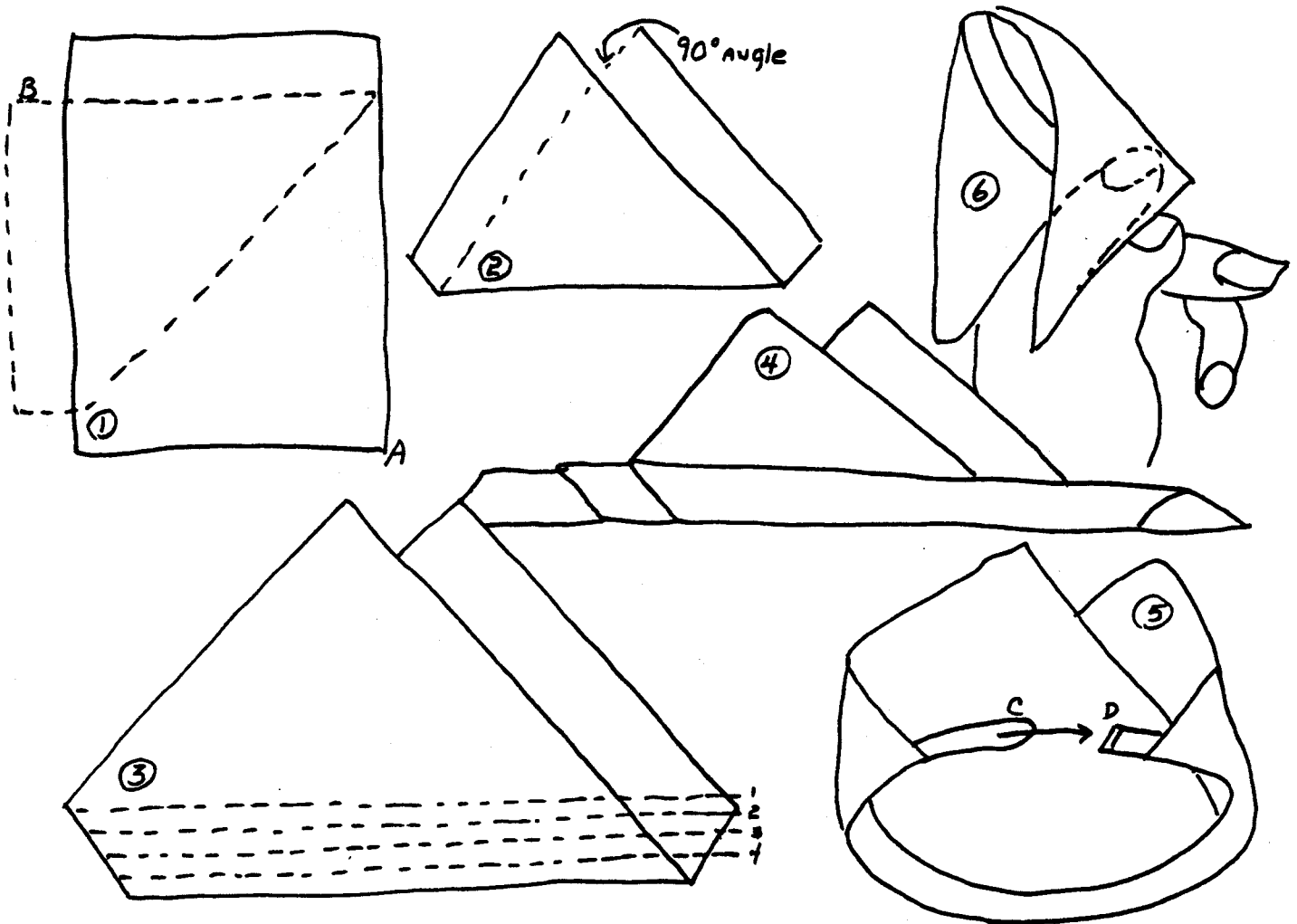
These Tote Boxes can be made with almost any size boxes, depending on how big you think you want your finished product. They will carry a lot of weight, but you may not be able to handle it. The boys might like to make one for their mothers. It is a good way to carry around cleaning supplies and even Day might like one for his workshop or garage.



GLIDER

You need 1 sheet of typewriter paper or anything of similar weight.

1. Fold typewriter paper A to B
2. Allow 90 degree angle.
3. Fold the folded edge 4 times, each fold about $\frac{1}{2}$ " deep. (Note; the first fold should be little wider on one end so that small end fits into D. See figure 5)
4. To curve the folded edge into a nice round collar draw fold across edge of table.
5. Slip C into D as far as it will go.
6. Hold glider between thumb and put first finger inside the V, raise arm, flip wrist back and shoot glider forward.



ALL NUTS

Materials Needed

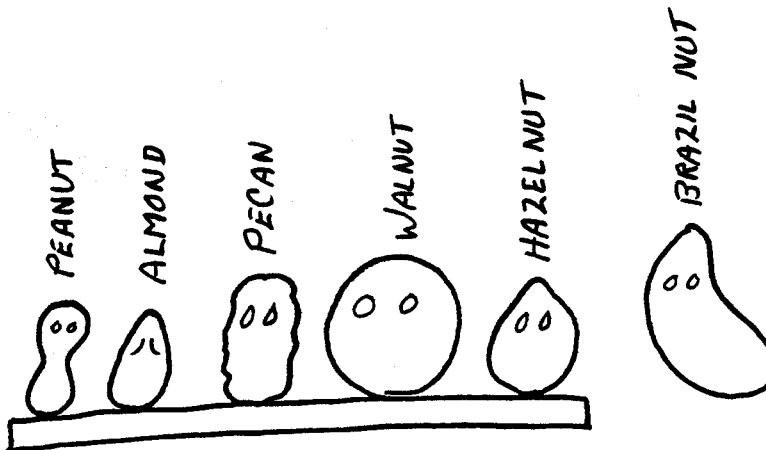
Wooden board 5" x 7" x $\frac{1}{4}$ " - $\frac{1}{2}$ ", white paper 1" x 3", mixed unshelled nuts, glue, wiggle eyes, shellac, pan, sandpaper.

Directions

Sand wood until smooth, shellac and dry. Glue eyes on at least 5 different kinds of nuts. Glue nuts on dried board with them on end so they are upright. Print on paper with pen the following and then glue paper to board:

The more I look at us,
I know we're all a
Bunch of NUTS.

Possible nuts to be used - peanuts, almond, pecan, walnut, hazelnut, brazilnut.

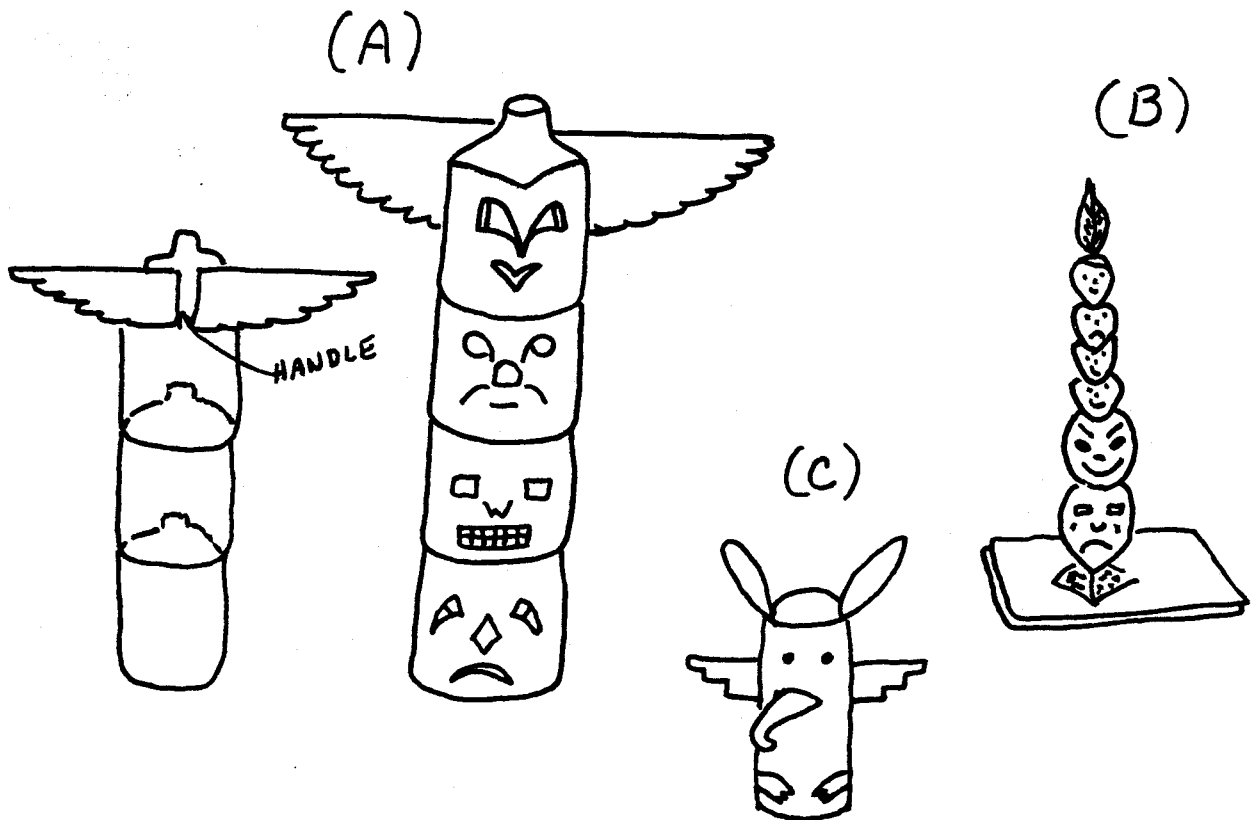


TOTEM POLES

Plastic Bottle Totem Pole (A) - Build this totem pole any height you want by varying the number of gallon plastic bottles you use. For the base, leave a plastic bottle intact. Cut the bottoms off the other bottles. Stack the bottles, one on top of the other, neatly taping bottles together. Decorate the handle of the top bottle by inserting construction paper wings through it. Paint and decorate each bottle.

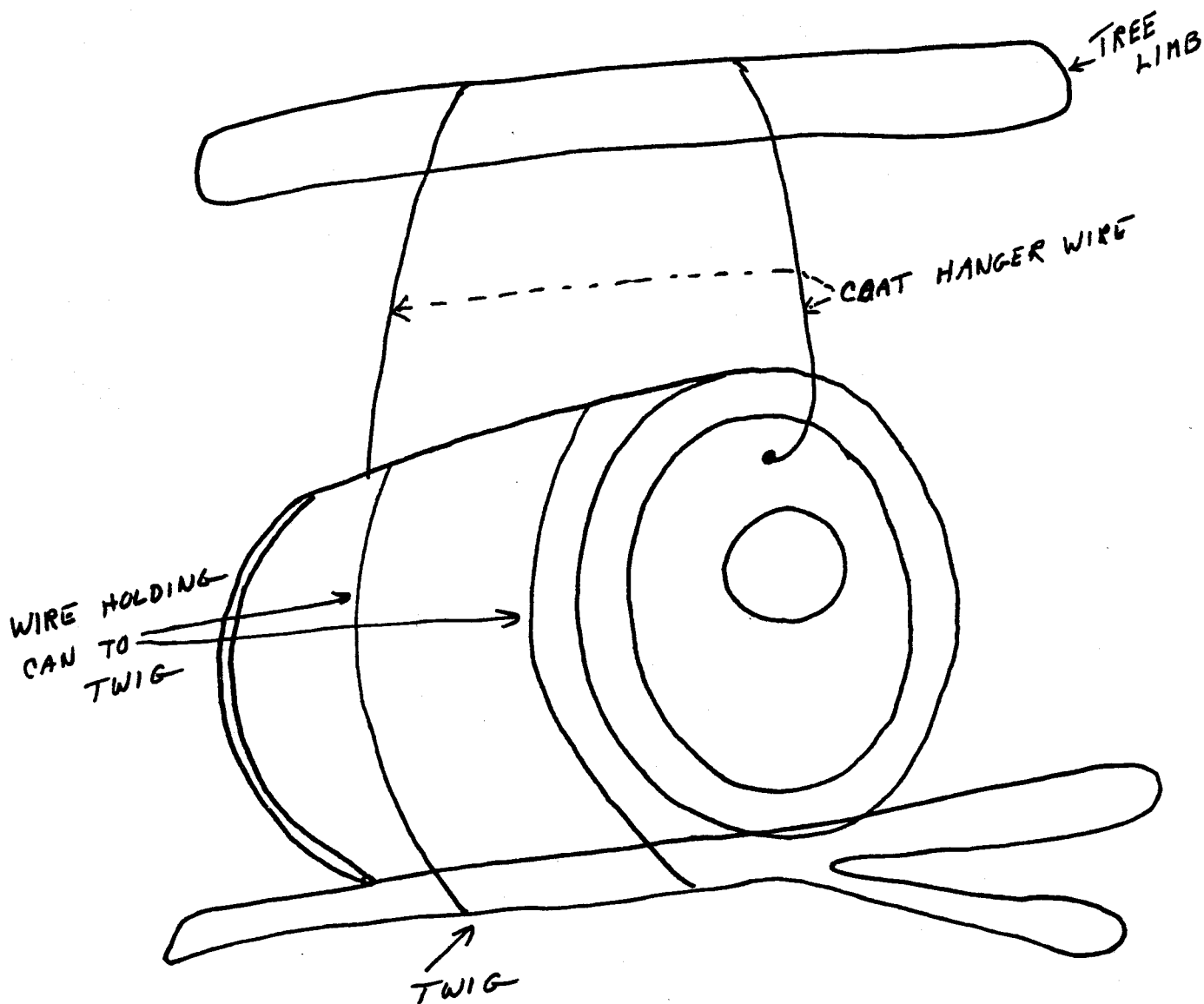
Nut Totem Pole (B) - Choose five nuts. Shown in the diagram (B) below, are two walnuts, and three hazel nuts. Paint faces on each nut. On a 2 x 4 inch piece of wood or heavy cardboard, glue half of a nutshell flat side down. To this glue one of the nut faces. When thoroughly dry, glue another on top, and so on until the "totem" is in position. Glue a tiny feather or feather tip to the top nut.

Bathroom Tissue Roll Totem Pole (C) - Decorate as desired. It can be painted yellow with cardboard wings, one red, one green, inserted into slits in the side of the cardboard roll. The beak is a small piece of black paper folded lengthwise and bent down at the end, inserted into a triangular slit. The eyes are brass paper fasteners (or may be painted); the feathers are made from craft paper; and the claws are painted on in black.



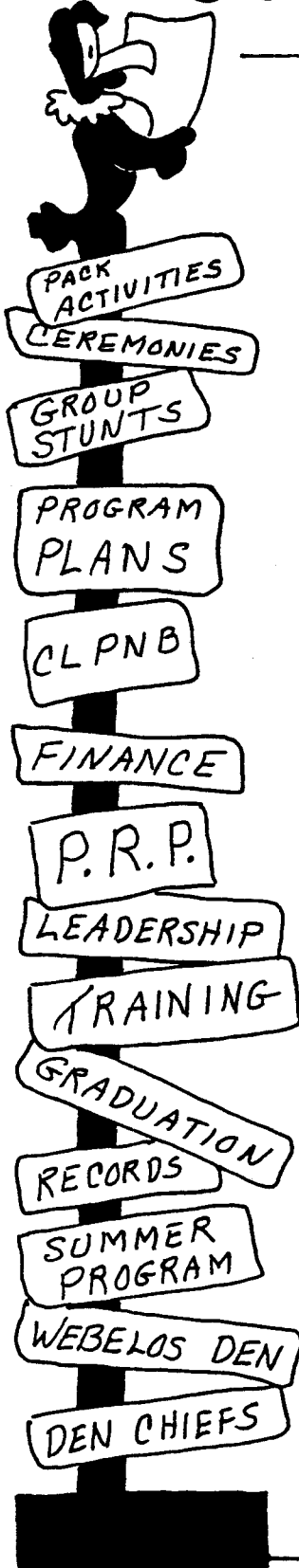
COFFEE CAN BIRD FEEDER

Sunflower seeds are such favorites with large birds that the smaller chickadees, goldfinches and titmice often do not get their share. So they like this model which keeps out big birds. Cut the bottom out of a coffee can. On two plastic lids trace around a 50-cent piece placed in the center. Carefully cut out the circles. Put the lids on the can and punch holes for a coat hanger wire. Cut a piece out of the coat hanger. Bend the side pieces to fit through holes in the lids. Wire a twig to the bottom of the can so birds will have a place to perch. When the birds come regularly, you may remove the perch so the big birds cannot use it. Hang this close to the house so you can watch the birds.



PACK ADMINISTRATION

Section



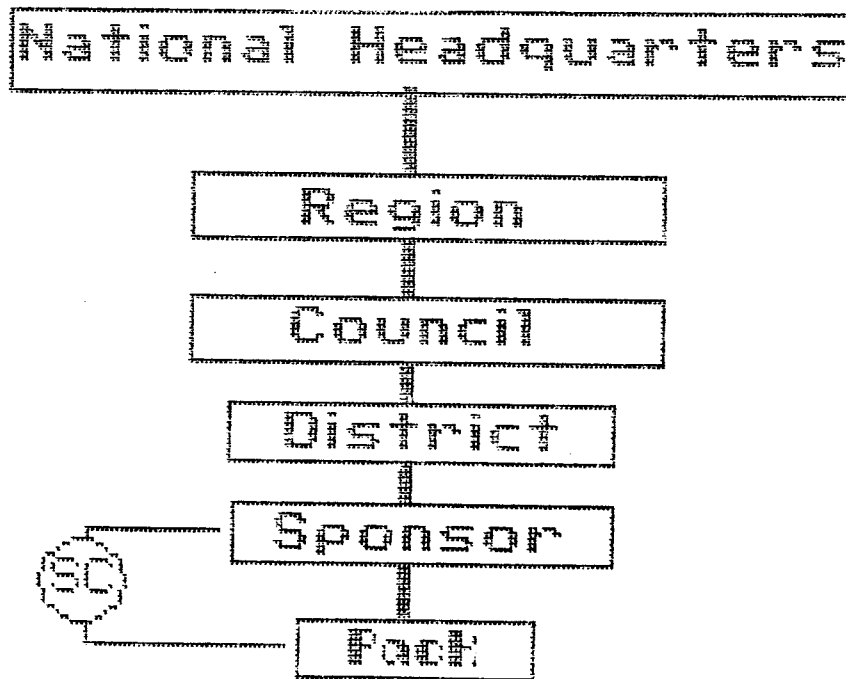
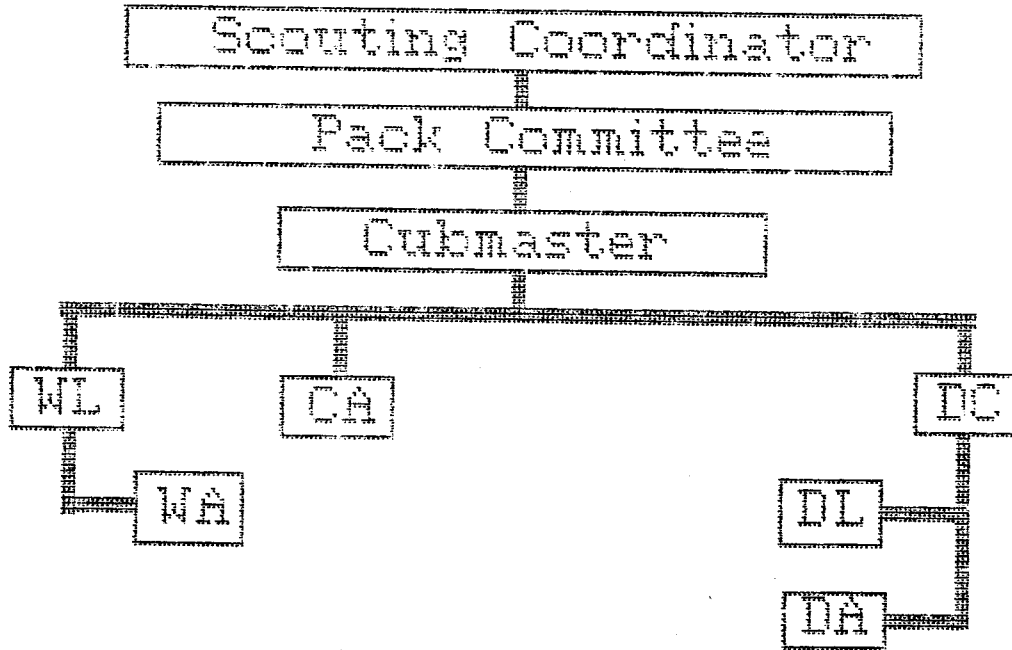
WHO ARE THE PACK COMMITTEE?

1. Members of the Sponsoring Institution
2. Of good character
3. Fathers of Cub Scouts

WHAT DO THEY DO?

1. Recruit the Cubmaster and Assistants
2. Secure a meeting place.
3. Follow Scout Rules - Local and National
4. Operate Pack Finances.
5. Maintain Pack Records and Property
6. Run Pack when CM leaves
7. Organize Training Program for Parents
8. Sign up Cub Families
9. Build Real Scout Spirit
10. Organize Dens as needed
11. Support the Packs and Den Program and Activities
12. Appoint a Family Enrollment Chairman

PACK ADMINISTRATION



RECHARTERING PROCESS

14 COMMON MISTAKES

Please take a few minutes to check these common mistakes before you turn in your Charter Renewal Papers. It will save all of us a lot of time.

1. Did CM or SM sign application?
2. Did Commissioner sign and check Trained Leader box?
3. Did Head of Institution sign the application?
4. Were NEW APPLICATIONS submitted for all boys and adults who were not previously registered.
5. Were the following up-dated? Rank, age and addresses?
6. Were proper abbreviations used? (ie: CM stands for Cubmaster, not Committee Member. Committee Member is MC).
7. Were proper fees attached? \$4.00 per boy, \$6.60 for Boys' Life, \$5.00 per adult.
8. Are zip codes correct?
9. Did unit submit copy of Unit Budget Plan?
10. Are the telephone numbers for all adults up-dated?
11. Is the full name of Sponsor on application? Executive Officer's name and address?
12. Make sure that (X) or (Y) is in the Boys' Life column for those wanting Boys' Life. Put line through (X) or (Y) if they do not desire Boys' Life.
13. Do you have required adults registered: SC, CC, CM, or SM, (2) MC's, DL, (WL if boys are over 10 years of age).
14. Do NOT put another persons name on line assigned to someone else.

GENERAL INFORMATION

1. Where do you register?

Through your Pack Committee, at:

Scout Service Center
175 Richey Avenue
W. Collingswood, N.J. 08107

Phone: 854-8082 Hours: Monday through Friday - 8:30 to 4:30.

2. Which adults should register?

Scouting Coordinator, all Pack Committee members, all Den Leaders and Assistants, all Commissioners, District Committee and Cubmasters.

3. Where do you secure registration forms?

Through your Pack Committee.....from the Scout Service Center

4. When should I register?

For new leaders.....**NOW!** For continuing leaders, before your pack Charter expiration date.....each District is different, so ask your Unit Commissioner, or District Executive.

5. Where do you purchase new uniforms, Pack and Den numerals, flags, Scout literature and gift items?

Any authorized Scout distributor including:

J. C. Penney
I. Goldberg - Ellisburg Circle
Children's Sample Shop - Cherry Hill Mall
Scout Shop - Plymouth Meeting Mall

Trading Post at the Scout Service Center carries literature, and many gift items.....phone or come in and browse.

6. Where can you get official badges of office and rank?

These may be obtained at the Scout Service Center. Badges of rank should only be purchased by Pack Advancement person, Cubmaster or other Pack official with the proper forms. After filling an advancement form, you will receive the official card too. Advancements can only be bought for those who are registered on charter that is NOT lapsed.

7. When do you wear your uniform?

Uniforms should be worn to all den and pack events; may be worn to school, church, or at any Scouting family function, training sessions, monthly Roundtables, annual POW WOW's. See Insignia Control Guide, #3064 for more particulars.

General Information - (cont.)

8. What do you do if you are not receiving information about District and Council Events or the Triple "C"?

Please telephone "Registration" at the Service Center (854-8082), to make sure that you are registered. If you are registered, explain which mailing you are not receiving and they will check it out for you. Mailings are usually sent to REGISTERED Cubmasters, and Committee Chairmen. All leaders should be receiving the Triple "C", which is published by our Council....lots of important information.

9. What do you do after you have been a Den Leader or Committee Member for 3, 5, or 7 years and want to 'retire' from Den and Pack activities but still are available and want to help in Cub Scouting?

Register at the District level to: assist as a Unit Commissioner, help at monthly Roundtables, chair an activity or be a member of the staff for a District event....tell your District Executive.

10. How does a Den earn money to cover the expenses of crafts?

Each boy should be earning his money and paying dues in his Den each week. The dues are the same amount for each Cub Scout in the Pack. See the Pack Budget Plan in the Cub Scout Leader Book, #3220, pgs. 114-116 for detailed information.

11. Where do I get uniform inspection sheets? I need some in order to have an inspection in the Den and at Pack meeting to fulfill the requirements for the Quality Unit Award?

Uniform Inspection sheets may be found at the Trading Post at the Service center....or at Roundtables/training sessions.

12. Where - How - When do we use advancement forms?

Advancement forms should be filled out each month when one or more Cub Scout has earned advancement. The form should be turned in at the Trading Post at the Service center when the advancement chairman is purchasing the appropriate rank emblems or activity badges, etc. Each time an advancement report is submitted to the Service Center, a new form will be provided to you. Make it a monthly habit....keep good records.

13. How does a Cub Scout earn a Religious Emblem?

He participates with his religious leader on a program of requirements. They are outlined in the Cub Scout Leader Book, #3220 on pages 58-60.

14. Where can I buy one of these Cub Scout Leader Books?

At the Trading Post at POW WOW today....or at the Trading Post at the Service center....happy reading!

WHAT IS YOUR CUB SCOUTING I.Q.?

Score one point for each correct answer. If your score is:

- 0-20 Better give up Cubbing and teach Latin in a Girl's Boarding school
- 20-40 Don't show your score to anyone. Get help from your District Training Team.
- 40-60 You could improve. Maybe you should attend District Roundtables regularly.
- 60-80 God. We hope your enthusiasm for Cubbing will never diminish.
- 80-100 Excellent. Volunteer for membership on your District Cub Scouting Committee.
- OVER-100 ??? Better add up the score again!

1. What is the minimum age of a Cub Scout?
2. What is the maximum number of boys which may be registered in a pack?
3. True or False - A Den Chief pays \$1.50 a year membership to the pack.
4. True or False - A Blue & Gold Banquet is a Christmas party for the pack.
5. The man who began the Scouting movement was _____.
6. What is the official Cub Scout yell?
7. What is the Cub Scout Motto?
8. Who was responsible for incorporating the Boy Scouts of America?
9. What is the anniversary date of the Boy Scouts of America?
10. Is it true that a boy joining Cubbing at age 9 starts by first passing the Bear achievements?
11. What color is the Wolf badge?
12. May a woman register as a member of the Boy Scouts of America?
13. How many Webelos Activity badges are available?
14. Is it true that parent participation helps to have successful Cub Scouting?
15. May a Scouter register as a Cubber?
16. The Boypower '76 campaign was launched to bring Scouting to a representative _____ of American boys.
17. Is it necessary for an Eagle Scout to have been a Cub Scout?
18. Why does a Cub scout cross the street when the light is green?
19. True or False - A Cub must complete 15 achievements to earn the Wolf Badge.
20. How many electives are necessary to earn a gold arrow point?
21. When was the Cub Scout program launched in America?
22. Which is larger - a pack or a den?
23. May a pack be registered with only one den?
24. Name the island where Baden-Powell first tried out his idea for Scouting.
25. How many boys in a den?
26. How many temporary patches may a cub wear?
27. What color background is worn with Cub service stars?

28. What color background is worn with adult leader service stars?
29. How do you determine the age of a Den Leader.
30. Is it true that a Cub must run 50 yd. dash to complete the feats of Skill Achievement #1?
31. Is it true that the Arrow of Light points to the east?
32. True or False - A Cub working on Bear achievements learns to handle a pocket knife.
33. Is it true that a Cub must have an insect collection to complete Achievement #6?
34. True or False - There is a wolf achievement requiring a Cub to write a 50 word story.
35. Is it true that a health check-up is a requirement for both Wolf and bear badges?
36. Did Lord Baden-Powell write a book?
37. Do Cubs ever salute with their left hand?
38. What is the minimum number of embers on a pack committee?
39. When does a boy begin work on the Arrow of Light?
40. How long may a Denner wear the Denner Cord?
41. How often should a Cub Scout bathe?
42. The Cub scout Code is (1) a dot and dash system of communication, (2) a new popular song, (3) a kind of fish, (4) a secret method of writing, (5) a plumber's tool.
43. Boys' Life is (1) an autobiography requirement for the wolf Badge, (2) a current movie, (3) a magazine for boys, (4) a new TV show.
44. Name the council of the B.S.A. to which you belong.
45. Our Council has approximately (1) 1,800 (2) 5,00 (3)10,000 (4) 20,000 Cub Scouts registered.
46. What is the Honor Medal?
47. Where is National Headquarters of the BSA located?
48. The Grand Howl is (1) an old Indian song, (2) a Cub Scout in pain, (3) a yell of respect.
49. True or False - A Den Leader Coach teaches sports to Cub Scouts.
50. True or False - Each pack is divided into districts.
51. True of false - A Den is a cave where cub scouts meet.
52. What is a Bobcat?
53. Who was the legendary leader of the WEbelos tribe?
54. Who is the Scouting Coordinator?
55. What is the Living Circle?
56. True or False - The Pinewood Derby is a horse race.
57. What is a Scout troop?
58. What is a Webelos scout?
59. True or False - The Scouter's Key is a key which opens doors to all Scout meeting places.
60. Does the winter or the summer official Cub uniform include a jacket?

61. True or false - A cub Scout should wear the official Cub neckerchief slide.
62. Are Cub Scouts eligible for Religious Awards?
63. Whose name does a Cub Scout repeat in the Cub Scout Promise?
64. How many arrow points must a Cub scout earn?
65. How often should a pack meet?
66. Are all den meetings held at the Den Leader's home?
67. When did the BSA obtain a congressional charter?
68. Who donated Philmont Scout Ranch to the Boy Scouts of America?
69. Who approves achievements and electives for Cub Scouts?
70. Where are awards presented to Cub Scouts?
71. When Baden-Powell started wolf Cubbing in England in 1914, on what famous book did he base the program?
72. Who passes Webelos scouts on their activity badges?
73. Who attends pack meetings?
74. Who attends den meetings?
75. Where can a Cub Leader get program ideas each month?
76. How do Cub Leaders register?
77. Where can you buy official badges of office and rank?
78. Who plans the Den Meeting?
79. Where can you buy uniforms?
80. Should a Den Leader wear a uniform?
81. Who is the most important person in the Cub scout program?
82. How long should a Den Leader wear her skirt?
83. When is Baden-Powell's birthday?
84. Can a pack have a money-raising project?
85. Can a den have a money-raising project?
86. Can a pack have a competitive ball game with another pack?
87. How often is a pack re-chartered?
88. What is the council-wide, all day training and fun-filled session for Cub Leaders?
89. Where do you buy boys handbooks? (Wolf, Bear, Webelos)?
90. What insignia does a Cub Scout wear on his right sleeve?
91. How many arrow points may be worn on the uniform?
92. When do you wear your uniform?
93. How do you get a Den Chief?
94. Do Cub Scouts study Conservation?
95. Can a woman be registered as a Cub roundtable Commissioner?
96. Should Cub Scouts participate in overnight camping?
97. What is a Denner?
98. Can a woman serve as a Webelos Leader?
99. What does a retired Den Leader do?
100. How many Cub scouts should become scouts?

PACK ADMINISTRATION

RECRUITING BOYS AND LEADERS: Scouting must grow in order for every boy who wants to become a Cub Scout to have a place to join. As Cub Scouts graduate from the pack and adult leaders move on to other positions, additional members and leaders must be recruited. Increased membership calls for additional leaders.



An excellent way to recruit boys and leaders is at School Night for Scouting in the fall or at spring rallies. In addition to these recruiting opportunities, some packs find the year-round recruiting is an effective way to maintain a stable membership. Most packs recruit two-deep leadership for every position, so an assistant leader receives on-the-job training and is ready to take over when the leader leaves.

At School Nights and rallies, parents are briefed on what they can expect from Cub Scouting and are told what is expected of them. Parents need to know what the Cub Scout program is all about. A clear understanding about the program will usually result in enthusiastic supporters. Please refer to the Cub Scout Leader Book #3220 pg. 123 and pg. 124 for a suggested rally or School Night Agenda. This is a proven successful way to recruit new boys and leaders for your pack. Do give it a try. Your District Executive and Unit Commissioner will be of help in conducting rallies. A rally is normally held on a night other than the regular pack meeting, since it is for new families only.

Pack meetings are an excellent tool to recruit boys. Boys who enjoy pack meetings will spread the word to their buddies, who will want to join. Cub Scout families should have fun at pack meetings and look forward to it with anticipation. The Cub Scout Leader Book #3220, pg. 68-73 gives many ideas on planning the pack meeting, and running a successful pack meeting. #3214, Staging Den and Pack Ceremonies is another good resource for ceremony ideas. Also refer to the ideas included in the various sections of this book....songs, stunts, skits, ceremonies (there's an idea for opening, advancement, and closing for each of the themes for the next 7 months) and games to make your pack meeting stimulating and fun.

The Parent-Talent Survey #7362 is a useful tool in recruiting leaders. Each parent should complete a copy and turn it in at School Night, a rally, or at pack meeting. These survey sheets will point out which parents are best suited to the various leadership positions. They will help you select the right leader for the job. (Also see Securing a Cubmaster, #3071, and When You Need Den Leaders, #4806).

The chartered organization has a responsibility to help provide leadership for the pack. If you have difficulty in recruiting adequate adult leaders, seek help from your chartered organization, scouting Coordinator, and/or Unit Commissioner.

Other resources for you, include So You're a New Cubmaster, #3864; So, You're a New Den Leader, #3863; So You're a New Pack Committee Member, #3865, and So You're a New Webelos Den Leader, #3866. These four outlines make up the "Fast start" series which give immediate information and guidance to new leaders. These are available at the Scout Service center. You may wish to keep a supply of these outlines handy in your pack.

LEADERSHIP TRAINING: Every Cub Scout deserves a qualified, trained leader who will provide him with the best program possible, in the way it is intended. A trained leader assures that the purposes of Cub Scouting are met.

Every Leader should be trained. Training helps us understand the aims and purposes of the Scouting program, improves our ability to work with other leaders and boys, identifies resources that are available, teaches Cub Scout skills, and shows us how to plan an effective Cub Scout program for the boys.

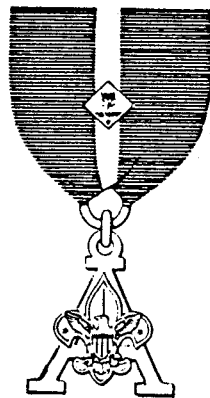
The Boy Scouts of America's training plan not only provides training for new leaders to help them get started in the right direction, but it also provides continuing training for all leaders. Leaders continue to learn through experience and from additional training opportunities. They stay up to date on the Cub Scout program and acquire new skills which help them do a better job with the boys.

The training plan includes four steps:

1. Orientation (including "Fast Start")
2. Basic Training
3. Supplemental training
4. Advanced Training

The total training plan is all-inclusive and it is hoped that all leaders will take advantage of the opportunities available to them. These four steps are outlined and discussed in the new Cub Scout Leader Book, #3220.

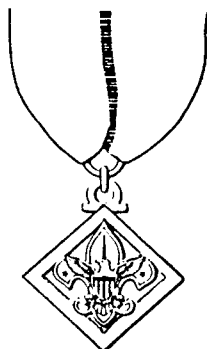
Training recognition is available to Cub Scout Leaders who complete certain training sessions, tenure, and performance requirements. See the Cub Scout Leader Book, #3220, pgs. 145-146 for information on training requirements and training awards.



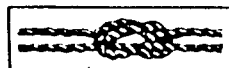
SCOUTER'S
TRAINING AWARD
No. 5102



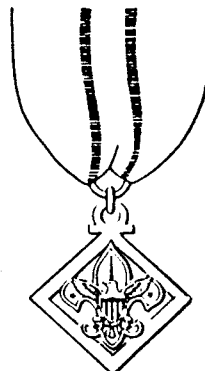
TRAINING AWARD
SQUARE KNOT
Khaki, No. 5015



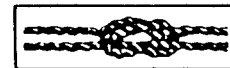
DEN LEADER'S
TRAINING AWARD
No. 5100



DEN LEADER
TRAINING AWARD
SQUARE KNOT
No. 5046



DEN LEADER COACH'S
TRAINING AWARD
No. 5120



DEN LEADER COACH'S
TRAINING AWARD
SQUARE KNOT
No. 5047

PLANNING THE CUB SCOUT PROGRAM

The most important responsibility of leaders in Cub Scouting is the program planning. The quality of the Cub Scout experience each boy receives will depend on how leaders schedule and carry out the essential planning procedures. Den Leaders spend the greatest amount of time directly with the boys. The committee members of the pack need to use their efforts to provide the materials, help Den Leaders to make their jobs easier, more enjoyable, and meaningful.

Program planning in Cub Scouting is not a complicated process. It is a simple, easy procedure that can be fun and rewarding. A program that will stand the test of Cub Scout demands needs a proven plan, proper tools to work with, some materials and some helpers.

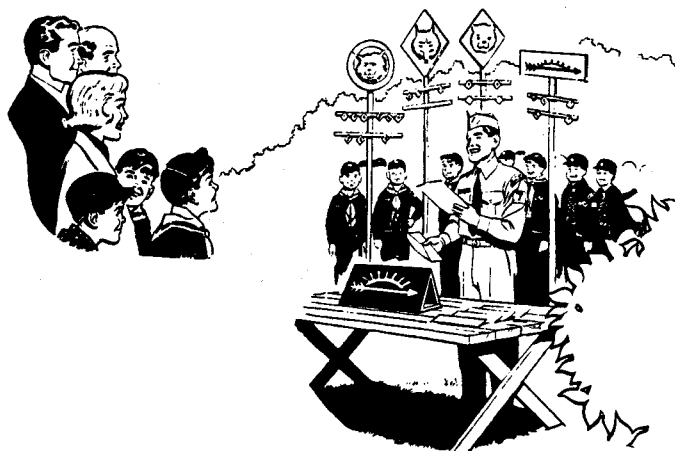
There are some basic concepts to understand before planning is started. Cub Scouting is a year long, 12-month proposition. It has enough variables to meet the needs and desires of any boy, any place. The program is built around a monthly theme for 8 and 9-year old boys, while the Webelos dens with the 10-year old use activity badge areas for each monthly program. The Cub Scout program should have variety, action and purpose. The program must be FUN for the boys and their families.



There are many places a Cub Leader may turn for specific ideas to help plan the program. Scouting Magazine and Cub Scout Program Helps should be consulted first. Remember the Cub Scout Leader Book, Cub Scout How-To Book, Boys' Life and other Cub Scout literature. There are the boys handbooks, POW WOW Books, Cub Leader Roundtables and local libraries. One thing is for sure: The Boy Scouts of America provides plenty of literature, etc., to help in this important planning task.

Once they join, how can we make sure they stay? A survey in 1983 demonstrated that packs with the best leaders and strongest programs were holding boys longer. Some of the membership retention tips to come from the survey are:

1. Have Quality Leaders - What is a "Quality Leader"? Obviously one who is trained to do his or her job; one who knows what programs adhere to the aims of the Boy Scouts of America and the purpose of Cub Scouting. Such a leader is knowledgeable, confident, uniformed, sets a good example, gives guidance, is firm but also fun, and lives by the Promise, Law of the Pack and Motto. Such a leader has a good attitude, is dependable and can make the purposes of Cub scouting live in the life of a boy.
2. Have a strong Program - A strong program is one built on the nine purposes of Cub Scouting. it should be well planned, challenging to the boys and have plenty of active play and work. Most of all though, it must be FUN! Unless a Cub Scout finds the program fun, he becomes a probable drop-out. Year-round den and pack activities are recommended to raise boy retention rates.
3. Utilize Recognition and Advancement - One of the results of a good program is advancement. Earning badges and other awards is very important to Cub Scout-age boys. Receiving their awards in special ceremonies is also important. So, regular advancement and recognition in ceremonies are vital to Cub scout tenure.



4. Get Parents Involved - Packs with longest boy tenure are those which have parents who come to Pack Meetings, take an interest in their son's advancement, help with special activities when asked and provide other assistance to the den and pack. Induct parents early....keep them longer. parents need training too.....so start off with Basic Orientation, use Parent-Talent Survey forms and involve them in the advancement ceremonies.
5. Have Good Communication - Boys, parents and leaders need to know what is happening in the pack, and what is going to happen. Good communication is essential.

6. Participate in District & Council Activities - A pack should take part in district and council events such as the Great scout Show, Physical Fitness, Cub Day Camps, and Webelos/father activities.
7. Work with Chartered Organization - The pack committee must work closely with the Pack's Sponsor. Sch cooperation strengthens the leadership and resources of the pack and lengthens tenure of the boys.
8. Practice Good Uniforming - Cub Scouting is a uniformed organization. Most boys like to wear the uniform. The largest and strongest packs are fully and correctly uniformed. It is important that the leaders set the proper example and always appear in correct uniform at scouting functions.
9. Be Proud To Be In Scouting - A strong pack, with a strong program and committed leaders, developes pride in its members and this pride translates into tenure. Scouting is an organization equalled by none - be proud to be a part of it!

One of the end products of good Cub Scouting is fun.....fun.....fun for the boys, fun for the parents, and fun for the leaders. Remember, "Keep it Simple - Make it Fun!"



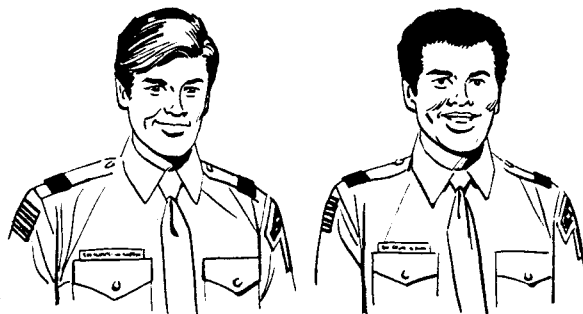
THE PACK COMMITTEE

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

1. **Organize The Pack** - See that each pack leader understands his responsibility and authority. Try to understand how the pack fits into the total Cub Scout picture. Make sure that proper equipment and materials are available for use by the pack leaders.
2. **Plan** - Design the total pack program at the annual Pack Planning Conference. Make effective use of your resources, especially people. Use a written plan, one which includes manpower and material needs. Schedule regular monthly meetings of the following groups:
 - a. Cubmaster (and asst. Cubmasters) and Den Chiefs.
 - b. The Pack Committee
 - c. Den Leader Coach and Den Leaders

Set realistic goals for the pack. Plan for a recruitment program. Assist the Cubmaster in planning advancement and graduation programs with meaningful ceremonies. Conduct a goodwill project each year.

3. **Communicate** - Encourage leaders and parents to express their ideas and criticisms. Keep informed of what pack leaders think and how they feel about the pack. Listen with understanding and empathy. Keep the pack leaders informed of changes in procedures and plans. Make the most effective use of your meeting time.
4. **Establish Proper Relationships** - Encourage cooperation between leaders and chartered organization. Encourage cooperation with district and council personnel. Be enthusiastic in all you do and support the pack leaders. Be a good role model to the boys.
5. **Evaluate** - Are the boys advancing at the proper rate? Evaluate the programs and activities of the pack continually against the predetermined goals. Use your evaluation as a basis for future planning. Utilize the National Quality Unit Award Cub Scout Pack Commitment.
6. **Develop Your Leadership** - Are you two-deep in all leadership positions? If so, are all leaders properly trained? If so, is their training continuing, such as attending monthly Roundtables, POW WOW's, etc? Keep the pack leaders informed of opportunities for learning experiences and continued development.



CUBMASTER'S CHECKLIST

The Cubmaster is the Chief Executive of the Pack Administration team. The Pack Committee plans the overall pack activities much like the Congress enacts our laws. The Cubmaster, much like the President, puts those plans into action. The following checklist is submitted as an aid to the "Chief Executive".

1. Maintain a roster of the Chartered Organization leaders. Know their names and phone numbers, for example the PTA President, School Principal Pastor, etc. Call on them for membership help.
2. Work with the Pack Committee Chairman in calling annual and monthly planning meetings. Pre-plan these meetings with the chairman.
3. Be sure the Scouting Coordinator actually conducts a liaison with your Chartered Organization. Also, be sure the Scouting Coordinator attends monthly district meetings and periodic council meetings. He is your representative to those groups.
4. Conduct frequent visits with the den Leader Coach. Watch for signs of faltering membership or lack of interest in the dens. Work with the Den Leader Coach when necessary to replace a Den Leader.
5. Constantly recruit Committee Members. Look for "two-deep" leadership in all positions.
6. Stay in touch with your Chartered Organization. Even if you have an active Scouting Coordinator, try to visit your sponsor at least semi-annually and report on the status of the pack.
7. Conduct monthly Committee Meetings with the Chairman. Receive and review report from all Committee Members especially those dealing with membership, advancement and program.
8. Observe all aspects of Pack activities and involvement to make sure the policies of the Boy Scouts of America are observed. Refresh your recollection of the policies periodically. (See Cub Scout Leader Book, pg. 87-90).
9. Help the Treasurer with the books and finances. Be sure you co-sign all checks.
10. Develop a list of Boy Scout troops in your area with the names and phone numbers of the Scoutmasters and Committee Chairman. Call on them for assistance in advancement ceremonies. They will also supply you with Den Chiefs. Encourage troop visitation by your Webelos.
11. Review your parent roster. Know their interests and resources. Use the Parent-Talent Survey Sheet. Try to visit with parents personally. You can talk with them before and after pack meetings or call them from time to time.

12. Know the name, address and phone number of your District Chairman, District Commissioner, and District Executive. Three other leaders assisting them are the Vice Chairman of Program, Vice Chairman of Membership, and Vice Chairman of Finance. They are the "key six" administering your district. Also know who your Unit Commissioner is. Call on these people for help about any problem you have. If they cannot solve it, they will know where to go for the solution.
13. Keep an eye out for your successor. Train that person for your job approximately one year before needed.
14. Stress proper uniforming.....boys and leaders too!
15. Remember, keep it FUN.



THE PACK MEETING

There are several elements of a successful pack meeting. The most important thing to remember is that the pack meeting is for the boys. Cub Scouting is their program.....not the adults. Elements of a good pack meeting include:

Planning
Timing
Participation
Fellowship
Recognition
Spirit
FUN

The meetings should be planned with goals in mind. Themes, current fads, or events that the Cub Scouts are interested in can help to keep things on track. Pack meetings should be kept under 90 minutes in length. The interest of a child is limited. So is that of an adult, especially if there is a good show or football game on TV at the same time as the meeting.

The Cubmaster should not be the only adult involved in the program. Parents, leaders, and the boys should be involved. Individual den participation is essential. If boys and their parents are involved, they are more likely to enjoy the program and keep coming in the future.

Fellowship is a must for any pack meeting. A gathering time activity such as a game before the meeting gets people together and acquainted. Fellowship after the meeting is just as important. Refreshments are a good way to get people to mix and visit. This is a great time to recruit adult volunteers.

Prepare a written agenda for the pack meeting, (this is usually done at the monthly pack leaders meeting) and be sure to use it. See that all leaders have copies before the meeting starts. Stay with the written game plan unless something drastic makes you change. The use of the written plan will make the meeting move smoothly and permit it to end on time.

FUN.....the most important element, should not be overlooked. If people have fun they will return and will remain enthusiastic about the Cub Scout program. The spirit of Scouting should prevail throughout the pack meeting. Show enthusiasm for the program....enthusiasm is contagious.

IDEAS ARE A LOT LIKE CHILDREN
OUR OWN ARE WONDERFUL!

ANSWERS TO QUIZ

1. Age 8
2. There is none - but 35-50 is recommended.
3. False. He pays his registration fee to his troop, which makes him a member of the Boy Scouts of America. He pays no additional fee to the pack.
4. False. The Blue & Gold Banquet is a birthday diner celebrating the February Anniversary of Scouting.
5. Lord Baden-Powell (Robert Stevenson Smyth Baden-Powell) in England in 1907.
6. "Do Your Best".
7. There is none.
8. William D. Boyce, a Chicago publisher.
9. February 8, 1910
10. No. He first passes the Bobcat requirements - then begins on Bear achievements.
11. Red background, gold border, embroidered in black and white.
12. Yes, if she pays her registration fee.
13. 15
14. Yes indeed! Cub Scouting is for the whole family.
15. Yes. This is called a multiple registration. Only one registration fee is paid.,
16. 1/3
17. No, but indications are that it sure helps.
18. To get to the other side.
19. False. 12 achievements are required for each Wolf and bear badge.
20. 10
21. 1930
22. A pack. Usually several dens make up a pack.
23. Yes.
24. Brownsea Island, off England's southern coast.
25. No specific number. 8 is recommended.
26. One at a time.
27. Yellow
28. Blue
29. Ask her - but she may not tell you.
30. No. (If you said 'yes', you'd better check the Wolf book).
31. No. It points in whatever direction you turn it.
32. True, or he doesn't pass Achievement #5.
33. No. He can make a collection of anything he wishes.
34. False. This is Bear Achievement #10.
35. Yes

36. Yes. He wrote many books, one of which "Scouting For Boys" was the fore runner of the present Scout Handbook.
37. Yes - when the right hand is incapacitated.
38. 3
39. As soon as he becomes 10 or joins the Webelos Den.
40. Only during his term of office. Afterward, he may wear the shoulder tab
41. Whenever he is dirty - and that is usually often.
42. 4
43. 3
44. Camden County Council
45. 1
46. An award by the National Council for heroic lifesaving at the risk of one's own life.
47. Dallas, Texas
48. 3
49. Probably false, although the duties of a Den Leader Coach are numerous and varied. Her primary responsibility is to coach and counsel Den Leaders.
50. False. A district is a geographical breakdown of a Scout Council.
51. False. A den is a neighborhood group of Cub Scouts who usually meet at the Den Leaders home.
52. A fierce, hungry animal of the cat family. It is also the entrance rank of Cub Scouting, regardless of the boy's age.
53. Akela - a good leader - refers to any leader in Cub Scouting.
54. The liaison between the chartered institution (such as PTA) and the pack
55. A ceremony for Cub Scouts (see Den Leader's handbook).
56. False. It is a Cub Scout racing competition where Cubs make and enter wooden model cars and compete for prizes.
57. The Scouting unit for boys age 11 or 6th grade.
58. A 10-year-old Cub Scout.
59. False. It is a medal and certificate in recognition of training requirements, performance and service.
60. Neither. However, a blue jacket is available a optional wear.
61. False. He may wear a homemade neckerchief slide or other suitable slide
62. Yes. (See religious section of this book).
63. His own.
64. None, but he may earn any number.
65. Once a month, 12 months a year. Cub Scouting is a year-round program.
66. No. Meetings may be held elsewhere and the den will probably take tours and field trips too.
67. June 15, 1916.
68. Waite Phillips, a Tulsa businessman.
69. His parents.

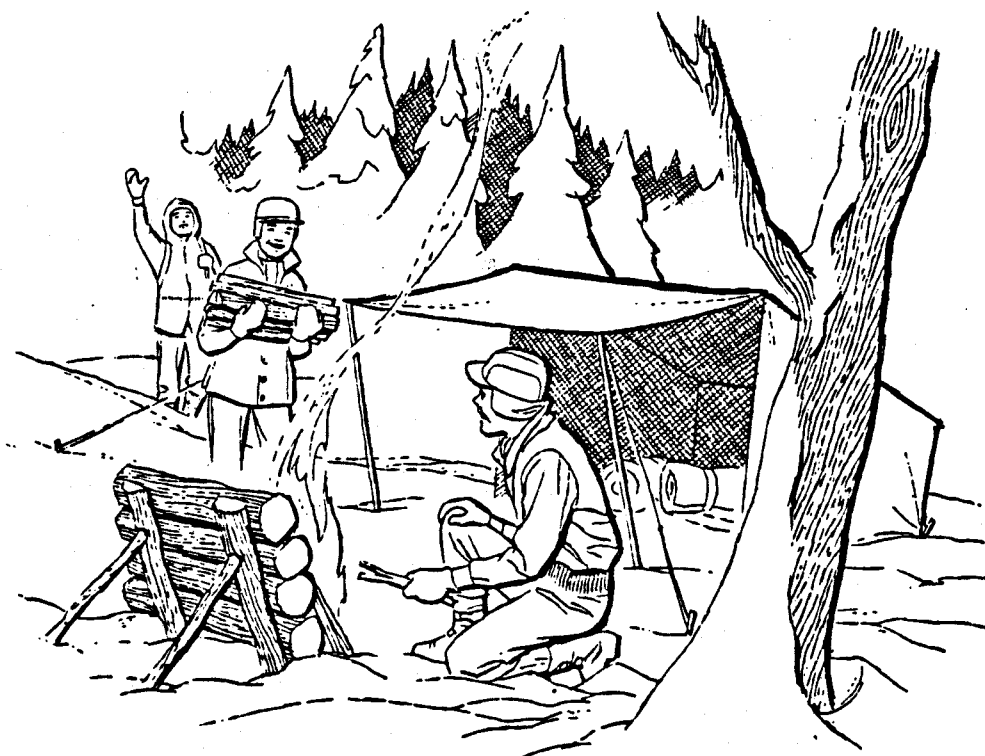
70. The instant recognition beads are presented at den meeting, badges, arrow points, and Webelos activity badges are presented at pack meeting.
71. Kipling's "Jungle Book"
72. The Webelos Den Leader.
73. The whole family.
74. The Den Leader, Assistant Den Leader, Den Chief, Cub Scouts and sometimes the den Dad.
75. Program Helps found in Scouting magazine and also at the district Cub Roundtable meetings.
76. Through their pack committee, at the Scout Service center.
77. Only at the Service Center, by an authorized member of the pack.
78. The Den Leader, with help from the Assistant Den Leader and Den Chief.
79. At an official Scout Distributor. (J.C. Penney, I.G. Goldberg, Scout Shop, Plymouth Meeting Mall, and Childrens Sample Shop).
80. Definitely!
81. The boy.
82. As long as she is a Den Leader.
83. February 22, 1857.
84. Yes, with approval from the Council Office.
85. No.
86. Yes.
87. Once a year.
88. **POW WOW**
89. At the Council Office or at official Scout distributors.
90. His den numeral. Webelos wear tri-colors with activity badges.
91. As many as the boy has earned.
92. To all Scouting meetings and activities.
93. The Cubmaster contacts the Scoutmaster. Scoutmaster makes selection of the Den Chief.
94. Yes. Each year one of the Cub themes deals with nature and/or conservation. Wolf Achievement #7; Bear achievement #1 and Bear Elective #19 all deal with conservation.
95. Yes.
96. Family camping is encouraged for 8 & 9 year-old Cub Scouts. Webelos Scouts go on overnight campouts as a den, with their Dads. Any additional camping as Cubs will detract from the boy's Scouting experience.
97. A Cub Scout usually elected by the den, who assists the Den Chief and Den Leader.
98. NO. She may not be registered in that position.
99. Relaxes. If she wishes to remain in the program, she can be registered on the pack committee, on a troop committee or on the district committee
100. Hopefully, all of them.

IF YOU MISSED MORE THAN 50, YOU NEED TO DO SOME STUDYING.

OUTING

IS AN IMPORTANT PART OF

Scouting



BACKYARD CAMPING

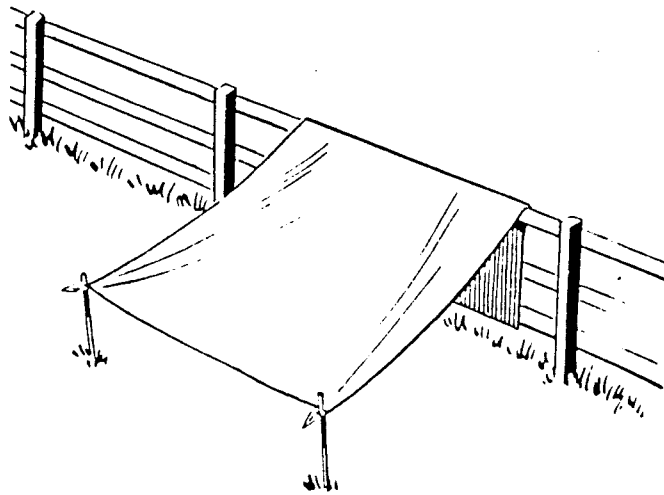
The Boy Scouts of America encourages backyard camping by younger Cub Scouts. A boy is not likely to run into problems beyond his depth when his family is close by.

Backyard camping is simply sleeping out with a buddy or two in someone's backyard, either under the stars or in tents. The boys may try to cook their meals outdoors, too, but they will need some supervision. Someone should be ready with emergency chow. They may need it.

BACKYARD TENT

A tent is a big plus for backyard campers, although they can do without it if necessary because shelter is so close by. It can be a family tent, an old pup tent, a tarp, or even an old rug. With some help, a boy can make a simple but serviceable tent from almost any heavy material. Unbleached muslin is good and inexpensive. When it is completed (dyed and decorated as desired), take it to a dry cleaner for waterproofing or buy a non-flammable waterproofing mixture and do it yourself.

The tent can be set up with poles, or it can be hung over a clothesline or fence as illustrated. Use a plastic ground-cloth for protection. (A large plastic bag slit on side and bottom makes a good ground-cloth.)



THE POLYTARP

The shelter you see illustrated is called a Polytarp since it can be rigged in many different ways. It's only about four pounds and sleeps two boys comfortably. If you buy the polyethylene sheets from which it's made at a hardware or building supply store, the complete tent should cost you about five dollars. If you scrounge discarded sheets from farm suppliers or building contractors, the cost will be negligible. The plastic comes either clear or in colors.

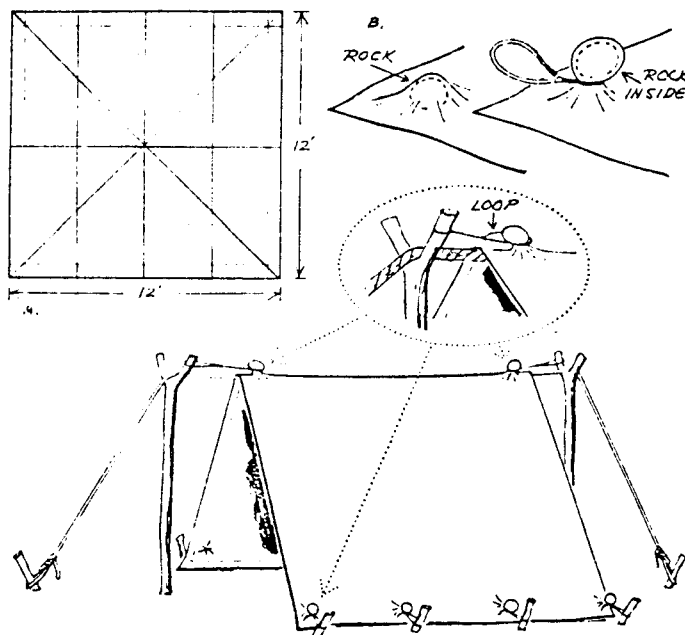
Here's the equipment you'll need:

- 12' x 12' square of four or six-mill thick polyethylene
- 150 feet of $\frac{1}{2}$ " wide adhesive filament tape (also called acetate-backed, glass-reinforced strapping tape) which comes in 60-yard rolls
- 30-40 feet of #36 nylon twine (about 260-lb test)
- 26 feet of rope (nylon braided is best) for tent ridgeline
- Scissors - Yardstick - Chalk - Chalkline string (about 20' long)

Lay out your sheet of polyethylene on a flat, clean, dry surface. Be careful not to punch any holes in the sheet. (If you do, they can be patched up easily with a piece of filament tape or plastic adhesive tape). The polyethylene must be dry and clean when applying the filament tape for reinforcing. With a yardstick, chalk and chalkline mark the lines along which the filament tape must be attached. Stick on the tape as shown in diagram A.

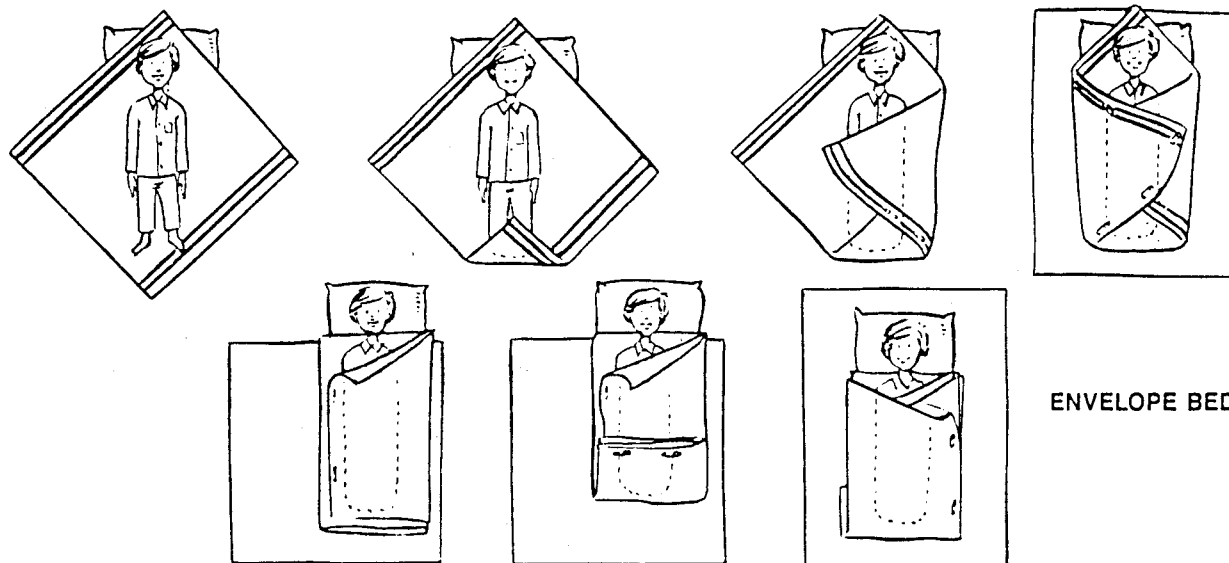
Now pitch the Polytarp. You're going to need to attach ropes for guy lines, tent pegs, etc. The easiest way to do this is as shown in illustration B. Using two half-hitches tie up a wad of leaves or a smooth rock the size of a walnut in the plastic where you want the rope or peg to be attached. Then loop the twine around the plastic-enclosed rock.

In pitching the Polytarp, the side of the polyethylene sheet with the filament tape attached to it serves as the inner side of the tent. Tie down tightly the ridgeline, all corners and at several points where the tent meets the ground. Allow for ventilation. Simplest way to pitch the Polytarp is shown below.



BEDDING

A bed for backyard camping doesn't need to be elaborate. A ground cloth and a sleeping bag are adequate. An air mattress adds comfort. If these are not available, make a ground cloth from an old shower curtain, a plastic bag, or other plastic material. An envelope bed can be made from blankets as shown in the illustration. In the summer, one blanket is often enough. Fold it so there are two layers under you. In cooler weather, you will need at least two blankets. Fold the first blanket with two layers under you, then bring the bottom up over your feet. Swing half of the second blanket over you, and fold the bottom under your legs. Safety pins will help hold it in place.



FAMILY CAMPING

Family camping has become a very popular activity and is encouraged by the Boy Scouts of America. A family camping trip can be rewarding for Cub Scouts and every member of the family.

Family camping may also be a den, or pack activity. Den or pack family camping trips should include Cub Scout or Webelos Scout activities as a part of the program. Remember, overnight and long-term camping are not permitted for 7, 8, or 9 year old Cub Scouts, except as a part of family camping. That means that a parent or other adult must accompany and supervise each Cub Scout.

WHERE TO CAMP

There are many places to camp, both public and private. These include national and state parks and forests, privately-operated campgrounds, and Scout camps. A campground usually has improvements such as running water, sanitary facilities and platform floors for tents. A campsite can also be set in an undeveloped area.

State and national parks operate on a "first come, first served" basis, with no reservations. Entrance charges vary, but they are usually moderate.

TENT LIVING

Living in a tent is enjoyable if you prepare for it.

- Keep all flames away from the tent. Never use liquid fuel stoves, heaters, lanterns, lighted candles, matches, or other flame sources in or near tents. Be fire safe. **No flames in tents** is a rule which must be enforced.
- Tent ropes should be clean, strong, and securely attached to tent. Keep extra ropes available for quick storm rigging.
- Canvas and rope shrink when wet. Tight ropes can rip your tent in a storm. If it rains, loosen the tent ropes a little.
- Never pile dirt and leaves against lower walls of tent.
- Never use flammable chemicals near tents (charcoal lighter, spray Paint, insect repellent). These may remove the water-proofing.
- Clean and dry the tent thoroughly before storing. Carry and store tent in a bag, if possible.

With advise and suggestions. Some families borrow or rent the large equipment until they know what purchases they need to make.

In addition to a tent and sleeping bags, the list will include cooking and eating equipment, food and food containers, some tools, and personal equipment.

The dishwashing problem can be solved by using paper plates, and cups. These can be burned, leaving only the cooking utensils to be cleaned.

Always bring plastic garbage bags. They serve many useful purposes in addition to holding trash. Be sure to include a first aid kit.

CAMPOUT CHECKLIST			
WEAR	<input type="checkbox"/> INDIVIDUAL TOILET PAPER	<input type="checkbox"/> MOCCASINS or SNEAKERS	<input type="checkbox"/> BATH TOWEL
<input type="checkbox"/> COMPLETE UNIFORM	<input type="checkbox"/> COMPASS	<input type="checkbox"/> CLOTHESBAG WITH:	<input type="checkbox"/> TOOTHBRUSH & TOOTHPASTE
<input type="checkbox"/> HIKING SHOES	<input type="checkbox"/> 2 or 3 BAND-AIDS	<input type="checkbox"/> EXTRA SHIRT	<input type="checkbox"/> WASH BASIN (PLASTIC OR CANVAS)
<input type="checkbox"/> SWEATER or JACKET	FASTEN TO OR INSIDE YOUR PACK	<input type="checkbox"/> EXTRA PANTS	OPTIONAL ITEMS
<input type="checkbox"/> RAINCOAT or PONCHO	<input type="checkbox"/> REPAIR KIT (NEEDLES, THREAD, ETC.)	<input type="checkbox"/> PAJAMAS or SWEAT SUIT	<input type="checkbox"/> WATCH <input type="checkbox"/> SWIM TRUNKS
CARRY IN POCKETS	<input type="checkbox"/> EATING UTENSILS	<input type="checkbox"/> EXTRA HANKERCHIEFS	<input type="checkbox"/> CAMERA, FILM <input type="checkbox"/> CANTEEN
<input type="checkbox"/> SCOUT KNIFE	<input type="checkbox"/> FLASHLIGHT (CHECK BATTERIES)	<input type="checkbox"/> EXTRA SOCKS	<input type="checkbox"/> NOTEBOOK, PENCIL <input type="checkbox"/> MAP
<input type="checkbox"/> MATCHES (IN WATER-PROOF CASE)	<input type="checkbox"/> SLEEPING BAG (OR 2-3 BLANKETS)	<input type="checkbox"/> CHANGE OF UNDERWEAR	<input type="checkbox"/> FIRST AID KIT
<input type="checkbox"/> HANKERCHIEF	<input type="checkbox"/> WATERPROOF GROUND CLOTH	<input type="checkbox"/> TOILET KIT CONTAINING:	<input type="checkbox"/> SCOUT HANDBOOK or FIELD-BOOK
<input type="checkbox"/> WALLET (INCLUDE Dimes FOR PHONE)		<input type="checkbox"/> WASH CLOTH <input type="checkbox"/> COMB	<input type="checkbox"/> MOSQUITO DOPE & NETTING
		<input type="checkbox"/> SOAP <input type="checkbox"/> HAND TOWEL	<input type="checkbox"/> LENGTH of LINE or ROPE

CLOTHES FOR CAMP

The important thing in picking clothes for camp is to take just the right amount not too few, and certainly not too many!

Keep in mind that the clothes you'll need the most are clothes to protect you, to keep you warm, and to keep you dry. In rough terrain, you'll welcome a heavy shirt, long trousers, jeans or slacks, and heavy shoes. In more open camping areas, a light T-shirt (or blouse, for girls), shorts, and regular

Clothes For Camp - (cont.)

shoes or loafers may be just right. Don't forget a sweater or jacket for cool evenings. If there's the slightest chance of rain, take rain gear - raincoat or poncho, and rubbers.

If you're going to Scout camp you'll bring your uniform, of course. The same is true if you're going to a private camp where a uniform is required.

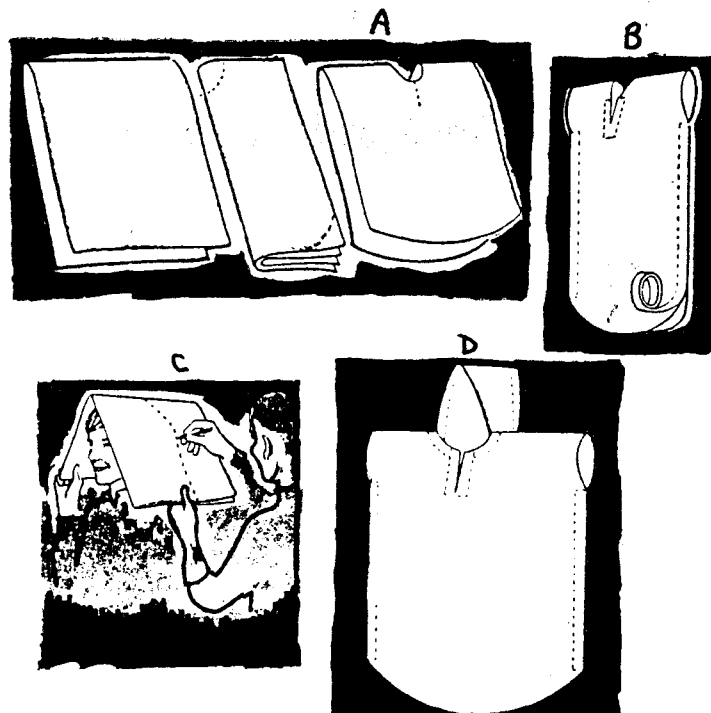
Bring sufficient underwear and nightwear. Warm flannel pajamas are good, as temperatures drop sharply at night in many camping areas.

P O L Y P O N C H O

Those are thunderhead ahead, buddy, and if you're on the trail without raingear, you're in trouble, real trouble! And that starts with "T" which rhymes with "P", which stands for - POLYPONCHO. Make your own and stay dry. Use the same technique followed to build the Polytarp. Our materials: polyethylene plastic sheeting (six-mil thick), filament tape and 1½-inch wide plastic tape.

Polyethylene sheeting can be begged from builders or building cuppliers, or bought from these people or from many hardware or farm supply stores. Buy ½-inch wide filament tape and plastic tape in almost any 5&10-cent store.

First step - how much polyethylene do you need? Stretch your arms out straight to the side. Have someone measure you from thumb-tip to thumb-tip. Next, have that same person measure your height from your shoulder to the top of your feet. With scissors cut one piece of polyethylene to your wing-spread width and twice the length measured (to cover your front and back).



Polyponcho - (cont.)

Fold the plastic in half where your shoulders will touch, so that you have one length on top of the other. Next, fold that in half lengthwise (figure A). At the corner of the double fold cut out a quarter pie slice barely big enough to fit your head (about four inches in radius). Then trim the bottom corners round.

Next step is to take your plastic tape and seal the sides together (figure B). Leave room for your hands to stick through (about 12 inches). Reinforce the head hole and hand holes with filament tape, as shown.

You can fashion a hood by first making a paper pattern for your head from a double sheet of newspaper. Hold it so that the center fold is on top of your head. Have someone mark on the paper in crayon the right size to cover your entire head and allow the hood to be attached to the Polyponcho's head hole (figure C). Take the pattern, trace the outline in polyethylene and cut out the hood piece. Seal the hood's back with plastic tape and reinforce the front edge of the hood with filament tape. Attach the hood to the headhole edges with plastic tape (figure D).

If you omit the hood, cut only a two-inch-radius pie slice and a six-inch slit down the front center. Reinforce cuts with filament tape.

C O L D W E A T H E R

Some people can withstand more cold than others.

For example, Eskimos live comfortably in the coldest part of the world - partly because they are used to that climate but mostly because they know how to dress for sub zero temperatures.

Their method is simple - and we should follow it: Allow an air space between our body and our clothes. Eskimos wear loose-fitting hide jackets or parkas, and loose-fitting hide boots - both with the fur side in, which acts as an insulation - keeping heat in and cold out.

Wool clothing is best because the loose wool fibers form air spaces - the insulation principle again. Loose-fitting clothing, too, is best because it allows air space between you and your clothing.

In very cold or wet weather, you need a water-repellent outer "shell" - the same is true of your gloves....woolen ones first with leather ones over them are best.

Start with loose-fitting long johns.

Next - a wool flannel shirt - wool trousers and socks, sturdy shoes.

Over that a wool turtle-neck sweater, ear muffs and gloves.

For colder weather and less activity add a wool "Lumberjack" coat, woolen cap and gloves, extra pair of wool socks and heavy boots. In foul weather add water-repellent outer "shell" over clothing, gloves and shoes.

(cont. next page)

Cold Weather - (cont..)

There's nothing more uncomfortable than cold feet. Wear two pairs of wool socks with good, sturdy boots. In sloppy weather wear water-repellent overshoes over bedroom slippers or low shoes! Keep your feet dry!

Remember These Rules:

1. If too warm, take off something.
2. If too cold, put on something more.
3. If you've got everything on and you're still cold - start exercising or get indoors!

B E D D I N G

The job of your bedding is to keep in body warmth and to keep the cool of the night out. For this you need some kind of insulation all around you, and your best insulation is the air that is imprisoned in your bed covering. The fluffier it is, the warmer you will be.

For midsummer use, a couple of cotton blankets will probably be warm enough. However, cotton mats and absorbs moisture, and therefore won't warm you much on a cool, damp night. Wool, on the other hand, absorbs little moisture, and because of the structure of its fibers, it does not mat and therefore retains its warmth.

If you expect to camp frequently, you will want a sleeping bag. a bag filled with Dacron in the special form intended for sleeping bags, Polyester Fiberfill, is excellent. Even better - but also more expensive - is a sleeping bag filled with duck or goose down. A down bag weighs very little, and although it takes up a lot of space when fluffed up, it can be compressed into a small bundle to fit in a corner of your pack.

In addition to a sleeping bag, you will probably want some kind of mattress - a tick that you can fill with straw when you reach camp, or an air mattress. And you will need a waterproof groundsheet (plastic sheeting is fine) to keep out the moisture in the ground.

You can turn an old blanket into a sleeping bag by folding it in half and stitching bottom and two-thirds up the side.

Commercial sleeping bags are filled with fibers or down. They are usually covered with water-repellent material and have zipper closing. Flap may be set up on four stakes for sleeping under the open sky.

Air mattresses are made of plastic or rubberized cloth, and come in various designs and various lengths, with or without air pillow attached. For light-weight camping you can get along with a 4" mattress and a small pillow.

Camp stores sell a variety of light, folding camp beds made of canvas and aluminum tubing.

A sheet of polyethylene (a plastic) 4-6 mil thick makes a good ground cloth or use a piece of polyfoam 3" thick by 24" wide and the length from your head to seat. A ground cloth helps insulate you from dampness and cold.

PICKING A CAMPSITE

There is no such thing as the ideal campsite. What might seem perfect to one camper may be of no interest to the next. One might want to camp near a lake for swimming, another would prefer a stream for fishing. One might want the ocean, another the mountains, or open prairie. The first may want to camp where he'd meet other campers, the second might insist on privacy.

However, generally speaking, there are five features of a campsite, wherever it is, that should be considered:

1. Well-drained Ground. High and dry is the idea here. Pick a place where the breeze blows and rain will drain off quickly. Pitch your tent on a level knoll high on a gently slope, best on gravelly soil covered with tough grass turf. Keep away from lush vegetation (marsh), and clay soil (puddles and mud if it rains).
2. Favorable Exposure. Face tent southeast to get forenoon sun, but aim for shade during a couple of afternoon hours and for protection against strong winds.
3. Healthy and Safe Surroundings. Not directly under large trees (dead branches, lightning danger), nor in tall grass or near swamp (mosquitoes), nor in heavy underbrush (black flies) or right at water's edge (midges or "no-see-ums"). Also be careful of a gully (sudden flash-flood), or an overhanging cliff (rock slide). Be sure not to camp in the midst of poison ivy or poison oak, nor, in drought periods, in tinder-dry forest.
4. Pure Water. Be sure that drinking water from well, spring, or brook is pure. If not, purify it, or bring in water in covered containers.
5. Ample Wood Supply. Not just fuel for fires, but also for the construction of camp improvements. If not available, bring in wood, or arrange for other fuel, such as charcoal.

When you have found a campsite that suits you, get permission to use it if it's on private land, and be certain to live up to whatever restrictions the property owner may impose.

When camping with a group of friends, add two more requirements to the "five features" of a good campsite: You want space for games and sports and for your evening campfire. Also of course, water for safe swimming.

When pitching your tent close to a lake, place it ten to fifteen feet above the water level. This way you get the full benefit of any cooling breezes that may blow. Also, you are above the fog and heavy dew that may form when the warm, moist air over the lake cools off during the night.

SETTING UP CAMP

- Pitch a tent on smooth and level ground with tent back to prevailing wind. The slope of the stakes will depend on the condition and texture of the ground. Usually stakes driven at an angle toward the line of pull will hold in either hard or soft ground. Use taut-line hitch on guy lines.

(cont. on next page)

Setting Up Camp - (cont.)

- Make a door mat of plywood or heavy cardboard, to help keep the inside of the tent clean. When possible, leave shoes outside.
- If campsite does not have toilet facilities, locate your latrine well away from tents and water supply.
- Many campers take along a large tarp or dining fly and set it up as a shelter to provide a covered area for cooking, eating, and other activity outside the tent.
- Keep an adequate supply of drinking water on hand. It's a good idea to keep a thermos bottle full of water in the tent at night, especially for children.
- Always gather firewood during daylight and stack it under shelter. Don't count on firewood being available. Bring wood or charcoal or stoves.
- Before turning in for the night, be sure everything is secure and covered for protection from rain or animals. Be sure food is well covered or hung out of reach. Don't leave open containers of food in the car - the food may be safe, but animals may scratch the car. Don't store food in tents.

A Camper is Known by His

Fires

Fair weather or foul - are you an efficient fire maker? You can't prove it on sunny day after a week's drought. But if you can go out in a drenching downpour after a spell of rainy days and make a fire in jig time - then you're a camper.

In dry weather, tinder is no problem: last year's weed tops of yarrow, goldenrod, and others; tiny twigs off trees and shrubs. Even if you have nothing better, dry grass and dry leaves. For all-weather tinder, you can't beat the bark peeled of a DEAD birch. Even after long rain, you'll usually find dry bark shreds and tiny dry twigs on cedar. If there's no other tinder around, split a dead stick and whittle thin shavings from its dry center.

For kindling, you need pencil-thick branches. In dry weather, you can pick them up off the ground. But whatever the weather, better is "squaw wood" - dead branches still on the trees. Pull them down, and break them in suitable pieces.

It's interesting enough to know that the bestwoods for quick flames for boiling are pines, spruces, balsam fir, red maple, basswood, alder; and for lasting coals for frying and broiling, such woods as the hickories, the oaks, the birches, sugar maple, white ash, locust, hornbeam, beech. But that won't help you much if all you can get out your way is willow or cottonwood or poplar or gresewood or sagebrush. So just remember that: any wood will burn - even

(cont. next page)

Fires - (cont.)

green and wet when mixed in with dry.

But whatever the wood you use in your fire - NEVER, NEVER leave it unattended for a single moment, and after use, ALWAYS be positive that every spark is dead!

Be careful when building fires on open ground. Pick a spot away from low overhanging branches. Before building the fire, clear a circle 10 feet in diameter of everything that will burn - litter, leaves, sticks, pine needles, etc., right down to bare ground. Build the fire in the center, and there will be less chance of it spreading. Keep the fire away from dead logs and stumps.

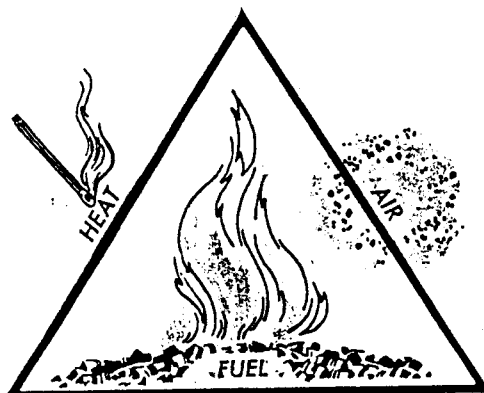
Always break burnt matches before throwing them away, and be sure the matches are "cold out."

3 TYPES OF FIRES

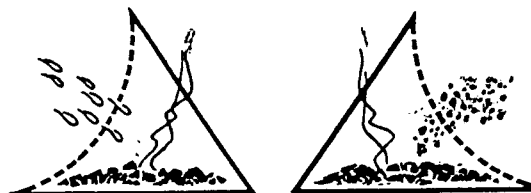
Cooking Fire. For speedy cooking, build a fireplace that will retain heat. Safest is trench fireplace dug in the ground.

Heating Fire. For baking purposes and heating open-front tent, make a fire against a reflecting wall of rocks or green logs.

Friendship Fire. The whole gang gathers around the council fire, for fellowship and fun. Build it to last; light it near top.



FOR A FIRE TO BURN, THREE THINGS ARE REQUIRED:
FUEL—SOME KIND OF MATERIAL THAT WILL BURN.
HEAT—ENOUGH HEAT TO BRING FUEL TO IGNITION.
AIR—TO PROVIDE OXYGEN FOR BURNING PROCESS.



WHEN ONE OF THE THREE THINGS IS REMOVED, THE FIRE STOPS BURNING. WATER COOLS FUEL BELOW IGNITION POINT, DIRT CUTS OFF THE OXYGEN SUPPLY.

Fires - (cont.)

If you expect to do a lot of camping, you'll need to know several ways of laying your fire. You build a fireplace, and lay a fire, differently for each particular type of fire, depending on what you want to use it for, and the materials you have available.

The easy fire-lay with a "fire-stick" over two other sticks, is the starting point for other fire-lays. In the tepee fire-lay, sticks are placed upright around it, in the crisscross fire-lay horizontally over it, in the reflector fire-lay halfway around it.

Make your fireplace of sufficient size to fit your cooking gear. If you camp in rocky territory, make it from rocks. In woodland, you can use logs instead of rocks. In woodland, you can use logs instead of rocks. The trench fireplace dug in the ground, is especially desirable when you camp in an open, windy locality. Place logs or rocks, or dig trench, so that the wind will blow the length of your fireplace.

Whichever fireplace you use, get all your preparations completed before you start your fire. Collect enough wood for cooking the complete meal, cut it to proper size, lay the fire, hang the pot - and only now light the fire. In this way you both simplify your work and you conserve fire wood too.

Remember that a fire need air. If your fire is slow in starting, blow it up with a pot lid. If the draft is slow, move a rock (if it's a rock fireplace), or raise a log (if it's a hunter's fire) with a draft stick, to let in more air.

In the beginning, the fire will consist mostly of leaping flames. Make use of them for boiling purposes. After a while, if not fed further, the fire will burn into glowing embers perfect for frying and broiling.

Most important of all: **Be positive that your fire is safe!** Build it in a safe place, away from anything that might catch a spark and spread a fire. Never leave the fire alone. Someone should always be present to attend it and keep it safe. When you have used the fire, put it out **completely**. Drench it with water until the last spark is out and every stick is cold. Stir up the wet mass with a stick to make sure no live embers are left.

FIRE MAKERS

With care, you can start a fire with paper matches. But large wooden ones are much better for camp.

To waterproof matches, melt paraffin, take it off fire, drop in matches, fish them out with a fork, let cool. Or paint matches with nail polish.

Good campers use natural tinders for fire starters. Bet is a strip of birch bark from a dead tree. cedar bark is also excellent.

Dry weed stalks and tiny twigs from evergreen trees make good fire starters.

(cont. on next page)

Fire Makers - (cont.)

Fuzz-stick fire starter is whittled from a dry stick.

Paraffined milk cartons, flattened and shredded, start up a fire easily.

Make "fire bugs" from 4 rolled-up newspaper sheets. tie strings 2" apart, slice halfway between strings. Dip "Bugs" in melted paraffin.

For fuel, break dead branches off the trees. This is called "Squaw Wood" and is the kind Indian Squaws used to collect.

O U T D O O R C O O K I N G

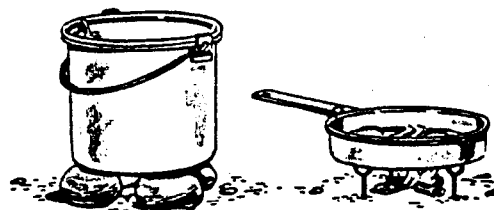
COOKING FIRES

The first and most important requirement for outdoor cooking is fire safety. Follow fire safety rules and heed the flammability warning found in the Cub Scout Leader Book. Careless use of fire can cause a disaster.

Start with crumpled paper, shavings, or small dry sticks. In wet weather, split a log and cut slivers from the dry, inside part. Or, use one of the fire starters. Use dry hardwoods (oak, maple, walnut, or birch) for the fire rather than evergreen branches. Keep the cooking fire small. A good bed of coals with a low flame, surrounded by rocks, gives plenty of heat for cooking. Tamp the coals flat with a stick if you wish to make it level. Make the fire only large enough to serve its purpose.

Be sure to build the fire out of the wind. Remember to start the fire early, since it will take a while to burn down to coals.

ON A CAMPSITE WITH PLENTY OF ROCKS, YOU CAN MAKE A FIREPLACE BY LINING UP TWO ROWS OF ROCKS CLOSE ENOUGH TOGETHER FOR POTS AND PANS TO REST ON THEM.



FOR A SINGLE-POT MEAL OR FOR A SINGLE PAN, THREE ROCKS OF EVEN SIZE OR THREE METAL TENT PEGS MAKE A GOOD FIREPLACE.

Hunter's fire is made by placing two logs close together. If necessary, place stick for draft under one of the logs.

CAMP MEASUREMENTS FOR COOKING



2-FINGER PINCH = $\frac{1}{8}$ TEASPOON



3-FINGER PINCH = $\frac{1}{3}$ TEASPOON



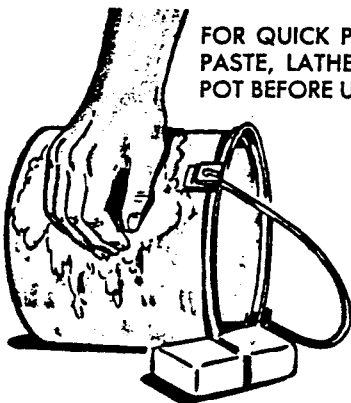
4-FINGER PINCH = 1 TEASPOON



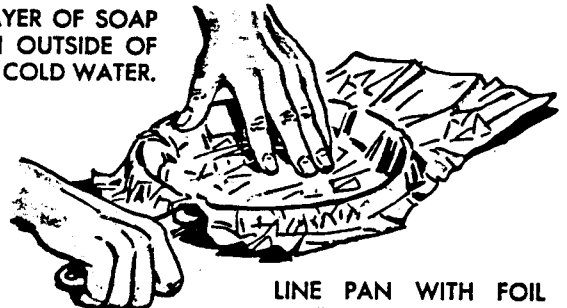
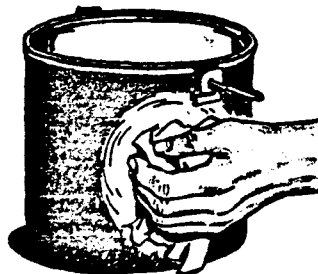
1 FISTFUL = $\frac{1}{4}$ CUP



1-FINGER GOB = $\frac{1}{2}$ TEASPOON



FOR QUICK POT WASHING, SMEAR A THIN LAYER OF SOAP PASTE, LATHER CREAM, OR TOOTH PASTE ON OUTSIDE OF POT BEFORE USING. SOOT THEN COMES OFF IN COLD WATER.



LINE PAN WITH FOIL WHEN YOU FRY FISH. NO CLEANING NEEDED, AND NO FISH SMELL.

R E C I P E ' S

HUNTERS STEW

Cut $\frac{1}{2}$ -pound beef, veal, or lamb in small chunks. Place 1 tablespoon cooking oil in pan and brown the meat. Add 1 cup water, diced carrots, celery, onions, and potatoes. Simmer for 30 minutes. Season with salt and pepper.

KABOBS

On a skewer or stick, place bite-sized pieces of meat and vegetables, alternating them. You could use cubed luncheon meat, precooked ham, quartered weiners, or beef chunks. For vegetables, try chunks of onion, potatoes, green peppers, mushrooms or cherry tomatoes. Brush skewered food with melted butter and barbecue sauce. Broil over hot coals. Turn the Kabobs occasionally as they cook.

PIGS IN BLANKET

Add water or milk to biscuit mix to make a stiff dough. Mold dough around a weiner already on a clean roasting stick. Pinch ends of dough to hold. Roast over coals.

FRUIT KABOBS

Follow the instructions for regular Kabobs, using chunks of banana, pineapple, cherries, etc., alternating with large marshmallows. Toast over coals until marshmallows are golden brown.

Aluminum Foil Cookery

One of the smartest ways of cooking in camp is with aluminum foil. You simply wrap the raw foodstuffs in foil, place the packages on hot coals, turn them a couple of times during the cooking, and serve directly in the foil. No dirty pots or pans or dishes to clean up afterward. What could be easier?

If you are camping for a longer period, take a whole roll of aluminum foil along. You will find a great number of uses for it in addition to cooking. If you are camping overnight only or are going lightweight, take only a small amount. Roll it around a thin dowel stick or fold it up with loose creases. Sharp creases will puncture the foil.

The fire is important in foil cookers. You need a shallow bed of glowing coals that will last for the length of time required for cooking. Quickest way to get this is to make a crisscross fire-lay and let it burn down to embers

The important thing is to make the wrapping airtight to keep the moisture in. This way you cook by steam and retain all the juices.

Now place the foil packages directly on the coals and wait for the food to cook. Follow the timetable below, and turn the packages at least once, halfway through the cooking. Use a small stick for turning.

When the cooking time is up, rake the packages out of the fire. Unwrap, or make a crisscross slit in the top layer of foil, open up, and use the foil as your plate.

After eating, drop the foil on the coals and leave it there until all food remains have been burned off. Dispose of the used foil by burying it, or, by putting it in your litter bag for throwing into a garbage can later.

COOKING TIMES

Beef, Hamburger	8-12 mins.
Beef, 1-inch cubes	20-30 mins.
Chicken, cut in pieces	20-30 mins.
Frankfurters	5-10 mins.
Lamb chops	20-30 mins.
Pork chops	30-40 mins.
Fish, whole	15-20 mins.
Fish, fillets	10-15 mins.
Carrots, sticks	15-20 mins.
Corn, ears	6-10 mins.
Potatoes, whole	45-60 mins.
Potatoes, sliced	10-15 mins.
Apple, whole	20-30 mins.
Banana, in skin	8-10 mins.
Pineapple, whole	30-40 mins.
Biscuits	6-10 mins.

A tasty stew can be cooked in foil. Cut up potatoes, carrots, onion, and celery. Add stew meat or a hamburger patty. Season as desired. Use heavy duty foil or a double thickness of the regular kind. Place food on one half and fold over the other half to make an envelope, open on three sides. Fold in each side about three times and crimp the edges to make an air-tight container (called the "drug-store wrap"). Place packet on coals and cook about 10 to 15 minutes on each side. Timing the meat can be a little tricky until you have experience. Different fires cook at different speeds.

ALUMINUM FOIL COOKERY - (cont.)

BISCUITS

Use ready-mixed biscuit flour, or this recipe: Mix 1 cup flour, $\frac{1}{4}$ teaspoon salt, $1\frac{1}{2}$ teaspoons baking powder, then cut into it with a knife, 2 tablespoons lard. With a stick, make "crater" in flour, pour in a small amount of water, stir until dough has formed. Pat into $\frac{1}{2}$ " thick biscuits. Wrap loosely in aluminum foil, leaving room for dough to raise. Bake the biscuits about 10 minutes.

BROILED STEAK, LYONNAISE POTATOES

Cut a large potato and an onion into thin slices. Mix, and wrap in foil, with a little salt and a bit of butter, if you like. Put in coals to cook for 15 min. The porterhouse steak is not wrapped, but placed on a piece of aluminum foil directly on top of hot coals. Cook one-inch thick steak 6 mins. on each side for rare, 8 for medium, 10 for well-done.

PIGS IN BLANKET

A frankfurter in a biscuit wrapper makes a tasty dish. This is how you prepare it: Make biscuit dough (see recipe above). Pat it into a quarter-inch thick layer, as long as the frankfurter slightly wider than frank's circumference. Wrap the dough around the "dog" then wrap foil around both, twisting the ends. Then bake in medium hot coals for about 15 minutes.

SHISH-KEBAB or KABOB

Make a skewer from a thin stick. Cut $\frac{1}{4}$ lb. lamb shoulder (or beef steak) into one-inch cubes. Peel an onion, cut it lengthwise through the middle, and separate the leaves. String meat and onion alternately onto the stick. If you have them, add pieces of tomato or green pepper, slivers of bacon, slices of cucumber. Wrap them in aluminum foil, and cook for about 14 minutes.

HAMBURGER A LA FOIL

Cut up a potato into small pieces as for french fries. Cut up a carrot or two into "sticks". Pat $\frac{1}{4}$ lb. hamburger into a $\frac{3}{4}$ " thick "cake". Place the ingredients side by side on a piece of foil, sprinkle with salt and pepper, wrap in the foil, and put the package into the coals. Cook 5 minutes. For extra flavor smear mustard over the hamburger meat before cooking. This is tops.

FOIL-CUP EGG

For each egg, make a cup by molding a 7-inch square of aluminum foil around the bottom of a 16-ounce can. Slide cup off can and break an egg into the cup. Place cup on grill and cook 10 minutes, or place directly on coals and cook 2 to 3 minutes.

ALUMINUM FOIL COOKERY - (cont.)

BAKED APPLE and BAKED BANANA

Baked fruit makes excellent dessert. Cut a "lid" off top of apple, remove core, sprinkle in a teaspoon of sugar. Place in middle of piece of foil, bring corners up over apple, then twist them together. Wrap up banana skin and all, in piece of foil. Place wrapped-up fruit in the hot coals. Apple bakes in about 30 minutes, banana in 10. Serve in the foil.

BREAKFAST-IN-AN-ORANGE

Cut an orange in half and carefully remove the meat of the orange without tearing the cup-shaped peeling. Break an egg into one orange cup and fill the other with your favorite muffin batter mixed in a self-sealing bag. Place each cup on its own square of double-thickness foil, then bring the four corners of the foil to the top and twist securely to seal. (Be sure to leave enough room for the muffin to rise). Set the foil-enclosed cups on hot coals for 10 to 15 minutes, then enjoy a delicious breakfast of orange slices, eggs, and muffins.

SUBMARINES IN FOIL

Scoop out a "bowl" in the center of a hard roll. Mix together canned luncheon meat, corned beef, or minced ham with pickle relish, diced boiled egg, and grated cheddar cheese. Moisten with salad dressing or undiluted cream of chicken soup. Fill rolls with mixture and wrap each individually in double-thickness foil. Cook 20 to 25 minutes over hot coals.

CHICKEN AND RICE FOIL DINNER

Place chicken breasts on a 14-inch square of heavy-duty aluminum foil. Mix a can of condensed cream of mushroom soup with 2/3 cup uncooked instant rice. Spoon over chicken. Sprinkle with paprika. Seal the foil package and place on grill 5 inches above coals. Cook about 40 minutes, turning once.

HOBO POPCORN

In the center of a 6-inch foil square, place 1 teaspoon cooking oil and 1 tablespoon popcorn. Bring foil corners together to make a pouch. Seal the edges by folding, but leave room for the corn to pop. Tie each pouch to a long stick with a string and hold the pouch over hot coals. Shake constantly until all corn has popped. Season with butter and salt. Make one for each person.

Camp Cleanliness

A camp isn't healthy unless it is clean.

The first and most important place where cleanliness is absolutely necessary is the drinking water set-up. It isn't just a matter of making certain that the water is pure, but also of using clean containers for carrying it and storing it, and for keeping it covered.

Next in importance comes your personal cleanliness. For this, one of the first things you have to do when you arrive in camp is to make a latrine. Set up water nearby so that you can wash your hands whenever you use the latrine.

Swimming won't keep your body clean; you need to take regular soap baths as well. Do this at a spot of river or lake below your swimming area. Use the same spot for washing dirty clothes.

Wash dishes and pots immediately after a meal, not just to keep flies away but also because left-over food particles provide a perfect breeding ground for certain dangerous bacteria. Put a pot of water over the fire the minute you finish cooking; in this way you'll have scalding hot water when you need it for clean-up. Use soap or a detergent. You can bring enough liquid detergent for the whole camp period in a small plastic bottle. The same detergent can be used for washing clothes.

Get rid of garbage by burning it. If you bury it, skunks or raccoons will dig it up and make a mess of your camp. Washed-out glass jars or bottles may be buried deep; so may burned-out and crushed tin cans, but it is far better to take them home with you for disposal in the nearest garbage pail.

Pour greasy dish water into a grease pit dug in the ground, through a layer of dry grass that will filter out and retain the grease. Burn and renew the grass each time you have poured dish water through it.

And finally: Keep your tent neat and the campsite clean by being careful not to drop any litter in camp.

Dishwashing

Clean the dishes in warm water containing a detergent or soap.

Rinse in hot water. If pot is too small for immersing dishes, pour water over them.

Tri-San sanitizer tablets (available from scout Equipment Distributors) are recommended. One tab in average size pot of hot water will sanitize your dishes, etc. Tablets that color the dishwater with germicide ingredients are the best. All are non-poisonous to humans.

Campfire Cleanup

When through with your fire, put it out **completely**. Spread the coals and ashes, and sprinkle with water. Stir and sprinkle again until fire is out **for sure**. When you carry the excess dirt back to latrine, take all fire ashes to dump into latrine trench.

Campin' in the Rain

HAT - The hood on an official Scout poncho, or a regular sou'wester hat is probably best for you. A broad-brimmed Stetson is good, too. So is Dad's old fishin' hat if you can get it!

SHIRT - This depends on climate and season, but anytime it's a smart idea to take a warm wool shirt as well as a cotton one. You may not wear it in the daytime, but you can use it as a jacket or sleeping garment at night.

PANTS - For most of the year, long cotton ones are best. Roll 'em boot-top high for warm wet weather, but tuck them into boots when bugs are bad. In brush or high grass you'll get wet in spite of a poncho, but pants dry fast.

PONCHO - Keeping dry is the big thing, and a poncho helps you do it. Under dry conditions you can use your poncho as a groundcloth, but when it's really wet you want a poncho and a groundcloth. You can wear a raincoat instead of a poncho if the coat is tough enough, but it'll seal you up like a box, giving little breathing space.

JACKET - A balloon-cloth wind breaker worn over your wool shirt is best for summer. In cooler wet-weather use a wool jacket that's warm but not too heavy. Leather? Not so good in rain.

UNDERWEAR - In late fall, winter or early spring you want wool, of course. But in summer a cotton T-shirt and shorts are enough. Two-piece underwear is best. It's easy to wash; you can take half of it off if you get half-wet.

SOCKS - Wool socks, brother, and no exceptions. Wear cotton ones inside if you want, but wet or dry, wool socks are tops. Have an extra pair in your pack. Dry wet ones near a fire but not so near they'll shrink or scorch.

BOOTS - The most important part of wet-weather clothing. Leather boots? NO - they just don't keep out water. Galoshes? Okay, but watch out for snags and sharp stones. Rubber bottomed, leather topped boots? Excellent. Not too good for hiking, true, but for wet weather or snow - unbeatable. Wear them with inner soles and wool socks, and your feet will be dry and warm.

KITCHEN

Rainy day camping can be miserable if you don't have a good kitchen fly and the right fireplace. But when you're all set with both of them, you're ready for any weather.

Some Explorers were once caught by a storm on huge Isle Royale - wilderness island way out in Lake Superior. The wind was terrific, and the rain (five inches fell in six hours) blew almost horizontally. Yet, in all that uproar, three Explorers cooked and served a hot meal to the rest of the fellas.

Kitchen - (cont.)

Two pieces of equipment helped them do it. The most important was a good-sized canvas tarp or kitchen fly. It kept the rain off their backs and food. Next in importance was the right kind of fireplace. They built it on a small mound of dirt to get it above the surface of the ground and used rocks to shield the fire from the wind. Too many campers build a fire in a hole and then wonder why it gets flooded. The Explorers also carried along a separate piece of canvas for a firewood cover. When it was put over the wood, it made a satisfactory table for keeping their food up off the ground.

T E N T

Watch for low tents like a pup. You know what happens if you touch the canvas when it's raining outside - pretty soon it's raining inside. Waterproof your tent with a mildew-proof dressing.

The place you pitch your tent is almost as important as the kind of tent you use. You want a little slope and some local elevation - steer clear of low places, that is. Don't ditch your tent unless you see a terrific "gullywasher" coming. Ditches start erosion, and they are almost never necessary if you're smart enough to choose the right tent site. You want wind protection, too, so back or quarter your tent into the prevailing breeze. And you don't want trees directly overhead. They'll drip for a long time after the rain. You can't always find the ideal spot but you can usually come close.

Keep your tent loose before and during a rain. When wet, canvas shrinks greatly. And so does rope - a tight line will rip canvas or pull a stake as efficiently as a dentist working on a molar.

B E D

Three, and only three, kinds of material are okay for a groundcloth: rubber, oilcloth, or plastic sheeting. Pieces of canvas, old rugs and such just won't do. Your ground protection must absolutely stop water. This means it must be water repellent.

In cool weather a down sleeping bag is best but during warmer weather, use wool blankets (cotton won't give as much protection from the dampness). In either case you need a water repellent cover (not water-proof this time) for the bag or blankets. A waterproof cover holds all moisture inside, and before morning you'll be thoroughly soaked. Your perspiration and breathing give out an amazing quantity of moisture each night, and if you're going to stay dry, that water must be evaporated.

Keep your sleeping bag in a rubberized carrying bag, and don't unpack it until you're all ready to get into bed. This keeps your bedroll dry - if it's unrolled earlier, the day's moisture creeps in and you have a damp bed before nightfall. Put down a folded blanket for padding on top of your groundcloth, under your sleeping bag. Then roll out your sack, making sure it's a few inches away from the edge of the tent - this way you won't be as likely to hit the canvas when you roll around in your sleep.

Keep your poncho handy at night. You'll be mighty glad to have it if the rain blows in or if (gulp) the tent blows down.

HIKING HINTS

Good shoes are important. Use regular oxfords or hike boots with enough space in them for wiggling your toes.

Wash your feet at night before turning in. Put talcum on them.

Trim your toe nails properly - fairly short, slightly rounded.



The Indian glided along, toes pointed ahead. The city dweller lifts his feet higher, points his toes out. Imitate the Indian in your own walking.

Walk with a free and easy stride. Swing your arms naturally. When you carry a pack, lean slightly forward from the hips.

Watch where you put your feet. Good hikers step over rocks and fallen trees - the rocks may be loose and the down-trees rotten. Stepping on either of them may cause a bad fall.

Exposed roots are dangerous. Don't let them trip you.

Watch where you put your hands - especially when you climb sunny, rocky ledges. A rattler or copperhead maybe sunning itself on the ledge.

If you are not certain water is safe to drink, make sure by boiling it 20 minutes. Cool it and pour from one pot to another to aerate it.

You can also make water safe by using Globaline or Halazone tablets. Buy them at your local drug store. Follow directions on the bottle.

POTPOURRI

from



P R E F A C E

International Understanding is one of Scouting's fundamental principles. The ideas collected here are intended to help leaders enrich their programs in their Dens and Packs, by giving them an international flavor. However, it should be remembered that the activities themselves, will not help young people become more open minded, tolerant and understanding toward their fellow men. It is much more the atmosphere in which the activities are performed what will decide whether the fundamental principle, International Understanding has been made alive through the Scouting program.

(A paraphrased statement of Laszlo Nagy)

MEMBERS OF THE WORLD ORGANIZATION OF THE SCOUT MOVEMENT

More than 16 million Scouts and leaders in 117 national Scout organizations in more than 150 countries and territories.

Afghanistan	Lebanon	Afghanistan	Jamaïque
Algeria	Lesotho	Afrique du Sud	Japon
Argentina	Liberia	Algérie	Jordanie
Armenian Scouts	Libya	Allemagne (Rép. féd.)	Kenya
Australia	Liechtenstein	Arabie Saoudite	Koweït
Austria	Luxembourg	Argentine	Lesotho
Bahamas	Madagascar	Arméniens (Scouts)	Liban
Bahrain	Malaysia	Australie	Libéria
Bangladesh	Malta	Autriche	Libye
Barbados	Mauritius	Bahamas	Liechtenstein
Belgium	Mexico	Bahreïn	Luxembourg
Benin	Morocco	Bangladesh	Madagascar
Bolivia	Nepal	Barbade	Malaisie
Botswana	Netherlands	Belgique	Malte
Brazil	New Zealand	Bénin	Maroc
Burundi	Nicaragua	Bolivie	Maurice (Ile)
Cameroon	Nigeria	Botswana	Mexique
Canada	Norway	Brésil	Népal
Central African Rep.	Oman	Burundi	Nicaragua
Chad	Pakistan	Cameroun	Nigeria
Chile	Panama Rep.	Canada	Norvège
China, Boy Scouts of	Papua New Guinea	Centrafricaine (Rép.)	Nouvelle-Zélande
Colombia	Paraguay	Chili	Oman
Costa Rica	Peru	Chine (Scouts de)	Ouganda
Cyprus	Philippines	Chypre	Pakistan
Denmark	Portugal	Colombie	Panama (Rép.)
Dominican Rep.	Qatar	Corée (Rép. de)	Papouasie
Ecuador	Rwanda	Costa Rica	Paraguay
Egypt	Saudi Arabia	Côte-d'Ivoire	Pays-Bas
El Salvador	Senegal	Danemark	Pérou
Ethiopia	Sierra Leone	Dominicaine (Rép.)	Philippines
Fiji	Singapore	Egypte	Portugal
Finland	South Africa	El Salvador	Qatar
France	Spain	Emirats Arabes Unis	Royaume-Uni
Gabon	Sri Lanka	Equateur	Rwanda
Germany, Fed. Rep.	Sudan	Espagne	Sénégal
Ghana	Surinam	Etats-Unis	Sierra Leone
Greece	Swaziland	Ethiopie	Singapour
Grenada	Sweden	Soudan	Soudan
Guatemala	Switzerland	Sri Lanka	Sri Lanka
Guyana	Syria	Suède	Suède
Haiti	Tanzania	Suisse	Suisse
Honduras	Thailand	Surinam	Surinam
Hong Kong	Togo	Swaziland	Swaziland
Iceland	Trinidad	Syrie	Syrie
India	Tunisia	Tanzanie	Tanzanie
Indonesia	Turkey	Tchad	Tchad
Iran	Uganda	Thaïlande	Thaïlande
Iraq	United Arab Emirates	Togo	Togo
Ireland	United Kingdom	Trinité	Trinité
Israel	United States	Tunisie	Tunisie
Italy	Upper Volta	Turquie	Turquie
Ivory Coast	Uruguay	Uruguay	Uruguay
Jamaica	Venezuela	Venezuela	Venezuela
Japan	Yemen (Arab)	Yémen (Rép. Arabe du)	Yémen (Rép. Arabe du)
Jordan	Zaire	Zaire	Zaire
Kenya	Zambia	Zambie	Zambie
Korea	Zimbabwe	Zimbabwe	Zimbabwe
Kuwait		Italie	

Have you read the stories in the Jungle Book by Rudyard Kipling? The Jungle Book theme is still the background to International Cub Scouting, as it is considered to be timeless, and is used as the imaginative and unifying theme in many - but not all - Scout Association's throughout the world.

- .. Share Khan was the great bullying tiger, all stripes and teeth and claws; but, like most bullies among boys, was not very brave at heart if you only tackled him.
- .. Tabaqui was the mean, sneaking jackal who tried to make friends with everybody by flattering them; but he only wanted to get scraps from them.
- .. Mowgli, the boy who was adopted by the Wolf Pack. When he was brought to the Council Rock he had to be made one of the Pack before he could properly be made a member of it.
- .. Akela was the wise Old Wolf, the head of the Pack, who lay on the Council Rock, and saw that the younger wolves all kept the Law of the Pack. He was like an older man who could teach boys what to do to make themselves strong and useful. When the Wolf Pack met in the jungle, Akela, the Old Wolf, stood on a great rock in the middle and the Pack sat in a circle round it. So it is that Cub Packs form a circle round Akela when he calls them together for the Grand Howl or for a talk. The circle is the normal formation for Packs the world over for this reason and because it is a sign of family unity.
- .. Baloo the Bear, who was a wise through sleepy old beggar, taught Mowgli the laws of the jungle.
- .. Bagheera the great black panther, who was a strong and cunning hunter, taught Mowgli his hunting and jungle work.
- .. Kaa the great serpent. He was a good-natured, slow old thing.

GOOD ADVICE FOR CUB SCOUTS ALL OVER THE WORLD

Make time to pray it is the source of happiness
Make time for work it is the price of success
Make time to think it is the source of power
Make time to read it is the source of knowledge
Make time to laugh it eases life's problems
Make time to love it is the one sacrament of life
Make time to dream it hitches the soul to the stars
Make time to play it is the secret of youth
Make time to sleep it is the fountain of mental
and physical strength.



This is a universal song. The words mean nothing but are fun to sing.

GING GANG GOULEE

Ging gang goolee, goolee, goolee, goolee
 watcha, ging gang goo, ging gang goo.
Ging gang, goolee, goolee, goolee, goolee
 watcha, ging gang go, ging gang goo.
Hayla, hayla, shayla, hayla shayla hayla ho.
Hayla, hayla shayla, hayla shayla hayla ho.
Shally wally, shally wally,
Oompah, oompah, oompah, oompah oommmmm.

[Divide the group into two halves. Sing the song through once. Keep group one singing oompah and start the second group singing ging gang goolee. When group two comes to hayla the entire group sings together. This second time through switch parts and group two sings oompah and group one sings ging gang goolee.]



THE PING-PONG BALL

(Tune: The William Tell Overture)

Dai had a game with a ping-pong ball,
Dai had a game with a ping-pong ball,
Dai had a game with a ping-pong ball,
With a ping, ping-pong ball.

Oh, Dai had a game with a ping-pong, piong-pong,
ping-pong, ping-pong, ping-pong ball.
With a ping, with a ping, with a ping-pong
ping-pong, ping-pong, ping-pong ball.

Ping, ping, ping, ping, ping, ping, ping, ping, ping!
Dai had a game with a ping-pong ball,
Dai had a game with a ping-pong ball,
Dai had a game with a ping-pong ball,
With a ping, ping-pong ball.

(Dai is a male Welsh name pronounced Di--)

LLOYD GEORGE KNEW MY FATHER

(Tune: Onward Christian Soldiers)

Lloyd George knew my father,
Father knew Lloyd George.
Lloyd George knew my father,
Father knew Lloyd George.
Lloyd George knew my father,
Father knew Lloyd George.
Lloyd George knew my father,
Father knew Lloyd George.

Chorus and extra verses as above, but use a different name
each time until you get tired of it!

Try: Joe Bloggs
Bill Smith
Jack Jones

THE TALE OF THE THREE GOOD TURNS

(Tune: Polly-Wolly-Doodle)

A wolf Cub hiked with a careless stride
Along a dusty road,
When out from a tree there hopped with glee
A big, fat, husky toad.

Chorus:

Hike along, hike along,
Hike along with a stride so free,
But when you see an old black bear,
Just let that old bear be.

Says the toad to the Cub, Hello, my lad,
Where are you headed for"?
I'm on my seven-mile hike", says he,
"And I've only one mile more".

Chorus:

"What have you done while on this hike"?
Says the fat old toad, says he.
I've had some fun and I ate a bun
And I've done my good turns three".

Chorus:

What were these good turns three, my Cub"?
Says the fat old toad, says he.
"Well, I helped a man to catch a cow,
And I found a lost baby."

Chorus:

"That's only tow," says the fat old toad,
"And you told me you'd done three."
"Well, wait a while till I get my breath",
Says the Five Star Cub, says he.

Chorus:

"As I went up the mountain side,
I spied a tall oak tree,
And up in the top was a big, black bear
A-looking down at me.

Chorus:

The Tale of The Three Good Turns - (cont.)

And I thought to myself when I spied that bear,
"What an awful shame it would be
If I disturbed that big black bear
A-looking down at me".

Chorus:

So I turned around and I hiked right down,
And I let that old bear be;
And that good turn with the other two
Makes the good turns three".

ADVERTISE

(Tune: Battle Hymn of The Republic)

The fist it never cackles 'bout
Its million eggs or so.
The hen is quite a different bird,
One egg - and hear her crow!

The fish we spurn but crown the hen
Which leads me to surmise,
Don't hide your light, but
Blow your horn,
It pays to advertise!

Orchestra

Drum: Drum, drum, drum, drum, drum, drum, drum, drum, drum,

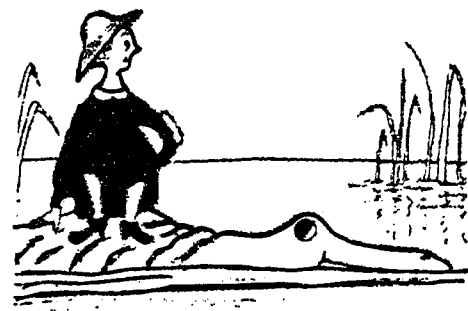
Trombone: Yeh, ah, yeh, ah, yeh, ah, yeh, ah, yeh, ah,

Clarinet: La, la, la, la, la, la, la, la, la, la,

Excerpt

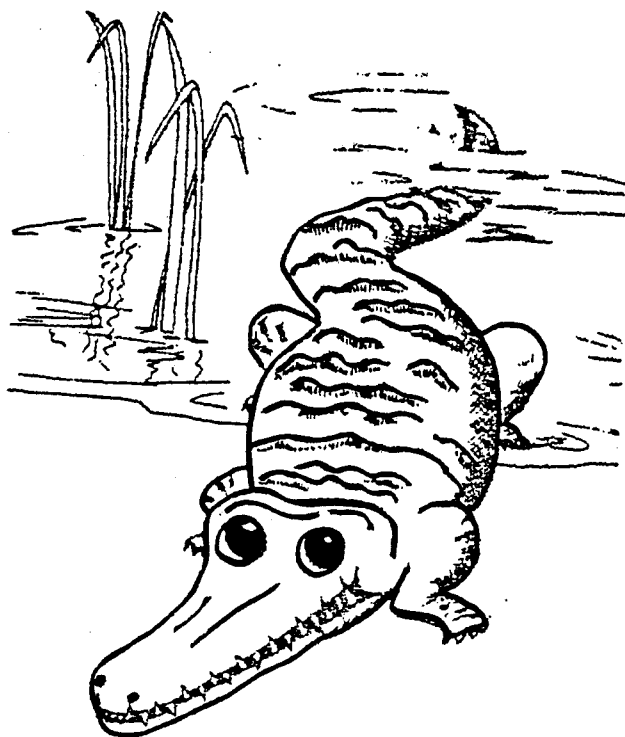
THE CROCODILE

She sailed a-way on a sun-ny sum-mer day on the
 back of a croc-o-dile, you see," said she, "he's as
 tame as tame can be; I'll ride him down the Nile," The
 croc winked his eye as she bade them all good-bye
 wearing a happy smile, At the end of the ride the
 la-dy was in-side, and the smile was on the croc-o-dile.



Motions:

- She sailed away . . . crocodile* - palm on back of other hand, thumbs extended and moving with a rowing motion
- "You see," said she* - point and shake finger
- "He's as tame as tame can be"* - pet back of hand
- "I'll ride him down the Nile"* - same as line 1
- The croc winked his eye* - point to eye and wink
- Bade them all good-bye* - wave
- Wearing a happy smile* - fingers to mouth, push up corners
- End of the ride* - same as line 1
- Lady was inside* - pat tummy
- Smile was on the crocodile* - fingers to mouth, push up corners



TAPS

ENGLISH

Day is done, gone the sun
From the sea, from the hills,
From the sky.
All is well, safely rest,
God is nigh.

FRENCH

C'est la nuit, tout se tait
Sur la pleine, les collines
Et les bois,
C'est la paix, tout est bien
Et Dieu vient.

NORWEGIAN

Dagen dor, skumring rar
Over skog, over land, over hav.
Alt er ro, hvil kun trygt,
Gud er naer.

FINNISH

Ilta saa vinahtaa
Paivyto vetten ja, matsien taa
Tyyntä ny rain, lvonas on
Herra ain.

ITALIAN

E la sera, tutto tace
La nel piano, la nei boschi
Tutte pace, tutte bene
E dio viene.

URDU

(Pakistan)

Raat ahee, din gaya
Az zameen, az jabal, az falluck
Shub e care, shub e care
Hafeez raab.

GERMAN

Durch die nacht, tonet sacht
Unser lied, frieden zieht
Durch das land
Alles ruht, gottes hand
Schutz uns gut.

GREEK

Siopolf, apalf, sta vouna pefti
Nihta varia,
Storghika, o theos
Mas fila.



G A M E S

BOTSWANA (Cattle Stockade)

Twelve or more Cub Scouts stand in a circle and hold hands to make a cattle stockade. One or more children stand in the middle and pretend they are cattle. They hold up their hands and try to dodge under the arms of the children in the circle and get out.

If the cattle do get out, the two children who let them out become the cattle and the game starts again.

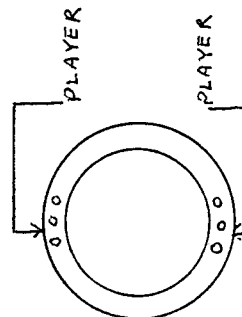
If you wish, you can let the children who were cattle at the beginning, stay in the middle. If you do this, there will eventually be more cattle than there are people to make a fence, and the cattle will break out.

SEY Mali

Sey is a game of wit. Children from Mali play this game sitting on dirt or sand and using a small stone or "tibi" for the only playing piece.

The playing field for Sey is a large ring that is "drawn" in the dirt or sand. Two players sit on opposite sides of ring. Each player digs three small holes, about an inch apart, in the part of the ring directly in front of him as shown.

To play the game, the first player conceals the tibi in a handful of loose earth or sand. Working from the left, he trickles earth into each of the holes, sowing the tibi, along with the earth, into one of the holes. The opponent tries to guess which hole conceals the tibi. If he picks the right hole, it is his turn to play. If not, the first player retrieves the tibi and digs a new hole an inch from his third hole. He now has four holes. He repeats the sowing process, but must not sow the tibi into the same hole twice, so he actually has three useable holes. For each wrong guess, first player digs a new hole, until he finally occupies his opponent's hole and wins the game.



GAMES (Cont.)

CHEF MANDA (The Dhief Orders - Brazil)

One Cub Scout is the Chief and stands in front. When he says, "The Chief orders you to laugh," all other players must laugh. If he says, "He orders you to laugh," no one should laugh because all valid commands are prefaced by "The Chief". A player who does not obey proper orders is eliminated.

MUD TURTLES - China

All players take off their shoes, and these are put in a pile inside a chalked circle about two yards in diameter. A mother turtle is appointed to guard these "eggs" and must keep inside the circle. She can sit on the "eggs" or sprawl over them or keep them on her feet. Each turtle tries to secure his own "eggs" without being touched by the arm or foot of the mother turtle. The confusion can be increased by adding a rule that, having secured his "eggs" a turtle should try to put them back again before being touched by a fellow turtle.



GAMES (Cont.)

JUST FOR FUN - England

Give the Den Chief a card which says:

"As quickly as possible form up the den as follows:

1. All those over eight years old stand on one leg.
2. The youngest in years close one eye.
3. Lineup in order of height, shortest on the left.
4. Tallest stand on a chair.
5. All eight year-olds sit on floor.
6. Third from the left salute when you are ready.

Your den will have two minutes of pandemonium.



*For what after all
is a foreigner?*

As a Den Leader or Cubmaster, why not start an International Corner in your meeting place? As a centerpiece have a large map of the world and surround it with pictures of Scouting in other lands, foreign envelopes and stamps. Show on the map where your pack or den is located, if the pack has pen-friends where they are located, and where members of the pack or den have lived in the world.



Change the display regularly, keeping it topical and alive. Encourage Cub and Webelos Scouts to contribute to it themselves.

CUB SCOUT PROMISE IN OTHER LANGUAGES

Your boys may enjoy learning the Promise in the language of their adopted land. Here are four:

SPANISH

Nuestra promesa es:

Prometo hacer cuanto pueda para cumplir mis deberes para con Dios y mi patria, ser honrado, y obedecer la Ley del Pack.

GERMAN

Unser Versprechen heisst:

Ich verspreche mein Betes zu tun fuer Gott und mein Vaterland, ehrlich zu sein und das Gesetz des "Pack's" zu befolgen.

ITALIAN

La promessa del Lupetto:

Lo prometto di fare il possibile, di fare il mio dovere a Dio e alla nazione di andare diritto e di obbedire la Legge del Gruppo.

FRENCH

La promesse du Louveteau:

Je promets de faire mon devoir de mon mieux envers Dieu et ma patrie, d'etre honnete et d'obeir aux lois de mon groupe.

BOX CIPHER

Make a Box Cipher which is designed to look like a foreign language. The plain alphabet is in the square, and the cipher letters (twelve only) are outside. Each plain letter has a pair of cipher letters and they can be written either way round. For example to find the cipher pair for I, you write the cipher letter that is in line with it above and below (K) and the one in line at either side (O). Plain I, therefore is, cipher OK or KO, whichever you choose.

		B	D	K	G	Z	N		
I		A	B	C	D	E	F		I
O		G	H	I	J	K	L		O
U		M	N	O	P	Q	R		U
A		S	T	U	V	W	X		A
E		Y	Z	1	2	3	4		E
Y		5	6	7	8	9	0		Y
		B	D	K	G	Z	N		

Example of Box Cipher message: LEN IS LATE = N O Z I D U K O B A N O B I D A Z I (or - U N I Z U D O K A B O N I B A D I Z, etc....) Deciphering is easy. The plain letter is where the two cipher letter lines cross.

THE CUB COLLECTOR'S A - Z - Great Britain
































- | | |
|--|--|
| A - Autographs, advertisements | N - Newspapers |
| B - Badges, beads, bottles,
buttons | O - Ornaments, old games |
| C - Coins, cartoons | P - Photographs, postcards,
postmarks |
| D - Designs, documents | Q - Quotations |
| E - Emblems, envelopes | R - Recipes, recordings, rocks |
| F - Flags, fossils | S - Sounds, seeds, stamps, stones |
| G - Glass, grasses | T - Tins, trademarks, tracks,
tickets |
| H - Handwriting, hats | U - Uniforms |
| I - Insignia, invitations | V - Visiting cards |
| J - Jars, jugs, jokes | W - Weights, woods, wildflowers |
| K - Keys, knots | X - Xmas greetings in other
languages |
| L - Labels, lichen, leaves | Y - Yarns, yells |
| M - Models, maps,
matchbooks or boxes | Z - Zippers |

UNIVERSAL MEANS OF COMMUNICATION

Semaphore is a code used to transmit messages visually by using signal flags held in different set positions. Morse Code is made up of dot and dash symbols, different combinations of which correspond to different letters of the alphabet. In the case of both Semaphore and Morse Code - as in the case of the manual Deaf and Dumb Alphabet - one sign or symbol represents one letter.

Morse Code is more adaptable than Semaphore in that its symbols can be communicated by more than one method - by flashlight, buzzer, whistle, etc.. Unlike Semaphore it can be used either by day or by night.

Semaphore and Morse Code

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

RECIPES FROM OTHER LANDS

SOTO AJAM - Indonesia

1 Chicken	Cooking oil
2 Potatoes	2 sticks celery
2 Onions	2 Eggs
2 boiled carrots	2 boiled leeks
salt 7 pepper	1 clove garlic
ground ginger	

Cut chicken into bite size pieces. Fry chopped onions and chopped garlic lightly, without browning. Boil chicken until tender, together with onion and garlic, plus a sprinkling of ground ginger, add salt and pepper to taste. Hard boil the eggs, shell them, slice. Cut peeled potatoes into slices and fry. Cut carrots into small pieces, slice celery and leeks finely.

Serve each portion of chicken pieces, in soup plates, plus slices of eggs, fried potatoes, celery and leek - then top up with chicken broth.

CARROT ORANGE SALAD - Middle east

2 cups carrots, coarsely grated
pinch of salt
juice of $\frac{1}{2}$ lemon
1 tbsp sugar
orange juice (to cover carrots)
1 orange, cut finely
2 avocados, quartered - or lettuce leaves (serves 8)

Add salt to coarsely grated carrots. Mix lemon juice with sugar and add enough orange juice to cover the carrots. Let mixture soak for a few hours. Just before serving, drain the carrots, add very finely cut orange cubes and serve on quarters of avocado in shell. If not in season, use lettuce leaves. Reserve orange juice from carrots for drinking.

RECIPES FROM OTHER LANDS - (cont.)

IRISH STEW - Ireland

1 lb neck of lamb
 $\frac{1}{2}$ lb onions
2 lb potatoes
salt and pepper .

Cut lamb into small pieces, removing as much fat a possible. Peel potatoes cut about $\frac{1}{3}$ into pieces and place in heavy saucepan. On these put a layer of sliced onion, then a layer of meat, adding seasoning. Repeat till all ingredients have been used. Add $\frac{3}{4}$ pint of hot water. Cover pan tightly and cook slowly for $2\frac{1}{2}$ hours.

ONION PAKORAS - India

4 oz flour
6 oz small onions
 $\frac{1}{2}$ tsp tumeric powder or saffron
 $\frac{1}{2}$ tsp chili powder
 $\frac{1}{2}$ tsp salt
1 tsp mixed spices
water, oil for frying

Slice onions into rings, sieve flour on top. Add chile, tumeric, mixed spices and salt. Next pour water stirring all the time, until a thick batter is made. Heat oil in deep frying pan or saucepan. Drop mixture into boiling oil, a spoonful at a time. Fry till golden brown and serve immediately (with mango chutney if you like it.)

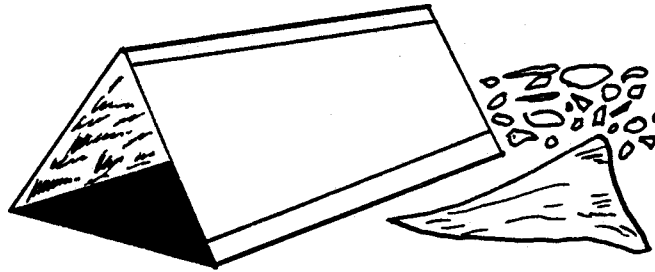
A CRAFT BORROWED FROM BRITISH SCOUTS

It is very easy to make a Kaleidoscope. Here's how!

You will need some poster board, two pocket mirrors, scotch tape, duct tape, wax paper and some colored buttons, beads, or/and colored shapes.

Cut out a piece of poster board the same size as the mirrors. Stick all three together with the tape, making sure that the reflecting side of the mirrors face inward.

Use wax paper to close one end. Stand Kaleidoscope on end, with wax paper covered end on a table. drop buttons etc, inside Kaleidoscope and look down it from the open end. What wonderful patterns can be seen as the Kaleidoscope is rotated.



DID YOU KNOW THAT -----

In Great Britain a Cub scout may learn to tie a bowline with the help of the story about a rabbit in a hole; but in Australia he would learn about a "bunyip in a bullasbong."

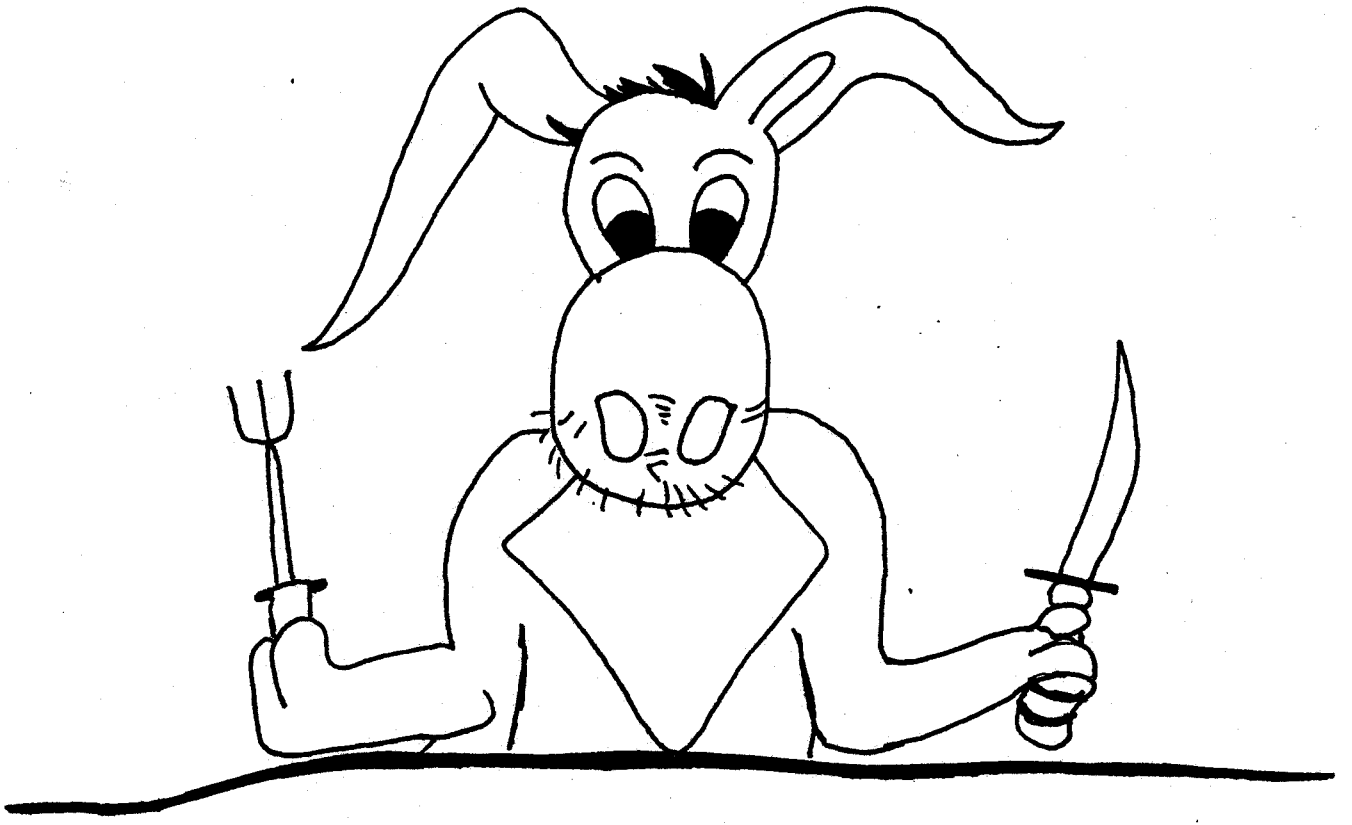
In Canada requirements for some badge tests vary according to the area. In Quebec Province there are french speaking packs, in the cold Northwest Territories there are special requirements for the Indian and Eskimo packs.

When the Cub Scout program began in New Zealand, Cubs were called bull Pups but for many years have been known as Wolf Cubs.

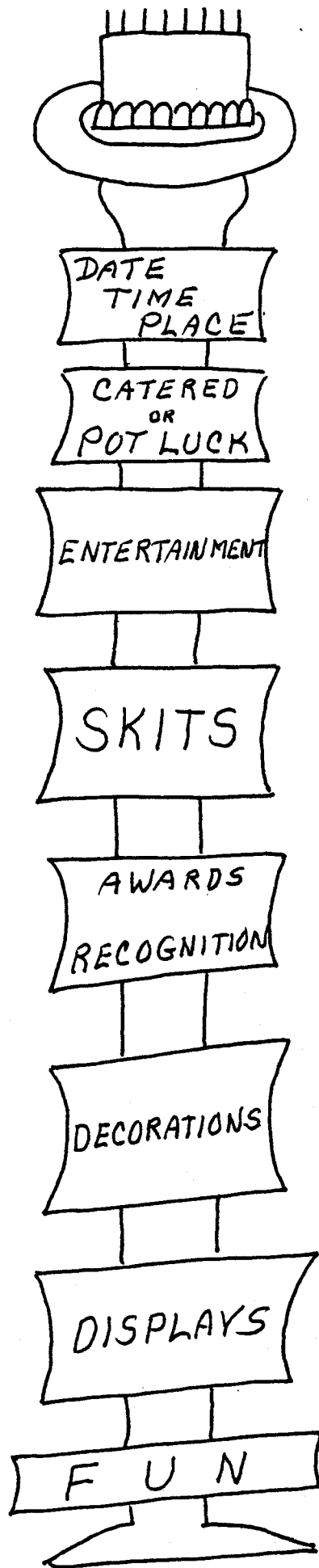
WORLD CREST REQUIREMENTS FOR CUB SCOUTS

Participate in an international tour or home hospitality in a foreign country for at least 5 days OR provide home hospitality by inviting a foreign Cub Scout to be a guest in your home for at least 5 days. Plan activities that would offer the opportunity for you and your international guest to learn more about each other's country, culture, and Scout association.

The temporary international activity patch can be earned by Cub Scouts, Boy Scouts, explorers, and Scouters who participate in an international Scouting activity or program of that council. It is worn centered on the right pocket of the uniform shirt. It may be worn during an international event or activity (No. 144). The 5 inch jacket patch (No. 145) is worn centered on the back of any official BSA jacket (not to be worn on the international windbreaker jacket). The neckerchief is dark blue with a red and white strip border. The youth neckerchief has the BSA international crest silkscreened on the point. (No. 6990). The adult neckerchief has a pocket patch not pressed. (No. 6991). The windbreaker jacket is lightweight purple nylon material with the BSA international crest silkscreened in white on the upper left front section and is for civilian wear only. The cap is mesh polyknit, white background with the BSA international crest silkscreened in purple.



**BLUE
AND
GOLD**



WHAT IS A BLUE & GOLD ?

A Blue & Gold Banquet is really a birthday dinner for the whole Cub Scouting program held during February, the anniversary month of the Boy Scouts of America. The Boy Scouts of America was organized in February 1910 and the Cub Scouts were organized 20 years later in 1039. February is also the birth month of Abraham Lincoln (February 12, George Washington (February 22), and Lord Baden-Powell (February 22). The packs big celebration gets its name from the Cub Scout colors. These Blue & Gold Banquets are held all during the month of February in many packs across the country. Some packs make the dinner a potluck affair with each family bringing a covered dish. Other packs prefer buying the food, having it prepared by a mother's committee and then prorating the cost among those attending the dinner. Still other packs choose to have their dinner catered. The plan of feeding is not important, it is the Cub Scouting that takes place during the preparation and dinner that counts.

Dens should sit together. Guests may be invited, and should be seated 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 suggestions of things which might be used.

What Is A Blue & Gold

Cubs should take part in making the above mentioned decorations. The dinner program should include entertainment. Also don't forget the importance of recognizing advancement of the boys. This would also be a good time to recognize our leaders and other people who have helped the pack throughout the year.

STEPS TO PLANNING A BLUE AND GOLD BANQUET

1. Select Date, Time, Place

- A. Banquet often takes the place of the February pack meeting, although it is not necessarily held on the regular meeting night.
- B. In selecting place, consider the following:
 - 1. Adequate space for seating and displays.
 - 2. Availability of parking spaces, restrooms, coat racks.
 - 3. Program needs, such as a microphone, stage, etc.
 - 4. Convenience for food preparation and serving.
 - 5. Reserve meeting place well in advance.

2. Dinner Committee

- A. Select meal plan; catered or pot luck.
- B. Determine serving needs; kitchen utensils.
- C. Select menu and estimate cost.
- D. Assign serving and clean-up jobs.

3. Program

- A. Entertainment
- B. Props for skits and ceremonies.
- C. Recognition of boys and leaders.

3. Program - (cont.)

- D. Make assignments for various parts of the program.
 - 1. Invocation
 - 2. Welcome and introduction of guests
 - 3. Ceremonies
 - 4. Recognitions
 - 5. Entertainment

4. Decorations

- A. Room decorations
- B. Table decorations
- C. Displays

5. Publicity

- A. Inform all pack families of date, time, place and cost.
(make reservation form)

ANNUAL BLUE & GOLD DINNER	
NAME _____	
TIME _____	PLACE _____
DATE _____	
How Many Coming? _____	Adults _____ Children _____
Cost:	

- B. Invitations
 - 1. Consider invited guests such as Scouting Coordinator, Scoutmaster, Unit Commissioner, Mayor of town, Clergyman.

TYPICAL BANQUET PROGRAM

Opening Ceremony

Invocation

Dinner

Group Singing

Welcome and Introductions of Guests

Greeting from Head of Institution

Den skit or other entertainment

Awards and Graduation ceremonies

Recognition of leaders

Announcements and Thanks

Closing ceremonies

OPENINGS

Narrator:

We're gathered here tonight,
To honor the Blue and Gold,
And pay a tribute to Scouting,
Which is 75 years young.

Now, as we look about us,
Scouting in action we see,
Bringing fun and adventure,
As Baden-Powell meant it to be.

Let us all join together,
As our program we start,
By pledging allegiance to our flag,
With our hand over our heart.

SUGGESTED PROGRAM FOR BLUE & GOLD

TOASTMASTER

INVOCATION (Local Clergy)

OPENING CEREMONY (Webelos Den)

JUDGING OF DISPLAYS

DEN SONGS

GREETINGS FROM (Sponsor)

WELCOME & INTRODUCTION OF GUESTS

ENTERTAINMENT

GREETING FROM (Invited Guests)*

AWARDS AND GRADUATION

FEBRUARY BIRTHDAYS

SPECIAL RECOGNITIONS:

- Decorations Committee
- Blue & Gold Cake
- Dinner Committee, etc.

ANNOUNCEMENTS

CLOSING

BENEDICTION (Local Clergy)

* Invited Guests: Should be invited but may not be able to attend due to previous commitments.

Head of Sponsoring Institution

Clergy

District Executive

Unit Commissioner

Wives (if any and provided there is room at the head table).

If dinner is a family affair, be sure family members are also invited

Pack purchases ham which can be sliced and tied before baking. A couple of mothers can bake them. Pack also provides rolls, butter, mustard, ketchup, beverages, cream and sugar.

POT LUCK MENU

Each family provides own plates, cups, silverware, and serving pieces.

Each den provides all dishes.

Hot dishes: Macaroni, shells, meatballs beans, scalloped pot. etc.

Salads: Tossed, potato, slaw, etc.

Meat: Ham, cold cuts, fried chicken.

Misc: Pickles, olives, potato chips, rolls, butter.

Dessert: Decorated cake, cookies, ice cream.

Drinks: Punch, coffee, milk.

The following food will feed approximately 205 people, 1/3 of them Cubs:

- 62 lbs. turkey
- 28 lbs. ham
- 6 gal. bakes beans
- 12, #4 platters potato salad
- 10 bowls cole slaw
- 16 molded salads
- 1 gal. pickles
- 35 doz. rolls
- 4 lbs. butter
- 8 lbs. meatballs
- 125 1/2 pts. milk
- 4 lbs. coffee
- 7 gal. ice cream (224 servings)
- 3 boxes sugar cubes
- 1 lg. jar mustard
- 1 lg. bottle ketchup
- 6 pints coffee cream

BLUE & GOLD BANQUET MENU:

- Ham
- Baked Beans Potato Salad
- Potato Chips
- Pickles Olives
- Rolls and Butter
- Dessert Beverage

Each family donates \$1.00 or more toward the above, depending on the amount of ham purchased.

Here is a list of adult committees that may be helpful in your planning:

PHYSICAL ARRANGEMENTS COMMITTEE

1. Make arrangement for banquet location approximately 6 weeks in advance.
2. Check seating capacity - number of tables available. Estimate attendance.
3. Check lighting, stage, heating, public address systems.
4. Locate restrooms - make sure they will be open.
5. check availability of coat room or coat racks.
6. Make floor plan of tables, plan seating, head table (if desired).
7. Make arrangements to get into building early on day of dinner.
 - a. Set up tables.
8. Inform dens what time they can decorate. (Be sure to allow time for people to go home and dress for the banquet).
9. Arrange for clean-up committee.

INVITATIONS COMMITTEE

1. Make arrangements for invitations to be sent to each family through the den
 - a. Every family should know the date, time, place, cost (if any) and what food they are to bring (if any).
2. Send written invitations to honored guests. You may wish to include such people as the principal of the school, representatives from Sponsoring Institution (such as Institutional Representative, PTA President, etc.) District Executive, Unit Commissioner, neighborhood Scoutmaster, etc.
 - a. Follow-up to see how many plan to attend and notify program committee so seating can be planned.
 - b. On banquet night, meet guests at door, furnish them with name tags and help them find their seats.

PROGRAM COMMITTEE

1. Determine whether guests will be seated at head table or at den tables. Notify physical arrangements committee so seating can be planned.
2. Select Master of ceremonies. (usually the Cubmaster)
3. Make assignments for various parts of program
 - a. Invocation
 - b. Welcome and introduction of guests
 - c. Ceremonies (opening, closing, recognition)
 - d. Recognition of leaders
 - e. Entertainment (den entertainment preferred)
4. Plans room decoration - exhibits, displays. (table decorations can be handled by each den).
5. Make copies of program for people participating. (or you may wish to have a printed program for everyone attending).
6. The Cubmaster should be a member of this committee.
7. Avoid speeches on program.
8. Include a planned activity for small children so they won't run wild. The Den Chiefs could be asked to help control them.

Committees - (cont.)

DINNER COMMITTEE

1. Decide serving method - catered or pot-luck.
2. If catered:
 - a. Contact caterer - agree on menu and cost.
 - b. Take reservations and estimate attendance.
 - c. Check with caterer on time of delivery. Find out if he provides plates and silver. Are drinks and dessert included?
 - d. Plan for two serving lines, if more than 150 people are attending.
 - e. Collect money prior to banquet.
3. If pot-luck:
 - a. Decide if dens will plan their own menus or if each den family will bring food to contribute to an over-all pack menu.
 - b. If dens plan their own menus, Den Leader can act as coordinator.
4. Decide if the pack will provide such things as salt, pepper, sugar, napkins drinks, etc. If so, make arrangements to buy or have these donated. Inform dens of your plans.
5. Each family can bring their own plates, silver.
6. Plan to have cake or cupcakes. This is Scouting's birthday!

SUGGESTED DEN MENU

Tossed Salad

Chicken

Baked Beans

Potato

Rolls and Butter

Jello or Cupcakes

Coffee, Tea or Milk

TICKETS:

You may not feel that tickets are really necessary, especially if you have a Pot Luck Dinner, but it does save some confusion, and often packs like to buy a few Cub items (keychain, small flashlight, etc.) that can be used for door prizes. If you do this, you will definitely need tickets.

The tickets for the Cubs should be collected in a separate container for the drawing sometime during the evening.

DECORATIONS

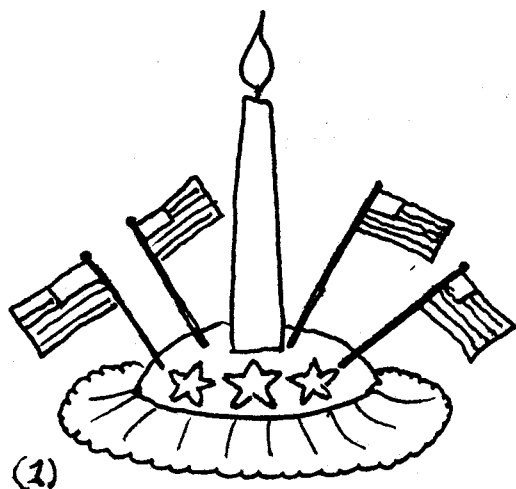
Candles: If you make candles, make sure that the bases are very sturdy. Check with the place where you are holding your dinner to be sure they allow the use of candles. Short, wide water glasses, pickle jars, etc., with candle stubs or warming candles, anchored with clay, modeling goop, or sand, work fine. Outside of glass can be painted with elmer's glue, and sprinkled with glitter.



Akela Candle: All you need to make this favor is a cardboard roll, about 5" long, cardboard, paper and paint. Cover the roll with paper and paint to look like Akela. Glue a cardboard circle to bottom. Place candy inside and then cover the top with a paper circle. Add a paper wick and flame.

Banquet Candlesticks

There are many household discards that can be so easily "dressed up" to add color and light to an otherwise plain looking table. Try some of these candlesticks - they are fun.



(1) Slice a large potato in two. Cover one half with aluminum foil including the raw surface. Ruffle blue crepe paper. Attach to the potato with toothpicks or straight pins. Make a hole in the top of the potato, for candle. Add small flags, and star decals.

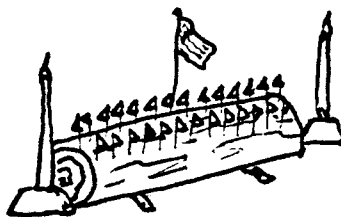
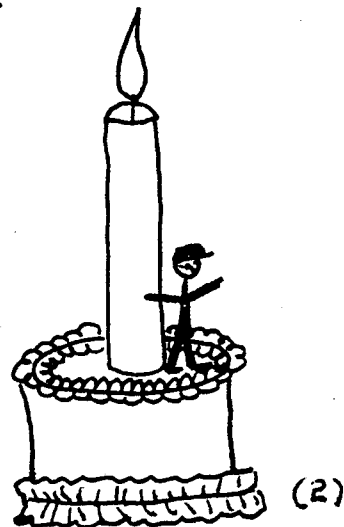
(2) Cover a cardboard ribbon spool with gold foil.. Glue ruffled or crepe paper around spool. Set a pipe cleaner figure against the candle.

Log Centerpiece

Use a log about 3 feet long and 3" in diameter, with a smaller branch nailed at either end for a brace. Drill a hole at center and insert an American flag.

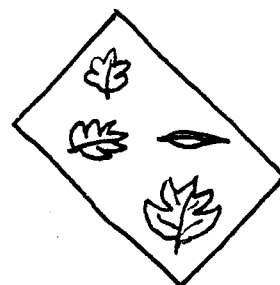
On each side of the American flag, drill 17 holes along length of log. Make paper pennants with names of presidents from Washington to Kennedy, and glue to pipe cleaners or small twigs. Insert in holes.

For candlesticks, saw off a piece from end of a log, drill hole in center and glue candle in place. Several round cardboard boxes could be used for log.

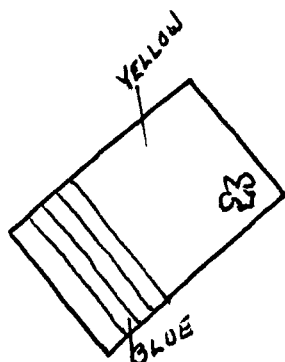


Place Mats: Even if your tables are covered with paper cloths, the place mats add a good deal to the atmosphere of a gala party. Construction paper with designs drawn on or pasted on; outline of badge of rank; pack of den number; boys name (and those of the family members attending); decorated with stripe to represent Cub neckerchief; birthday cake silhouette with BSA birthday lettered on it. Boys can probably come up with other ideas too.....famous Americans' pictures from newspaper or magazine pasted on construction paper. Just plan with the boys as to what they would like to make. Cloth can also be used.

Wax Paper Place Mat: Cut two pieces for each place mat. Can be decorated by sprinkling crayon shavings between two sheets and pressing closed with warm iron. Silhouettes of famous people may be used for decorations if you wish. Press flowers and leaves can also be pressed between wax paper.

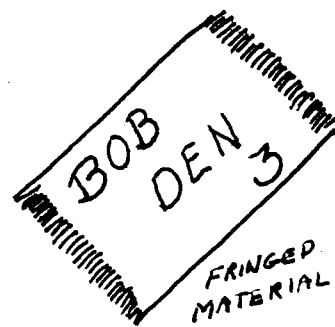
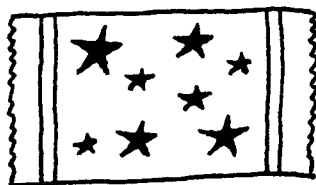


Animal Tracks: You can decorate with animal tracks by making potato stencil (wolf - Elective 12). Cut a firm, young potato in two. Draw desired foot or paw print on paper (if you want to trace it) or on raw part of a potato. Using a sharp knife, cut away surplus potato from track. Dip potato in color, and stamp paper, cups etc.



Place Mats can be brought in solid colors and fairly cheap, the one shown used yellow. They can be decorated with blue construction paper using silhouettes or other designs.

Construction Paper Place Mat: Each place mat takes one piece of blue and one piece of yellow construction paper plus a little extra yellow for the stars. Cut yellow about half way in on one side. Glue unfringed side to sides of paper. Cut various size stars out of extra yellow paper and glue to center blue.

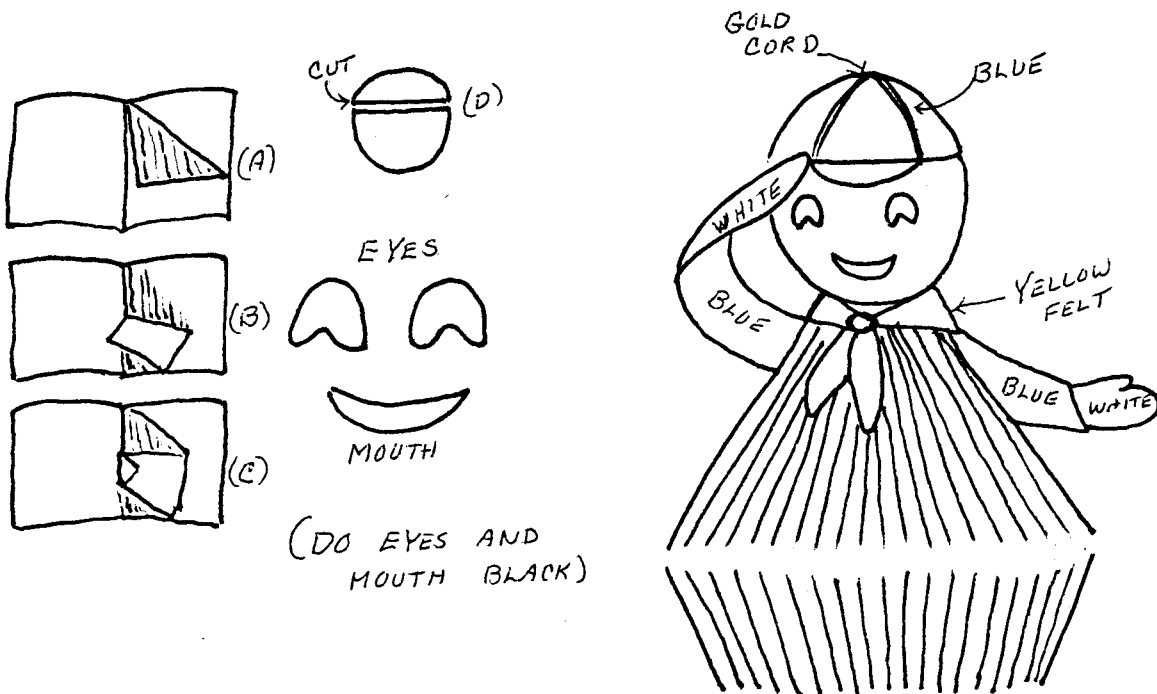


CUB SCOUT CENTERPIECE

Materials:

1 folded magazine	2 white foam 3" balls
white glue	gold cord 12" long
blue spray paint	1 sheet heavy paper (arms & hat)
yellow material for scarf	1 sheet black paper (eyes & mouth)
1 white chenille stem	1 ice cream stick

1. Fold magazine as shown in (a), (b), (c). When folded, stand up and open in complete circle, glue circle of cardboard to the bottom so that pages are held in place. Spray paint with blue paint.
2. Take 1 foam ball and stick 6" chenille stem into it, put the rest of stem into hole at top of book, so you now have the head.
3. Take other foam ball and cut $1\frac{1}{2}$ " deep slice off of it, as in figure (d), this is Cubby's hat. Cut a hat brim of heavy white paper and glue to hat. Spray with blue paint. Slice a piece off the top of head. Now glue hat to head. Cut gold cord into three pieces and glue to the top of hat. Cut eyes and mouth from black paper and glue to face.
4. Cut arms from white paper, and spray paint blue. Don't paint hands. Glue the arms into the top of the boy. Bend right arm in a salute. Cut a triangle of yellow material and fold for scarf. Glue ice cream stick in left hand. Glue a small piece of paper on the top of stick with Cub's family name on it.



F A S H I O N S
F O R O U R L E A D E R S

FASHIONS FOR FUN WITH THE LATEST IN LEADERS' APPAREL

A group of youngsters, either boys or girls, will delight in making these fashions to present to their leaders. Or, the leaders can do a turnabout and entertain the children by presenting the fashion show. The show is presented as a regular fashion show, with a commentator and as many models as are available. The staging can be as simple or elaborate (complete with runway) as desired. A minimal amount of rehearsal is needed - just be sure the models know how to pivot and show off their creations to full advantage. The models can either exit after their appearance or line up on the stage.

COMMENTATOR: As we start the year, it seems only fitting that we present a few of the latest fashions, especially suited for our leaders. We're sorry that patterns for these fashions are not available. They were accidentally used in a paper mache project that-well, it never quite got off the ground. Well, now, on to our show. Our first model is wearing the fashionable long skirt that is seen everywhere these days. This particular skirt buttons down the front and has added features especially for our leaders (The model unbuttons the skirt to reveal the unusual underside.) As you can see, a woman wearing this skirt will be ready to set up a craft session at the drop of a stitch. (The model opens the long skirt. Sewn or taped to the inside are many kinds of scrap materials, plus scissors, tape, glue bottles, rulers, etc.)

COMMENTATOR: Our next model is wearing a specially designed "Leader's Stole." From the front, this stole has the regular appearance of any stole. But on the back, and always at hand (the model turns around), is a telephone-something a leader should never be very far away from. Added features of this stole are on the inside. (The model removes the stole and displays the inside.) Here we find all important phone numbers listed, as well as pads of note paper for jotting down any messages and reminders. The unusual fringe on this stole also assures the wearer of never being without a pencil. (The stole is a long piece of material. Tied to the back is a telephone-use a toy plastic one, as they are lightweight. Tape phone numbers and pads of paper to the inside of the stole. Tie pencils to the ends of the stole for "fringe".)

COMMENTATOR: Popular on today's fashion scene is the fringed vest. This design, made with mop strings, will be an indispensable addition to a leader's wardrobe. at a moment's notice, she can whip off her vest and wipe up any spills of paint or soda pop. The marvelous feature of this is that the mopping up will give the best and overall, abstract, spotted design which will guarantee that there will never be two-of-a-kind of this vest. (Use an old pillowcase to make the vest. Cut out holes for arms and neck; slit up the front. Baste mop strings to the pillowcase, covering it solidly. spill things, at random, over the vest, so it will have that abstract design.)

COMMENTATOR: Our next model is wearing the special "Leader's Apron." This apron is made especially full around the top. Why? Because, on some days, meetings run late and things begin to pile up. And no matter how busy she is, a leader must always remember to have dinner ready for her own family. With this apron, she will always have dinner at her fingertips! (The apron is simply made, adding any decorations on the outside that you wish. On the inside of the waistband, tie several packages of "instant" foods, letting them hang down. The more packages you attach, the better the effect will be.)

Fashions For Our Leaders - (cont.)

COMMENTATOR: The next accessory we have to show you is one that any woman who works with children should have. This lovely scarf will keep your hair in place as you work, but it will also serve another important purpose. This scarf has built-in earmuffs, to help you get through the days when you can't stand the noise. But that's not all! Concealed inside one earmuff is a tiny, battery-operated tape recorder that plays a recording of "Self-Hypnosis Can Work For You!" (The model wears the scarf and, at the proper time, removes it to show the audience the earmuffs which are sewn inside. For the tape recorder simply attach a film reel to the inside of one earmuff.)

COMMENTATOR: And now, we have another skirt for you. Light and airy, this skirt will gracefully flutter as you walk. That's because it's made entirely of facial tissues. Each tissue is attached individually, so that they may be ripped off as they are needed. This skirt will save you countless steps when the children need a tissue for wiping hands and drying tears and noses. See how easily it works? A tearful eye appears and presto! you have a tissue! (For the skirt, use a regular skirt, covering it with tiered rows of facial tissues. To attach the tissues to the skirt, use small pieces of tape.)

COMMENTATOR: The next fashion note will save much wear and tear on a leader's voice, as it takes care of 90% of the situations that arise with children. As the need arises, you simply turn your hat so the appropriate side faces the child. (The model wears a pyramid hat made of cardboard. To make the three sides of the hat, cut three large triangles the same size. Tape them together on the underside. One each side, print one of the following words: "Yes!" "No!" and "Quiet!" The model turns the hat on her head as the Commentator speaks, showing each side to the audience.)

COMMENTATOR: As with all fashion shows, we have saved our pride and joy until last. This final creation is completely individual. You can make one of your own, because the materials it is made from are those that only a woman working with children can collect. You can make it at the end of a rewarding year. We are proud to present the first "Leader Coat," made entirely of things we have left behind and never claimed! (The coat is indeed made of everything imaginable that a child might forget and leave behind-mittens, hats, scarves, tennis shoes, belts. You will probably be able to think of many other items children have been known to lose. Take them all and attach them to an existing coat. The more outlandish, the better. After this model has shown the coat to full advantage, the entire cast of models comes out, forms a line and bows to the audience!)

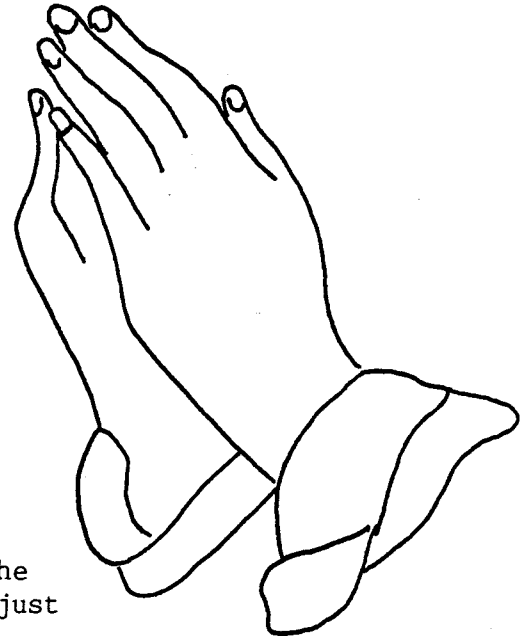
RELIGIOUS AWARDS



GOD AND COUNTRY

A CUB SCOUT PRAYER:

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



I....PROMISE TO DO MY BEST....I, that means me, will do....where there's a will there's a way....I have the will to do, so I can find the way....my best....not just fair, but the BEST.

TO DO MY DUTY....Not what I may want to do, but what I ought.

TO GOD....First of all to God, Creator of all things. In Him we trust.

AND MY COUNTRY....It's a wonderful country and the work we are doing will make it still more wonderful. By this promise we have dedicated ourselves to Cub Scouting. May we mean it from the bottom of our hearts.

Our Country gives us the freedom to express our faith as individuals. We are diverse as people and our houses of worship show the value of that freedom and the many ways in which they are expressed.

There are ten things for each and everyone of us to take time for:

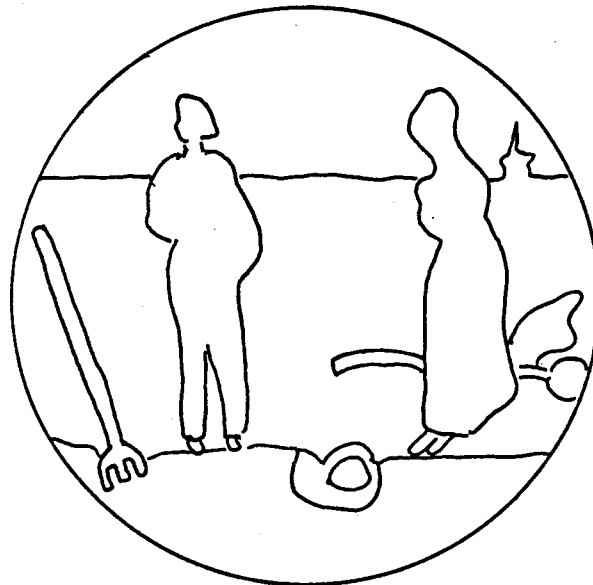
1. Take time to worship - it is the highway of reverence which cleanses and restores the soul.
2. Take time to work - it is the price of success.
3. Take time to think - it is the source of power.
4. Take time to read - it is the foundation of knowledge.
5. Take time to help and enjoy friends - it is the source of happiness.
6. Take time to play - it is the secret of youth.
7. Take time to love - it is the one sacrament.
8. Take time to dream - it hitches the soul to the stars.
9. Take time to laugh - it is the singing that helps with life's loads.
10. Take time to plan - it is the secret of being able to have time to take time for the first nine things.

RELIGIOUS AWARDS

You, as the Cub Leader, are the communication link between the boy, parent, and church. Under each award, we will try to write a small summary. We hope it is enough for you to stimulate interest, for this is a special moment in your Cub's life, if he and his family choose to work on this award. Your genuine interest can be a magnetic force in the boy's completing the requirements.

On the front of the adult registration form under the Declaration of Principles, the Boy Scouts of America maintains that no member can grow into the best kind of citizen without recognizing his obligation to God and therefore, acknowledges the religious elements in the training of the member, but it is absolutely nonsectarian toward the religious training.

Becoming involved is so very simple. It's just a Den Leader's heart being administered in love. One day you will receive an invitation from one of your boys to attend his recognition ceremony. At that time, you will be no different than any of the rest of us that have been there. You will quietly sit in the pew with a tear in your eye, a lump in your throat and a simple prayer of thanks for this little bit of joy that came into your heart and the inward pride that "That's one of my boys". And that in some simple paragraph is what the Religious Emblems program is all about.



METTA AWARD FOR BUDDHIST CUB SCOUTS

Information folder and applications available from;

Buddhist Churches of America
National Headquarters
1710 Octavia Street
San Francisco, California 94109

THE METTA AWARD PROGRAM

The Metta Award program is designed to help Cub Scouts of the Buddhist faith to deepen their faith and to further their knowledge and practice of the Buddhist religion.

The word "metta" is a Buddhist term meaning loving kindness and goodwill. This word was selected as the name for the Cub Scout religious award with the hope of nurturing boys who will relate to all animate and inanimate things with loving kindness and goodwill in their hearts

This program will provide an opportunity for those participating to relate closely with their parents and ministers on the subject of their faith.

It is earned by Cub Scouts with at least three months of service. it provides a deeper enrichment of the Buddhist shrine, Buddhist holidays and the childhood teaching of Buddha.



JEWISH OR ALEPH PROGRAM

Information from:

Harry B. Lasker
National Director Jewish Relationships
Boy Scouts of America
1325 Walnut Hill Lane
Irving, Texas 75038-3096



For Cub and Webelos Scouts who are working on their Bear rank or Webelos badge. Requirements cover knowledge of the Torah, prayers, religious holidays, the synagogue, Bible heroes, American heritage, and Israel. The Aleph medal is presented at a Scout Sabbath program in February or on Hanukkah or at some other appropriate occasion. Requirement, #3086, available from Religious Relationships Service, B.S.A.

LUTHERAN (GOD AND FAMILY)

Information from:

Lutheran Council of the USA
360 Park Avenue South
New York, New York 10010



The workbook with the requirements are available - #3597 Counselor Guide #3596.

The requirements cover projects of the boy's faith, worship, witness, the church ministry and service. It's for nine and ten year old Cub Scouts. The work program is prescribed by the church's ministry and is found in most Council Offices. It is a workbook which enables a boy to discover himself in relationship to God, home and community.

PROTESTANT

Information from:

P.R.A.Y. - God and Family (Baptist)
P.O. Box 6900
St. Louis, MO. 63123

God and Family (Episcopal)
Similar to above but specify Episcopal



The requirements are established by each denomination and covers a very warm relationship with service to God, Family, Church and Country.

- Section I - God and Me
- Section II - God, Me and My Family
- Section III - God, Me, My Family and My Friends
- Section IV - God, Me, My Family and My Community
- Section V - God, Me, My Family and My Future

The counselor's manual is a manual with suggested ideas and is excellent for a church who is not acquainted with the Scouting award to carry out the program with in-depth study and the warmth it was meant to be done in.

ROMAN CATHOLIC - PAR VULI DEI

Information from:

Rev. Leo McCarthy
26 Wyoming Avenue
Buffalo, NY 14215

Edward McCarthy
481 Darwin Drive
Cheektowaga, NY 14225

Al Kelley
Member of Catholic Committee
823-5730



The Par Vuli Dei emblem may be earned by Cub Scouts and WEbelos Scouts. The requirement is a very beautiful program involving understanding of Christian love, knowledge of the church, home and family relationships and service. requirements #3086, available from Religious Relationships B.S.A.

SALVATION ARMY

Information from:

The Silver Crest
Salvation Army
120 West 14th Street
New York, N.Y. 10011



The Silver Crest purpose is to help the Cub Scout become more aware of God's presence in his daily life. He is a Salvation Army Junior Soldier and registered with the Cub Scout pack. He can receive the emblem only when he has completed a minimum of six months of service as a Junior Soldier and six months as a Cub Scout. He works on the award with his parents or guardian's guidance. Requirements cover Salvation Army doctrines, history, prayer, Bible readings and service.

MORMON

THE CHURCH OF JESUS CHRIST OF LATTER DAY SAINTS

Information from:

Church Distribution Center
1999 W. 1700 So.
Salt Lake City, Utah 84104

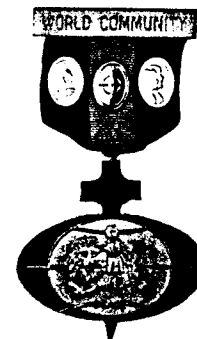


The Faith In God emblem has a Cub Scout and his parents with the Salt Lake Temple in the background. To receive the medal, a Cub Scout must have achieved the bear rank and be a Webelos Scout and have earned at least five Webelos activity badges. The program is designed to strengthen boys spiritually and encourage their participation in character building experiences. Requirements include prayer, bible stories, geneological chart, leadership, and service.

REORGANIZED CHURCH OF
JESUS CHRIST OF LATTER DAY SAINTS

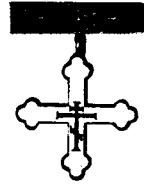
Information from:

The Christian Department
The Auditorium
Independence, Missouri 64051



The Light of The World emblem may be awarded to boys between the ages of eight and eleven. The program guide is available from state or regional youth leaders or by contacting the address above. Emphasis is on personal, family and church relationships in activity centered requirements.

CHI RHO ORTHODOX



Information from:

Orthodox Scouting Commission
1345 Fairfield Woods Road
Fairfield, Connecticut 06430

Its purpose is to help the child become more aware of God's presence in his daily life especially through things we do in our home and in our church. The program encourages close cooperation between the family and church by utilizing parents or guardians and the parish priest as counselors.

Last night my son confessed to me
Some childish wrong
and kneeling at my knee
He prayed with tears:
"Dear God, make me a man
Like Daddy - wise and strong,
I know you can."



Then while he slept
I knelt beside his bed,
And prayed with low-bowed head:
"O, God, make me a child
Like my child here,
Trusting Thee with faith sincere."

-Author unknown

PUTTING GOD'S GREAT GIFT TO WORK

(Sight, Hearing, Touch, Taste and Smell)

Many major religious bodies in the United States have effective religious programs that help a boy develop a positive image of himself by strengthening his personal knowledge of his five senses.

A Cub Scout loves learning that there is no one else in the world who is exactly like him. Only he looks a certain way, lives in a certain neighborhood, has a certain family, likes and dislikes certain things. All these facts add up to his identity - a unique person with the potential, with a little help from us, of being one of God's happiest gifts.

We, as leaders, can help him discover his own special self. In this world of many people, what could be more important than the development of skills that will help our boys to get along with one another. As this boy's leader, we are in a good position to help a Cub Scout learn the skill of cooperation, negotiation, patience, the basic attitude of honesty, fairness and compassion.

The boy's senses - sight, hearing, touch, taste and smell - brings them information about themselves and their world. The degree to which these senses are developed determines the amount of information he can obtain. A painter, for example, has a highly developed sense of sight and an awareness for detail that enables him to reproduce on canvas precisely what he has seen, be it still-life, a gesture or a face. A master chef concentrates on his sense of taste so he can perfectly season his sauces with the right amount of salt, pepper, lemon and other spices.

Your Cub Scouts? They need experiences with all these senses, so their perception will be sharpened, their vocabulary growth will progress and their creative instincts will be inspired.

Cub Scouts are born explorers. With no prompting whatsoever, they will try to touch, smell, taste, hear and look at whatever is around them. Within reason, let them. One fun way to start the program some afternoon - get out the cupcake pans, heat the oven and let them go to work on the taste and touch senses, no need to worry about the smell, they will make you well aware of it about halfway through the rest of the meeting. Your den meeting can do much to help probe into God's great world.

Some fun things to do with the five senses can be lined up by your boys when the subject is introduced. Have boys look up the work, touch, in the dictionary. Have discussion. Touch and tell - use large cardboard box, touch and tell what's inside and how it's used. To start, sample object may be spoon, plastic cup, stone, sponge, straw, mitten, crayon, scarf and piece of wood. For Bear and Webelos Scouts, you might get a Scout to pack a backpack - blind-fold boys and let them identify what is in the pack. Father and son touch and tell - if one of the dad's has a shop the boys could have a learning experience of different tools. Children's Zoo - some cities have small Zoo animals that special arrangements can be made for visiting and identifying live animal furs. Let your boys use their imaginations, some could bring something to put in the box to try to stump his fellow Cub Scouts.

Look up the word "touch" in Bible concordance and see how God relates touch to his world.

Sound - Listen and Learn. Look up sound and hear in the dictionary. Use a tape recorder - tape (without the boys knowing) their voices at their own den meeting or an outing. Other example, clocks ticking, water running, refrigerator door closing, window being opened, footsteps, egg beaters, electric shaver, alarm clock going off, telephone ringing, dog barking, bicycle bell, horn blowing. Scout camp - go to your Council Scout Camp with the boys and let them identify sounds. Record store - many record stores have exciting sound records that are available. Discuss sound of today compared with sounds of Bible days, before cars, radio, etc. Try to get far enough out in the country, if possible, where only sounds of nature can be heard. Zoo- make arrangements for a night sound exploring trip. Dads - let dads get together and make a tape of sounds they want their sons to learn about. Look up the words "hear and sound" in the Bible concordance.

Sight or see - look up the word in the dictionary. This can be an influential sense on a boy's life. Contact the League for the Blind. They have people who can visit the boy's den or family. Also many local libraries have much material for the blind that would be of interest to the boys. Have a blind person visit and tell about his life without sight. There are many Bible stories about the blind and God's dealing with them.

Have a fun project with the boys and their parents where the boy is blindfolded and without sight for a couple of hours. This can make him very appreciative of his sight. Go see new places, a bakery, rug making company, etc. Let the boys decide what would be fun sight-seeing experiences. A project for the boys could be to visit and read for older people who cannot see to read anymore. Many libraries have record players and books or tapes for these people to use. The main thing they need is for someone to get them and set them up for use. This could be a very heartfelt thing for both the boy and leader or parent. Look up the word "sight" in Bible concordance.

Taste and Smell - these two words compliment each other. Look up in the dictionary. We might work in sight here also and work up a blind man's lunch. Prepare a lunch when the boys are not watching. This could be a family thing. Blindfold them and bring them to the table. At the table, serve different kinds of foods and let them guess what they are eating. Some food suggestions - peanut butter and jelly sandwich, chocolate milk, peach, tuna fish, applesauce, celery, carrot sticks, root beer, banana and many others. Let the boys smell it first and guess what it is.

Go to the high school chemistry department. Most chemistry teachers welcome the opportunity to introduce a chemistry lab to a young boy. Also, the family spice cabinet holds many interesting smells and upon identification have a discussion on the many different foods the spice may be used in.

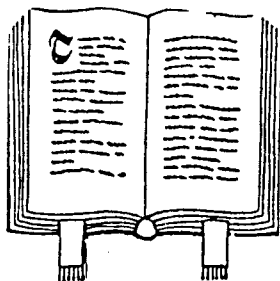
Yes indeed, our senses are the doorway to the world around us and are one of God's many blessings. Discuss if the boy had to give up one of his senses, which would he choose? You as a leader have a golden opportunity of making God's blessings of the five senses come alive.

Nearly all churches have libraries with many fine reference books to help. Your roundtable personnel probably have had some good experiences with the five senses. And the following permanency of learning self-study chart is an example of how to do a good job.

GOD HAS YOUR LIFE

Your life may be the only Bible some Cub has the chance to read.
You may be the door for him to enter God's family.
He has your guiding hands to lead him on his way;
Your gentle feet to be sure he does not stray.
He has your loving tongue to tell about His life,
Your understanding heart to help bring him to His side.
The opportunity for him to become God's eternal friend,
And that is what makes it so beautiful to be in the DEN LEADER'S
DEN!

-- Nora Gorrell,
Last frontier Council



Religious Principles and Training

BOY SCOUTS OF AMERICA

"The Boy Scouts of America maintains that no member can grow into the best kind of citizen without recognizing an obligation to God." Article IX Section 1, Charter and Bylaws of the Boy Scouts of America.

The BSA does not define what constitutes belief in God or practice of religion. Religious instruction is a responsibility of parents or the religious institution to which a member may belong.

The BSA expects a member to accept the religious principles stated in the Charter and Bylaws, the Scout Oath or Promise and Law, the Cub Scout Promise, the Explorer Code, and on the membership application.

These commitments are involved:

1. Belief in God.
2. Reverence toward God.
3. Fulfillment of religious duties.
4. Respect for beliefs of others.

The Boy Scouts of America maintains a close working relationship with authorities of all religious bodies on a national level. Although Scouting is nondenominational, it strongly encourages religious loyalty on the part of its members. The BSA looks to each religious body to provide for the spiritual training of its members.

Recognition of the spiritual is of great importance as a youth participates in Scouting. This is done through opportunities to worship at summer camps, camporees, jamborees, and other Scouting activities.

Scouting members are encouraged to observe religious practices in Scouting activities which they were taught at home.

RELIGIOUS EMBLEMS

The purpose of the religious emblems program is to give members guidance in achieving the spiritual ideals of the Cub Scout Promise, Scout Oath or Promise, Scout Law, and Explorer Code. It gives them an opportunity to become more aware of what his denomination is doing on a local, national, or world level. It is a chance to serve and grow as a participating communicant. Just as a Scout keeps himself physically strong by camping, hiking, and other outdoor healthful activities, so also he develops spiritually and morally by practicing his religion. There are many different religious emblems available so that every Cub Scout, Boy Scout, or Explorer, regardless of religious belief, has a program to relate to.

To insure proper religious observance in the unit, the rabbi, priest, pastor, or imam should serve as chaplain.



The chaplain gives guidance to the youth members and leaders in all religious matters.

Each year in February, during Scouting Anniversary Week, the Boy Scouts of America encourages the celebration of Scout Sabbath or Scout Sunday. This event is highlighted by the presentation of religious emblems.

One of the purposes of Scouting is to bring its members closer to the ideals of their faith and country.

WHAT'S **GNU**



1986

EXPANDED



Tiger Cubs, BSA

CUB SCOUT PROGRAM



- School Grade Emphasis
- First Grade—Tiger Cubs
- Second Grade—Cub Scouts
- Two-Year Webelos Scout Program

A new and dramatic step to serve boys in all school grades will be taken by the Boy Scouts of America starting September 1, 1986. Membership requirements for Tiger Cubs and Cub Scouts will be primarily based on grade in school, rather than age, and the plan of action will be expanded to include first-grade boys. As of that date, the membership requirements will be:

Tiger Cubs	First Grade (or age 7)
Cub Scouts (Wolf)	Second Grade* (or age 8)

On June 1, 1987, the second step will be taken, with the change of the Bear program to third-graders* (or age 9), followed by fourth grade* (or age 10) Webelos Scouts on June 1, 1988. This phasing in of the new membership requirements will allow boys enrolled in the current plan, as well as their classmates who join later, to progress through Tiger Cubs, BSA and Cub Scouting without having to "skip" a rank.

Because there will be no change in membership requirements for Boy Scouting (age 11 or 10½ and completed fifth grade), the expanded Cub Scout plan of action will include an enhanced two-year Webelos Scout program for fourth and fifth grade boys. The first group to have a 2-year Webelos Scouting plan will enter as fourth-graders* in 1988.

Age has been retained as a backup membership requirement to allow us to serve all boys, including those in ungraded school situations. The *age* requirements remain the same, which means that most boys will reach the grade before reaching the age, thus making grade the primary determination of membership.†

As a result of this program expansion, the Boy Scouts of America will serve boys of all school grades (except kindergarten) with a program of character development, citizenship training, and personal fitness. In addition, the peer group will remain intact, by school grade, with all boys able to move from one area of Scouting to the next as a group. This expansion will also bring our joining level more into line with other youth organizations, particularly organized sports. It will also strengthen Webelos Scouting program and leadership, and provide for a better transition into Boy Scouting. It will also provide expanded outdoor program opportunities for a younger group of boys. Earlier involvement in the Scouting program will lead to greater enthusiasm and improved retention of both boys and adults.

†Flexibility in meeting the needs of our chartered organizations has been built into Cub Scouting's expansion. For example, the needs of the Church of Jesus Christ of Latter-day Saints (Mormon) are best met by using *age only* as a requirement, resulting in no change in Cub Scouting for LDS packs.

*A boy is considered to be in a grade on the day that he completes the previous grade.



BOY SCOUTS OF AMERICA

BACKGROUND

The 1970s and 1980s have been, and will probably continue to be, a period of rapid change in the areas of technology and communications. Young people are much more knowledgeable and sophisticated at an earlier age than previous generations. The use of computers by elementary school students has become routine, along with the study of subjects once found only at the secondary school level.

This has led to a need for continuing to evaluate the suitability of this concept for their intended age groups. In particular, Scouting has not served the youngest group of elementary school students (although other organizations have) until the introduction in 1982 of Tiger Cubs, BSA, for second-grade boys.

For these reasons, as well as continuing input from the field that Scouting should meet the needs of younger boys and their families, a special study group was appointed in 1983 to research and develop answers to two major questions:

1. Should the Boy Scouts of America serve boys younger than the current Tiger Cubs?
2. If so, how?

Because experience throughout the movement indicated significant difficulties in the emphasis on age (rather than school grade) in joining and advancement requirements in Cub Scouting, the group was also asked to include the question of grade vs. age in its research and recommendations.

The initial research conducted by the group was a series of three focus group interviews, conducted with representative groups of Scouters in Boston, Chicago, and Los Angeles. Through this study, the issues were determined, which led directly to developing and testing a comprehensive survey to determine attitudes toward a plan of action for younger boys and the use of grade rather than age. This survey, which included Scouters representative of all positions, ages, income levels, ethnic groups, and geographic distribution, was conducted in 1984. The results strongly supported both programming for younger boys and use of grade rather than age.

At the same time, the study group also evaluated the results of pilot tests involving 7-year-old Cub Scouts in two councils over a period of several years, plus preliminary results of testing of a grade-level (only) program in a third council which began in 1984. Results of these tests, particularly one that included a 2-year Webelos Scout program, were given strong consideration in the recommendations of the study group.

In June 1985, the recommendations of the study group were presented to, and approved by, the national Executive Board of the Boy Scouts of America, after endorsement by the national Cub Scout Committee and Program Group. They will be implemented nationally beginning September 1, 1986.

Prior to implementation, these concepts will receive additional testing and refinement in 12 councils (2 in each region) in addition to the 3 current test councils.



Tiger Cubs, BSA



THE PHASE-IN

	1985-86	1986-87	1987-88	1988-89	1989-90	1990-91
TIGER CUBS	Age 7 or second grade	first grade	first grade	first grade	first grade	first grade
CUB SCOUTS (WOLF)	Age 8 or third grade	second grade age 8 or third grade	second grade	second grade	second grade	second grade
CUB SCOUTS (BEAR)	Age 9 or fourth grade	Age 9 or fourth grade	third grade age 9 or fourth grade	third grade	third grade	third grade
WEBELOS SCOUTS	Age 10 or fifth grade	Age 10 or fifth grade	Age 10 or fifth grade	fourth grade age 10 or fifth grade	fourth grade	fourth grade
WEBELOS SCOUTS (SECOND YEAR)	NONE	NONE	NONE	NONE	fifth grade	fifth grade
BOY SCOUTS	Age 11 or sixth grade	Age 11 or sixth grade	Age 11 or sixth grade	Age 11 or sixth grade	Age 11 or sixth grade	Age 11 or sixth grade

Expansion of the Tiger Cubs, BSA, and Cub Scouting begins September 1, 1986, with the joining requirements for Tiger Cubs moved to first grade (or age 7) and for Cub Scouts to second grade (or age 8). This will result in two age/grade groupings of Wolf Cub Scouts—second graders plus 8-year-olds, most of whom will be in the third grade and will include 1985-86 Tiger Cub graduates.

In 1987, the expansion will extend to third-grade Bear Cub Scouts. Again, there will be an "old group" (9-year-olds—primarily in fourth grade) and a "new group" (third-graders). These are the same two groups as in the 1986-87 program year, now a year older.

In 1988, the program is further expanded to fourth-grade Webelos Scouts. The "old group" (now 10-year-old fifth graders) begins their only year of Webelos Scouting, while the "new group" embarks on their first year of a 2-year Webelos Scout program.

In 1989, the last of the "old group" graduates into Boy Scouting, and the phase-in is completed as the "new group" begins their second year of Webelos Scouting.

SCOUTING CHALLENGED BY SOARING INSURANCE COSTS

It's no secret that our country is confronted by a crisis in liability insurance. In recent years juries have awarded millions of dollars for individual accident or mafeasance claims, making the cost of liability insurance nearly prohibitive. In many instances insurance is no longer available, causing companies, organizations, and local government agencies to shut down.

The exploding cost of insurance affects everyone, including those in Scouting. Our recent history shows a dramatic increase in both the number and severity of claims against the Boy Scouts of America. The great majority of claims arise out of accidents occurring in packs, troops, and posts. Even when settled out of court, it is not unusual for a claim to exceed hundreds of thousands of dollars.

Since 1981 insurance costs for the BSA have almost quadrupled. To determine how to finance the rising costs, a task force of six veteran Scout Executives was formed earlier this year. They were asked to develop a plan to meet projected insurance costs of nearly \$11 million in 1987. The group carefully reviewed all conceivable ways to meet this critical need. They immediately saw that under the present cost structure, the cost to councils would be nearly five times the 1986 rate. In an effort to minimize the impact on local councils the task force worked a long list of options down to three recommendations, which have been approved.

FIRST, they recognized that an increase in the base membership rate which impacts the local council budget, was inevitable. The average rate for 1987 will be approximately $2\frac{1}{2}$ times greater than 1986.

SECOND, it was requested, and agreed to, that the National Council would continue to subsidize the program. This subsidy will be five to six times greater than it had been in the period from 1980 through 1985.

THIRD, it was determined that units would be assessed A CHARTER FEE OF \$20 that would be due and payable with their charter applications, new or renewal, EFFECTIVE SEPTEMBER 1, 1986. This fund will be used to help defray the costs of liability insurance.

Whatever it costs, the Boy scouts of America must have liability protection. Without it, the movement would be unable to carry out its mission for youth. Local councils and chartered organizations would be unable to have any activity that might expose them to risk. In other word, without liability insurance, scouting could be forced to go out of business.

For the future, the National Council has established a national loss prevention committee to work on long-range answers to the problem of liability insurance. This group, composed of outstanding professionals and volunteers, will look at ways to lower the exposure to risks in unit activities where most of the claims originate. They will also study ways to cooperate with other organizations in getting legislative relief from the burden of these huge expenses.

This will continue to be a difficult matter to deal with. But Scouting is not alone in facing this crisis. It affects our whole society. By acting responsibly now and planning carefully for the future, the Boy Scouts of America will continue to provide the general liability insurance that makes the Scouting program a safe and affordable one for its members.

SONGS

&



GAMES

G A M E S

Games are the sunny side of Cub Scouting. skills and interests developed in childhood teach self-confidence, independence, and an ability to get along with others. Children learn through play.

Games are an integral part of Scouting's programs because they are an important teaching method. Games accomplish Cub Scouting's objectives of physical fitness and character enrichment, and at the same time develop the whole boy; one who is physically strong, mentally awake, and morally straight.

Games teach a Cub Scout to follow rules, wait his turn, to respect the rights of others, to give and take, to play fair; all found in the purpose of Cub Scouting. To a boy, a game is one of the serious things of life. The purpose of games then, is to give true character training, because a boy is fully alive when he is at play and is therefore receptive and teachable.

Consider first the physical aspect.....the release of surplus energy within the physical ability of the group. A game must be satisfying to the strongest and yet not overtax the weakest. It should have a definite relationship to the Cub Scout's health. In fact, it should stimulate growth and the development of practically every muscle and at the same time materially assist the bodily functions. Circulation, respiration, digestion, and the nervous system are stimulated by active outdoor games.

The next value to be considered is the mental value. The activities boys participate in must contain elements of excitement, competition, and accomplishment. With other boys, a Cub Scout should learn to play...and to play fair. He must begin to follow certain rules. At this age, he plays simply to satisfy his aspirations and live a varied life. Games help develop quick thinking, alertness and strategy.

Cub Scouts should learn to play with others, and to control their emotions. Games can act as a beneficial "safety value" which allows the release of pent-up stress and tension in a controlled atmosphere, where such release is not considered unusual behavior but is entirely acceptable.

Boys at play are truly alive, intense, and receptive. Their interest and concentration is probably never higher. One of the most important learning experiences derived from games is the character development aspect where the necessity for the cooperation of all, abiding by the rules and a sense of fair play are forcefully demonstrated.

Giving boys a chance to lead games, makes possible the development of an excellent source of assistance for any leader, as well as helping them develop their potential as leaders and in accepting responsibility before their peers. Boys play games naturally and instinctively. Little do they realize how they are developing their potentials. The leader's responsibility is to utilize this natural instinct to its fullest and involve the boys in a program of games which are challenging, healthy, and above all, **FUN!!**

Hints for Games Leaders - To do a good game to everyone's satisfaction is a real accomplishment.

1. Know your game thoroughly. Know the rules of the game, what are you going to do and how are you going to do it., Have all the necessary equipment on hand.

Hints for Games Leaders - (cont.)

2. Consider the space required. Make sure the space available is large enough to allow everyone to play. Consider what boundaries you need, the start and finish lines.
3. Wait until you have the full attention of those taking part before you explain the rules of the game. Stand where you can be seen and heard by all, make the instructions clear and brief, and show your enthusiasm in manner and voice. Point out the starting and finishing lines. You decide who goes first and what happens in case of a tie, etc.
4. Teach a new game by steps or demonstration.
5. Ask questions after explaining and demonstrating the games to make certain everyone understands.
6. Be sure the rules are followed. If the game is not going right, stop it, and explain again.
7. Everyone should get a chance to play. But, don't wear a game out. Quit while the boys are still having fun. There'll be another day to play it again.
8. Consider the physical aspect. Make sure it's satisfying to the strongest, but yet not overtaxing on the weakest. **CAUTIONS:** Breathlessness, quick and shallow breathing, body pain, spots before the eyes, recent illness, etc.
9. Consider the mental side: Excitement, competition, accomplishment. Right now he plays simply to satisfy his aspirations. Your games will guide him to think be alert and develop strategy.
10. Have enough leadership to handle your group.
11. But,.....MOST OF ALL BE SURE YOU AND THEY HAVE FUN!!!

DEN GAMES

Den games are designed with a small group of boys in mind. Quiet games are helpful when weather prohibits out-door activity. Den games can be relays or can be played with each boy playing as an individual.

An active Den Game conducted by the Den Chief is a helpful start to the Den Leader at the Den meeting to help "Get the Kinks Out". Remember, most Den meetings are held immediately after school, when boys have been cooped up for several hours. A Den game can truly provide an outlet for "letting off steam" and may make a group easier to handle for the quieter activities you may have in store.

Choosing up sides among the boys is not always the best way to ensure that each boy will be chosen in a group. If there is a problem child who is not well liked by all members, drawing straws, or going in alphabetical order may be a more fair way to select team members.

Remember....Games may be intended to teach fair play, promote sportsmanship and build character, but most important of all, they should be **FUN!!**

PACK GAMES

Pack games are played with large groups of boys and adults at monthly Pack Meetings. As a general rule of thumb, relay games seem to work best for groups of this size, but there are other games that will also work well.

Pack games should include as many boys as possible. If all cannot participate, select representatives from each Den. If prizes are given, a simple Den prize (lollipops, bubble gum, etc.) is a nice gesture that can be given for the whole Den.

Involve parents and leaders in Pack games, when possible. Cub Scouts love to see their own parents participating in the activity. Prepare more supplies than needed when gathering props for a large group game. (better to be safe than sorry).

The participants in a game should be physically able to play the game. The person conducting the game should check on this. The size of the participants can cause problems in some cases. For example, a large boy might be unable to run part of an obstacle course. He might injure himself. Be sure the right sized obstacles are used when using a father and son obstacle course.

The main result of games is involvement with fun for all.

COWBOY GAMES

Roping Steers - Half the players join hands to form a long line called the lasso, while the others scatter around and are the steers. To begin the game, the head of the lasso line yells, "Ride 'em Cowboy!"...and off they go trying to encircle a steer. If anyone in the lasso line drops his partner's hand, the lasso is "broken" and any steer in danger of being caught may go free. But, if a steer is surrounded, he is considered roped and tied and must join the lasso line. When all steers are caught, switch sides.

Pony Express Relay - Each den is given a paper bag full of crumpled newspaper and is divided into two groups. They should be separated as far as possible. On signal, the first "rider" in each den grabs the bag from the floor and races to the other group and puts the bag down. The first rider in the other line then races back to the start. This continues until all "riders" in the den have finished. First den through wins.

Burro (Or Hee-haw Relay) - A pack meeting den relay for the Wild West Rodeo. You need chairs sturdy bench, front of a stage, railing or something else that is about level with boy's waist. Dens line up relay fashion some distance from the chairs or railing. On signal, first boy in each den runs to the barrier, puts both hands on it, kicks legs back like mule or burro and yells "Hee-haw" three times. He then runs back and touches off the next member of his den, who repeats the action. Continue until all have raced. First den through wins. Give the winners an extra ration of "oats" (oatmeal cookies).

Bucking Bronco - Set-up: Place chair in the center of the rodeo ring. All cowpokes form a large circle around the ring, and a volleyball is given to one player. Object: One cowpoke is selected to walk to the center chair. He must place both hands flat on the rear of the chair, bending over slightly, and becoming the bucking bronco trying to hit his feet. Meanwhile, the bronco is bucking as fast as he can to avoid being hit by the ball. Whoever hits the bronco is the next one to take his place on the chair. The game continues until each cowpoke has had a turn as the bronco.

COWBOY GAMES - (cont.)

Dry Gulch - Set-up: It's chow time and you will need to set large bowls filled with crackers in front of each hungry cowpoke. Object" Cowpokes must sit with hands behind their backs and eat all those dry crackers. First to clean bowl wins. (Pass the canteen PLEASE)

Stagecoach - Set-up: Divide group into pairs, with one cowpoke as the wheelbarrow (stagecoach) and one as the driver. For the luggage, supply one large box for each pair. Object" Cowpokes assume wheelbarrow and driver position. The luggage (box) is placed on the stagecoach wherever comfortable. When the whistle blows, the stagecoaches start out. Each time the luggage falls off the stagecoach, players must go back to the starting line and begin their trip again. Stagecoach that reaches its destination with luggage intact wins.

Roping Contest - Set-up: Place a table in the center of the rodeo ring. Cover the table with a long tablecloth. For the steer, invert a bleach bottle. Paint or glue a picture to the front of bottle and insert a yardstick in neck of bottle. Instruct one cowpoke to remain hidden behind table, and holding the yardstick, moves the steer back and forth across the table when the game begins. Object: Remaining cowpokes line up a designated distance away, and test their skills by trying to lasso a "moving" steer. (A lasso can be simply made by tying a noose at the end of a long piece of rope). Give each cowpoke three tries; highest score wins.

Log Cabin On A Bottle - Divide Cub Scouts into two groups. Give each Cub Scout 10 flat toothpicks. Alternating between team, players place a toothpick, one at a time, across the top of the bottle until the stacks fall. That player's team must take the toothpicks which were knocked off. The first team to get rid of all its toothpicks win.

Kill The Rattler - Two contestants, a hunter and a rattler, take their places in a circle surrounded by spectators. Both are blindfolded. The hunter is provided with a soft swatter (stuffed sock or rolled paper). The rattler has a covered can containing pebbles. The hunter starts the game by calling "rattlesnake", whereupon the rattler freezes n the spot; raises his head, and shakes his can of pebbles. The hunter hustles to the whereabouts of the snake and takes a crack at him. If he fails to hit him, the rattler crawls away and again the hunter calls, "rattlesnake", and takes another try,. This continues until he hits the snake. They then change places. There are two ways of scoring: The player wins who hits the other in the fewest tries; the one wins who hits his opponent the greater number of times in one or two minutes.

Sharpshooters - Hold a contest to see who can throw the most pebbles into the mouth of a jug.

Donkey Race - 2 Cub Scouts make up a team, they straddle a broomstick back to back. On signal, the teams race to a turning line, with one running forward and one backwards. At the turning line, they do not turn around; the forward runner becomes the backward runner and vice versa. First team to reach the starting line wins.

SOME OTHER GAMES TO PLAY

Tin Can Shuffle - You need eight clean empty tin cans with one end open and two chairs. Put the cans in the center and place the chairs at opposite ends of the room. Blindfold two contestants. On signal, each boy tries to place each leg of his chair inside a can. The boys may take only ne can at a time, either from the pile or from their opponent's chair. They may even carry their chairs around with them.

SOME OTHER GAMES TO PLAY - (cont.)

Bat The Balloon - Divide dens into two equal teams. Teams sit on the floor facing each other with soles of shoes touching. All players place left hands behind their backs. Leader tosses balloon into the center and players try to bat it behind their opponents so it can't be returned. Score one point against a team which lets balloon touch floor.

Hungry Santa - Draw colorful Santa Claus head on a paper plate. Cut a large hole for the mouth. Suspend the plate on a string by taping it over a doorway. Give each Cub Scout a supply of "snowballs" (Ping Pong balls or crumpled sheets of paper.) Object is to toss the snowballs into Santa's mouth.

Pack Of Toys - Boys arrange their chairs in a large circle, facing inward. Each player is given the name of a toy. "IT" walks around the inside of the circle and says, "Santa packed his bag and into it he put _____." Players representing the toys "IT" names as he walks get up and follow "IT" around the circle. Suddenly "IT" says, "And the bag broke!" All scramble for chairs, including "IT". The boy left without a chair becomes the new "IT".

Blue and Golds - Divide den into two teams, the Blues and Golds, for this quiz on Cub scouting. Number players on each team from 1 through the total number of players on the team. First question is asked of No. 1 on the Blue team. If he cannot answer, No. 1 on the Golds gets a chance. If he fails, No. 2 on the Blues, then No. 2 on the Golds, etc. The second question goes to Golds, then No. 2 on Blues, etc. Sample questions: 1. What's the Cub Scout Motto - "Do your best". 2. How many boys are in our Pack? (if answer is within three of being correct, give them credit) 3. What is Cub Scouting's highest award - Arrow of Light. 4. How many electives are there for Wolf and Bear? - 20 for Wolf and 24 for Bear. 5. What does Webelos stand for? - We'll be loyal Scouts. 6. Who is Akela? - A good leader. 7. How many dens in our pack? (include Webelos Den) 8. What do the two fingers stand for in the Cub Scout sign (Two parts of the Cub Scout Promise - "To help other people" and "To Obey").

Knotting Race - Divide den into two teams. Give each boy a three-foot length of 3/8-inch rope. For each team, have two straight chairs spaced 15 to 20 feet apart. Teams line up between their chairs. On signal, the boy nearest the first chair ties a clove hitch to it. Meanwhile, the boy nearest the other chair attaches his rope to it with a lark's head. Then all the other boys on the team close the gap between chairs with square knots. First team finished, with all knots tied correctly wins. (Clove hitch and lark's head are on page CUB 4 MAR 87 of the program helps and Square knot is on page 138, BIG BEAR C.S. BOOK)

Save My Child! - Divide den into two teams. One boy on each team is the child. He sits down on several sheets of newspaper about 15 feet from his teammates. Each of the others has a three-foot length of rope. On signal, the first boy on each team ties a bowline with a small loop in his rope and hands the other end to the next boy. He ties on his rope with a square knot. In turn, all others attach their ropes with square knots. When all knots are tied, the team leader casts the rope to the child, who grasps it by the bowline loop. Then he holds the newspapers with his free hand and is pulled in by his team. First team finished wins, provided that all knots are correct.

NOTE: One way to make knot tying fun to learn is to have boys practice tying knots with licorice. When the boy gets the knot tied right, he gets to eat it.

SOME OTHER GAMES TO PLAY (cont.)

Snow Shovel Relay - A snow drift (pile of cotton balls or styrofoam packing peanuts) is placed before each team, and a pie tin for each team is placed at a goal line about 20 feet away. The first Cub Scout on each team is given a pancake turner. On signal, he scoops some of the "snow balls" on his "shovel" and hurries to the goal line, where he deposits the balls in the pie tin and races back to touch off his next teammate, who repeats the action. Players who drop snow along the route are not required to stop to pick it up. However, it must be gathered by the next players at some point, since the winning team must have all its snow in the tin. VARIATION: Relay teams could carry a snowball (cotton ball) in a teaspoon to a goal line.

Rowing Relay - Players on each team sit or kneel in a large cardboard box and propel themselves to the goal line and back by using two short broomsticks with rubber tips.

Submarines and Destroyers (For Western Theme - Cowboys and Rustlers) - Divide den into two teams, "Submarines and Destroyers." Give the "SUBMARINES" a balloon, which they bat in the air, trying to keep it away from the "DESTROYERS". The "DESTROYERS" try to break the balloon with hands or feet (no sharp articles may be used). When the balloon is broken change sides and start with another balloon.

Back To Back - Arrange all Cub Scouts except one in pairs, standing back to back with their elbows locked. They are scattered at random over play area. When "IT" calls, "All Change", each Cub Scout must find a new partner and hook elbows with him. At the same time, "IT" tries to find a partner. The Cub Scout left without a partner becomes the next "IT".

Balloon On A Spoon Relay - The first Cub Scout on each team has an inflated balloon balanced on a teaspoon. The object of the game is for the boys to hurry to a goal line about 25 feet away and back, carrying the balloon on the spoon. If the balloon falls off, it must be replaced before he can continue.

Way Down Yonder Relay - Cub Scouts sit on the floor in two lines which face each other. A dish containing kernel's of corn is placed in front and to the right of the players at the head of each line, and an empty dish is at the end of each line. Each player is given a teaspoon. On signal, the first player takes a kernel in his spoon, transfers it to his neighbor's spoon, and so on down the line. The first player may start another kernel down the line right away. As the end player receives the kernel and drops it in an empty dish, he yells, "WAY DOWN YONDER!" Any kernel that is dropped must be replaced on the spoon by the person who dropped it before it can be passed along. The team which succeeds in getting all their kernel's in the second dish is the winner. (If you can't find real kernel's of corn, use candy corn or something else of that size).

Sir Walter Raleigh Race - Played with adult teams. Man places two pieces of cardboard on the ground of r the woman to step on as she walks toward a goal line.

Soccer Bowling - Set up 10 Indian clubs, bowling pins, or blocks of wood in bowling pin order. Players kick a soccer ball or basketball at them from a line 25 to 35 feet away. Keep score as in bowling.

Hot Potato Race - Divide group into two teams. They line up relay style and the first players on each team is given an uncooked potato. On signal, he puts the potato between his feet and with it held by the feet hops to a turning line and back. Next player continues the action, and so on until all have run. First team finished wins.

SOME OTHER GAMES TO PLAY - (cont.)

Frisbee Football - Divide group into two teams, which begin play at opposite ends of a play area. Play begins with one team "kicking off" (throwing the Frisbee). The receiving team then tries to score a touchdown by passing the Frisbee and advancing it downfield to the other team's goal line. The other team tries to intercept and score a touchdown. No player may run with the "BALL" and no player may hold it more than 5 seconds. Play is continuous. There are no downs.

Flapjack Relay - Here is a way to use up your leftover pancake mix from a Sunday breakfast. Make pancakes and let them dry out. Divide den into two teams. Give first Cub on each team a small lightweight frying pan. Object: Each boy in turn must race flipping flapjacks as he races along to turning point and back. If pancake is flipped out, boy must start all over again. First team with every boy having a turn wins. (Make sure you have extra pancakes available, they may break.)

Penny Between The Knees Relay - Divide den into teams. Each player on their turn places a penny between their knees. They must take the penny to a jar some distance away and drop the penny into a jar. Each player must do this in turn. The first team to finish, wins.

Bee Sting - Tie string or yarn to the sides of styrofoam cups. This is your bee stinger. Make sure string is long enough to fit around the players hips. The object of the game is to crush the other player's (bee) stinger without getting your own crushed. You are not allowed to use your hands, but may use any other part of your body (except the feet - Cubs could get carried away). Last person who does not have a crushed stinger wins.

Disappearing Act - You need an ice cube of identical size for each team. On signal the teams pass the ice from player to player, working it in their hands like a bar of soap. Object of the game is to make the ice disappear.

In The Pond - Arrange the Cub Scouts in a circle around you, just outside of a chalk line. If you order, "IN THE POND" all are to jump forward. When you call "ON THE BANK" all should jump back. If the order "IN THE POND" is given when all are in, no one should move. Such orders as, "ON THE POND" or "IN THE BANK" should be ignored. anyone making a mistake is out of the game. The last remaining player wins.

Marble Chop Suey - Put six marbles in a small dish. The Cub scouts use two pencils as chopsticks, and using only one hand, try to move the marbles into a second dish. This is a little easier if the pencils have eraser tips.

Balloon Basketball - Use an inflated balloon for the ball and boxes or wastepaper baskets for the goals. Score as in basketball, except that a broken balloon counts as five points off for the offending side.

Ring Toss - Clamp clothespins around the rim of a bucket or wastebasket. From 10 feet away, Cub Scouts try to toss jar rings over the clothespins.

Stack The Pyramids - Cut 4 corners from box to form pyramids. Decorate with poster paint. Player drops pyramids, one at a time, from waist height, trying to stack them. Score 1 point for each one stacked. Can increase the number of pyramids.

Telegrams - Each team is given a "TELEGRAM" showing a list of first aid items which the sender requires for a supposed illness or accident. From this list the teams must decide what kind of accident has happened.

SOME OTHER GAMES TO PLAY - (cont.)

Human Body Game - A series of questions are read out, the answers to which are found in the names or parts of the human body. Each boy or team writes down the answers and marks are added up at the end. (Examples: Frequently taken on a journey (trunk). Musical instrument (drum-ears). A measurement (foot) Used by carpenters (nails) Small shellfish (muscles) Two trees (palms), etc.

Detectives - When Kim's game becomes too easy, use this idea. Lay out a selection of articles so all the boys may see them. One boy, the detective, turns his back and one item is removed from the collection. The detective now inspects the collection and tries to name the missing item. Time each boy by seconds. Low score wins.

Something Screwy About This - Have several sizes of wood screws. Each person is blindfolded and by touch, must put these screws in order of size. Have some duplications to add to the confusion and fun.

Relay Race - Boys pick up lumps of cotton by sucking up on straws and carrying it across the finish line.

Broom Relay - Each den is given a broom and a piece of paper. On signal the first boy sweeps the paper to the turning line and back. First team to finish wins. (Instead of a piece of paper a balloon can be used for variation).

Peanut Relay - Have the Cub Scouts roll a peanut with their noses on the floor for a short distance. They must not touch the peanut with their hands. The one who rolls his peanut across the finish line first is the winner. (Variation: a penny may be used instead of peanut).

Bundle Relay - The first Cub Scout on each relay team has a ball of twine or string. On signal, he passes it to his neighbor, but holds on to the end of the string. The ball is passed up the line behind the backs of the players, unrolling as it goes. When it arrives at the back of the line, it is passed up the line behind the backs of the players until it reaches the first player again. The first team to 'WRAP ITSELF INTO A BUNDLE' is the winner. A sequel to the relay is unwrapping the bundle by passing the ball back and winding it up as it goes.

Ha, Ha, Ha - Arrange Cub Scouts in a circle. Ask the first to say, "HA", the second, "HA, HA" THE THIRD, "HA, HA, HA" AND SO ON AROUND THE CIRCLE. THE "HA, HA'S" MUST BE SAID WITHOUT LAUGHING. Those laughing while saying their parts are eliminated. The one staying in the longest wins.

Pass The Ring - Cub Scouts in a circle, each holding onto a rope with both hands. The rope has a ring or washer on it. One Cub Scout is it and stands in the center. On the "go" signal, the Cub Scouts start to move the ring around the rope, trying to conceal its location from it. It tries to guess the position of the ring. The Cub Scout who holds the ring when it guesses correctly is "IT" for the game.

Alphabet Scavenger Hunt - Give each Cub Scout a pencil and paper which has the alphabet listed vertically. Ask them to look in a designated area for nature items which begin with each letter of the alphabet and write the names of the items they see, but they must leave the items where they are. Examples: A-acorn, B-bark, C-cone, D-dandelion, etc.

Smile - Two teams line up facing each other about 10 feet apart. One team is Heads the other Tails. Flip a coin and call it. If "HEADS" come up, that team laughs and smiles while the other team keeps a sober face. Any players who laugh at the wrong time switch teams. Then flip the coin again.

SOME OTHER GAMES TO PLAY - (cont.)

Initials -The Den Chief or Den Leader is the questioner and asks a question of each Cub Scout in turn. The player must answer in two words that begin with his initials. For example: "What is your favorite snack?" Chuck Parker might answer "Cherry Pie", Jimmy Davis might answer "Juicy Donuts". A player who answers incorrectly or not at all is out of the game. The funnier the answers the better. To make the game easier, ask for one-word answers, using the initial of the first name.

Wash On The Line - Stretch a clothes line 20 feet from the starting line. Divide into relay teams. Give the first Cub Scout on each team three or four garments of pieces of cloth and five or six clothespins in a large shopping bag. The first player on each team races to the clothesline, pins up the garments, and runs back to the starting line. The second player races up and takes down the clothes and brings them back to the third player, who pins them up again, and so on. The first team to finish wins.

RAINY-DAY FIELD DAY

Here's a pack event that can be scheduled ahead of time or used to provide a fun-filled substitute program, when a pack outdoor activity is rained out. The beauty of the rainy-day field day is that it takes only a short time to gather the materials. The events listed may be run on an individual or den basis, as straight races or as relays.

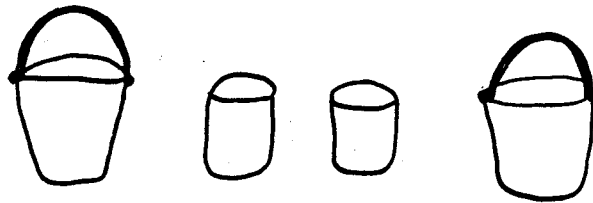
1. SHOT-PUT - Each boy is given ten navy beans which he attempts to throw into a quart jar from a chalk line on the floor.
2. HAMMER THROW - An inflated balloon is tied to the end of a string. Each boy throws the "hammer" by the end of the string. The one throwing the farthest wins.
3. FOOTBALL GAME - One team is on each side of a table. Each team tries to blow a table tennis ball off opponent's side of table.
4. STANDING BROAD GRIN - The width of grins is measured by judges. Widest wins.
5. 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.
6. SIXTEEN-POUND PUT - An inflated bag is put for distance, as though it were shot from shoulder.
7. FOOT RACE - Each boy stands with one foot touching the other, heel to toe. Greatest total length wins.
8. RUNNING HIGH WHISTLE - The boy who holds a whistle the longest with one breath wins.
9. FEATHER BLOW RELAY - Blow a feather 25 ft. and return, touching off the next player.
10. RUNNING HIGH SQUEAL - Boy who in one breath yells in a high loud tone of voice longest wins.
11. 50 YARD SWIM - Each boy hops on 1 foot, carrying a paper cup of water. First one over the finish line with the most water in his cup wins.

NOTE: For other events see Cub Scout Leader How-To-Book, page 9-35

BUCKET BRIGADE

This game is played with teams. Each team forms a line to a large empty bucket placed on a chair. Have a pail of water at the other end of the line. The object is to transfer water from the pail to the bucket with small paper cups.

The first player fills the cup with water from the pail and passes it down the line to be poured in the bucket. Use only 4 cups, passing them back and forth. Set a time limit. The team having the most water in the bucket at the end of this time wins.



WALL BALL

To play this old children's game, each player in turn throws a rubber ball against a wall while doing the following in the prescribed sequence.

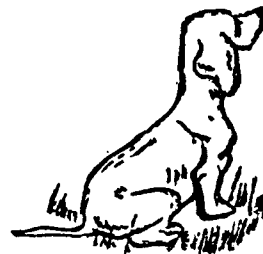
- LEANSIES - Simply throw ball and catch it.
- BOUNCIES - Throw ball, let it bounce, then catch it.
- CLAPSIES - Clap hands before catching ball.
- TWIRLIES - Twirl your arms around each other, then catch ball.
- RIGHT HAND - Throw and catch with right hand.
- LEFT HAND - Throw and catch with left hand.
- TOUCH MY KNEE - Touch knee before catching ball.
- TOUCH MY TOE - Touch toe before catching ball.
- TOUCH MY HEEL - Touch heel, then catch ball.
- AND AROUND I GO - Throw, then turn around completely before catching ball.

Missing a catch or doing an action wrong means that player is out and next one has a turn.

HIKE

Each discovery counts point. Most points wins.

Sheep, lamb, goat	1 point
Brown spotted butterfly	1 point
Each specified bird	1 point
Each specified snake, insect, flower	1 point
Each specified tree	2 points
Each rabbit hole	2 points
Nest of (?) bird	2 points
Hornets nest	1 point
Tree struck by lightning	1 point
Cow or horse lying down	2 points
Each wild animal track	2 points
Crow, crows' nest, flock of crows	1 point
Caterpillar	1 point
Daddy longlegs	2 points



GRASSHOPPER RELAY

Relay teams line up single file. First player in each team holds a bean bag, or a ball firmly between his knees. At signal, he hops to goal line and back to the starting line, where he hands the bean bag to the next "grasshopper" on his team. If a player drops the bean bag, he goes back to starting line. Team to finish first wins.

TRICKS

NINE

Lay down six matches as below. The problem is to add five more and make nine only.

Solution:

|||||
NINE

SIX SQUARES INTO THREE

Lay down 17 matches to make 6 squares. The problem is to remove 5 matches and leave 3 of the original squares. This may be done as in Fig 2.



Fig. 1

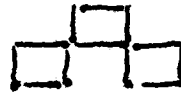


Fig. 2

MAGIC RED PENCIL

Have two pencils, one red and one black. Tell your friends that the red is a magic pencil. Also have some sheets of writing paper and a mirror. With the red pencil print the word tomato downward as shown here.

T C
O E
M L
A E
T R
O Y

Down alongside print celery with the black pencil. When printed, show the words in a mirror. Tomato will not have changed but celery will be reversed. You may print downward in the same way -- hot and cold, mat and rug, mouth and cheek.

H O W T O L E A D S O N G S

You can become a song leader. Follow these tips and see how much fun you can have. People have a fundamental rhythm urge. Watch them respond by tapping a toe, humming to themselves, or even gently swaying their body to a lively tune or the beating of a drum.

Here are some tips for a song leader:

- Be convinced that singing builds and produces group participation.
- Select songs that fit the occasion. Be sure you know the song.
- Establish pitch by trying it softly to yourself, then aloud so that all can get it. If you're too high or too low, stop and start again.
- Be sure everyone knows the song. If they don't, teach them. New songs are easily learned if they have a familiar tune.
- Don't ask what song they want to sing. Decide in advance, and announce the name. If it's a song the group likes, they will probably respond at once.
- Use easy-to-follow motions to set the temp. Start everyone at the same time.
- Start with lively, action songs. Encourage pep and enthusiasm by your example.
- Emphasize quality, rather than volume.
- Teach songs at den meetings which will be sung at pack meetings. Praise the boys when they sing well.
- Sometimes it helps to clap your hands softly or tap your feet to keep time to the music.
- Make good use of a Den Chief or Cub Scout who plays guitar. It can make singing even more fun for the boys.

SOME EXAMPLES

Chick-A-Boom:

Everyone repeats what leader says and does:

Chick-a-boom, chick-a-boom / Chicka-rocka, chicka-rocka, chicka-rocka, chick-a-boom / uh-huh / oh yeah / once more.

- | | |
|-----------------|------------------------------|
| Louder | - repeat words louder. |
| Softer | - repeat word softer. |
| Higher | - make your voice go higher. |
| Lower | - make your voice go lower. |
| Tongue in cheek | - stick tongue in cheek |
| Sexier | - just make wiggly motions. |
| Rockier | - move body real rocky |
| One more time | - last time, say no more. |

SONGS - (cont.)

Singing In The Rain:

Everyone sings together - I'm singing in the rain, just singing in the rain, what a glorious feeling, I'm happy again.

Song leader gives instructions and motions to do - the others repeat them.

Thumbs out	-	stick out thumbs
CHORUS	-	Toda-totta, toda-totta, too-ta-ta.
Elbows in	-	put elbows in at side
Knees together	-	put knees together
Toes together	-	put toes together
Backside out	-	stick backside out
Chest out	-	stick chest out
Head back	-	put head back
Tongue out	-	stick your tongue out

Each time you sing, "I'm Singing In The Rain" and just keep adding on the verses and actions. Repeat CHORUS after each verse.

Eskimo Song (a story song):

<u>Verse:</u>	Ah ta cola mecha walkie	<u>Chorus:</u>	Ah ki ta ki umba
	Ah ta cola mecha walkie		Ah ki ta ki umba
	Ah ta cola mecha walkie		Ay liddle, I liddle, O liddle ay.

Story Verse:

1. Little eskimo boy is old enough to go hunting for Walrus (look for Walrus by putting hand over eye and pointing arm thru - switch sides)
2. Finds Walrus (same as 1 but do opposite)
3. Shoots Walrus (lift heavy gun and follow with loud bang!)
4. Drags Walrus home & pull with grunting sounds)
5. Stands on hill overlooking village (waves arm straight up beside head to the villagers below)
6. Mother greets him with a kiss (HOW DO ESKIMOS KISS? - Outstretch arms and rub noses)

Lord Baden-Powell: (Tune - "Father Abraham")

Lord Baden-Powell has many friends, many friends has Lord Baden-Powell.
I am one of them and so are you, as we go marching on.

RIGHT ARM - (swing right arm up and down)

Repeat verse each time, adding on each action. (right arm, left arm, right foot, left foot, head up and down, turn around, and sit down)

Last verse would go like this:

Lord Baden-Powell - (cont.)

Lord Baden-Powell has many friends, many firends has Lord Baden-Powell
I am one of them and so are you, as we go marching on.

RIGHT ARM - (swing arm up and down)
LEFT ARM - (swing arm up and down)
RIGHT FOOT - (move foot up and down)
LEFT FOOT - (move foot up and down)
HEAD UP & DOWN - (move had up and down)
TURN AROUND - (do just that)
SIT DOWN - SIT DOWN

My Baby Bumble Bee (an action song):

I'm bringing home my baby bumble bee, won't my mommy be so proud of me?
I'm bringing home my baby bumble bee, OUCH! IT STUNG ME!

2. I'm mashing up my baby bumble bee. YECH!!
3. I'm licking up my baby bumble bee. UGH I DON'T FEEL SO GOOD!!
4. I'm barfing up by baby bumble bee. LOOK AT THAT MEE!!
5. I'm mopping up my baby bumble bee.
6. I'm rinsing out my baby bumble bee.
7. I'm wringing out my baby bumble bee.
8. I'm throwing out my baby bumble bee.

OH I CAUGHT ANOTHER ONE!!!!!!!!!!!!!!

I'm bringing home my baby bumble bee, won't my mommy be so proud of me.
I'm bringing home my baby bumble bee, Dum ditty dum dum - dum dum!

The Redmen Song:

We are the Redmen, tall and quaint in our feathers and war paint.

POW-WOW, POW-WOW, We're the braves of Akela now.

We are the Redmen, feathers in our headband, down among the dead men, POW-WOW.

We can fight with sticks and stones, bows and arrows, bricks and bones.

POW-WOW, POW-WOW, we're the braves of Akela now.

We are the Redmen, feathers in our headbands, down among the dead men, POW-WOW!

The Long, Long Nail - (Tune - Long, Long Trail)

There's a long, long nail a-grinding up through the sole of my shoe
For it's ground its way into my foot for a whole mile or two.
There's a long, lang hill before me and what i'm dreaming about,
Is the time when I can sit me down and pull that long nail out.

SONGS - (cont.)

Trusty Tommy - (Tune: "Yankee Doodle Dandy")

TRUSTY Tommy was a Scout
LOYAL to his mother,
HELPFUL to the folks about
AND FRIENDLY to his brother.
COURTEOUS to the girls he knew,
KIND unto his rabbit,

OBEDIENT to his father too,
AND CHEERFUL in his habits.
THRIFTY saving for a need,
BRAVE but not a faker,
CLEAN in thought and word and deed,
AND REVERANT to his Maker.

My Cub Scout Hat - (Tune: "Finiculee Finicula")

One day I took with me upon the subway, My Cub Scout hat, my Cub Scout hat.
I laid it down upon the seat beside me, My Cub Scout hat, my Cub Scout hat.
A big fat lady came and sat upon it, My Cub Scout hat, she squashed it flat!
A big fat lady came and sat upon it, My Cub Scout hat, she squashed it flat!
Christopher Columbus! Now what do you think of that?
A big fat lady sat upon my hat.
My hat she broke and that's no joke!
Christopher Columbus, now what do you think of that?

What Do You Do With A Sleepy (Camper or Cub Scout or Boy Scout)?

1. What do you do with a sleepy _____?
What do you do with a sleepy _____?
What do you do with a sleepy _____?
Early in the morning.

CHORUS:

Way hey late, ye riser
Way hey late, ye riser
Way hey late, ye riser
Early in the morning.

2. Pull him out of bed with a running bowline.
3. Throw in the lake with his pants on backwards.
4. Hit him in the face with his sopping towel.
5. Put him to be an hour sooner.
EARLY IN THE EVENING!

Ground Round - (Tune: "Downtown")

When you eat meat, but hate the meat that you're eating then you've surely
got GROUND ROUND!

It's so un-nerving when they're constantly serving it at eating spots, GROUND
ROUND.

It may be called a Salisbury, Cube Steak, or Beef Patty, no matter what it's
called, it's always overcooked and fatty.

Ground Round - (cont.)

WHAT CAN YOU DO? Sound off to your waiter there, loudly pound on the table, stand up on your chair, and shout GROUND ROUND! Always they're conning me, GROUND ROUND! Piled on my plate I see GROUND ROUND.

The Bear - (Tune: "Sippin Cider")

1. The other day, (group repeats)
I met a bear, "
In tennis shoes, "
A dandy pair "

ALL - The other day I met a bear, in tennis shoes, a dandy pair.

Continue in same manner:

2. He said to me, "why don't you run, because you aint dot any gun".
3. And so I ran, away from there but right behind me was that bear.
4. Ahead of me, I saw a tree, A great big tree, Oh Glory Be!
5. The nearest branch, was 10 feet up, I'd have to jump and trust in luck.
6. And so I jumped into the air, but I missed that branch, a way up there.
7. Now don't you fret, now don't you frown, cause I caught that branch on the way back down.
8. The moral of, this story is, don't talk to bears in tennis shoes.
9. That's all there is, there ain't no more, SO WHAT IN THE HECK ARE YOU SINGING FOR?

Alice/Albert The Camel:

Alice the camel has 10 hunps
Alice the camel has 10 hunps
Alice the camel has 10 hunps
So go Alice go!

(9, 8, 7, 6, 5, 4, 3, 2, 1 hunps ... until)

Alice the camel has no hunps
Alice the camel has no hunps
Alice the camel has no hunps
CAUSE ALICE IS A HORSE

Mules - (Tune: "Auld Lang Syne")

On mules we find 2 legs behind,
And 2 we find before;
We stand behind before we find
What the 2 behind be for.
When we're behind the 2 behind
We find what these be for,
So stand before the 2 behind, and behind the 2 before.

SONGS - (cont.)

There Were 10 In A Bed:

There were 10 in a bed, and the little one said, "roll over, roll over".
So they all rolled over and one fell out.

There were 9 in the bed, and the little one said - (continue singing until.....)

They all rolled over and one fell out,
There was none in the bed and the little one said:

(Tune; - "He's Got The Whole World In His Hands")

I've got the whole bed to myself (4 times)
I've got the sheets and the pillows
I've got the itchy army blanket
I've got the great big teddy bear
I've got the whole bed to MYSELF!

Waddelay-Acha (Barbara;s Version)

Waddeley-acha, waddeley-acha
Doodley-do, doodly-do
Waddeley-acha, waddeley-acha
Doodley-do, doodley-do

Some people say there ain't nothin to it
All you gotta do is doodley-do it
Doodley-doodley-do.

ACTIONS:

Clap hands twice
Slap knees twice
Cross hands and touch nose with right hand and ear with left hand and
then reverse it - do this twice
Do these actions 3 times
Last time on doodley-do's - twirl index fingers in the air.

O Chester - (Tune: "Yankee Doodle")

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

ACTIONS:

(Strike chest, touch ears, and pat head, strike chest, and back, then fold
arms, touch ear, nose and lapel, touch hips twice, shake fist and fold
arms).

SONGS - (cont.)

Old Ma Nature - (Tune: "Auld Lang Syne")

From East to West and North to South,
Ma Nature's backyard lies
Discover things you've read about
Just use your ears and eyes.

Rheumatism - (Tune: "Frere Jacques")

Rheumatism, rheumatism,
How it pains, how it pains,
Up and down the system, Up and down the system,
When it rains, when it rains.

Red, White & Blue - (Tune: "Old Gray Mare")

The red, white & blue
She's still what she used to be,
She's very close to me,
The way she ought to be;
The red, white and blue,
She's very close to me
Before, now, and years to come.

Grace - (A Round)

God our Father,
God our Father,
Once again,
Once again,
We thank You for our blessings,
We thank You for our blessings,
A-A-men,
A-A-men.

SONGS - (cont.)

Spirit of Scouting Christmas Song (Tune: "Bells of St. Mary's")

When Christmas comes calling, old friends get together
To wish each other a season of cheer, and hope that the joys and the blessings
of Christmas
Will light up their pathway into a bright New Year.

And so as we meet in the spirit of Scouting
Both old friends and new ones as Christmas draws near,
Our purpose should always be shining before us.
Let's share fun and laughter as we are gathered here.

Blue and Gold Banquet Song: (Tune: "On Top of Old Smokey")

Our Blue and Gold Banquet's	Cub Scouting's a pleasure
The best one in town:	And eating is too!
We celebrate Scouting	So pass the fried chicken,
While gulping food down.	Yea, gold and blue.

Taps for Cub Scouts

As we close	Meetings through	Sun of gold
Each Cub knows	Don't be blue	Sky of blue
What it means	Meet again with our den;	Both are gone
To be fair	Until then	From our sight
To be true	Obey the law;	Day is through
To be proud	Join the rest	Do your best
Of the Gold & the Blue	Do your best.	Then to rest, Peace to you.

They Were Only Playing Leapfrog - (Tune: "John Brown's Body")

1. A busy buzzing bumble bee was busily buzzing by,
A busy buzzing bumble bee was busily buzzing by,
A busy buzzing bumble bee was busily buzzing by,
As they all went marching home.

Chorus

They were only playing leapfrog,
They were only playing leapfrog,
They were only playing leapfrog,
As a busily buzzing bumble bee was busily buzzing by.

Verses:

2. One photographer photographed another photographers back.
3. One hedghop edged up the hedge, as the other hedgehog edged down.
4. A spider espied a spider on another spiders back.
5. One sly snake slid up the slide, while the other sly snake slid down.
6. One big bug bled black blood, while the other big bug bled blue.

SONGS - (cont.)

Law of The Pack -- (Tune: "Kum Ba Ya")

The Cub Scout follows Akela, Kum ba ya.
The Cub Scout follows Akela, Kum ba ya.
The Cub Scout follows Akela, Kum ba ya,
Oh, Lord, Lum ba ya.

The Cub Scout helps the pack go
Kum ba ya....etc.

The pack helps the Cub Scout grow,
Kum ba ya....etc.

The Cub Scout gives goodwill,
Kum ba ya....etc.

Kum ba ya, me Lord, Jum by ya....etc.

Akela'a Trail - (Tune: "It's a Small World")

1. It's a world of fun, it's a world of joy,
And a smile comes easy to every boy.
Things that we've learned today lead along Akela's way
We are Cub Scouts after all.

CHORUS:

We are Cub Scouts after all,
To all Cub Scouts send the call.
Show Akela we stand tall,
We are Cub Scouts after all.

2. Take this trail, it goes Wolf, Bear, Webelos
As our doodles show it's not far to go.
Now our goal is in sight, It's the Arrow of Light
We are Cub Scouts after all.

3. When we seek our quest we will do our best.
On Akela's trail we will never fail.
And without any doubts WE will BE Loyal Scouts.
We are Cub Scouts after all.

Ending: (softly) We are Cub Scouts after all,
We are Cub Scout after all,
(loudly) WE ARE CUB SCOUTS AFTER ALL,
WE ARE CUB SCOUTS AFTER ALL.

COWBOY SONGS

Home On The Range

Oh, give me a home, where the buffalo roam
Where the deer and the antelope play,
Where seldom is heard, a discouraging word,
And the skies are not cloudy all day.

Chorus:

Home, home on the range,
Where the deer and the antelope play
Where seldom is heard a discouraging word,
And the skies are not cloudy all day.

How often at night when the heavens are bright,
With the light from the flittering stars,
Have I stood here amazed and asked as I gazed,
If their glory exceed that of ours.

The Cowboy's Sweet Bye and Bye - (Tune: "My Bonnie")

Last night as I lay on the prairie,
And gazed at the stars in the skies,
I wondered if ever a cowboy could drift
To that sweet bye and bye.

Chorus:

Roll on, roll on, roll on little doggies
Roll on, roll on,
Roll on, roll on
Roll on little doggies roll on.

They speak of another great owner,
Who's never o'erstocked so they say,
But who always makes room for the sinner,
Who drifts from the straight narrow way.

Chorus

They tell of another great roundup,
Where cowboys like doggies will stand
To be marked by the Riders of Judgement,
Who are posted and know every brand.

SPARKLERS, ICEBREAKERS, APPLAUSES, CLAPS AND CHEERS

Make Your Meetings Shine

Have you ever sat through a meeting wishing you had stayed home? Have you ever tried to lead a meeting and had the feeling your audience wished they were somewhere else. In either case, something was lacking. Something extra was needed to brighten the meeting to put the group in a happier, more receptive frame of mind.

For this purpose, this section offers a collection of ideas, to help lend the right atmosphere to any gathering.

Many of the ideas on this and the following pages, can be adapted for preopening flavor. Most can serve as icebreakers in getting your meeting off to a good start. Some can add an element of surprise or some excitement when people get restless.

Ingenuity, imagination, plus a little extra planning time are all that is needed to make your meetings sparkle. The satisfaction that you'll see in the faces of your boys and parents will make the task worthwhile.

Many of these ideas can be easily adapted to the monthly Cub Scout themes and will really pep up your Cub Scouts. As leader, don't be afraid to dress the part and put your all into these sparklers, the boys will love it.

People - with their inherent sense of humor - enjoy being people. With this in mind, these ideas are offered to further the aims and objectives of your organization.

Western Theme

The Santa Fe Trail

Give each of the following characters and their sounds to a group of people, then read or tell the story. As each character is mentioned, the proper group rises, makes their assigned sound, and sits down. Read the story!

STAGE DRIVER....."Hurraaahhh"
STAGECOACH....."Ooo clump"
SANTE FE....."The great southwest"
BANDIT....."Grrrrr"

TIRED HORSE....."Oh Dear"
BEAUTIFUL TRAVELER....."Mercy me"
HILARY HOEDOWN....."Aaah"
CAVALRY OFFICER....."Aaah"

Once upon a time our SANTE FE...way a husky, wind-bitten STAGE DRIVER...climbed aboard his STAGECOACH...called gently to his TIRED HORSE...THE STAGECOACH...pulled by the TIRED HORSE...was on its way to pick up a BEAUTIFUL TRAVELER...who was on her way to SANTE FE...to wed HILARY HOEDOWN...her love so fair. THE STAGE DRIVER...stopped his STAGECOACH...in front of the hotel and rested his TIRED HORSE...the BEAUTIFUL TRAVELER...nodded to the STAGE DRIVER...and got aboard the STAGECOACH...felt sorry for the TIRED HORSE...as she settled back and thought of HILARY HOEDOWN...away out there in SANTE FE...the STAGE DRIVER...called to his TIRED HORSE...the STAGECOACH...lurched. The TIRED HORSE dashed on in a tired frenzy and so the STAGECOACH...and the STAGE DRIVER...settled down for a long run as they thought of the BEAUTIFUL TRAVELER...going to SANTE FE...to see HILARY HOEDOWN...As they topped the rise they were confronted by a big, bold, bad BANDIT...Halt! the BANDIT...cried. But as quick as a flash the BEAUTIFUL TRAVELER...screamed, the TIRED HORSE...galloped, the STAGECOACH...lunged,

The Sante Fe Trail - (cont.)

the STAGE DRIVER...shouted, the STAGE DRIVER...shouted, the CAVALRY OFFICER... appeared, the BANDIT...was captured, the BEAUTIFUL TRAVELER...kissed the CAVALRY OFFICER...which was all right for he...the CAVALRY OFFICER...was really HILARY HOEDOWN...who married the BEAUTIFUL TRAVELER...as soon as the STAGECOACH...drawn by the TIRED HORSE...arrived in SANTE FE..and that, sez the STAGE DRIVER..is why they call a big happy gathering a "hoedown".

WESTERN ICEBREAKER - "The Tale of Two Famous Cowboys"

WILD BILL HICCUP....."Hiccup"
HAP-A-LONG CATASTROPHE....."Oophs"
CACTUS....."Ouch"

This is the story about 2 famous cowboys from Western History. Their names were Wild Bill Hiccup and his side-kick, Hap-A-Long-Catastrophe.

It seems that these two cowboys had ben asked to perform at an up-coming Wild West Rodeo, which made them very excited, indeed. However, this really created a problem because whenever Wild Bill Hiccup became excited he would get a bad case of the hiccups. Many doctors all over this land of sagebrush and cactus had tried to cure him, but all they could say was, "Don't get excited!"

Wild Bill Hiccup...had a side-kick, Hap-A-Long-Catastrophe, who also had a problem when he got excited. It seems he just fell into one catastrophe after another and was like a bull in a china shop.

So out in this land of sagebrush and cactus...these 2 men set about to travel to the rodeo for their performance, the result being pretty disastrous, since they both w3re excited about their performances. So when they set about to mount their horses for the journey, everything started to happen. Hap-A-Long-Catastrophe...stumbled and fell while trying to mount his horse, thus frightening the horse and causing him to run away. So being his best friend, Wild Bill Hiccup...told him to jump onto his horse and they could ride out through the cactus...and look for the run-a-way horse.

Finally with much effort and many tries to stay on, Hap-A-Long-Catastrophe made it onto the horse of his best friend, Wild Bill Hiccup...and off the 2 rode through the land of sagebrush and cactus...to look for the lost horse.

After riding for a while they caught sight of the horse who by now had calmed down and was slowly walking among the Cactus..., well wouldn't you know it, Wild Bill Hiccup...got so excited at finding the horse, that he began to hiccup violently and of course, Hap-A-Long-Catastrophe, being the way he was could not take the jerking of his hiccuping friend on the horse, so just as they got next to the big Cactus...that the horse was standing by, Wild Bill Hiccup...gave ut a tremendous hiccup, which sent Hap-A-Long-Catastrophe...sprawling right into the middle of the Cactus...and frightened the horse again and sent him running off into the sunset and the last we saw of our Western Cowboy heroes, Hap-A-Long Catastrophe...was stil trying to mount Wild Bill Hiccup's horse, only to be sent flying back into the Cactus...plant by a giant hiccup from his friend. So as the sun slowly sinks down below the horizon in this land of sagebrush and cactus ..., we leave our heroes, Wild Bill Hiccup...and Hap-A-Long-Catastrophe...still trying to hiccup and stumble their way out of the catastrophe they found themselves in. I½m sure after so many trials and failures, our heroes must have felt the whole thing was pointless, but the cactus...was still there reminding them that there was really a point to it all.

(Give each of the characters and their sounds to a group of people, as you read the story they make the sounds).

A FRONTIER THANKSGIVING: (Audience participation)

Divide the audience into eight groups. Assign a character role to each. Have them rehearse their parts once. As each character is mentioned, the group stands up, makes the proper response, and sits down. Note that the GUN is two parts and on THANKSGIVING everyone gets in the act. Read the story.

SETTLER..."Davey Crockett" (stand and salute) DOG..."Man's best friend" (wag arm) GUN..."Bang, Bang" (two parts, in quick succession) TURKEY..."Yum, yum" (flap arms) CABIN..."Shut the door" (slam the door) FRONTIER..."Way out west (spread arms) INDIAN..."Geronimo" (pull bow) THANKSGIVING...(everyone pats tummy).

Early one THANKSGIVING morning, many years ago on the old FRONTIER, a SETTLER stood before his lonely CABIN with his trusty GUN and faithful DOG ready to hunt the TURKEY he needed for dinner, hoping no INDIANS would spoil his feast. Whistling to his DOG, the SETTLER shouldered his GUN and started down the forest trail. Meantime, the INDIAN, also with a DOG, came down the forest trail from the other direction. Just at the moment a fat TURKEY flew between them. Out flew an arrow, off went the GUN, down fell the TURKEY, in bounded the DOGS, up rushed the INDIAN and the SETTLER. "It's mine," claimed the SETTLER, "Ugh - him mine," said the INDIAN. "Grrr," snarled the DOGS. The noise of the argument shook the CABIN and awoke the whole FRONTIER. But the TURKEY, which was only stunned, took off unsteadily and flew in the open door of the CABIN where it was promptly captured by the INDIAN and the SETTLER and the DOGS. And thus, THANKSGIVING came to a lonely CABIN on the old FRONTIER.

THE HOUSE WHERE SANTA CLAUS LIVES: (Audience participation)

Practice the following actions with the audience so they can respond correctly when the story is read.

HOUSE (hands over head in inverted V) SHED (hands in front of chest in inverted V) SLED (hands together in waving motion from left to right) REINDEER (hands, palms out, on sides of head) PACK (both hands over a shoulder as if carrying) LITTLE GIRLS (females young and old, stand) LITTLE BOYS (males, young and old stand) DOLL (hands with palms together on cheek, with head slightly bent) LION (extend both hands and give deep growl) SOLDIER (stand at attention and give Cub Scout salute) TRAIN (make wheel churning movements with arms and give a toot-toot) SANTA CLAUS (pat stomach with both hands and say, HO, HO, HO.)

Narrator: This is the HOUSE...where SANTA CLAUS lives. This is the SHED...behind the HOUSE...where SANTA CLAUS...lives. This is the SLED...that is kept in the SHED...behind the HOUSE...where SANTA CLAUS lives. These are the REINDEER...that pull the SLED...that's kept in the SHED...behind the HOUSE...where SANTA CLAUS lives. This is SANTA CLAUS...who guides the REINDEER...that pull the SLED...that is kept in the SHED...behind the HOUSE...where SANTA CLAUS lives. This is the PACK...all filled with toys for good LITTLE GIRLS...and good LITTLE BOYS...THAT IS CARRIED BY SANTA CLAUS...WHO GUIDES THE REINDEER...that pull the SLED...that is kept in the SHED...behind the HOUSE...where SANTA CLAUS lives. This is the BOX...that is kept in the PACK...all filled with toys for good LITTLE GIRLS...and good LITTLE BOYS...that is carried by SANTA CLAUS...who guides the REINDEER...that pull the SLED...that is kept in the SHED...behind the HOUSE...where SANTA CLAUS lives.

The House Where Santa Claus Lives (cont.)

This is the LION...that frightened the DOLL...that is in the BOX...that is in the PACK...all filled with toys for good LITTLE GIRLS...and good LITTLE BOYS... that is carried by SANTA CLAUS...who guides the REINDEER... that pull the SLED.. that is kept in the SHED...behind the HOUSE...where SANTA CLAUS lives. This is the SOLDIER...that shot the LION...that frightened the DOLL...that is in the BOX ...that is in the PACK...al filled with toys for good LITTLE GIRLS...and good LITTLE BOYS...that is carried by SANTA CLAUS...who guides the REINDEER...that pull the SLED..that is kept in the SHED...behind the HOUSE...where Santa, Claus lives.

This is the TRAIN...that runs on the track and carried the SOLDIER...forward and back, who shot the LION...that frightened the DOLL...that is in the BOX...that is in the PACK...all filled with toys for good LITTLE GIRLS...and good LITTLE BOYS...that is carried by SANTA CLAUS...who guides the REINDEER...who pull the SLED,, ,THAT IS KEPT IN THE SHED...THAT IS BEHIND THE HOUSE...where SANTA CLAUS lives.

A MUSICAL STORY

This stunt required a Narrator and Pianist. The audience is divided into groups The narrator begins to read the story. When he comes to a song title, he stops and the pianist plays the song, or enough of it to give the audience a chance to identify it. The first person to name the song gets a point for his team, and the game continues.

Narrator: This story takes place in "AMERICA". Many years ago "OLD McDONALD HAD A FARM". He liked to fish and so he built his house "down by the old mill stream". Behind his house there was "A LONG, LONG TRAIL". After a hard day, he liked to sit and relax "UNDER THE SPREADING CHESTNUT TREE". One day a letter came from his brother, who said, "I'VE BEEN WORKING ON THE RAILROAD", and I want to take a vacation "DEEP IN THE HEART OF TEXAS". Sometime later, the farmer was waiting "DOWN BY THE STATION" for his brother to arrive, and he asked the stationmaster when the train was due. The stationmaster replied "SHE'LL BE COMIN' ROUND THE MOUNTAIN" any minute now. A little girl was sitting on the station platform crying, "WHERE, OH WHERE, HAS MY LITTLE DOG GONE?" The farmer said, "AIN'T SHE SWEET".

Just then the train arrived and his brother stepped off. His brother asked him how things were on the farm, and the farmer replied, "IT WAS A VERY GOOD YEAR", except for a few days when we had "STORMY WEATHER". On the way home, the men began to talk about their "SCHOOL DAYS". That evening, they sat on the porch "BY THE LIGHT OF THE SILVERY MOON" and talked about their "HOME ON THE RANGE". a few days later, the brother left, and the last thing he said was, "I'LL BE SEEING YOU".

THE BRAVE LITTLE INDIAN

The audience follows the Narrator in the actions below as the story is read.

INDIAN...(place hand behind head to make feathers) WALKS...(make walking sound by slapping leg) SAW/SEE...(shade eyes and look around) CROSSES BRIDGE..(pound fist on chest) UMPS...(raise hands above head as if jumping) SWIMS...(swish palms against each other) SLAMS...(clap hands once) RUNS...(slap legs as fast as you can).

The Brave Little Indian - (cont.)

Narrator: Once upon a time there was a brave little INDIAN. He said to his happy little INDIAN friends, "I am going hunting to find a grizzly bear". So he WALKED out the gate and he SLAMMED it. He hadn't WALKED far until he SAW a rabbit. But, he didn't SEE a bear. So he WALKED on. Soon he came to a bridge and he CROSSED the BRIDGE. He hadn't WALKED very far when he SAW a deer, but he didn't SEE a bear, so he WALKED on.

Then the brave little INDIAN came to a ditch. He couldn't step across, so he backed up. He said, "I'll JUMP the ditch", and he RAN, faster and faster. He JUMPED and he landed on the other side of the ditch. He hadn't WALKED very far until he came to a river. He JUMPED into the river and SWAM across. He got out of the river and WALKED on. He WALKED up a little hill, and just then he SAW the bear! He quickly turned around and RAN down the hill. He JUMPED out of the river and RAN on. he quickly CROSSED the BRIDGE. On the other side he SAW a deer, but he RAN on. When he got home, he RAN through the gate and SLAMMED it. He told his INDIAN friends, "I SAW a bear"! The other little INDIANS just said "HA!"

MIXERS, ICEBREAKERS AND GATHERING TIME ACTIVITIES

Name Acrostics - As people arrive, hand them a pencil and card. Ask them to print their full name in capitals vertically at the left of the card. Then move about, trying to find persons whose last names begin with these letters. For variation, use the monthly theme or other word along the left of the card.

Who Are You? - This is a good icebreaker for a den meeting. On the door, hang a sign which reads, "Who are you"? The lower part of the sign is changeable and contains the subject or theme for that meeting. It could be planets, cars, birds, etc. As each boy arrives, he must say, "Today I am Mars." (or a Ford, or a Bluebird, depending on the subject.)

What's My Name - As people arrive at a pack meeting, pin the name of a person or object on their backs. For a circus theme, it could be a circus performer or animal (clown, tall man, lion, etc.) For a citizenship theme, it could be the name of a president or statesman (George Washington, Patrick Henry, etc.) They move around the room, asking questions about themselves to try to find out who they are. Answers must be "yes" or "no" only. When the name is guessed, it is removed from the back and pinned on the lapel.

You Never saw It - Tell the group, "I have something in my pocket that you never saw before and you'll never see again. Then take a peanut out of your pocket, crack the shell, show it to the audience and eat it. Say, "you never saw it before and you'll never see it again."

Dark, Isn't It - Tell the audience that this is a test of intelligence, coordination, and ability to follow directions. Have each person raise their left hand and point left index finger to the right parallel to the floor. Then have them raise the right hand and hold the right index finger on a level with the left finger, pointing in the opposite direction. Then raise the left hand 2 inches and lower the right hand 2 inches. Now ask them to close their eyes. After a moment remark innocently, "Dark isn't it?"

Spelling Mixer - Print a large letter on 5 x 8 cards. One letter to a card. Do not use the letters j,k,q,v,x, or Z. Make several cards with vowels on them.

Spelling Mixer - (cont.)

Have a card for each person in the group. Three adults act as judges. On signal, people hold up their cards and rush around to find two letters that will make up a three-letter word when added to the card they are holding. The three people lock arms and race to the judge, who writes the word on the back of their cards. This continues for 5 or 10 minutes. The winner is the person with the most words on his or her card.

Stand By Sixes - Audience, boys and adults, stand in large open area. They respond as leader shouts instructions. "Stand by sixes!, stand by threes!, stand by fours!, groups of sixes, fours, threes, etc., are quickly formed and stand together with arms around each other's waist. People who cannot find a group to join are eliminated from the game. The action is fast and exciting. Just as soon as groups are formed, leader shouts another command.

Eventually most of the players will be eliminated. When there is only one group of six left, the command, "stand by fours!" will eliminate two more players, and so on.

Prisoner's Escape - This is a good icebreaker for a den or pack meeting. As people arrive, tie a piece of string around the wrists of one person; loop another piece of string over that person's wrist and tie it to another person's wrist. They are now locked together. Challenge them to get away without breaking the string or untying the knot. The solution is to push the center of one string through the loop on the inside of the other person's wrist, bring this new loop back over his hand, and draw it back through the wrist loop.

Lucky Handshake - Three or four people are secretly supplied with pennies before the meeting. As people arrive, they are encouraged to shake hands with everyone else. The tenth person to shake the hands with anyone holding a penny receives the penny. This goes on for a predetermined time, when those holding pennies get to keep them.

Start Off With A Bang - Give everyone a balloon when he arrives. Open the meeting by having the group pop their balloons all at once or blow them up til they burst

Knife-Nose Game - Explain to the group that they are to do as you say, not as you do. Point to a knife and shout, "KNIFE" or "NOSE", then point to your nose and shout either of the words. Change the speed of your commands. Anyone making a mistake is out.

Go Forth - Give everyone a pencil and paper when they arrive. Tell them to "GO FORTH" and get acquainted with 20 people, to ask them their names, and to write them on their paper. When all have their 20 names, ask everyone to tear them off and give each slip of paper to the person whose name is written. Check up to see how many can rid themselves of all their names.

Zip! Zap! - Form a circle with the leader in the center. When he points to someone and says, "Zip" the player must give the name of the person on his right before the leader can count to 10. If the leader says "Zap" the player must name the person on his left. anyone who gives the wrong name or is too slow drops out.

Mixers - (cont.)

Splitting Up The Family - To stress the role of parents, ask the group to place palms and fingers together, folding the middle fingers down with the knuckles together. Just the tips of the other fingers touch. The bent fingers represent family unity; the third fingers represent the mother and father; the others the children, cousins, grandparents, etc. Separately, these other fingers have little effect on family unity, but you can't separate the mother and father without splitting up the family.

Stick Out Your Tongue And Touch Your Nose - Ask how many can stick out their tongue and touch their noses. Have them try. Then show how it's done by sticking out your tongue and touching your nose - with your finger.

Dividing Into Groups - For variation in dividing a group into smaller groups or parts, use one of these methods.

- a. Ask those with black or brown shoes to get together.
- b. Tell those with brown, blond, gray or red hair to find each other.
- c. Have those with the same birth month or of the same age level to seek each other out.
- d. Ask those with the same color suit, dress or tie to assemble.

Tree Test - This game can be used as a contest. Read the following and wait for an answer after each sentence.

What is the double tree? (pear) What tree is nearest the sea? (beech) Name the languishing tree? (pine) What is the calendar tree? (date) What tree will keep you warm (fir) What is the Egyptian plague tree (locust) What tree do we offer friends when meeting? (palm) What tree is used in kissing? (tulip) What tree is used in a bottle? (cork) What tree is used to describe pretty girls? (peach) What tree is an emblem of grief? (weeping willow) What is the sweetest tree? (maple)

One Word Anagram - Ask if anyone can rearrange the letters in the words "new door" to make one word. Give everyone a chance to try, and then write on a blackboard: O-N-E-W-O-R-D.

A Visit From Saint Nicholas - Provide sets of four cards. Upon each card is written one of the first four lines of the famous Christmas poem:

"Twas the night before Christmas when all through the house
Not a creature was stirring, not even a mouse
The stockings were hung by the chimney with care
In hopes that St. Nicholas soon would be there.

Suspend the cards with string around the necks of all the players. On signal, everyone is to scramble about seeking the other three lines of the poem. The first four to line up in the proper sequence are the winners.

Betcha Can't - Tell everyone to place their right hand where his left hand can't reach it. After considerable commotion, solve the dilemma by placing your right hand on your left elbow. Ask if anyone can walk out of the room with two legs and return with six legs. If no response leave the room and come back with a chair, dog or cat. Call a member from the audience and make an issue of the fact that he can't remove his coat alone. When he accepts the challenge, take your coat off too. Boast that you can push a quarter through a ring. Ask if anyone can do it. /Demonstrate by putting your finger through a ring and then pushing a quarter.

Mixers - (cont.)

Head Autograph - Give each person a pencil and paper. On signal, everyone places the paper on top of his head and writes his full name. This done, he passes the paper to his neighbor who, when called upon, tries to read it.

Old MacDonalds Farm - Have sets of cards with names of the characters from "Old MacDonald Had A Farm". Give everyone a card and then lead the group in singing the song. The "CHICKS" do all the clucking and assemble by means of noise identification. The "ducks" get together to quack, "TURKEYS" to gobble, "PIGS" to oink, etc. By the time the song is finished, you have formed several friendly discussion groups.

YELLS, CHEERS, CLAPS AND APPLAUSES

Round of Applause - Audience claps while moving hands in large circular motion.

A Big Hand - Leader says, "Let's give them a big hand!" Everyone holds up one hand with palm open.

Desert Applause - "Yucca, yucca, yucca!"

Flapjack Applause - Pretend to pry spatula under a pancake. Then throw it up in the air and nod three times as if watching flapjack flip in air, then catch it on the spatula as you bring your hand down with a loud clap.

Tonto Applause - Leader says, "Where does Tonto take his garbage?" Audience yells, "to de dump, to de dump, to de dump, dump, dump," in rhythm while slapping hand on thighs like running horse.

Robot Applause - Walk in place, stiff-legged, saying "Does not compute! Does not compute!"

Turkey Applause - Walk around in a small circle saying "Gobble, gobble, gobble!" Then rub stomach, saying, "Yum, yum, yum!"

Rudolph Applause - Put thumbs to head with fingers pointing up to form antlers. Wrinkle nose, and say, "Blink, blink, blink!"

Watermelon Cheer - Pretend to hold up watermelon slice to mouth. Chop 3 times (or pull it rapidly across the mouth, slurping the fruit) then turn head to one side and give a "rasberry" sound of spitting out seeds.

Cantaloupe Cheer - Same as watermelon cheer except on a smaller scale. The melon is shorter and you spit out only one seed.

Paper Bag Cheer - Make motions to simulate opening a paper bag, forming a neck, blowing it up, then pop it, saying "POP!"

Six-Shooter Cheer - Point finger in air and say "Bang, bang, bang!" then blow smoke from gun.

Giant Beehive - Group buzzes like a hive of bees. When leader raises hand, volume increases. When hand is lowered, volume decreases.

Yells, Cheers, Claps and Applauses - (cont.)

Melting Ice Cheer - Hang fingers down and say "Drip, drip, drip!"

New Person Cheer - Hi there, Welcome, Welcome, Welcome!"

Good Job Cheer - (Like lumberjack cheer) "Great going" 3 times.

Drum Cheer - Beat your legs just above the knee and say "Rat-a-tat-tat" 3 or 4 times, then "Boom, boom, boom!"

Jolly Green Giant Cheer - "HO, HO, HO!"

Other Clam Cheer - Fold hands together, interlocking fingers make noise by pressing palms together.

Seal Of Approval - Extend arms, cross hands at wrist, clap several times and make sounds like a seal.

Wolf Cheer - How, How, How! Wolf whistle.

Southern Cheer - 'How, How, How, You-all-1-1.

Echo Cheer - How, How, How, (very loud) How, How, How, (very soft).

Balloon Cheer - Make a fist. Put thumb in your mouth and blow. slowly open fingers to resemble enlarging balloon. Then flip out hand yelling "POP!"

Guillotine Cheer - Pretend to pull rope with blade to top saying "GRUNT, GRUNT, GRUNT, CLICK" Lock blade into place, "SWOOSH" let go of rope. Then roll one hand over the other saying "PLOP" Wiggle fingers and say "DRIBBLE, DRIBBLE, DRIBBLE".

Bubblegum Cheer - Blow gum 3 times, clap hands loud once then peel gum off face.

Some Den and Pack Cheers:

Hoo-ray, hoo-ray (2times)	Strawberry Shortcake	C'mon Gold! C'mon Blue
We're the Cub Scouts	Escimo pop	C'mon Cubs! C'mon through!
Of the BSA	(Pack # always on top!	CHOW! CHOW! BOW! WOW!
		(Cubmasters Name)Wow, Wow!

When I Do, You Do Applause - Give the order "When I applaud, you applaud..when I don't, you don't. Go through several false motions to see if you can catch the group napping.

Cheer For Your Unit - Ask everyone to stand up, and applaud. Then, with heads thrown back and chests puffed out, shout the number of their pack, number and B...S...A... at a pack meeting, Cub Scout Dens shout their den number.

Clam Clap - Ask everyone to roll up his sleeves in preparation for this strenuous applause. Double up your fists with your left arm in front of your face and right arm overhead. Then silently open and close your right fist.

Class Applauses - Clap hands to rhythms:

A: 1-2-23-4, 1-2-, 1-2, 1-2-3-4, 1-2, 1-2, 1-2-3-4, 1-2-3-4, 1 (a big one).

B: 1-2-3-4, 1-2, 1-2, 1-2-3-4, 1-2, 1-2, 1-2, 1-2-3-4, 1-2-3-4.

C: 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 clap and then hit) 1.

Yells, Cheers, Claps and Applauses - (cont.)

Flea Clap - Have everyone raise his hands above his head. Applaud by clicking nails of the thumb and forefinger on each hand.

Sky Rocket Applause - Have everyone pretend to strike a match on his trousers or dress and pantomime lighting a rocket. Watch the rocket to up and say "Ssssssssss, BOOM, Ahhhhhh!" Flutter your fingers to represent falling debris.

Rainstorm Applause - Start by gently patting knees alternately to simulate light rain. Increase the noise by switching to hand clapping as the storm reaches its height. With a hand signal, have everyone shout, "BOOM" to represent thunder. Gradually decrease the hand clapping and then pat the knees as the storm subsides.

Big Rainstorm - To simulate the rain, have everyone pat one finger of his left hand with one finger from his right hand. Gradually increase the intensity of the storm by increasing the number of fingers hit together. Hold up the desired number of fingers as the signal. Decrease the number of fingers tapping as the storm passes.

Two And A Half "Hows" - On signal, everyone calls out, "HOW!, HOW!, UGH!"

Lumberjack Cheer - Divide audience into 2 groups alternating "CHIPS: then "CHOPS" do this 3 times (example: Group - 1 CHIP, Group - 2 CHOP, 1- CHIP, 2-CHOP, 1-CHIP, 2-CHOP) Then both groups stand up and yell TIMBER!!!!

King Kong Cheer - Goes the same way a the Lumberjack, only at end everyone stand up, beats chest and yells AH, AH, AH, AH, AH!!!

Magicians Applause - Stand and pretend to reach up sleeve....pull out hand and yell "SHA-ZAM!!!!"

Cracker Yell - Tell boys to pretend they have a cracker in each hand, crumble them up saying - "CRUMMY, CRUMMY, CRUMMY!!"

Deep Sea Diver Cheer - Hold one hand over head, other pinching nose, puff out cheeks, and yell "BLUB, BLUB, BLUB!"

Pow Wow Cheer - Explain to audience that when you call out "POW", they should yell out "WOW" and vice versa. Do several times, saying faster and faster.

Telegraph Applause - Tap 2 index fingers together and say "CLICK, CLICKETY, CLICK, CLICKETY, CLICK!!"

Satellite Cheer - Move right hand in a circle over the head, opening and closing the fist while saying in a high falsetto voice: "GLEEP, GLEEP, GLEEP, GLEEP!"

For more ideas see Group Meeting Sparklers - No. 3122 and Cub Scout Leader How-To-Book No. 3831.

STORIES

Of all the tools a Cub Scout Leader can use, none can compare with the art of story telling. Stories are a lead-in to many other parts of a pack meeting or program. You can tell a story:

To introduce monthly themes	To explain advancement requirements
Introduce a craft session	Get across a point
Explain a game	For a change of pace in activities
While on a hike	For pure enjoyment and fun

Stories may help boys develop a love of reading. Cub Scout-age boys have great curiosity. They have been introduced to books and reading in school, but not always as a source of entertainment or pure enjoyment. A leader can take book in hand, read a few chosen sentences, put the book down and then tell the story so it will come alive for the boys.

Some Hints On Story Telling

- Be completely at ease, know the story.
- Arouse interest with a catchy or exciting beginning.
- Create a setting or mood by descriptions.
- Make the story move, maintain suspense.
- Match the speed and pitch of your voice to the action in the story.
- Keep the listener's attention by varying the speed and tone of your voice and by using gestures where appropriate.
- Don't prolong a story unnecessarily, decide beforehand how and when to end the story.
- Make the story short and to the point.

A SAMPLE

The Gift Of The Trees

The Indians believe that the secret of happiness comes from giving to others. Many, many moons ago when the Great Spirit first put man on the earth, man was frightened. "Where will I find food and water?", he asked. The trees laughed softly "We are your brothers," they said. "We will help you".

The maple tree spoke up: "I will give you sweet water to drink and make into sugar". The elm tree said, "Use my soft bark to make your baskets and tie them together with my tough muscles". The hickory tree said, "My cousins and I will fill your baskets with sweet nuts". And he called the chestnut, beech, and walnut to help him. The great pine tree whispered softly, "When you get tired, little brother, I will make you a bed. My cousins the balsam and cedar will help me.

There was sunshine in man's heart as he set out to explore his new world. But soon he came to a deep, wide river. "How will I ever cross the river"? man asked. The trees laughed and laughed. "Take my skin", said the birch. "Sew it together with the muscles of the elm tree and you can make a boat that will carry you across the widest river".

A Gift Of The Trees - (cont.)

When the sun crossed the sky to his lodge in the west, man felt cold. Then the balsam fir tree whispered to him, "Little brother, there is much sunfire in my heart, rub my branches together and you will make a fire". So, man made fire. And that night he slept soundly on the branches of the great pine tree. The north wind blew cold, but there was sunshine in the heart of man.

Now when Indian children ask how they can repay their friends, the trees' - a wise answer is - "They do not ask for payment. But you can give them care and attention. You can give love and care to every plant and flower that makes your life beautiful".

For more examples and resources for stories, see the Cub Scout Leader How-to-Book, No. 3831.



GAMES FOR WEBELOS

Games and contests for the Webelos are fun for the boy, give variety to your program, and release their explosive energy.

Games can accomplish many things like, sportsmanship, friendship, pride, physical and mental growth. In all, good citizenship for your Webelos.

Games can be played indoors, outdoors, quietly and very actively. A skill game tests their ability, or have them use their brain in a mental game. And muscles that need to be developed can be done with a physical game. Select your game based on what you want to accomplish.

SOME HINTS FOR LEADERS:

Select the proper place for the game.

Keep each boy active in the game.

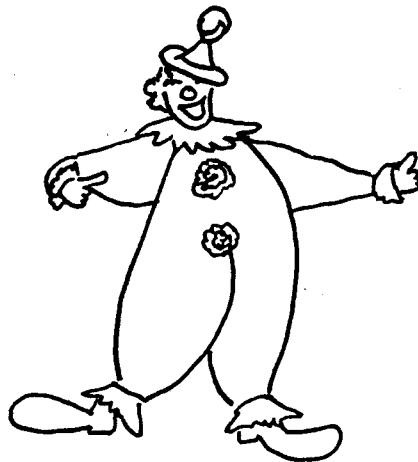
Let your Webelos Den Chief lead games. Be ready to give him a hand if necessary.

Use active games early in the meeting, saving the quiet ones for later.

Have necessary equipment on hand.

Don't over-do the same game - change them each week so no one gets bored.

In this section we have listed one game for each Webelos Activity Badge.



Webelos Games - (cont.)

ENGINEER:

CATAPULT THROW: Equipment - Catapult that each boy has made and a ping-pong ball.

Each boy will operate his own catapult. Give prizes for the longest throw, shortest throw, and the highest throw.

FORESTER:

NAME THE TREE: Equipment - A paper sack full of different leaves.

Have the Den Chief pull a leaf from the sack, the first boy to correctly identify the leaf gets to keep it. At the end of the game the boy with the most leaves is the winner. Have them make a scrapbook to keep and show at pack meeting.

GEOLOGIST:

KING OF THE ORE: Equipment - None

This game is played by one boy naming something that a house is made of, he must name the ore or metal and it's use. If he is right, he is King and he stands in the center, until someone gives the King another geological material used in the building of a home then that boy becomes King. (The answers can be found in the Webelos Scout Book.)

NATURALIST:

INSECT HUNT: Equipment- Insect net and jar with lid

A trip to the woods and a game of who can catch and correctly identify the most insects.

OUTDOORSMAN:

TENT UP AND TENT DOWN Equipment - One tent for each team

This is a good father-son or three to four boys for each team game. Object of the game is to see which team can set up their tent in the fastest time. (The tent has to stay up.)

AQUANAUT

WATER CIRCLE TOUCH BALL Equipment - One beach ball

The players stand two or three feet apart and toss or pass a ball around the circle. One player inside the circle tries to get possession of the ball. If he touches it at any time the player in the circle who last touched it must take his place. The most important thing is safety - so keep it safe and all will have fun.

Webelos Games - (cont.)

ARTIST:

DRAW THE CLOWN FACE: Equipment - 8 x 10 sheet of paper, felt pen, blind-fold for each player.

Each boy is blindfolded and asked to draw a picture of a clown. After each boy has finished the boys try to find their own drawing. You may have many winners, and you may not have a winner at all.

ATHLETE:

INDIAN ARM WRESTLE" Equipment - Two strong-armed boys.

Try to force your opponent's hand to the ground or raise his elbow. Try changing hands. There are other good contests in the Webelos Scout Book.

CITIZEN:

NEWSPAPER STUDY: Equipment - One current newspaper per team.

Teams in corners, each with the same day's issue of a newspaper. On signal teams start a search for news items that definitely illustrate the Scout Law. Items are cut out and numbered according to the point of the Law. Team with most clippings in given time wins (smart team leaders distributes pages among his team members.)

CRAFTSMAN:

WHO IS THE CRAFTIEST: Equipment - Genius kit

This game uses a genius kit that the leader puts together. The boys must use the following tools to assemble their genius kit:

Saw	Screwdriver
Hammer	Rule
Wrench	Drill

SCHOLAR:

SCOUT LAW DART BOARD: Equipment - Dart board and darts. The dart board should have spaces with numbers through twelve.

Each boy, in turn, throws a dart at the dart board and scores a point if he can recite the point of the Scout Law represented by the number in which his dart sticks. Score one point for each correct throw and identification. Permit each boy to continue throwing until he misses, either in his throw or in his identification of the Law.

Webelos Games - (cont.)

SHOWMAN:

TELL-A-STORY Equipment - None

Line up boys of two teams facing each other and have one boy on each team tell a story one at a time. The object of this game is to make the other team laugh.

SCIENTIST:

POP THE CORN Equipment - One test tube, popcorn popper, popcorn

The first one to get his corn to pop is the winner, he must pop two kernels. Each boy must put corn in the test tube and light his own candle.

SPORTSMAN:

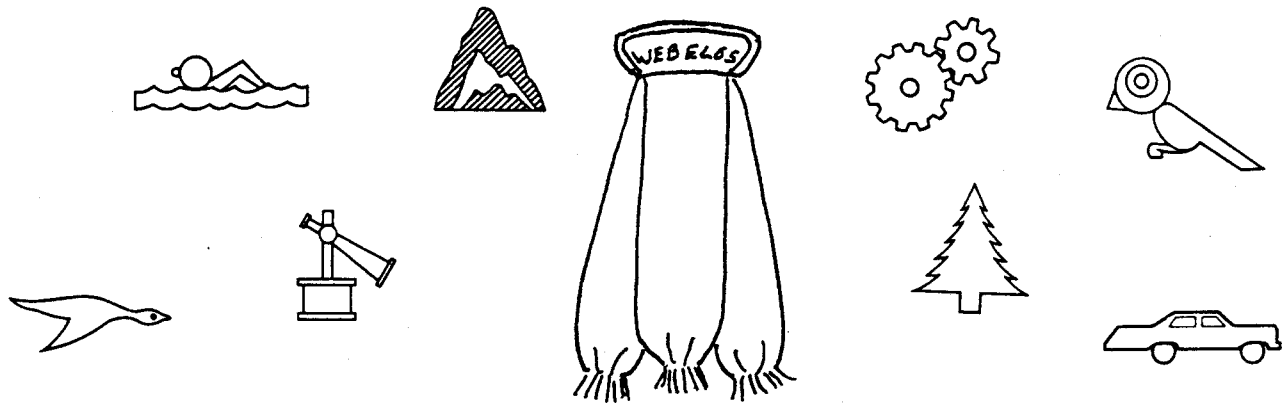
ONE-ONE "CAT" Equipment - A bat and ball

Home plate and first base are set up. One player is batter, the others catcher, pitcher and fielders. The batter is out when he makes three strikes or when a fly or foul ball is caught. When he makes a hit, the batter must run to first base and return home before the ball is returned to the catcher, who must touch homeplate to put him out. When the batter is put out all players move up in rotation. The batter moves out to right field. If a player catches a fly, he replaces the batter.

TRAVELER:

YOU'RE GOING TO TAKE A TRIP Equipment - Small flags or markers and blindfolds for each boy.

For this game you will need two teams of three or more boys. Each boy has a blindfold so that he cannot see. One boy will be the leader of his team and will have to guide his teammates and pick up small flags along the way. (The Webelos leader has put these markers in the backyard ahead of time so that no one will know where they are.) Make two identical trails. The team that comes back with the most markers is the winner.

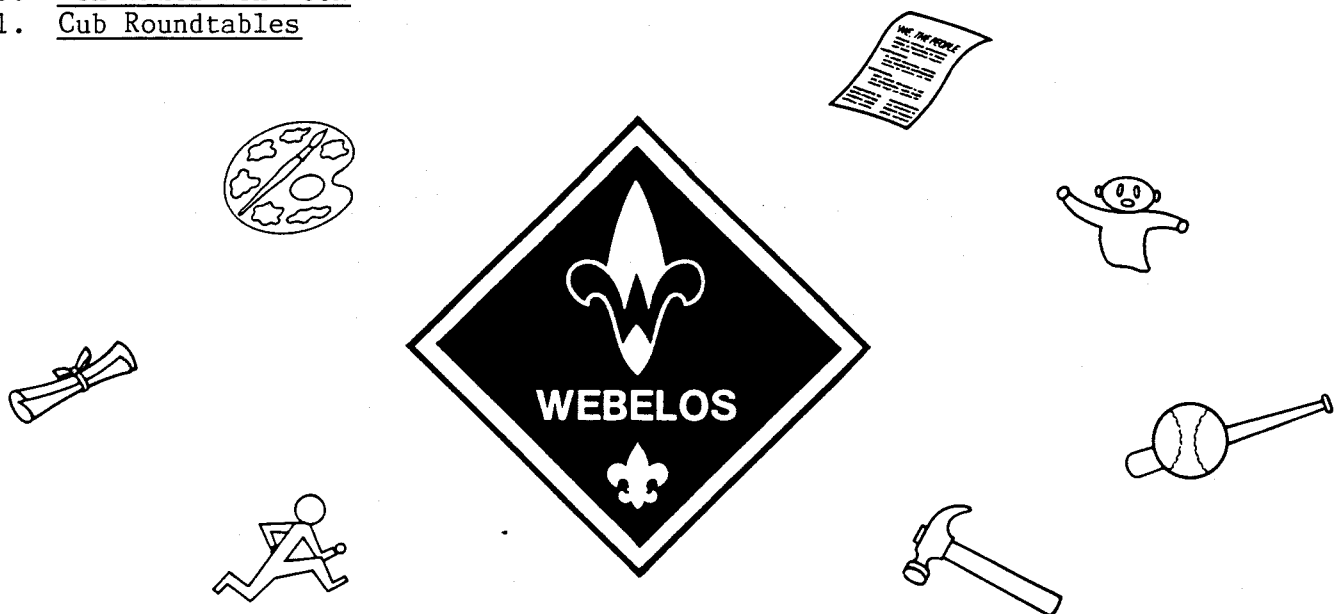


WEBELOS ACTIVITY BADGES

The following pages will give you some ideas for Webelos Activity Badges to use in your den meetings. These ideas do not meet all the requirements for each badge, but are only ideas to help you in planning your meetings. Some badges can be completed at the meetings, but most should be finished at home with a parent. It is not important that the boy finish all fifteen activity badges, but he should get the required seven badges in order to qualify for Cub Scouts' highest award - the Arrow of Light.

WEBELOS ACTIVITY BADGES RESOURCES

1. Webelos Scout Book
2. Webelos Den Leader Book
3. Webelos Scout helps '78 '79 (and past WEbelos Scout Helps)
4. Webelos Den Activities Book
5. Webelos Activity Badge Helps (Boys' Life reprints)
6. Boys' Life Magazine
7. Scouting Magazine (new Webelos Helps appear in April issue).
8. Where to Go Book
9. POW WOW Book
10. Den Chief Den Book
11. Cub Roundtables



AQUANAUT ACTIVITY BADGE



PURPOSE

1. Learn the proper respect for water and water safety.
2. Builds up swimming skills and gives self-confidence in and on the water.
3. To learn basic rescue methods
4. To understand and know the basic rules of boat safety.
5. Relates to Lifesaving and Swimming Merit Badge in Scouting.

RESOURCES

1. Webelos Den Activities
2. Local swimming instructor
3. Boy Scout with Lifesaving or Swimming Merit Badge.
4. Webelos Scout Helps

DEN IDEAS

1. Have meeting at local swimming pool. (Invite a boy Scout with Lifesaving or Swimming Merit Badge.)
2. Have a lifeguard or interested parent explain water safety and rescue methods
3. Play swimming games listed in Webelos Den Activities Book.
5. Demonstrate care and use of mask, snorkel and fins.
6. Penny Hunt - Play in shallow water - scatter pennies.
7. Instruct weak swimmers while strong swimmers play deep water games under supervision.
8. Water basketball - use inner tubes for baskets.
9. If parent has boat, explain boat safety and state regulations.

FIELD TRIPS

1. Swim meet, diving exhibition
2. Boat races
3. Boat show

Your first concern must be safety during the Aquanaut activities. To make sure your den is safe, use Scouting's Safe Swim Defense plan whenever in the water. (Webelos Den Leader's Book, pg. 73) Also, "Drownproofing" (Webelos Scout Helps '78, '79, pg. W24).

ARTIST ACTIVITY BADGE



PURPOSE

1. To allow each boy to be creative in his own way.
2. To become familiar with color charts, designs, sculptures, etc.

RESOURCES

1. BEginner's art books
2. Webelos Den Activities
3. Webelos Scout Helps
4. Artistic parent

DEN IDEAS

1. Mix colors, using a color wheel.
2. Sandcasting.
3. String Art.
4. Hold an "Art Can Be Fun" night.
5. Make drawings from nature (birds, animals, flowers, trees.)
6. See who can make up the funniest cartoon character.
7. Modeling (make a puppet head and use for Showman Badge).
8. Make a Den Mobile to hang in meeting place, with each member contributing.
9. Art Gallery Game (Webelos Den Leaders Book, pg. 114).
10. Art Consequences (Games for Cub Scouts, pg. 62).

FIELD TRIPS

1. Art Gallery or museum
2. Industrial design office
3. Advertising agency
4. Art School
5. Hobby Shop (some have art classes)

ATHLETE ACTIVITY BADGE



PURPOSE

1. To teach physical fitness and its importance to your body.
2. Help control ones temper.
3. Understand the rules of games.
4. Acquire faith and trust of fellow teammates.
5. Relates to Athlete Merit Badge in Scouting.

(This is a good activity for the very first meeting or when unable to prepare for a meeting.)

RESOURCES

1. Webelos Scout Book
2. Boys' Life
3. Webelos Den Activities
4. WEbelos Den Leaders Book
5. WEbelos Scout Helps

DEN IDEAS

1. Have den compete in dual contests. (Webelos Scout Book)
2. Invite high school coach to discuss training.
3. Indoor Obstacle Course. ('78-'79 WEbelos Scout Helps)
4. Invite dads to coach the five badge events and record results on the fitness Progress Chart in the Webelos Scout Book. End meeting by playing a game with dads.
5. Make homemade exercise equipment. (Webelos Den Activities).
6. Outdoor Obstacle Course.. (Webelos Den Activities).

FIELD TRIPS

1. Track Meet
2. Any sportsevent requiring strength, speed and stamina.
3. Gymnastics exhibition/
4. A gym (YMCA) where Webelos can try weight training equipment or pass swimming requirement.

CITIZEN ACTIVITY BADGE



PURPOSE

1. To aid in developing the young men of today into responsible citizens of tomorrow, a primary goal of the BSA.
2. Get a closer look at Federal, State and Local Government.
3. Help the boys who were born U.S. Citizens to understand the difference in being a "citizen" and a "good citizen". Also what the true meaning of "all men are created equal" is.
4. Learn why we must have laws and why the laws must apply to all persons equally.
5. Relates to Citizenship in the Community, Citizenship in the Nation, and Citizenship in the World Merit Badges in Scout

RESOURCES

1. Webelos Scout Book
2. Webelos Scout Helps
3. Bill of Rights No. 26-095
4. Our Heritage of Freedom No. 26-097
5. Law and Justice No. 26-099
6. Citizenship Through Service (ideas for service projects)
7. Public and School Libraries
8. State and Local Government Offices and buildings.

DEN IDEAS

1. Invite a "new" citizen to visit your den meeting and tell what his citizenship means to him.
2. Ask a judge, City or State Official to visit and explain how the city or state government is structured.
3. Make a chart of the executive, legislative and judicial branches of our nation and state.
4. Plan and carry out a den service project (clean up ground, collect books).
5. Observe the voting process.
6. Plan and help carry out a service project for the pack.
7. One of the requirements is to make a notebook to keep records of projects. Encourage the boys to "dress-up" notebooks and offer a prize for the best one.
8. Discuss anthem's history in Webelos Scout Book.

FIELD TRIPS

1. Attend a naturalization ceremony.
2. Visit a City Council Meeting
3. Tour a municipal building or the State Capitol.
4. Visit a city or county court. Acquaint the boys with court proceedings.
5. Check Where to Go Book for more ideas.

It is suggested that the boys share their learning process with their family by working on as much of their requirements at home with their parents as they can.

CRAFTSMAN ACTIVITY BADGE



PURPOSE

1. Encourage father and son to work together.
2. Develop interest and pride in making and caring for things.
3. Help to understand the importance of safety and care of tools.
4. Give him a feeling of accomplishment.
5. May develop interest in the Woodworking, Machinery, Leatherwork, or Model Design & Building Merit Badges when a Boy Scout.

RESOURCES

1. Skilled carpenter or parent.
2. Webelos Program Helps
3. Craftsman Activity Badge Helps. No. 26-057
4. Handicraft. No 26-043
5. Crafts for Cub Scouts.

DEN IDEAS

1. Meet in workshop or garage where tools are available.
2. Have a dad or carpenter demonstrate safety and care of tools, and how to clean up.
3. If no tools are available, arrange with local hardware store, such as "Handyman", to demonstrate their tools.
4. Have a Scout with his Woodworking Merit Badge show his project and help at a meeting.
5. Let each boy choose a project to work on at home, then have him work on it at a den meeting.
6. Have a contest for driving nail in fewest strokes and sawing a board in fewest strokes.

FIELD TRIPS

1. Hardware Store
2. Construction site
3. Craftsman or Hobby Shop demonstration.

ENGINEER ACTIVITY BADGE



PURPOSE

1. Give a broader meaning of the word "engineer".
2. Could generate interest later in an engineering field.
3. Gives the Webelos a chance to meet interesting people on field trips.
4. Relates to Engineering Merit Badge in Scouting.

RESOURCES

1. A parent with engineering background
2. Webelos Den Activities
3. Den Chief Handbook.
4. Boy Scout Merit Badge Counselor.
5. Engineer Activity Badge Helps. No. 26-079
6. Draftsman or Construction Foreman
7. Science Teacher

DEN IDEAS

1. Have a surveyor visit and tell why we need surveyors.
2. Have a parent with engineering background, explain why he went into this field of engineering.
3. Take the den outdoors to measure your property line.
4. Have each boy bring to meeting a bridge they have built and explain types of bridges.
5. Have each Webelos pick a requirement and demonstrate it at the next meeting.
6. Plan a visit by a local utility employee or builder to explain their jobs.

FIELD TRIPS

1. Visit a building site and explain property lines.
2. Visit a municipal engineer's office, surveyor's or architect's office.
3. Visit a college engineering department.
4. Tour a house under construction and show a floor plan of the house.
5. Visit a municipal water works, TV, radio, etc.

FORESTER ACTIVITY BADGE



PURPOSE

1. Understand the value of our nature's forests.
2. Learn the meaning of preservation (conservation) and why.
3. Learn what products are produced by the forests.
4. Be aware of erosion, run-off, etc.
5. Relates to Forestry Merit Badge in Scouting.

RESOURCES

1. Forestry with State Agency
2. Forestry Activity Badge Helps No. 26-053
3. Boys; Life
4. Visitor Center and Naturalist at Nature Parks

DEN IDEAS

1. Have a parent bring samples of various wood, seeds or leaves.
2. Have Webelos bring collections and discuss them
3. Conduct a group question and answer session.
4. Discuss a book on forests or plants.
5. Discuss various foods (nuts, berries, etc.) available in the forest.
6. Discuss what foresters do.
7. Leaf identification contest (study 20 leaves, then number leaves and try to identify).
8. Close meeting by reading Outdoor Code.
9. Count the annular rings of a tree stump or log section.
10. Plant a tree.
11. Teach how to measure tree height.

FIELD TRIPS

1. Nature Park or other similar facility
2. State Parks
3. Visit a nursery
4. Visit a lumber yard.

GEOLOGIST ACTIVITY BADGE



PURPOSE

1. To learn the history of the earth and its present and past life.
2. Understand rock and land formation.
3. How to relate rocks and minerals with everyday things around the house.
4. Relates to Geology, Environmental Science and General Science Merit Badges in Scouting.

RESOURCES

1. Geologist or interested parent
2. Scout with Geology Merit Badge
3. Geologist Activity Badge Helps, No. 26-082
4. Rocks and Minerals Books

DEN IDEAS

1. Have a geologist or parent bring samples of rocks and fossils.
2. Have Webelos bring rock collections to meeting and tell where they found them.
3. Show how to make a hardness kit with things around the house. (Geologist Activity Badge Helps or Webelos Scout Helps.)
4. Play "Rock Tag" outdoors - players are safe if touching rock.
5. Play "What Am I" using only names of rocks and minerals.

FIELD TRIPS

1. Riverbank or old quarry if possible
2. Jeweler's Shop
3. Mining Company (if possible)
4. History of Geology exhibits.

NATURALIST ACTIVITY BADGE



PURPOSE

1. To learn about insects, birds, reptiles and other creatures.
2. Be able to identify various animals and insects.
3. Teach animal foods and where they are found.
4. Understand the hazards in the out-of-doors.
5. Relates to Environmental Science, Fish & Wildlife Management and Nature Merit Badges in Scouting.

RESOURCES

1. Nature center
2. State Wildlife Department
3. Naturalist Activity Badge Helps No. 26-054
4. Ranger or interested parent
5. Books on wildlife and nature.

DEN IDEAS

1. Have a parent bring a terrarium and discuss it.
2. Have boys bring insect zoo and discuss various creatures.
3. Read and discuss parts of a nature book.
4. Quiz on poisonous plants.
5. Make different types of bird feeders and observe which birds use them.
6. Discuss the North American Fly-way and bird migration in this area.

FIELD TRIPS

1. Nature Park
2. Philadelphia Zoo
3. Fish Hatchery
4. Tour State Wildlife Department
5. Audubon Society.

OUTDOORSMAN ACTIVITY BADGE



PURPOSE

1. To teach basic camping skills.
2. Bring family together in camping and outdoor activities.
3. Teach fire, ax and knife safety.
4. Learn proper fire building technique.
5. Relates to Camping and Cooking Merit Badges in Scouting.

RESOURCES

1. Webelos Scout Handbook
2. Outdoorsman Activity Badge Helps No. 26-048
3. Webelos Den Activities Book
4. Scoutmaster or older Boy Scout.
5. Scout Handbook
6. Scout Fieldbook

DEN IDEAS

1. Review knot tying that is used most in camping. (Square, Two half-hitches, Taut line hitch, Clove hitch, Sheepbend, Bowline).
2. Set up family tent or borrow a Scout tent and hold meeting outdoors.
3. Have boys write down what they would take on an overnight campout, then discuss the basic articles needed on campouts.
4. Have each boy make up a personal first-aid kit.
5. Invite a Scoutmaster or older Scout to den meeting and discuss outdoor safety and basic camping skills.
6. Have an in-town hike, taking a sack lunch, or have mothers meet at a park with picnic. Demonstrate the use of a compass while hiking.
7. Demonstrate how to make a sleeping bag with blankets.
8. Have an outdoor cookout, inviting parents and let Webelos do the cooking.
9. Discuss "Outdoor Code": and use as closing of den. (Scout Handbook).
10. After campout, have boys write a short review of the good things that happened and things that shouldn't have happened.

FIELD TRIPS

1. Check with local Scout Office for camping areas
2. Have a day hike at a local or State Park
3. Visit a troop campout
4. Plan a father-son campout
5. Go on a bicycle ride to a nearby park

SCHOLAR ACTIVITY BADGE



PURPOSE

1. To become aware of the benefits derived from going to school.
2. To learn the history of the schools, from the very earliest, to the point of their start in America, and to the present.
3. To find out who runs the schools and where the money comes from to finance them.
4. To learn the many job opportunities open to young people in the educational field besides teaching.

RESOURCES

1. Webelos Scout Book
2. Webelos Program Helps
3. Public and School Libraries
4. Board of Education
5. Local school (principals, teachers, office staff).

DEN IDEAS

1. Invite a teacher, principal or school board member to a den meeting.
2. Invite parents to discuss the value of getting a good education.
3. Let the boys talk about what is going on at school (guide them by asking questions, but don't attempt to change their minds).
4. Prepare a chart of school systems and how it is administered.
5. Bring old school books and discuss difference in today's books.
6. List and discuss full time jobs available in the educational field.

FIELD TRIPS

1. Take a tour of the Educational Service Center (Board of Education Center).
2. Visit a college campus or high school.

Horace Mann wrote "Lost yesterday, somewhere between sunrise and sunset, two golden hours. Each one was set with sixty diamond minutes. No reward is offered, for they are gone forever!"

SCIENTIST ACTIVITY BADGE



PURPOSE

1. To understand a few ideas in physics.
2. To learn to experiment on his own.
3. Become acquainted with some famous scientists.

RESOURCES

1. Webelos Scout Book
2. Geologist & Scientist Activities Badge Helps No.26-082
3. Webelos Den Activities
4. Science teacher

DEN IDEAS

1. Have each boy pick an experiment in the webelos Scout Book and bring to show and explain at next meeting.
2. Make paper airplanes and have contest for distance and accuracy. Discuss why they fly and turn.
3. Respond to roll call by naming famous scientist.
4. Demonstrate inertia experiments in WEbelos Scout Book.
5. Discuss atmospheric pressure and what causes fog.
6. Demonstrate various optical illusions.
7. Make crystals.
8. Present a "Science Fair" at a Pack Meeting.

FIELD TRIPS

1. Weather bureau station
2. High School science laboratory. Explain some equipment and or simple experiment.
3. Planetarium

SHOWMAN ACTIVITY BADGE



PURPOSE

1. To develop creativity and broaden aptitudes in theater and the musical arts. (This helps to further the development of the whole boy).
2. To derive entertainment from cultural and educational enlightenment of the "arts".
3. To encourage proper speaking and listening habit necessary in communication.
4. To learn facts about famous writers and composers and their works.
5. To appreciate good music and literature.
6. Encourages the boys to write their own simple play or make a simple musical instrument.
7. Relates to Theater and Music Merit Badges in Scouting.

RESOURCES

1. WEbelos Scout Book
2. Webelos Program Helps
3. Stunts & Skits No. 26-026
4. Showman Activity Badge Helps No. 26-047
5. School drama department
6. School and local music departments

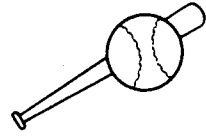
DEN IDEAS

1. Invite a high school drama teacher to demonstrate and explain he techniques of makeup.
2. Use a tape recorder to record the boys' voices and play for them.
3. Write a puppet play and make the puppets.
4. Write a one-act play for Pack Meeting.
5. Make a puppet stage.
6. Have the boys bring their favorite record to play at the meeting.
7. Plan a family night of entertainment. Include homemade musical instruments as well as regular instruments, puppet show, etc.
8. Discuss stage directions and what they mean.
9. Answer roll call with a brief history of an American composer assigned the week before.

FIELD TRIPS

1. Visit a costume shop
2. Attend a high school play (or children's theater, etc.)
3. Go to a band concert of professional puppet show
4. Visit a TV studio
5. Entertain children's home or hospital

SPORTSMAN ACTIVITY BADGE



PURPOSE

1. To learn good sportsmanship.
2. Teach the boys competitive and individual sports.
3. Teach appreciation of sports.
4. To learn new sports.
5. Relates to the Sports Merit Badge in Scouting.

RESOURCES

1. Y.M.C.A.
2. Sports Association
3. Sporting Officials
4. Library

DEN IDEAS

1. Casting Games. Webelos Den Activities.
2. ARchery practice with rubber tips. WEbelos Den Activities.
3. Hike around golf course.
4. Firearms Safety for BB guns
5. Invite referee or umpire to explain signals, then have a signals contest.
6. Have Den Meeting at playground or park.
7. Father and son ballgame.
8. Play "Broom" Hockey.

FIELD TRIPS

1. Softball Hall of Fame
2. Flyers Ice Hockey Game
3. Bowling, roller skating, or miniature golf.
4. Veterans Stadium - Phillies game of Eagle game.

The "Spirit of Good Sportsmanship" means being modest in victory as well as accepting defeat gracefully after trying your best.

TRAVELER ACTIVITY BADGE



PURPOSE

1. Teaches the boy to plan ahead for his travels instead of letting mom and dad do it all.
2. Helps him to be more aware of the environment around him.
3. Teaches him to be thrifty by realizing the cost of trips.
4. Teaches how to read a map and road signs.

RESOURCES

1. Parents and Leaders
2. City, State and U.S. maps
3. Bus, train and airlines schedules
4. Federal and State camping and lodging information
5. Where To Go Book
6. Traveler ACTivity Badge Helps No. 26-079

DEN IDEAS

1. Have Webelos bring state map to meeting. Teach them symbols and how to read map. Play a map finding game by having Den Chief call out names of towns to see who can find it first.
2. Map out trip to nearby town, calculating mileage from map.
3. National Parks Tour Game. Traveler ACTIVITY BADGE HELPS.
4. Have a bus or train agent talk to den on schedules and cost.
5. Have the boys make a list of what they would take in their suitcase for a weekend trip.
6. Demonstrate how to make a First Aid Kit for the car (First Aid Merit Badge requirement in Scouting).
7. Pack A Suitcase Contest - Competition for speed and neatness in packing a suitcase. Have enough boys clothing and toilet articles to fill a case. Let each boy try his skill at packing.

FIELD TRIPS

1. Take a trip to a nearby town, having them follow the map and signs.
2. Contact local bus company and take den on a city bus ride.
3. International Airport, Philadelphia.
4. 30th Street Station, Philadelphia.

HE'S IN YOUR HANDS

He's in your hands,
That young freckled face lad,
Even if you're not
His mom or his dad.
As a Webelos leader
You must measure up to the test.

Have you guided that boy right/
Have you done your best?
The impression you make,
Whether large or small,
Will show in that boy
When as a man he stands tall.

Whether your influence comes
When his Bobcat rank he makes,
Or if you have guided in some way
That boy who the Eagle charge takes.

It matters not at what point
Your guidance he needed,
But rather that his need
By you, Scout leader, was needed!

Scouting is a lot more than you think,
I'm sure you'll have to agree,
When in the life of that boy
Scoutings's influence you see.

So as before you, Scout leader,
That young boy stands,
Think about the impression you're making,
For he's in your hands.



PLAN, PLAN, PLAN

(Sung to the tune of the Three Blind Mice)

Plan, plan plan
Plan, plan, plan
See how it works
See how it works

You're Webelos Leaders one and all
We've taught you the buzz words to recall
Make it fun, make it fun, just have a ball

And plan, plan, plan
Plan, plan, plan
See how it works
See how it works

Know each and every requirement
Know the do's, the don'ts, be a savy gent
But don't be afraid to experiment

And plan, plan, plan
Plan, plan, plan
See how it works
See how it works

At times you'll feel like you're in a hole
Maybe at times you'll be out of control
But all will be righted just open your soul

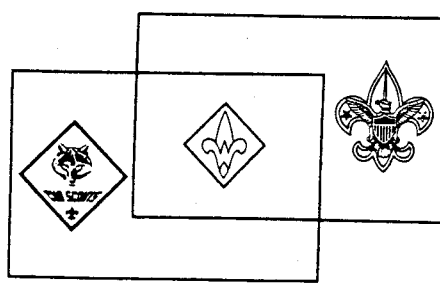
And plan, plan, plan
Plan, plan, plan
See how it works
See how it works

Hands-on activities rarely fail
All discipline problems will simply pale
If you'll just grab that Tiger by its tail

An plan, plan, plan
Plan, plan, plan
See how it works
See how it works

When boys you gather all i mass
Your meetings will be just as smooth as glass
With not much chance that you'll fall on your ass

If you'll plan, plan, plan.



Webelos-To-Scout Transition For Webelos and Pack Leaders

A source of new boys is vital to the continuance of the Boy Scout troop, and troop leaders are looking to your Webelos den

Troop Leaders Need Your Webelos Scouts

The troop is in constant need of new members. Your graduating Webelos Scouts are exactly the kind of prepared, active, and interested members they want. Moreover, troop leaders can appreciate your needs.

Troop Leaders Can Help

Ask troop leaders to assist on father/son overnights, Webelos badge and Arrow of Light Award advancement, and joint activities.

Cooperative Involvement

When the Webelos-to-Scout transition plan is used, Webelos Scouts want to join Boy Scout troops. As a part of this program, Boy Scout leaders give you help and support, participate in joint meetings and campouts, supply a den chief and a troop Webelos resource person, and establish a pack-troop relationship on a permanent basis.

Are You Interested?

What's In It For You?

HOW THE TRANSITION PLAN HELPS THE BOY

Many Webelos Scouts will go on into Scouting with no help at all. But at least half of them need to know more about their opportunities for fun and adventure in the Scout troop.

That's really the purpose of the Webelos-to-Scout transition plan: to give the Webelos Scout a sampling of the troop program, troop leadership, personal advancement, a training and learning experience and an appreciation of troop organization and relationships.

It will be the boy's (and his family's) decision so we owe it to them to demonstrate some of the fun experiences and to let him know that he is wanted. Certain key Scouters are better able to show the Webelos Scouts the various elements of Scouting. So we need to include everyone, starting with the Webelos Scouts themselves. That makes the transition plan an unlimited opportunity.

The boy's Webelos badge and Arrow of Light Award reach into the requirements bordering on Scouting skills, giving him a view of Scouting advancement. He sees boy leadership at work and senses his own potential as a junior leader. He becomes more confident and enthusiastic about the patrol method, a district camporee, about summer camp, and maybe even a national jamboree.

In short, the boy's desire for troop membership is the result of this gradual change in appetite for troop-oriented activities.

HOW THE TRANSITION PLAN HELPS LEADERS

For the troop leader, it means *more boys* — boys already versed in Boy Scout and Tenderfoot requirements and boys whose families have been supporting them in pack activities.

For the Webelos den leader, it means fulfillment. It means direct help with advancement requirements, father/son overnights, as well as a pleasant association with the troop. The time spent with a boy is productive as seen in the boy's desire to continue.

To the Cubmaster it means assurance of a stable Webelos den, more graduations and better ceremonies, the ready access to den chiefs and pack meetings that feature a lively Webelos den and Scout troop guests.

KEY LEADERS IN THE TRANSITION PLAN

For complete information on the qualifications and responsibilities of leaders, see chapter 4, *Cub Scout Leader Book*, No. 3220.

Webelos Den Chief

A registered Scout, active in the troop and selected by his Scoutmaster to serve with the Webelos den as a program assistant to the Webelos leader. He is trained either by the troop junior leaders or by the Webelos den leader. He should be at least a Second Class Scout and skilled in conducting ceremonies, leading songs, teaching skills, giving demonstrations, leading games and helping to prepare the Webelos Scouts in advancement for the troop experience up ahead.

Troop Webelos Resource Person

A registered male on the troop committee (or an assistant Scoutmaster). He is appointed to be liaison between the troop and the Webelos den. He helps the Webelos den leader to plan joint pack and troop activities, including exciting graduation ceremonies. His principal job is to ensure smooth transition of Webelos Scouts into the troop by working closely with the den chief, Webelos den leader and Scoutmaster.

Webelos Den Leader Coach

In packs having more than one Webelos den, he is the coordinator between dens. He plans activities, selects resources, contacts Scoutmasters, participates with Webelos dens at pack meetings, and keeps the Cubmaster informed.

Activity Badge Counselor

This adult is usually a family member of a Webelos Scout and has knowledge in one of the activity badge areas. Recruited by the Webelos den leader or the Webelos den leader coach, this person serves as a den helper at various times of the year. Not to be confused with merit badge counselors in Boy Scouting, activity badge counselors help Webelos Scouts gain self-confidence in dealing with new subjects and adults.

In A Nutshell . . .

The transition plan utilizes key people in specific roles designed to attract Webelos Scouts into the Boy Scout troop.

It creates a team spirit for the Webelos den leader, the Cubmaster and the Scoutmaster, and it enhances the "Scouting family" concept both in and out of the chartered organization.

HAVE YOU HEARD ABOUT THE JOINT LEADERS' ROUNDTABLES?

The Webelos-to-Scout transition plan calls for a joint roundtable for Webelos den leaders and Boy Scout troop leaders to be held twice a year — one in October and one in March or April.

With the Boy Scout leaders' roundtable staff serving as the host and with the knowledge of the Cub Scout leaders' roundtable staff, Webelos den leaders are invited to attend and cover major subjects related to pack-troop demonstrations.

This serves as a primary opportunity for Webelos den leaders and Scoutmasters to meet and to share mutual program ideas affecting Webelos graduations. The agenda is designed to promote good pack/troop or Webelos den/troop happenings and thereby hold the Webelos Scouts in the program until they reach Scouting age.

The participants get an opportunity to share with the group any successes in joint activities and graduation ceremonies.

SUGGESTED JOINT PACK-TROOP HAPPENINGS

1. Invite the Webelos den to attend a troop court of honor.
2. Invite the Scoutmaster and junior leaders to attend a Webelos den meeting.
3. Share an evening campfire.
4. Jointly, attend religious services on Scout Sunday or Scout Sabbath.
5. Participate in a joint community pack/troop Good Turn.
6. Jointly, do a Good Turn for the chartered organization.
7. Invite the Webelos den to go on a day hike with the Boy Scout troop.
8. Plan joint field-trip activities.
9. Together, plan parties for the den and troop.
10. Ask troop leaders to help with father/son overnights for Webelos den.
11. Plan joint den/troop activities — roller skating, bowling, miniature golf, swim parties, etc.
12. Invite the den to attend a troop skilloree.
13. When the troop hosts a district camporee, invite the Webelos den.
14. Invite the Webelos den to attend a performance of the Order of the Arrow dance team.

The First Things to Do

WEBELOS DEN LEADER AND CUBMASTER

- Get the name, address, and phone number of the leader of a Boy Scout troop in your neighborhood.
- Call the Scoutmaster and arrange for both to sit down together with him to share mutual needs and set up a plan for regular communication through the den chief, troop Webelos resource person, or assistant Scoutmaster regarding Webelos graduations.
- Secure assistance with equipment and/or leadership from the troop for your next Webelos father/son overnigher.
- Be sure to give the Scoutmaster the latest schedule and an invitation to attend the Webelos graduation ceremonies.
- Ask the Scoutmaster to recruit a Webelos den chief, if none exists.



Now That Things Are Moving

There are some other things that might be done by den and pack leaders:

WEBELOS DEN LEADER

- Use the Parent Talent Survey sheets to identify potential activity badge counselors.
- Train the Webelos den chief or help him to register for and attend a den chiefs' conference.
- Recognize the Webelos den chief in front of the pack or Webelos den.
- Complete Webelos den leader training as soon as possible.
- Work with the Webelos resource person and Cubmaster to conduct effective graduation ceremonies at the pack meeting.
- Attend joint Cub Scout and Boy Scout leaders' roundtables twice a year.

WEBELOS DEN CHIEF

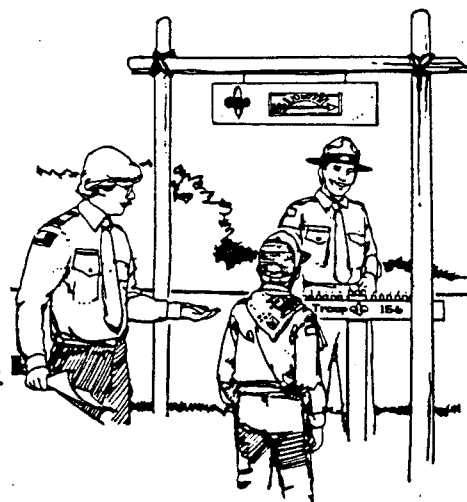
- Receive training from the Webelos den leader and attend a den chief conference. Secure a *Den Chief Handbook*.
- Participate in the yearly Webelos program planning meeting.
- Be familiar with the Webelos badge and Arrow of Light Award requirements in order to assist Webelos Scouts in their advancement.

- Attend all Webelos den meetings and participate in district or council "Webelos Woods" activities.
- Assist with all pack (or den)/troop activities and participate at pack meetings with Webelos Scouts in skits, stunts, songs, demonstrations, etc.
- Assist with Webelos father/son overnights, showing Webelos Scouts the proper use of troop equipment.
- Secure help from troop junior leaders.
- Assist activity badge counselors at Webelos den meetings as needed.
- Represent the Webelos den, the patrol leaders' council and the Scouts to the Webelos den. Explain the patrol method, enthusiastically.
- Participate with the pack, Webelos den, and troop in joint service and money-earning activities.



CUBMASTER

- Complete your basic Cub Scout leader training at your earliest opportunity.
- Sit down together with your unit commissioner, Scoutmaster, and Webelos den leader to determine what needs to be done to improve Webelos graduations.
- Assist in planning and conducting stimulating graduation ceremonies, involving the parents, Scoutmaster, den chief, Webelos den leader, and boy leaders of the troop.
- Conduct Webelos den induction ceremonies and Arrow of Light Award ceremonies.
- Support the Webelos den leader in pack-troop activities.
- Help establish and maintain strong pack-troop relationships.
- Encourage high advancement standards for the Webelos Scouts.
- Include Webelos den participation in pack meeting activities.
- Attend joint roundtable twice a year with the Webelos den leader.
- Recognize the den chiefs at the pack meeting.
- Support the year-round Webelos den program.
- Help to recruit activity badge counselors.



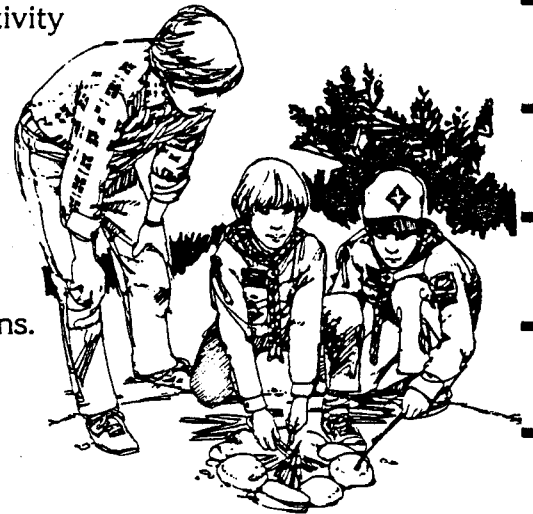
PACK COMMITTEE

- Help recruit and support the Webelos den leader(s) and provide resources for the Webelos dens.
- Promote Webelos-to-Scout transition through the chartered organization.
- At each monthly meeting, keep informed of Webelos den progress and needs.
- Invite families to joint pack (or den)/troop activities.
- Promote and support strong pack/troop relationships, sharing with the troop committee people the need for graduations into the troop.
- Work closely with the unit commissioner in effecting a smooth flow of boys into the troop.



ACTIVITY BADGE COUNSELOR

- Provide activity badge instruction at the Webelos den meeting.
- Be familiar with the *Webelos Scout Book* in presenting activity badge information and certifying advancement.
- Provide resources and instruction on model building.
- Help recruit other activity badge counselors.
- Lead field trips related to activity badges.
- Provide help and encouragement on collections and specimens.
- Hold to the time schedule for activity badge instruction.



WEBELOS DEN LEADER COACH

- Coordinate activities between Webelos dens in the pack.
- Coordinate father/son overnights and campouts between Webelos dens in the pack.
- Work closely with the troop Webelos resource person.
- Involve Webelos dens in pack meetings.
- Help recruit activity badge counselors.
- Aid in the training of Webelos den leaders and den chiefs.
- Assist with parent orientation in Webelos den operation.