

1988 MAINTENANCE



CUB SCOUT LEADER

RESOURCE BOOK

1988

November 1988

Dear Fellow Scouters:

Boy! It's great to be alive and in Scouting! And it's great to have friends like you!

We hope this book will be a super resource for you! The staff has helped put together many ideas for activities, crafts, and administration that we hope will be useful to you. (You will notice that even where we've fallen short, we've still provided dividers so that you can add pages.) This book, combined with the Cub Scout Leader "HOW TO" book, Cub Scout "Program Helps", your district's monthly Roundtables, "Scouting" magazines, "Boy's Life", and your leader's manual, will help you plan many, many fun-filled and meaningful activities for Cub Scouts and their families. Activities with a purpose - Citizenship Training, Character Development, and Personal Fitness - that will teach life skills and leadership to BOYS.

Let me tell you about the Main Event staff! These people are volunteers - just like you! They are dedicated to Scouting and to BOYS! They give of their time, talents, and personal resources to help you with your job in Scouting. They are cheerful, enthusiastic, and willing to serve! Many of them are pack leaders, too, and are giving up the opportunity to attend classes with you - in order to serve you! Wow! What a group! Thanks! Thanks! Thanks!

We try very hard not to duplicate, in this book, material printed in other BSA publications. Therefore I looked carefully at the latest edition of the "Cub Scout Leader HOW TO Book" and was amazed! What a great resource it is! I believe the "HOW TO" book to be the single greatest hands-on resource BSA has published! And they did it for you! Get one today!

Many, many thanks to the great Sam Huston Texas Council for much of the Webelos Leader section of this book! Any many, many thanks to the super Chickasaw Council (Arkansas, Mississippi, Tennessee) for the fresh, new material used from their most recent Pow Wow book! This is Boy Scouts of America at its best - caring and sharing!

And finally - YOU! We truly appreciate what you're doing for BOYS! You give AND give of your time, talents, and resources! You care about kids and our future! BOYS are grateful for you, and we ALL love you!

Love,

Sandy

Sandy
(206) 263-4608

SK:jh/102888

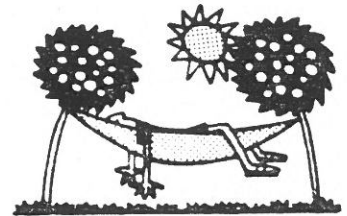
<u>CLASS</u>	<u>NAME</u>	<u>PHONE</u>
Webelos to Scout	Bob Ellingwood	(206) 573-9787
Uniform Uniforms	Vicki Zook	(503) 761-2371
Consider Your Spouse	Val Moon	(206) 687-1143
Family Enrichment	Mr. & Mrs. Lee Herzberg	(503) 843-4128
Mr. Goodsaw	Mac McIvor	(206) 695-1819
Puppets-Skits-Costumes	Florence Ryan	(503) 296-5129
Crafts	Mary Ann Sohlstrom	(503) 640-9215
Games	Bill Lairson	(503) 657-0550
Den Chiefs	Ken Hemmelman	(206) 887-4850
Songs	Warren Contreras	(503) 357-3476
Boy Behavior	Janet Kurkoski	(503) 284-8049
C.S. Sports & Outdoor Program	Carmen Mitchell	(503) 359-4685
Make-a-Track	Ron Fryer	(206) 573-8193
Den & Pack Ceremonies	Vern Winer	(503) 649-8997
2-Year Webelos Program	Mr. & Mrs. Mel Dahlquist	(206) 892-1076
Webelos Activities	Charles Moon	(206) 687-1143
Tiger Cubs	Ken Elliott	(503) 656-7097
Pack Administration	Terry Roberts	(503) 649-3209
Pack Activities	Ralph Staton	(503) 641-1918
Duty to God & Country	Mr. & Mrs. Rich Koplan	(206) 574-0842
Magic Fire	Mike Kestner	(206) 263-4608
Dec. Holiday Magic	Ellen Thomas	(503) 665-1247
Knights in Armor Jan.	Sandy Condon	(503) 562-6294
Strong for America	Terri Ragsdale	(206) 693-6681
Feb. Blue & Gold		
March - Exploring Alaska	Linda O'Brian	(503) 359-9278
April - Handyman	Pam Keck	(206) 225-7916
May - Wheels, Wings & Rudders		
June - Akela's Council	Ruby Mixdorf	(503) 692-2717
July - Trails, Treks, & Trips	Shellee Lewis	(206) 835-8668
Aug. - Outdoor Festival		
Sept. - Our American Heritage	Judy Norman	(503) 861-3283
Nov. - Parade of Presidents		
Oct. - Viking Discoveries	Sherri Lawler	(503) 771-0572

EXCUSES EXCUSES EXCUSES EXCUSES EXCUSES EXCUSES EXCUSES EXCUSES EXCUSES EXCUSES

You think you've heard them all? Rick Barnes has been collecting EXCUSES for years!
Here are a few for you to enjoy!



Call me back after Christmas.
I'll have to ask my spouse and I'll get back to you.
I can't because my son's in soccer!
I've got more important things to do.
I'm getting ready to move.
I'm having an operation on the 15th.
We're still settling into our new house.
It's a possibility but we'll have to see what tomorrow brings.
I'll let you know tomorrow.
I don't want to run all the gas out of my car.
I just wish I would have known sooner.
It's against my religion.
I'm too old for that.
My doctor won't allow me to do that.
I'll do it next time.
It's not in the cards.
I just don't feel like it.
My mommy won't let me.
Not right now.
I don't do things like that.
I'll be out of town that week.
I'm allergic to things like that.
I'm not over jet lag yet.
What? And mess up my plans for my big hunting trip?
Who me?
I don't want to get involved.
There's no way I can do that.
I've got a ball game that night.
My mother's going in for surgery.
I have too many other things in my way right now.
I'd do it if I had any free time.
If I wasn't so busy maybe I could do more.
My calendar is full!
I'm on the swing shift.
I'm having emotional problems right now and don't want to take anything else on.
I had a recent back injury.
Maybe this next summer when I get caught up.
I need my rest.
My mother-in-law is living with us right now.
I'm having company over that week.
It's my daughter's birthday.
I'm really not excited about it.
It's not in my blood.
My ex-wife is having a baby.
I can't or I'll be divorced.
My docket's full.
I'm going on vacation.
I don't have access to a car.
My wife's getting pregnant that night and I want to be there when it happens.
I don't know how.
Nobody will help.
I'll follow but I don't want to lead.
I've got something else I've got to do.
I can't handle responsibility.



APPLAUSE STUNTS

Applause stunts are a great way to recognize a person or a den for some accomplishment. Before you start, be sure everyone knows and understands what the applause stunt is and how to do it. Applause stunts can be used not only as recognition, but they can help liven up any meeting. They give the audience a chance to move around and let off steam.

- RUDOLPH APPLAUSE - Put your thumbs to your head with fingers up, forming antlers. Wrinkle your nose while saying: "Blink, blink, blink, blink"
- BEE APPLAUSE - Put arms straight out and pretend to fly, while saying: "Buzz, buzz"
- TURKEY APPLAUSE - Say "Gobble, gobble, gobble", then rub stomach and say: "Yum, yum".
- ROCKETSHIP APPLAUSE - Countdown "10, 9, 83, 2, 1 .. blast off!" Blast off with your hand, gain orbit, and say "Beep-beep, beep-beep"
- LIGHTNING APPLAUSE - Shake your finger like jagged lightning and go "Shhh Shhh" on each jagged movement.
- JOLLY GREEN GIANT APPLAUSE - Say "Ho-ho-ho" while stretching up tall.
- TONTO APPLAUSE - Leader shouts "Where does Tonto take his trash?" The audience yells in reply: "To da dump, to da dump, to da dump, dump, dump" to the rhythm of a running horse in a sing-song fashion, while clapping hands on thighs.
- FLAPJACK APPLAUSE - Pretend to pry a spatula under a pancake, then throw it up into the air and nod your head three times up and down as if watching the pancake flip, and then catch it on the spatula.
- ROBOT APPLAUSE - Walk in place, stiff-legged and stiff-armed, saying: "Does not compute. Does not compute."
- PAPER BAG APPLAUSE - Make motions to simulate opening paper bag, forming neck, blowing it up and pop it, saying "Pop" loudly.
- FRED FLINTSTONE/LAURENCE WELK APPLAUSE - Move arm as if directing orchestra, tap foot, and say: "A one and a two and an Abba Dabba Doo".
- GUILLOTINE APPLAUSE - Pretend to wind a crank pulling the blade up, tie it off, take an imaginary axe and cut the rope. Knife your hand down like a blade, saying "Sloosh". Then roll one hand over the other while saying: "Thud, Flop, flop, flop."
- INDIAN APPLAUSE - Stomp feet three times. Beat chest three times. Give Indian war whoop with hand over mouth.

(continued)

APPLAUSE STUNTS (continued)

- HANDKERCHIEF APPLAUSE - Throw a handkerchief in the air with instructions for the audience to clap and cheer until you catch it or it falls to the floor. Vary the length of the noise, with a long throw, a short throw, no throw at all.
- CLAM CLAP - Ask everyone to roll up his sleeves in preparation for this strenuous applause stunt. 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.
- RAINSTORM APPLAUSE - Start by gently patting knees alternately to simulate light rain falling. Increase the noise by switching to handclapping as the storm reaches its height. With a hand signal, have everyone shout "Boom!" to represent thunder. Gradually decrease the handclapping and then pat the knees as the storm subsides.
- PAUL REVERE APPLAUSE - Pretend to be riding a horse while moving up and down, while saying "The British are coming, the British are coming".
- A ROUND OF APPLAUSE - Audience claps while moving hands in a large circular motion.
- A BIG HAND - When leader says "Let's give them a big hand", everyone in audience holds up one of their hands with palm open.
- SATELLITE APPLAUSE - 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"
- MOTORCYCLE APPLAUSE - Raise foot and kick down three times while making a sputtering sound. Hold hands like gripping handlebars. On third try, the engine starts. Say "Varr-oom".
- KETCHUP APPLAUSE - Pretend to pound on the bottom of the bottle six times, saying "Pop, pop, pop, pop, pop, pop". On the sixth pop, go "Squish ... uh oh ... too much!"
- BUCCANEER APPLAUSE - Hop on one leg, saying "Yo, ho, ho and a bottle of Coke".
- BALLOON APPLAUSE - Make a fist. Put the thumb in your mouth and blow. Slowly open fingers to resemble enlarging balloon. Then flip out hand yelling "Pop".

PACK

ADMINISTRATION



INDIVIDUAL WOLF SCOUT RECORD

NAME _____ DATE JOINED WOLF DEN _____

PACK _____ DOB _____ DATE TO BEAR DEN _____



1	A	B	C	D	E	← DO 1 →	F	G	H	I	J	K	→
2	A	B	C	D	E								
3	A	B	C										
4	A	B	C	D	E								
5	A	B	C	D	E								
6	A	B											
7	A	B	C	D	E								
8	A	B	C	D	E								
9	A	B	C	D									
10	← DO 2 →	A	B	C	D	E							
11	A	B	C										
12	← DO 4 →	A	B	C	D	E	F	G	H	I			

INDIVIDUAL BEAR SCOUT RECORD

NAME _____ DATE JOINED BEAR DEN _____
 PACK _____ DOB _____ DATE JOINED WEBELOS _____

	ACH #							
D O 1	1	A						
	2	A						
	3	A	B	C	D	E	F	G
D O 3	4	A	B	C				
	5	A	B	C	D	E		
	6	A	B	C	D	E	F	
	7	A	B	C	D	E	F	G
	8	A	B	C	D	E	F	
	9	A	B	C	D	E	F	
D O 4	10	A	B					
	11	A	B	C	D	E		
	12	A	B	C	D	E		
	13	A	B	C	D	E	F	G
	14	A	B	C	D	E	F	G
	15	A	B	C				
D O 4	16	A	B	C				
	17	A	B	C	D	E	F	
	18	A	B	C	D	E	F	G
	19	A	B	C	D			
	20	A	B	C				
	21	A	B	C	D	E	F	

22	A	B	C	D	E	F
23	A	B	C	D	E	
24	A	B	C	D	E	

INDIVIDUAL WEBELOS SCOUT RECORD

NAME: _____ DATE JOINED WEBELOS DEN: ____ / ____ / ____
 PACK: _____ DOB: ____ / ____ / ____ DATE JOINED BOY SCOUT DEN: ____ / ____ / ____

RADGE, DATE	REQUIREMENT & DATE																		
WEBELOS BADGE	1	2	3	A	3 B	3 C	3 D	4	5	6 A	6 B	6 C	6 D	6 E	6 F				
ARROW OF LI	1	2	3	A	3 B	3 C	3 D	3 E	4	5	6 A	6 B	7	8					
AQUANAUT	1	2	3	4	5	6	7	(- DO THREE OF -)											
ARTIST	1	2	3	4	5	6	7	(- DO FIVE OF THESE -----)											
ATHLETE	1	2	3	4	5	6	7	8	9	(- DO FIVE OF THESE -----)									
CITIZEN	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16			
COMMUNICATOR	1	2	3	4	5	6	7	8	9	10	11	12	(- DO TWO OF THESE -----)						
CRAFTSMAN	1	2 A	2 B	2 C	2 D	3	4 A	4 B	4 C	4 D	5 A	5 B	5 C	5 D	6	7 A	7 B	7 C	7 D
		8 A	8 B	8 C	8 D														
ENGINEER	1	2	3	4	5	6	7	8	(- DO FIVE OF THESE -----)										
FAMILY MEMBER	1	2	3	4	5	6	7	8	9	10	11	(- DO TWO OF THESE --)							
FITNESS	1	2	3	4	5	(- DO FOUR OF THESE -)													
FOTESTER	1	2	3	4	5	6	7	8	(- DO FIVE OF THESE -----)										
GEOLOGEST	1	2	3	4	5	6	(- DO FIVE OF THESE -)												
HANDYMAN	1	2	3	4	5	6	7	8	9	10	11	12	13	14	(- DO SIX OF THESE -----)				
NATURALIST	1	2	3	4	5	6	7	(- DO FOUR OF THESE -----)											
OUTDOORSMAN	1 A	1 B	1 C	1 D	1 E	2	3	4	5	6	7	8	(- DO FIVE OF THESE -----)						
READYMAN	1	2 A	2 B	2 C	2 D	2 E	2 F	2 G	3 A	3 B	3 C	3 D	4	5 A	5 B	5 C	6	7	8
		9	10	11	12	- DO TWO OF THESE -)													
SCHOLAR	1	2	3	4	5	6	7 A	7 B	7 C	8	9	(- DO SIX OF THESE -----)							
SCIENTEST	1	2	3	4	5	6	7	8	9	10	11	12	(- DO SIX OF THESE -----)						
SHOWMAN	1	2	3	4	5	6	1	2	3	4	5	6	7	1	2	3	4	5	6
		7	8	(- DO FOUR PUPPETRY -) (- DO FOUR MUSIC -----) (- DO FOUR DRAMA -----)															
SPORTSMAN	1	2	3 A	3 B	4 A	4 B													
TRAVELER	1	2	3	4	5 A	5 B	5 C	5 D	6	7	(- DO FIVE OF THESE -----)								

SCOUT'S NAME _____

MEETING ATTENDANCE

PRESENT _____

ABSENT _____

DUES OWED _____

WEBELOS BADGE RECEIVED _____

BADGES EARNED:

BADGES WORKING ON:

OTHER WEBELOS ACTIVITIES ATTENDED:

- | | | |
|----------------------|-----|----|
| WINTER CAMPOUT | YES | NO |
| CHRISTMAS DECORATING | YES | NO |
| RAIN GUTTER REGATTA | YES | NO |
| BUNKER CLEANUP | YES | NO |
| ASTORIA POLICE DAY | YES | NO |
| DAY CAMP | YES | NO |

CUB SCOUT OUTINGS

STEPS TO A SUCCESSFUL OUTING:

1. Phone in advance to make an appointment and be willing to arrange your schedule at the convenience of those extending the invitation. Inquire about the number of people preferred in groups. Be punctual in keeping appointments.
2. Plan transportation in advance, asking parents to assist and take turns.
3. Have adequate supervision - Den Leader, another parent, and Den Chief for each den.
4. Give instructions to boys before the excursion regarding the importance of good behavior and thanking the people for the courtesies shown and guide service. Stress the importance of leaving a good impression so that other groups desiring to visit the same place may be welcome and have the opportunity to do so.
5. Whenever possible, have the Scouts and leaders in complete uniform when making excursions.
6. Be courteous and listen to those people guiding the groups on the tour.

THINGS YOU CAN DO TO HELP IMPROVE OUR ENVIRONMENT

Keep the land clean and free from litter. Make and use litterbags. Use scrap paper. It has two sides, you know. Use unleaded gas when possible and have an emission control device installed on your car. Grow a plant ... plant a tree. Green plants improve the air you breathe. Use public transportation. Ride a bicycle or walk to school or work. Why ride when you can walk? Or join a car pool. Help conserve natural resources ... use no more than your fair share. Protest waste wherever you find it. Turn out yard lights during the daytime. Encourage the establishment of bicycle lanes and trails. Save grass clippings. They add nutrition to the soil and help add moisture. Don't leave your car engine idling unless absolutely necessary. Don't leave water running while brushing your teeth or washing dishes. Repair all leaky faucets. No natural resource is unlimited. Help preserve our vanishing wildlife. Do not buy clothing or accessories made from skins of endangered species. If you're considering a new car, don't pay for more weight or horsepower than you really need.

PERMISSION SLIP FOR FIELD TRIPS

Pack or Den # _____ is planning a field trip.

Plans have been approved by: _____
(Pack Committee)

Mr. _____ is Cubmaster of the pack directly responsible for this trip. He will be glad to have you call him if you have any questions. His phone number is _____.

The leader in charge of this trip will be _____.

The pack will be gone _____ leaving on _____ from _____
(date)
_____ at _____ o'clock and returning on _____
(place) _____ to _____ at _____ o'clock.

The cost for each boy will be: _____ for _____.

This is to be paid one week before departure: _____.

Each boy will bring _____
(list necessary equipment)

In case of emergency, the leaders will call Mr. _____

_____ (Address) _____ (Phone)
who will immediately get in touch with the parents.

Pack Leader _____

(Tear off and return to pack leader)

My son _____ is in good physical condition at present and had no serious illness or operation since his last health examination. I shall make sure that he does not attend if he is not feeling well. I understand the cost will be: _____. During the trip period, I may be reached at: _____
(Address) (Phone)

Any Remarks: _____

Signature - Parents or Guardian

PACK

ACTIVITIES



P O T P O U R R I
S E R V I C E P R O J E C T S F O R
D E N S A N D P A C K S



Conducting the Service Project. Successful service projects don't just happen. No matter how badly it is needed or how carefully it is chosen, a service project can fail if it is not carefully planned and carried out.

The Cub Scouts must feel that the project is worthwhile and must be interested in it. It must be within their abilities and still challenge them. Every project should require the knowledge and skills of the boys, and get them personally involved. The results should be clear, and the boys should be given recognition for a job well done.

Consider These Things:

Do you want a 'quickies' project that will take one day of concentrated work, or one that may last several weeks or months?

What about the projects done in the past? Will the boys still be enthusiastic?

Do you want a project where you will cooperate with other agencies? Or would you rather do it alone?

What will it cost?

What materials are necessary? Where can they be obtained?

CHILDREN

Objective: To show that everyone, whatever his circumstances, has needs and desires much like everyone else's. Other people are like you.

Children's Home Party. Many organizations give parties at children's homes during the Christmas and Easter seasons, but often the children in such institutions are ignored the rest of the year. Plan and conduct parties for these children at regular intervals. A monthly birthday party with all children whose birthdays occur during the month as guests of honor is excellent. Another idea is to plan parties at all children's homes in your area, with different packs alternating as hosts. It's wise to include a member of the home's staff on your planning committee. Entertainments may, at times, be provided by both the Cub Scouts and the children in the home.

Aim: To show that institutionalized children have fun at parties and need them.

Hosting Children. Each den plays host for 1 day or weekend each month to a boy from a children's home. The child could be invited to spend a day with a Cub Scout's family. The idea is to give the boy the same type of experience the rest of the pack members havenot simply to entertain him.

Aim: To show that kids from homes like to do the same things Cub Scouts do.

Furnish Equipment for Children's Home. An institution for children needs a lot of playground equipment, games and sports gear. Often a home's budget doesn't have provisions for these things. Through a fund-raising project or a workday, help provide essential equipment for a children's home in your area. If the equipment is to be purchased, it may be best to give the money to the institution which may be able to get a discount. If used equipment in good condition is available through your pack members, it may be just as easy to put it into first-class condition.

Aim: To show that all kids like and need exercise and sports.

Outings for Children. Plan and conduct monthly outings for children in a children's home or settlement house. Several packs could cooperate each month to take the children to a ball game, picnic, museum, etc. Provide transportation and plan a full day of activities away from the home.

Aim: To show how children need to go to interesting places and have fun.

DEN ACTIVITIES

"WHAT CAN WE DO AT DEN MEETINGS?" How many times has that question been asked? Den Leaders use up ideas at an alarming rate. Here is a list of possibilities:

1. Boys put on sample den meeting for parents.
2. Indoor track meet (feather toss, straw throws, balloon heave, standing broad jump, foot race-measure foot length)
3. Visit a newspaper office.
4. Visit the match factory.
5. Visit the zoo.
6. Kickball game using ball of rags or feathers.
7. Visit a farm.
8. Den bowling tournament.
9. Dads take den to sporting events.
10. Ice skating or roller skating.
11. Dad with interesting occupation tells boys about it (jet pilot).
12. Dad with special hobby tells and displays (model making).
13. Backyard breakfast cookout.
14. Work on achievement everyone needs.
15. Treasure hunt.
16. Scavenger hunt for Cub Scout objects.
17. Marble shooting contest.
18. Safety inspection of everyone's bike (use Dads).
19. Pet exhibit; each Cub Scout brings and tells about his.
20. Boys bring their collections: stamps, etc., and tell about them.
21. Game-making day: ring toss, box hockey, etc.
22. Use pinewood derby cars, roll on pavement to stop in marked areas for points.
23. Archery at city archery range.
24. Star high school or college athlete tells about his sport.
25. Fishing in a pond at county park for prizes.
26. Visit historical spot in area.
27. Conducted tour of Audubon Park.
28. Local geography day: use maps and go to principal civic buildings.
29. Explorer tells about Philmont.
30. Scout tells about jamboree.
31. Telephone day: boys stay home, call each other with relay messages on pre-arranged plan.
32. Visit a weather station.
33. Phone system cancels regular meeting, calls special "surprise one".
34. Shell collecting at the beach.
35. Woods hike for leaf collections.
36. Trip to county museum.
37. Friend with unusual educational experiences tells about it.
38. Trip to fire station.
39. Visit to police station or highway patrol.
40. Science teacher presents a project.
41. Night meeting to study stars.
42. Dinosaur day: each boy brings his models.

43. Model day (planes, cars, etc.) each boy displays his best.
44. Visit hobby store; on return list all hobbies boys can think of.
45. Visit telephone company.
46. Den uniform inspection.
47. Visit the airport.
48. Design new closing ceremonies.
49. Visit library, librarian tells what is provided besides books, each boy gets a card and checks out a book.
50. Bird-watching contest for most birds and most different kinds.
51. Boys mix, bake, and eat cupcakes.
52. Science day with microscope. Look at hair, water, etc.
53. Magic day - each boy does his favority trick.
54. Session on first aid.
55. Bait-casting practice (with Dad's help).
56. Contest judging weight, sizes of objects, heights.
57. Have a swap day.
58. Play charades.
59. Local postman tells about his work.
60. Without a watch, each boy tries to walk around the block in exact number of minutes.
61. Photographic hobbyist takes picture of each boy who then sees his own develop.
62. Make puppets for a show.
63. Make sailboats to race on pond.
64. Go rock collecting.
65. Mother's Day Gifts (numerous items for this.)
66. Joke telling - den winner picked by vote.
67. Liar's contest - winner picked by vote.
68. Ping-pong contest (basket shooting, miniature golf, baseball throw, football throw, etc.)
69. Build tin-can birdhouses (or other types).
70. Airplane sailing contest, made of sheets supplied.
71. Hat making contest - supply paper, string, paste.
72. Practice Cub Scout songs.
73. Make collage of old Christmas cards.
74. Build den equipment box.
75. Build den window display.
76. Jump the rope contest.
77. Catch butterflies.
78. Visit a lapidary shop.
79. Coin collector shows coins.
80. Scrambled word game (Cub Scout words).
81. Indian masks of paper bags (or Indian costumes).
82. Make clay models, paint, fire them.
83. Plastic models to work on only at den meeting.
84. Baseball game with another den.
85. Handicraft-beads, belts, paints, etc.
86. Start crystal growing hobby.
87. Service project for school or church.
88. Make den scrapbook or photos and souvenirs.
89. Plant a vegetable garden.
90. Cub Scout plan next month's activity.

Collections for Recycling. A project of collecting paper, glass, and aluminum contributes to the reuse of important natural resources. helps conserve energy, and does not add to the solid-waste management problem. Check the market available for newsprint, glass and aluminum. Organize collections by geographic area to be a continuous program. There is a shortage of paper which recently raised the price of used newsprint.

Aim: To collect paper, glass and aluminum as an energy conservation project as well as a worthy money-making effort.

Energy Conservation Forum. Conduct an energy conservation forum in the pack. Boys can go home and with the family, list all things they can do to save electricity, oil and gas. It would be a good idea to conduct the forum jointly with your sponsoring partner organization. Outside speakers may be brought in, and films shown. Collections for recycling may be pointed to as being worthwhile energy conservation efforts.

Aim: To remind people that we still must conserve energy for a long time to come.

HANDICAPPED

Objective: To demonstrate the community's responsibility to all its members, and to show that the handicapped, even with their special problems, are more normal than they are different.

Charts for Deaf Children. Clinics for children with hearing disabilities may be able to use picture charts made by Cub Scouts as reading aids. Pictures are clipped from newspapers and magazines, mounted, and identified by lettering. Check with your local agency dealing with the deaf for advice on how best to help them.

Aim: To make clear the special problems of deaf people.

Toys for Retarded Children. Have Cub Scouts contribute one toy each for children at a school for mentally retarded children. The boys wrap them and deliver them to the school authorities. Check first to find out what type of toys will be acceptable.

Aim: To show that mentally retarded people are just mentally younger than normal people.

Adopt a Handicapped Pack. Mentally retarded and physically handicapped boys get at least as much benefit and fun from Scouting as normal boys. Check with your district executive about the formation of new units for the handicapped and 'adopt' one and help it get started.

Aim: To show that the handicapped can enjoy Scouting and be good Scouts, too.

Visit Handicapped Children. Severely handicapped children confined to their homes usually have few contacts with other children. Packs can establish a 'friendly visitor' service with such children. Each week a Cub den visits the handicapped child's home to work on arts, crafts, or hobbies or to read or to play games. Visiting boys should be coached beforehand on the proper approach and behavior to the handicapped child.

Aim: To show how handicapped children are like normal children.

Packaged Birthday Parties. Cub Scout dens or packs can be asked to 'package' birthday parties for handicapped children in special schools or institutions. Many of these children miss the fun of a birthday party. The den or pack makes up birthday kits with favors, party hats, and small gifts. By pre-arrangement with the school authorities, they visit a patient on his birthday and give him a party. If this project is started, it should be continued so that all the children in the school are given birthday celebrations.

Aim: To show that handicapped children in special schools like parties just like normal children.

Aid Shut-Ins. Many partially handicapped persons live alone and have difficulty in dealing with the day-to-day task of living. Packs or dens may 'adopt' one or more of these people and visit them regularly to run errands, read, help write letters, shop or just visit.

Aim: To show that shut-ins are friendly and like everyone else except for their limitations.

Good Turn Day. Good Turn Day is the major service project in many councils each year. It is a council-wide collection of used clothing, shoes, and household items that are given to handicapped workers to clean, repair and sell. A large drive helps provide employment for the handicapped. Cub Scouts help distribute special collection sacks about two weeks in advance, then return on Good Turn Day to collect the sacks and deliver them to a central location.

Aim: To show that the handicapped can be part of the healthy community with some cooperation from others.

COMMUNITY IMPROVEMENT

Objective: To instill pride in how the community looks and in what it does. To show the value of community spirit.

Provide Litter Bags. Campaign for the idea that every motorist should carry a litter bag in his car. At a central place such as a cooperating service station or store, distribute bags to any motorist who desires one. Disposable litter bags can be made from medium-size grocery bags with the pack numeral stenciled on.

Aim: To show that fighting litter is everyone's problem and that solving the problem means doing little things.

Flowers for Friends. In areas with new subdivisions, there may be few flowers. Cooperate with garden clubs in getting people to donate flower cuttings and rooted plants and contact seed companies for seed packets at reduced rates. Ask local nurserymen to cooperate by supplying pamphlets about flower care. On an announced day, canvas the subdivisions offering cuttings, seeds, plants and information on flowers to homeowners.

Aim: To show that even temporary, small projects can improve the community.

Organize Snow-Shoveling Brigade. Keeping fire hydrants cleared in the winter is a helpful project, since this saves valuable time for firemen responding to alarms and can be responsible for saving lives. Take the responsibility of one or two hydrants, and whenever it snows, a Cub Scout promptly reports to clear the hydrants. Another project would be to clear snow from the homes of senior citizens and shut-ins.

Aim: To show citizens can contribute to community maintenance by doing little things.

Aid United Way. Help distribute posters and other materials to help your United Way or Community Chest reach its goal.

Aim: To show that a community works together.

Honor Community Leaders. Many communities have outstanding leaders in service agencies and fine government officials whose efforts are rarely recognized. Plan a dinner or special observance for them. Or the pack could select and 'adopt' one person to whom it would pay special honor, and invite the person to the blue and gold dinner.

Aim: To show that the community depends on individual citizens to be great

CONSERVATION

Objective: To help Cub Scouts understand the vital importance of natural resources to themselves, our country and our way of life, and to motivate them to action to improve our environment.

Provide Nesting Devices for Wildlife. This is a project for city parks, rural and suburban areas. The following are just a few ideas: squirrel boxes, wood duck and mallard nest boxes, goose nests, bluebird trail of nest boxes, mourning dove nest wires, etc. Correct plans, construction, and placement are important. Check with your state conservation department for more information.

Aim: To provide nesting devices where they are lacking.

Build and Place Bird Feeders. This is a project for city backyards and backcountry areas. Bird feeders come in many sizes and styles to hold seed and include such things as: a windowsill tray, roof-covered feeder on a post, hanging half-coconut shell, and a variety of plastic ones. Different suet feeders can be made from a log, hardware cloth, hanging mesh bag, or soap dish. Check the local birds and design of feeders to fit the needs of your locality.

Aim: To provide food during winter months when food is in its shortest supply.

Water for Wildlife. Wildlife needs clean water in order to survive, the lack of it limits wildlife numbers. The cleaning out of springs and the construction of ponds and guzzlers are often recommended by conservationist. Check with them before undertaking a major project. To attract wildlife to your backyard or certain rural areas, small water containers, such as birdbaths, can be constructed and put out. Keep them out all year and change the water regularly.

Aim: To provide water or make it more readily available to wildlife.

Eradicate Ragweed. Ragweed grows in abandoned city lots, suburbia, and in rural areas across America. Cut it off at the bottom of the stem. Do not pull it up by the roots since this will loosen the soil, making it easy for new seeds to start. It may be cut in early to midsummer and again in the fall if it grows back.

Aim: To eradicate ragweed where its pollen becomes a nuisance to those who suffer from hay fever.

Clean Up Streams. Many of America's waterways look like open dumps. Some even smell like them. A stream cleanup project will improve appearances. All glass and aluminum collected may be turned in at a collection point for recycling. Obtain radio, newspaper, t.v. coverage.

Aim: To show people that they are the ones who four our waterways and to clean up a stream so people may better enjoy it.

EMERGENCY SERVICE

Objective: To give Cub Scouts a feeling of responsibility for community safety, and to teach what emergency service agencies do and how cooperation can help them.

Clothing Drive. Often after a fire, flood, or other disaster, many people will be without sufficient clothing. Packs should cooperate with local authorities who generally coordinate a campaign to get used clothing for distribution to the victims, rather than trying to set up an independent project.

Aim: To show the need for preparation for emergencies.

Emergency Preparedness Forum. Conduct this form in the pack, showing families how to be prepared for fire, flood or tornado. Outside speakers can be brought in and films shown.

Aim: To show the need for information in disaster preparedness.

SENIOR CITIZENS

Objective: To show that older people, despite their differences, are like the rest of us. To show the community's responsibility for all its citizens.

Give Show at Home for Aged. After preparing a show with a theme like Cub Scout Musicians or Cub Scout Magic, packs may take it 'on the road' to homes for the aged and to nursing homes. Many of the residents of these homes have few visitors and very little live entertainment and will welcome an all boy show.

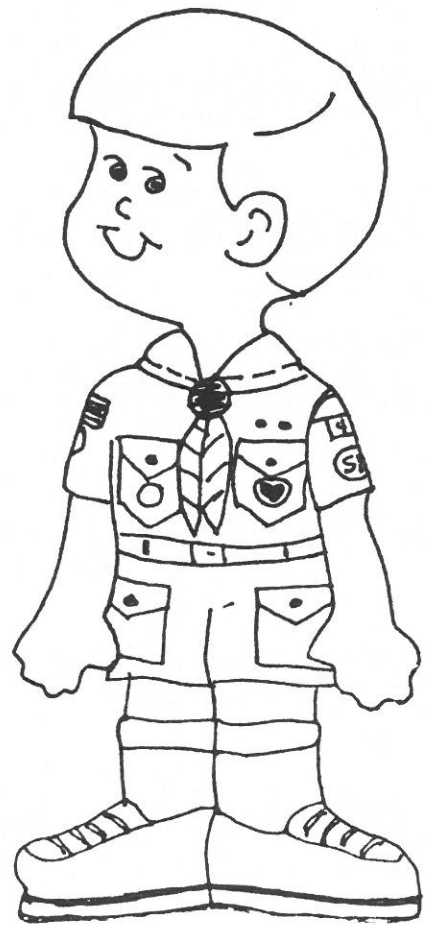
Aim: To show that older people like to see other people and have fun, too.

Adopt a Nursing Home. Residents of nursing home and other institutions for the aged often lack contact with anyone other than the staff and other old people. Packs can add variety to their daily lives by scheduling frequent visits by groups of Cub Scouts. Packs may plan occasional parties to mark birthdays, and boys can perform small errands for the residents.

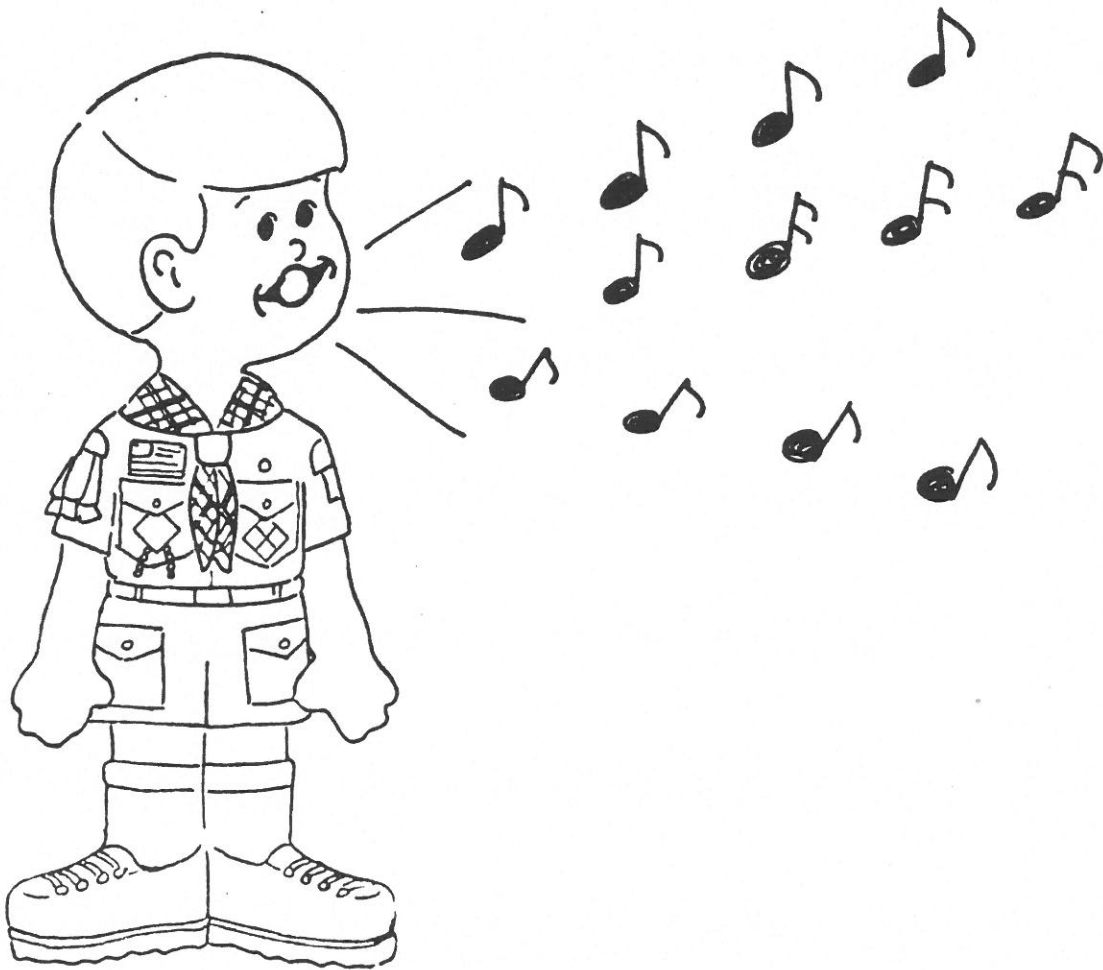
Aim: To show that all people need to meet other people.

UNIFORM

UNIFORMS



SONGS



CHORUS

We are daily Cub Scouts
As you can plainly see,
But if we were not Cub Scouts,
a

- * Birdwatcher I would be!
Hark! A Lark! Flying through the park!
SPLAT! (wipe eye)
- * Plumber I would be!
Plunge it! Flush it! Look out below!
(jam plunger onto floor)
- * Hippie I would be!
Love! Peace! My hair is full of grease!
- * Stewardess I would be!
Coffee, tea, or me, sir!
Here's your paper bag!
("Buick" into bag)
- * Nursie I would be!
Turn around! Drop your pants! (or jeans)
Jab! Jab! Jab!
- * Electrician I would be!
Positive! Negative!
(jam together) SCREAM!
- * Laundress I would be!
Starchy here! Starchy there!
Starchy in your underwear!
- * Farmer I would be!
There's a cow! And there's a cow!
And here's another...
(look at the bottom of your shoe) YUCK!
- * Opra singer I'd be!
Ah!
(for duration)

- * Carpenter I'd be!
And as you passed me by!
You would hear me cry!
2 by 4! Nail it to the floor!
BANG!
(swing imaginary sledge onto floor)
- * Truck Driver I'd be!
Here's a curve! There's a curve!
(fake turning steering wheel
And there's another curve ...!
(make hourglass lady figure &
whistle if you can)



19 / I KNOW AN OLD LADY

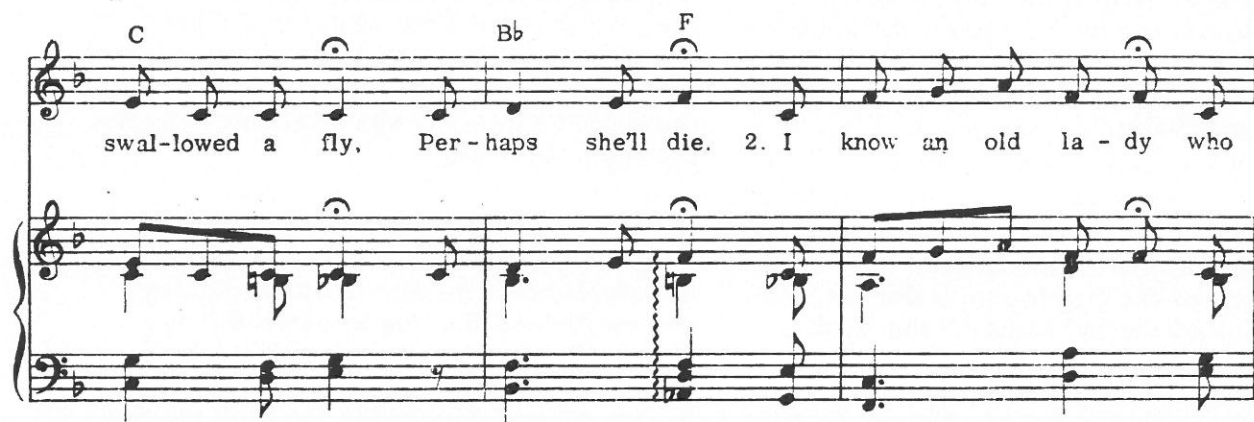
F G

1. I know an old la - dy who swal - lowed a fly, I don't know why she



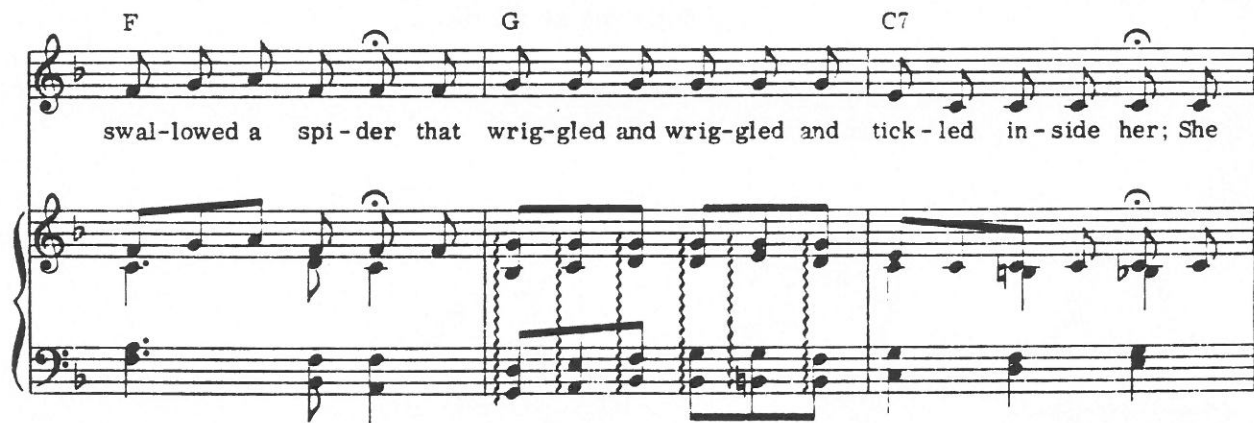
C Bb F

swal - lowed a fly, Per - haps she'll die. 2. I know an old la - dy who



F G C7

swal - lowed a spi - der that wrig - gled and wrig - gled and tick - led in - side her; She



* F Bb

swal - lowed the spi - der to catch the fly, But I don't know why she



**Alternate melody after second verse*

I know an old lady who swallowed a bird,
 Now, ain't it absurd to swallow a bird?
 She swallowed the bird to catch the spider,
 She swallowed the spider to catch the fly,
 But I don't know why she swallowed the fly,
 Perhaps she'll die.

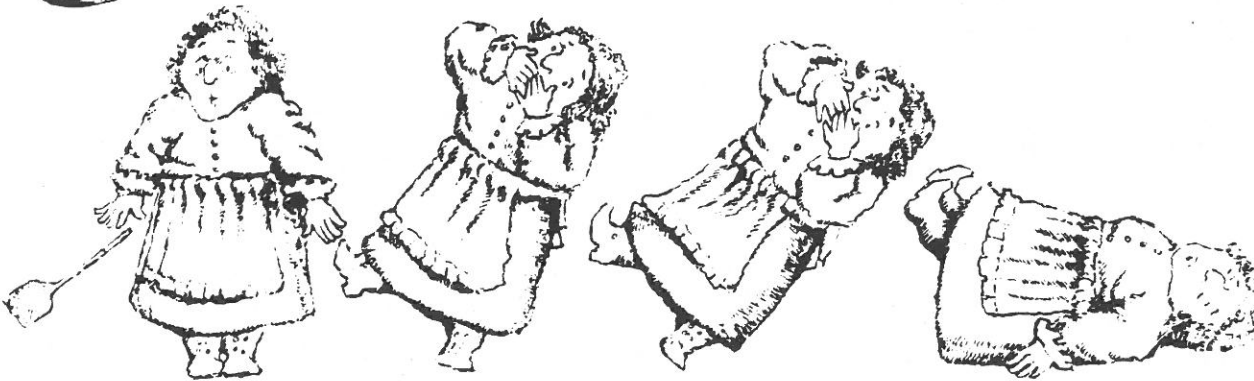
4. I know an old lady who swallowed a cat,
 Now fancy that, to swallow a cat!
 She swallowed the cat to catch the bird,
 She swallowed the bird to catch the spider,
 She swallowed the spider to catch the fly,
 But I don't know why she swallowed the fly,
 Perhaps she'll die.

I know an old lady who swallowed a dog,
 Oh, what a hog to swallow a dog!
 She swallowed the dog to catch the cat,
 She swallowed the cat to catch the bird,
 She swallowed the bird to catch the spider,
 She swallowed the spider to catch the fly,
 But I don't know why she swallowed the fly,
 Perhaps she'll die.

6. I know an old lady who swallowed a cow,
 I don't know how she swallowed a cow.
 She swallowed the cow to catch the dog,
 She swallowed the dog to catch the cat,
 She swallowed the cat to catch the bird,
 She swallowed the bird to catch the spider,
 She swallowed the spider to catch the fly,
 But I don't know why she swallowed the fly,
 Perhaps she'll die.



7. I know an old lady who swallowed a horse,
 (Spoken) SHE DIED, OF COURSE!



On the words "I know an old lady," place folded hands under chin. Swallow on the word "swallow" where it appears. Make a catching motion when the word "catch" appears. Shrug on the words "I don't know why." And look sad on the words "perhaps she'll die."

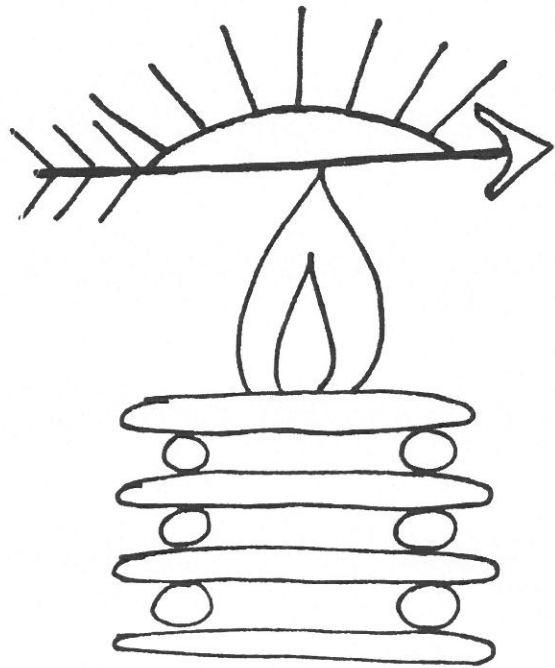
MAGIC FIRE



CHIEF

WHITE

EAGLE



WHITE EAGLE CROSSOVER CEREMONY

Participants: Akela (Webelos den leader, Cubmaster or other adult leader), Scoutmaster, Senior Patrol Leader, White Eagle, tomtom drummer, crossover candidates, and Boy Scouts (one for each crossover candidate).

Setup: Council fire (campfire either simulated indoor or real outside), crossover bridge or arch, Indian costume, tomtom, peacepipe, twig for each Cub Scout who will cross over, and arrangements as shown on the attached diagram.

The council fire is lit. The Scouts (crossover candidates) are called forward with the Cubmaster at one end of the bridge, and the Scoutmaster and the Boy Scouts at the other end of the bridge. The lights are turned down.

AKELA signals for the tomtom to begin beating. WHITE EAGLE enters and approaches the council fire. He lights the peacepipe from the fire. He walks slowly to the north side of the fire and blows a puff of smoke to the north. He then walks slowly to the east, the south, and the west sides of the fire and blows a puff of smoke in each direction. WHITE EAGLE then walks slowly to the Boy Scout end of the bridge and stands behind the Boy Scouts to witness the crossing. When WHITE EAGLE stops, the tomtom stops.

AKLELA: "Will the following crossover candidates come forward and stand before the council fire: _____, _____, and, _____." Crossover candidates come forward.

AKELA: "You have climbed the Cub Scouting trail, completing ever more difficult achievements. These ceremonies mark the completion of your Cub Scouting adventures. Now as you travel to the land of Boy Scouting, place your twig on the fire, symbolizing your desire to help, as you have been helped." Crossover candidates place their twigs on the fire.

AKELA: "It is now time for you to cross the bridge (or walk under the arch). Before you begin your journey, please remove your neckerchief. You will give it to me before you embark onto the bridge." Crossover candidates remove their neckerchief. "Will each of you please step onto the bridge and begin your crossover."

As the candidates pass before Akela, then they give him their neckerchief, and he shakes their hand with the Cub Scout handshake for the last time.

The candidates cross the bridge. When they reach the Boy Scout side, the Scoutmaster and Senior Patrol Leader shake their hands using the Boy Scout handshake. Each Boy Scout catches one of the Cubs and stands with him.

SENIOR PATROL LEADER: "As Senior Patrol Leader of Troop (no.), I welcome you to our troop. There are many traditions in our troop, so many that I will not attempt to relate all of them to you now. As a Scout in our troop, you will hike,

camp, and learn many new things."

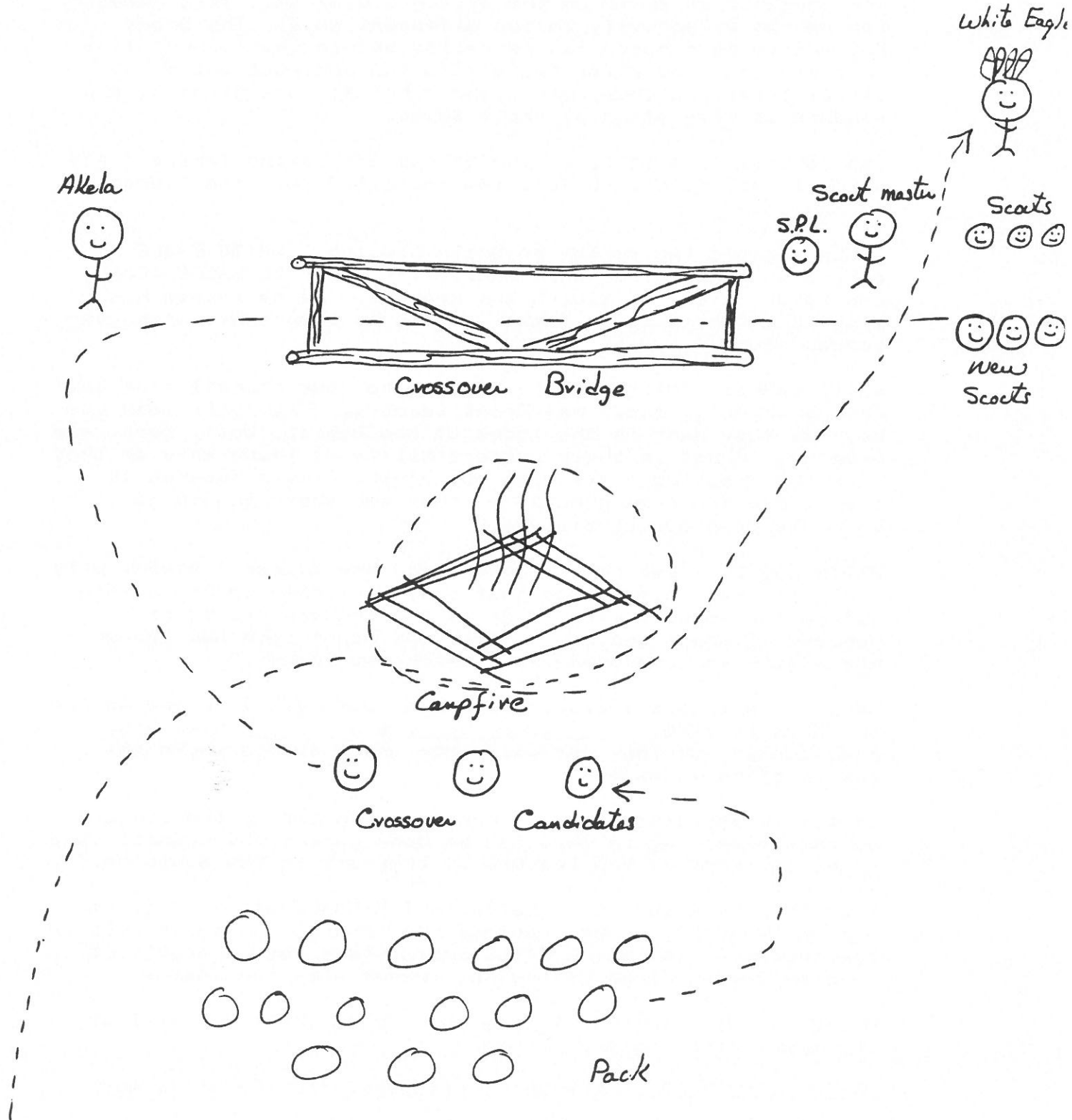
SENIOR PATROL LEADER: "Now it is Troop (no.)'s pleasure to present you with one of our neckerchiefs." Scouts place neckerchiefs on each new Scouts neck. "It is symbolic of your induction into Troop (no.). Wear it with pride as you grow in scouting in Troop (no.)."

SCOUTMASTER: "Parents, as your boy has entered Scouting in our troop, so have you. As he enters this new world of activity, he will continue to need your help and encouragement. There are many ways that you can help, and I look forward to your participation in the activities of Troop (no.)."

SCOUTMASTER: Makes other remarks as desired.

Akela continues the Pack meeting, or the Scoutmaster continues the Troop meeting, whichever is appropriate.

Crossover Ceremony



WHITE EAGLE LEADER INDUCTION

Participants: Akela (Cubmaster, Committee Chairman, Cub Scout Training Chairman, or other adult leader), White Eagle, and Scout leaders to be honored.

Setup: Council fire (campfire either simulated indoor or real outside), Indian costume, tomtom, feather, and arrangements as shown on the attached diagram. This ceremony can be run effectively in two different ways. The Scout leaders to be honored can be called before the council fire, or Akela can lead White Eagle into the audience where the certificates, patches, etc., and "charges" are given to the leaders as they stand at their seats.

The council fire is lit. The Scouts are called forward and asked to sit quietly before the council fire. The lights are turned down.

AKELA signals the tomtom to begin beating. WHITE EAGLE enters and approaches the council fire. WHITE EAGLE stops, and raises his arms toward the heavens. As he raises his arms, the tomtom beats faster. When he lowers his arms the tomtom stops.

WHITE EAGLE: "Mighty Akela, I come to your council fire that we may honor __ (no.) new Scout leaders. They will lead our boys as they hunt in the lodge of the Bobcat, Wolf, Bear, and Webelos. Great is their responsibility of leadership as they walk the Scouting trail with our youth. Their rewards at trails end are even greater as they see their Scouts go on to enjoy happy productive lives."

WHITE EAGLE: "Let us now honor each new leader. Akela, will you call their names such that they will come before us and before our council fire." Or if the leaders are to be honored at their seats: "Let us now honor each new leader. Akela will you introduce me to each new leader."

AKELA: "Will the following leaders come before us and before our council fire: _____, _____, and _____ (name plus position)." Or they can walk into the audience where the introduction is made.

Certificates, patches, etc. can be presented to the leaders at this time. Again this can be done before the council fire or at in front of the leaders at they sit in the audience.

Each leader is then lead before WHITE EAGLE where he gives them a "charge", or he presents the "charge" at their seat in the audience. As WHITE EAGLE administers the "charge", he touches the shoulder of the new leader with the feather.

WHITE EAGLE: "(name), I give you trust, for great will be the trust others place in you."

WHITE EAGLE repeats the above statement for the different

"charges", one for each leader.

Charges: (Repeat similar to Trust above.)

Responsibility, for great will be your responsibility as a leader in your pack (or den).

Loyalty, for you must be true to your scouts, your leaders, and your pack.

Knowledge, for knowledge of the best procedures of Cub Scouting will help you guide your pack for the success of Scouting.

Helpfulness, for the help you willingly offer and receive will add to the quality of your Scouting program.

Hardwork, for hardwork is one of the foremost qualities of success.

Opportunity, for few things will bring you a chance to work with, and learn to know the fine families of your community as will your job as a Cub Scout leader.

Cheerfulness, for cheerfulness is a virtue that will bring happiness to you and all you meet.

Teamwork, for teamwork is a key to the success of your pack and you Scouting program.

Thrift, to use your time wisely, and conserve and protect your resources.

Cooperation, for through cooperation you leadership efforts will grow and prosper.

Bravery, for the courage to stand on your Scouting principles, even as other laugh or threaten.

Kindness, for there is strength in being gentle. Treat others as you wish to be treated.

Friendship, for as you develop brotherhood, you will develop an understanding of others.

Enthusiasm, for nothing great was ever accomplished without enthusiasm.

Courtesy, for a courteous approach is essential for you to develop the leadership your pack needs.

Gratification, for that will be the reward for your efforts.

Obedience, for as you are charged with developing the character of our Scouts, you must follow the laws of your community, and the principles of Scouting.

Admiration, for never has there been a worthy Chief who was not admired by all members of his tribe.

Reverence, for duty to God is a basic principle of our
Scouting program.

APPENDIX

Depending on who you get to be White Eagle, he may or may not have a costume. The Order of the Arrow, which is an honor camping society of Boy Scouts, is steeped in Indian lore and ceremony. These Scouts will likely have a costume, or at least have access to a costume.

If you need a costume, you may want to ask other Scouters. Be creative and work at it a little bit. In Scouting, Indian costumes are not that rare. If you decide to purchase a costume, one source of Indian regalia is a company named Grey Owl Indian Craft Co. (Their advertisement in January-February 1988 Scouting Magazine indicates their catalog costs \$2.00. Send the remittance to Grey Owl, Dept. 361, 113-15 Springfield Blvd, P.O. Box 507, Queens Village, N.Y. 11429.) My personal experience with Grey Owl has been good. The Boy Scouts of America (BSA) Catalog also contains some Indian regalia. There may be other sources in your area. I suggest that you look in the Yellow Pages.

The costumes that we have used generally consist of a headdress, a vest and/or shirt with Indian symbols on it, a breach cloth, and a choker. Small bells fastened around the ankle add to the mystique. A tomtom can be made out of an old three pound coffee can. A peace pipe can be made from a few scraps of wood and a feather or two. There are books available on the construction of these items. You may want to look at your favorite library.

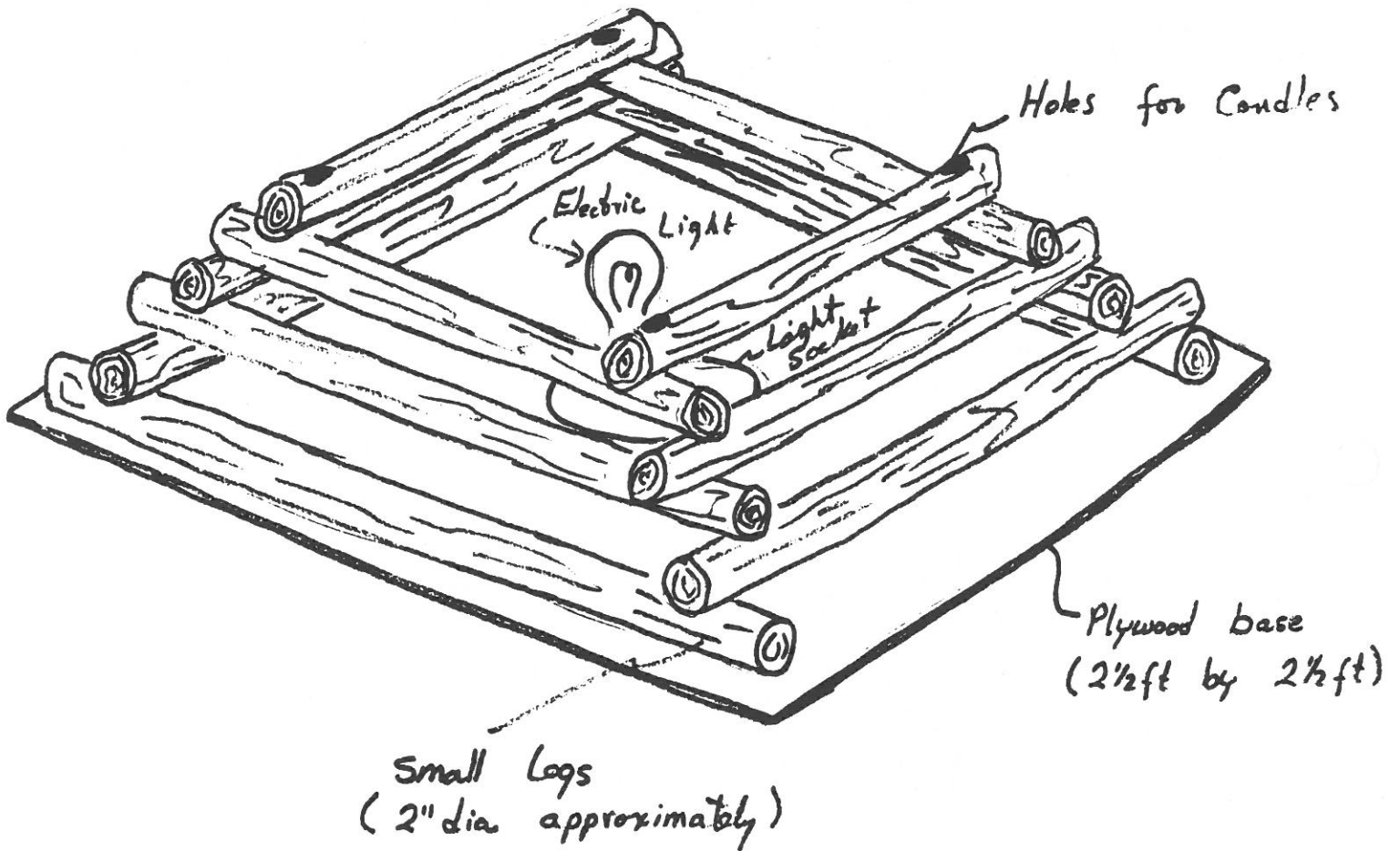
The council fire can be any of several types. For outdoors ceremonies, a real campfire is great. The outdoor atmosphere really adds to the ceremonies, especially in the evening. Indoor council fires can take many shapes. The Ceremonial Props Chapter of "Staging Den and Pack Ceremonies" by the BSA is a good resource. I have found that candles provide the best atmosphere for the "fire". However, some institutions will not allow candles for various reasons. In those situations, an electric lamp works. The one we used is shown on the attached sketch.

The rank candles can also take many shapes. For outdoor ceremonies, stickers mounted on small poles work fine. For indoor ceremonies, the stickers can be mounted on a board. Again see the attached sketch. BSA makes a sheet of stickers called "Cub Scout Insignia Stickers" (No. 4650) that have the 5 ranks printed on plastic material. They work great.

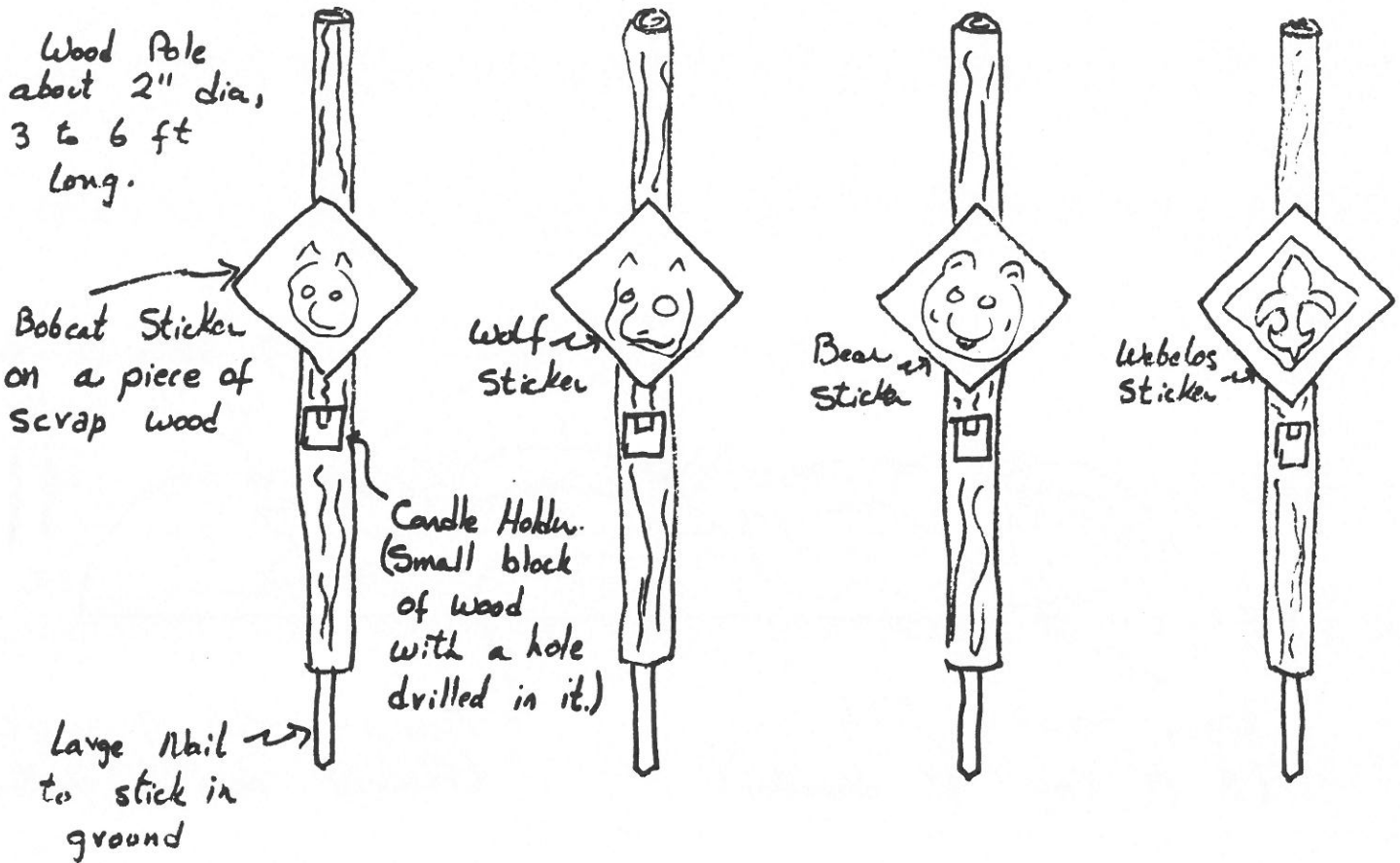
These props have been used with success. You should plan to be creative in the design of your props. The intent is to build them out of scraps of wood, limbs from trees, etc. Often these types of rustic material add more character to the ceremony than highly polished, furniture grade wood.

Happy building.

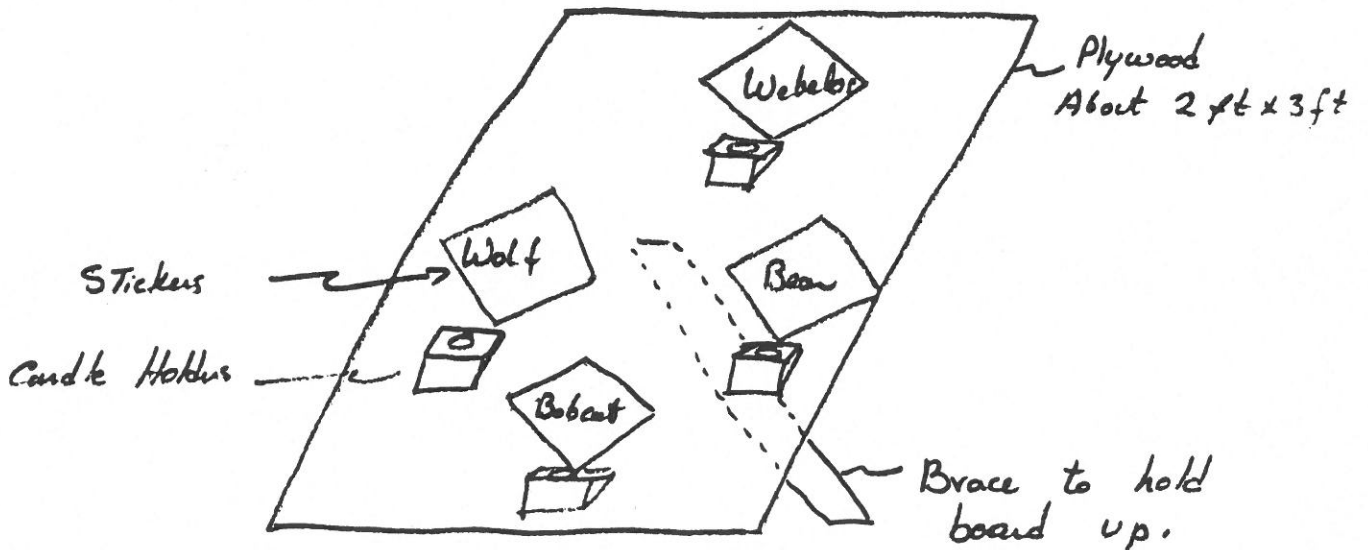
Indoor Campfire
(Council Fire)



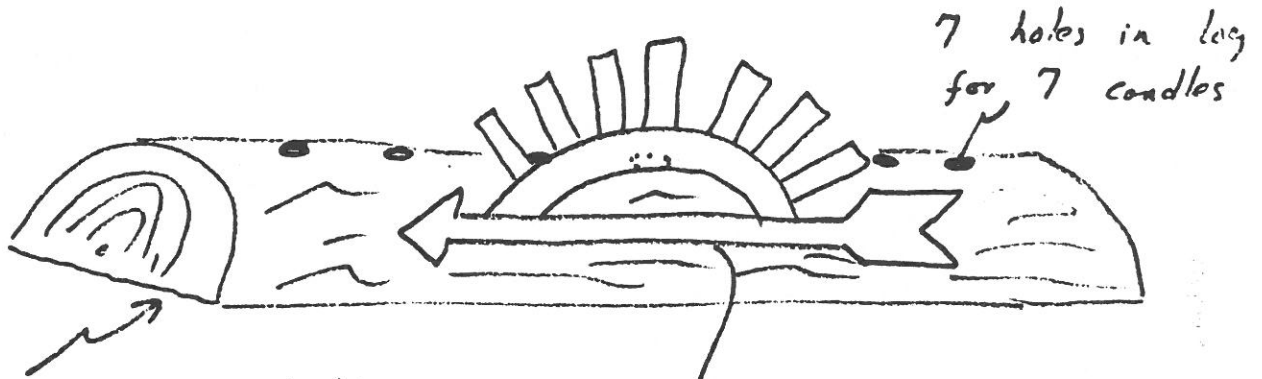
Rank Candles - Outdoor



Rank Candles - Indoor



Arrow With Candles



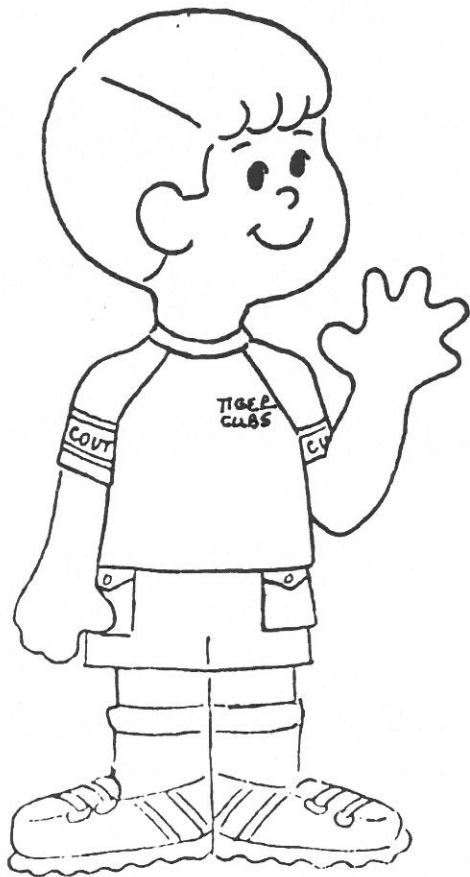
7 holes in log
for 7 candles

Log, split in half
(3 ft long, 8" diameter)

Arrow with 7 rays
(Plywood painted yellow)

TIGER

CUBS



Organizing Your Tiger Cub Program

Tiger Cub groups operate on a system we call "shared leadership." This means that each boy/adult team takes their turn in providing leadership for the group gathering, based on the big idea selected for that month. In this way, every boy has the opportunity to serve in a leadership role with his adult partner one or two times during his Tiger Cub experience.

If you are familiar with Cub Scouting, you know that Cub Scout leadership does not function the same way. Cub Scout dens are organized with one or two adult leaders guiding the activities of a den of 6-8 boys. Tiger Cubs, BSA, is different from Cub Scouting. All Tiger Cub adults attend every group gathering and are familiar with the ongoing activities of the group; therefore, they all share in the leadership role with their boys.

Soon after your Tiger Cub group is organized, review the 17 big ideas on the following pages. At your group gathering, decide as a group which big ideas interest you the most and decide on big ideas for the next few months. You may do this for just the next month, for several months, or for the entire time you will be in Tiger Cubs, BSA. The adults and boys in your group will have more time to plan and prepare for the big idea they will lead if you plan several months ahead, but you should remain flexible enough to change a big idea if your group later decides to do something else.

When you have selected your big ideas, enter them next to the appropriate months on the calendar on the inside of the back cover of this book. Also list the one or two Cub Scout pack activities you will visit. Your organizer will give you information about these.

Next, enter the names of the boy/adult teams that will plan and lead each of the group gatherings. Be sure that every boy/adult team has the opportunity to give leadership to at least one group gathering.

Finally, enter the date, time, and location of each group activity. From time to time, review and update this calendar with your group.

When it is your turn to lead, discuss the big idea with your Tiger Cub, review the activity suggestions for the group in the section of this book for that big idea, and plan the group gathering. Your plans should include a short opening and closing, and an activity built around the Tiger Cub motto: Search, Discover, Share. *Search* by looking at the exciting activity to come. *Discover* through exploration of one or more of the group activity suggestions for your big idea (this should be the longest part of the group gathering). *Share* by letting each boy review the family activities that he and his adult partner have completed since the last group gathering.

And, above all remember . . .

Have Fun!

How Does Your Tiger Cub Group Get Started?

1. At your organizational meeting, your Tiger Cub organizer will explain the *Family Activity Book* to everyone. Then the group organizer will ask someone to volunteer to handle the group's meeting-activity that will be built around a next month's big idea. You can choose which big idea you would like to be responsible for, and the month you would like to have it.
2. At your meeting each month, be sure to pick the big idea you will pursue in the following month. Then someone should volunteer to handle a group activity centered on that big idea. Your group may want to plan more than one month ahead, and that's OK, too.
3. And that is all there is to it. Your organizer may attend one or two more meetings, but aside from that, the organizer will step back and let your Tiger Cub group chart its own exciting, fun-filled course. Of course, your organizer is always available for support and advice whenever you need it.
4. What happens at a Tiger Cub group gathering or meeting? First, we want to stress that these group gatherings are times for fun and action. We want to help you keep the business to a minimum.

For those gatherings, we suggest a short opening ceremony, such as reciting the Tiger Cub Promise. Then give a few minutes to each Tiger Cub to let him share the activities he and another member of his family have completed since the last gathering. After that, it's time to launch the activity that has been planned for that gathering. Whether you serve snacks is up to you. Whether you meet in one another's homes, at a central location such as a church or school, or elsewhere is up to you and your group. The best meeting location is where the action is, and it may vary depending on the activity planned.

5. For each family activity that you and your boy complete, give him one of the Tiger Cub stickers contained in your *Family Activity Packet*. He can put the sticker on his wall chart at home, or at your Tiger Cub group meetings. Either way is fine.
6. Your group organizer will contact your Tiger Cub group about big idea 17 on Cub Scouting. Activities in that big idea include a parents' meeting, attendance at one or two Cub Scout pack activities, and the all important graduation into Cub Scouting for your boy at the end of your time in Tiger Cubs, BSA.

Suggested First Meeting Format

(Use Big Idea 1, "GETTING TO KNOW YOU")

1. Short opening (Suggestion: Recite the Tiger Cub Promise together.)
2. Search (Plan for the following month's meeting. Choose a big idea. Someone volunteers to organize the next group activity.)
3. Discover (This is the group activity. See something together, do something together. Have fun together.)
4. Share (Let each boy recount some of the family activities he and his family have done in the past month.)
5. Closing (Suggestion: Repeat the Tiger Cub motto.)
6. After the meeting, take a few minutes to complete the group big idea evaluation form.

Tiger Cubs, BSA

TIGER CUB MOTTO

Search, Discover, Share

TIGER CUB PROMISE

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

Welcome to the World of Tiger Cubs!

Tiger Cubs, BSA, is an exciting program of the Boy Scouts of America for first-grade boys (or those who are 7 years old) and adult family members.

You and your boy will have many wonderful opportunities to search out new activities, discover new things and share them with one another in our program. Incidentally those three words, "Search, Discover, Share," make up the motto of the Tiger Cubs.

The activities in this book are designed so that you and your boy can take part in them together. Other family members, as well, can participate in many of them.

An important goal of the Tiger Cub program is to offer your boy all kinds of new activities and fun—things that he can do with you. But another goal is to strengthen the bond of the entire family.

During the time your boy is a Tiger Cub, we want to impart some of the ideals of the Boy Scouts of America to him—ideals such as personal fitness, reverence for God, love of country, and caring for others.

We also want to help you build a closer relationship with your boy. We want to offer you opportunities to share your ideals, values, and dreams with your boy. In addition, we believe that self-esteem and self-confidence are especially important to a boy, and building those things in your boy is another of the goals of our program.

Tiger Cub groups are affiliated with a Cub Scout pack, and members of the pack hope you and your boy will become active in Cub Scouting after your time in Tiger Cubs. It should be noted that Tiger Cubs is a 1-year program, after which your boy is eligible to join Cub Scouting.

Amid all these goals for your boy, there is one other goal we want to stress. And that goal is fun—fun for your boy, fun for you, and fun the two of you can enjoy together.

The Tiger Cub program is designed with a minimum of organization. A total of 17 big ideas are suggested in the **Tiger Cub Family Activity Book**. Built around each big idea are activities that you and your boy can do, and activities for the Tiger Cub group as a whole. The important thing to remember is that you and your group can choose which big ideas you want to pursue and when. There is no requirement to complete any certain number of big ideas in any certain order, or length of time. Choose what you want, what looks exciting and what looks helpful to you. And above all, have fun with your boy!

What Tiger Cubs, BSA, Wants For You and Your Boy:

1. Have fun together
2. Know one another
3. Grow together
4. Get along together
5. Discover together

Tiger Cub Uniforms

BOYS:

T-shirt, polo shirt, etc., with Tiger Cub iron-on emblem located on front of shirt.

ADULTS:

T-shirt, polo shirt, blouse, pullover, etc., with Tiger Cub iron-on emblem located on upper left area of front of garment.



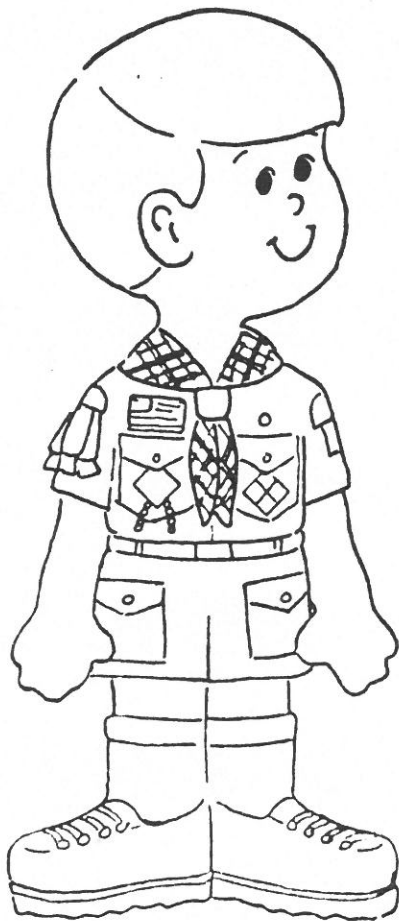
PARENT INVOLVEMENT



RECRUITING



DUTY TO
GOD & COUNTRY



BOY BEHAVIOR



CHILDREN LEARN WHAT THEY LIVE

If a child lives with criticism,
He learns to condemn

If a child lives with hostility,
he learns to fight.

If a child lives with ridicule,
he learns to be shy.

If a child lives with jealousy,
he learns to feel guilty.

If a child lives with tolerance,
he learns to be patient.

If a child lives with encouragement,
he learns confidence.

If a child lives with praise,
he learns to appreciate.

If a child lives with fairness,
he learns justice.

If a child lives with security,
he learns to have faith.

If a child lives with approval,
he learns to like himself.

If a child lives with acceptance and friendship,
he learns to find love in the world.

---Derethy Law Nolte

BUILD ME A SON, O Lord, who will be strong enough to know when he is weak, and brave enough to face himself when he is afraid; one who will be proud and unbending in honest defeat, and humble and gentle in victory.

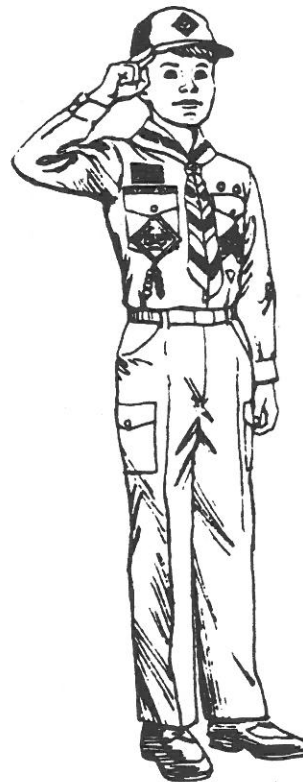
BUILD me a son whose wishes will not take the place of deeds; a son who will know Thee -- and that to know himself is the foundation stone of knowledge.

LEAD him, I pray, not in the path of ease and comfort, but under the stress and spur of difficulties and challenge. Here let him learn to stand up in the storm; here let him learn compassion for those who fail.

BUILD me a son whose heart will be clear, whose goal will be high, a son who will master himself before he seeks to master other men, one who will reach into the future, and never forget the past.

AND after all these things are his, add, I pray, enough of a sense of humor, so that he may always be serious, yet never take himself too seriously. Give him humility, so that he may always remember the simplicity of true greatness, the open mind of true wisdom, and the meekness of true strength.

THEN, I, his father, will dare to whisper, "I have not lived in vain."



UNDERSTAND BOYS

In a disciplined den or pack, a great deal can be accomplished. A rowdy den or pack, on the other hand, can accomplish little in the way of program and certainly offers few chances for helping boys develop character. One of the attributes of a good citizen is his ability to live comfortably within the restrictions of the law. To train boys for citizenship, we must teach them the importance of discipline within each individual. Baden-Powell said: "You can only get discipline in the mass by discipline in the individual".

It has been glibly stated that a good active program will eliminate discipline problems in the den or pack. This is true to a degree, but even a top-notch program won't solve the problem of the individual boy who wants to cause trouble, 'just for the heck of it'. Boys cause trouble when they are uninterested, and certainly a good program will help keep them interested and active, but it isn't the whole answer. Here are a few other ideas which will help maintain discipline.

-Insist on attention when talking. Boys who want to get on with the activity will help quiet the noisy ones.
-Don't shout or yell. Use the Cub Scout sign to get attention.
-Have a good pre-opening activity. Trouble starts when a few Cubs arrive early and don't have anything to do. Once you've lost control, it's hard to regain it.
-Praise in public - criticize in private. Public criticism arouses resentment.
-Make full use of the advancement program. Boys advancing usually don't cause much trouble.
-Keep den meetings going at a fast pace with lots of activity and interesting things to do. Prevention is better than cure.
-Give boys responsibility and expect them to meet it. When they have responsibility, they don't have to cut up to get attention.
-Get the boys into uniform. A uniformed group has better discipline than one that is not. Set a good example.
-Get to know each boy. Find out what makes him 'tick'.
-Be impartial. Don't let any one boy get away with something that you would not tolerate from another.
-Let a new Cub know what you and the den expect of him, such as regular attendance, advancement, proper behavior, Cub Scout spirit.
-Always mean what you say. Never threaten unless you intend to carry it out.
-Be firm in a friendly manner.

BOY BEHAVIOR

Understanding boys can be the key to keeping your sanity at den meetings. With this in mind, here are some helpful hints about discipline, preventive measures, and needs of boys.

WHAT IS DISCIPLINE?

- Discipline is:
 - setting limits
 - enforcing limits
 - letting consequences fit the problem
 - caring enough about the child to help him shape his character
- Discipline is NOT:
 - punishment
 - controlling behavior temporarily
 - a power struggle you win
- Discipline builds pride, teamwork, loyalty, and gives boys more time for fun.
- Discipline helps the boy understand that he needs to be responsible for correcting the problem, and not the leader.

NEEDS OF BOYS

- Recognition
- Friends
- Belonging
- Adventure
- Fun
- Achieving
- Freedom to experiment
- To be heard

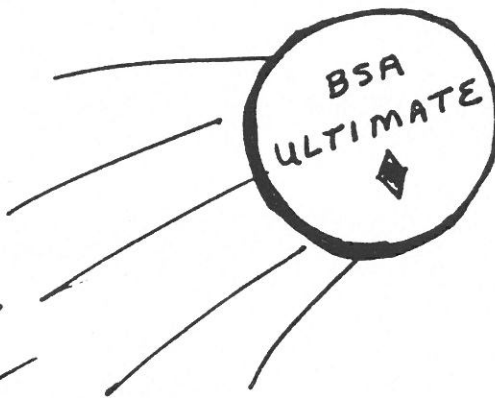
PREVENTIVE MEASURES

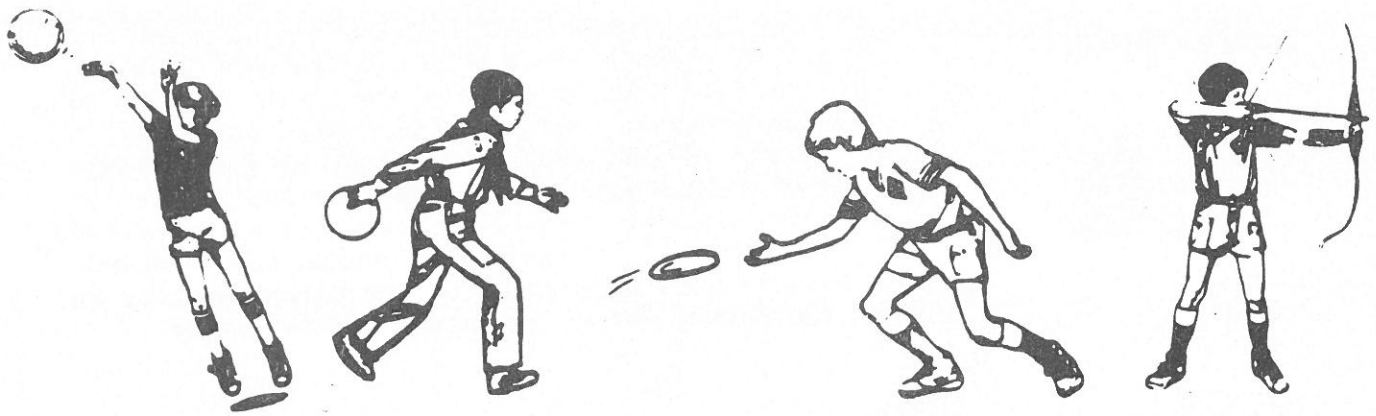
- Well-planned den and pack meetings
- Have den rules, and be sure each boy knows them and the consequences
- Good conduct candle
- Use the Cub Scout sign
- Insist on attention when you're talking
- Have a pre-opening activity
- Praise in public, criticize in private
- Make full use of advancement
- Give potential troublemakers a specific job or responsibility
- Wear uniforms! Boys and leaders
- Get to know each boy and what makes him tick; families, too
- Follow through on consequences
- Be FIRM, FRIENDLY, AND FAIR

OUTDOOR PROGRAM



SPORTS





CUB SCOUT SPORTS - THE EASY WAY ! !

Cub Scout Sports are simple - and FUN ! You, the Cub Scout leader, will find Cub Scout Sports an exciting supplement to the rest of the Cub Scout program.

Emphasis in Cub Scout Sports is on introduction to a sport, learning about it, taking part in it, and on "doing your best". Sportsmanship is emphasized; winning is not. Cub Scout Sports is not an advancement program; guidelines are simple, requirements are few. There is an opportunity for every registered Cub Scout or Webelos Scout to participate and be recognized for that participation. There are summer and winter sports, indoor and outdoor sports, active and less active sports, and team and individual sports. Cub Scout Sports are flexible, easy to organize - and fun !!

The Scout should receive recognition for practice or play in any of three places: (1) in his Den or Pack or (2) in an organized sport in his community or (3) as an individual Scout.

RECOGNITION ITEMS

SPORTS PATCH ...



... is an optional recognition item available for purchase through your Council Service Center, and is used to identify a Scout who is participating in Cub Scout Sports in any of the three places listed above.

... may be worn as a temporary patch on the right pocket of the uniform shirt, on a patch vest, or on appropriate non-uniform apparel.

BELT LOOP ...



... is received by a Scout for doing his best to learn about the things in the Cub Scout Sports booklet for his sport, and for taking part in the sport in practice or play, in any one of the three places listed above.

... is worn by the Scout only on his uniform belt.

SPORTS PIN ...



... is received by a Scout for earning points in practice or at play in one of the three places listed above. One point is earned for each thirty (30) minutes of practice or play; sixty (60) points are required for the Sports Pin *, and the points should be earned in a ninety (90) day period. It's easy : remember "30-60-90". ... is worn by a Scout on the patch vest, or on the Sports Patch, or on the Sports Letter

SPORTS LETTER ...



... is received by a Scout who has received any one Belt Loop and any one Sports Pin and has an adult "partner" who has received any one Sports Pin.

... is worn on a patch vest or appropriate non-uniform apparel.

ADULT PARTNER ...

... is an adult who receives a Sports Pin for following the same "30-60-90" guidelines as the Scout*. Adults may wear the Sports Pin on non-uniform apparel; adults may not receive the Belt Loop or Sports Letter.

SOME RESOURCES (available through your Boy Scouts of America Council office):

- o the Cub Scout Sports booklet
- o the Cub Scout Sports Leaders' Guide
- o the Cub Scout Sports Training Syllabus, BSA stock number 13-588

GETTING STARTED ...

... is easy !! There are four simple steps:
(1) select one of the sports offered in Cub Scout Sports (2) gather the resources (3) learn about the sport , sportsmanship, and the physical techniques and (4) do it !!

For your first sport you may decide to try something simple - like marbles. The Scouts will have FUN and you'll get experience in putting on a Cub Scout Sports activity

REMEMBER:

- o emphasize learning about the sport, sportsmanship, reasonable physical involvement, and "doing his best".
- o do not emphasize winning
- o recognize the Scout for time spent in practice or at play in his den or pack, in his community, or as an individual Scout.

TRY IT, YOU'LL LIKE IT ! ! !

* these changes were announced in the "News Briefs" column of the November/December 1987 SCOUTING magazine, and will be incorporated in each of the Cub Scout Sports booklets and in the Leaders' Guide at the next printing.

CUB SCOUTS ARE GOOD SPORTSMEN

The need to be physically fit is most important. Our nation's youth and adults need to move from being spectators to being active participants. Through the Cub Scout program, boys and their families can strengthen their skills of fitness, knowledge, and attitude.

Cub Scouting introduces families to:

- Values of decision making—honesty, fair play, and getting along with others
- Habits of good physical development
- Better understanding of others through team play
- Learning to do their best, striving for excellence
- Learning new sporting skills
- Participation in limited competition
- Increased tenure
- An outreach program for your Cub Scout packs

Cub Scout sports augments the program of the Boy Scouts of America.

SPORTSMANSHIP - Helping Youth Understand

Three points of sportsmanship are stressed continually in the program of the Boy Scouts of America. This will provide many opportunities for adult Cub Scout discussions.

HONESTY is a key to success. It is the foundation for everything we do. Without it our society could not exist. The freedom that we all cherish is based on having honest relationships. Our day to day activity is based on the promises of people to people.

Just as important to young people is their trust in parents. Honesty on the part of both helps build that trust. It also contributes to our children's well-being and confidence as they meet new people and face life's problems.

FAIR PLAY is involved in belonging to more than just a family. It relates to the Cub Scout den, neighborhood, and even the country. Everyone has a share in whatever is at stake.

RESPECT for others should happen regardless of age or position. Maintaining respect for a person is important, even if we dislike that person's actions. Respect for others starts in the home and works its way outward. Courteous behavior opens doors to opportunities that otherwise might remain closed.

It must be remembered, however, that discussions you have with youth may be meaningless if your own example of behavior is inconsistent with what you say. Remember, "your actions speak louder than your words."

WHY CUB SCOUT SPORTS?

The Cub Scout Sports and physical fitness program provides every Cub Scout an opportunity to become acquainted with and participate in all kinds of sports. The program includes summer and winter sports, both indoors and outdoors, team and individual, and active and less-active types. When done right the program is an active physical fitness program for Cub Scouts.

A Cub Scout may participate in a sports program in his unit, in his community, or by himself. Cub Scout sports emphasizes participation of the family by involving an adult teammate. There is recognition for both participation and for good performance by the Cub Scout and his adult teammate. Throughout, the Cub Scout is encouraged to learn and practice good sportsmanship, and to "do his best."

STEPS FOR STARTING YOUR CUB SCOUT SPORTS PROGRAM

Pack leadership becomes aware of Cub Scout Sports through:

Your Introduction to Cub Scout Sports,
No. 2151

Cub Scout Sports—A New Ball Game, AV-962;
cassette, 862-C

Pack plans

Selects sports chairman, sport, schedule of activities

Parental involvement, den coaches.

Use *Cub Scout Sports Leader Guide*, No. 2152

Pack orders from council service center

Literature — individual sports manuals for boys

Identity items — Diamond Jubilee Sports patch and sports T-shirts for each den team

Recognition items, belt loops, choice of competitive recognition items

Pack conducts the event

Weekly den meetings help prepare individual Cub Scout or den team for pack tournament.

Also, boy and parent practice skills at home.

The pack conducts the tournament; awards for competition are presented.

Recognition to all including news media

Followup recognition

Physical fitness pins for Cub Scout and adult teammate may be presented during the year. Sports letter to be presented when Cub Scout has qualified for one belt loop and his physical fitness pin along with an adult teammate.

Evaluate

Consider your pack membership and community needs for future sport events.

Respond to evaluation questions in the *Leader Guide*.

Cub Scout Sports are not meant to be a competitive sports between Packs, but competition between Den Members or the Dens in a Pack. A little competition between boys or dens can be used to promote sports in a Pack or to encourage completion of a sport started.

The District can use a District championship to encourage participation by Packs but competition should be between individual boys in the individual sports and between Dens in the team sports. Never Pack against Pack.

The Program is tailor-made for boys of Cub Scout age so they are not made to feel frustrated. The boys earn belt loops, pins and letters, plus a patch, PLUS Mon and Dan can earn a pin for their efforts in participating. They may even shed a few pounds or inches and firm a few muscles while having fun and cementing a bond between themselves and their son. This program is not meant to replace the Den Meeting as it is now, with its crafts, skits and games, but to be used as a supplement. Boys and girls today spend too much of their time on school buses, sitting at desks and watching TV to spend all of their Den meetings sitting around a table. Many Den Leaders don't have the space to Cubs to play active games, but they can include some of the activities for the sports program in their meetings or find a way to hold their meetings at another location where the activities can be done. The rest of the required activities can be planned for weekends or Pack Meetings.

SOME DON'TS FROM THE BOOK FOR PARENTS AND LEADERS

- * Don't shout advice or criticism to your boys or anyone during the game.
- * Don't interfere with the coach or other officials.
- * Don't criticize players, coaches, or officials in front of the boys.
- * Don't enter the playing area.
- * Don't keep anyone from having fun.
- * Don't push a boy into a sport he isn't qualified to play or doesn't like.
- * Don't dress the boys in uniforms like organized sports.

It is recommended that the boys playing on teams to wear a uniform. Any T-shirt will do. Colored T-shirts with decals or stenciled patterns patined by a mother is one suggestion. These should be bought by one person to provide uniformity in color and textrue. Look alike gym socks are okay. The only real restriction on uniforming is that the cubs are not to wear the kinds of pants worn on baseball, football, or soccer teams. All boys should wear gym

With all the sports kids can join, why is the Boy Scouts of America getting involved? The Cub Scout Sports Program is a new program, developed to introduce boys of Cub Scout age to a variety of sports they may never have had an opportunity to sample. The program is just that, a samplign. We do not try to match or replace the school or community sports program. Nor do the Cubs need to drop from their teams to join the Cub Program. The boys can earn their Cub awards by participating in one of the eighteen sports and fulfilling the added requirements necessary, working with their parents, coaches, Pack or Den. In addition to this, they can join the Pack or Den in the sport chosen by the group or try one of the individual sports and work with their parents or coach.

The real goal of this program is to reach All boys. The program is such that boys who are not inclined to join organized sports or have been unable to join a team because of ability, health, transportation, grades or time, have an opportunity to sample a variety of sports. Through this program they will learn that they need not be good at it or always win a game, but simply be better at it when the awards are handed out, than they were when they started. This will mean a lot to many of these boys and their parents. The aim is that they will have learned a little about team work, good sportsmanship, spent some time with a parent or other adult, toned a few muscles, learned some rules and a few regulations, and had lots and lots of fun along the way.

Do not try to crowd too many sports into a year. Most boys spend three years in a Pack so there is lots of time. Concentrate on team sports, as the Den or Pack provide the necessary team, but encourage the boys to do the individual sports on their own with their family. Again, this is a boy/adult program to introduce a variety of sports to boys, teach a little good sportsmanship, team work and provide give and take between boy and adult, and lots and lots of fun.

CUB SCOUT SPORTSMAN CREED

As a Cub Scout, I will do my best to

Be a good sport,
Play as a team mate, and
Win or lose show
The Cub Scout Spirit.

PARENTS SPORTSMAN CREED

As a Cub Team Mate, I will do my best to

Encourage my team mate,
Practice team work,
Show patience, and,
Teach good sportsmanship.

=====

CUB SCOUTS NAME: _____

1. Ping Pong was traced back to what year? _____
2. Name 5 things needed to play table tennis
 1. _____
 2. _____
 3. _____
 4. _____
 5. _____
3. Why am I safe using a ball with " ** star" or "*** star" with "ITTF APPROVED" ON IT? _____
4. The table is smooth and _____ wide _____ long!
5. Always keep the table clean with a light wax or polish on it!
 - T. _____
 - F. _____
6. Pips in with sponge is talking about what? _____
7. There is racket care, table care, ball care, is there such a thing as net care? _____

If yes what is it? _____

=====

TO BE SIGNED BY COACH OR INSTRUCTOR

I do certify that the Cub Scout above has shown a basic knowledge in these areas:

- * Safety Rules
- * Rules of the Game
- * Good Sportsmanship
- * Participated in A Game

SIGNED _____ TITLE: _____ DATE: _____

CUB SCOUTS NAME: _____

1. Who is believed to be the chief inventor of tennis? _____
2. What year was it brought to the U.S.? _____
3. Which is not a part of a tennis racket? A. Tip D. Throat
 B. Head E. Grip
 C. Body F. Butt
4. From base line to base line the court is how long? _____
5. What is the difference in a single court compared to a double court? _____
6. Your serving, the score is Love - 30. How many points do you have? _____
7. Explain double fault? _____
8. Is any safety equipment needed to play tennis? _____
If yes what? _____

=====

TO BE SIGNED BY COACH OR INSTRUCTOR

I do certify that the Cub Scout above has shown a basic knowledge in the areas:

- | | |
|----------------------|--------------------------|
| * Safety Rules | * Rules of the Game |
| * Good Sportsmanship | * Participated in A Game |

SIGNED _____ TITLE: _____ DATE: _____

CUB SCOUTS NAME: _____

1. The whole idea of the game is to play? _____
2. The game started in, what year? _____
3. The regulation playing field is 60 yds X 40 yds with 2 - 25yds end zone.
 _____TRUE _____FALSE
4. Ultimate is played with 2 teams each having. A. 7 players C. 6 players
 B. 5 players D. Any number
5. Name 2 most commonly used passes. 1. _____ 2. _____
6. "The Sandwich" is: A. A half time snack C. A way of catching
 B. Foul by 2 players D. Both B & C
 hitting another
7. What do you like most about this sport? _____

TO BE SIGNED BY COACH OR INSTRUCTOR

I do certify that the Cub Scout above has shown a basic knowledge in these areas:

- * Safety Rules * Rules of the Game
- * Good Sportsmanship * Participated in A Game

SIGNED _____ TITLE: _____ DATE: _____

CUB SCOUTS NAME: _____

- 1. 3 parts of learning good sports are, learning the rules, learning the skills, and _____.
- 2. Volleyball used to be called _____.
- 3. What year was it started? _____
- 4. What is the size of the court? _____
- 5. A team consists of 6 players and 1 server T. _____ F. _____
- 6. The first team to score 15 points wins T. _____ F. _____
- 7. How many touches are allowed on the ball? _____
- 8. Catching the ball is okay only if you are out of bounds. T. _____ F. _____

TO BE SIGNED BY COACH OR INSTRUCTOR

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- * Safety Rules
- * Rules of the Game
- * Good Sportsmanship
- * Participated in A Game

SIGNED _____ TITLE: _____ DATE: _____

=====

CUB SCOUTS NAME: _____

1. Do you roller or ice skate? _____

2. In 1863 the 4-wheeled skate was invented by an American inventor named.

3. Name 4 common rules of courtesy that make skating more enjoyable for every-
one. 1. _____ 2. _____

3. _____ 4. _____

4. Which one is NOT a part of a rollerskate: 1. Truck Assembly
2. Toe stop
3. Center swivel
4. King Pin

5. When you fall try not to use your hands or elboes to break your fall.

_____ TRUE _____ FALSE

6. Who inventedd fake ice in 1850? _____

7. Who is the "Father of Ice Skating"? _____

8. What is meant by "Shooting the Duck"? _____

9. What is meant by "Crosspull"? _____

=====

TO BE SIGNED BY COACH OR INSTRUCTOR

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areas:

- | | |
|----------------------|--------------------------|
| * Safety Rules | * Rules of the Game |
| * Good Sportsmanship | * Participated in A Game |

SIGNED _____ TITLE: _____ DATE: _____

=====

CUB SCOUTS NAME: _____

1. In 1887, who thought of the game? _____

2. Softball was once called _____

1. _____ 2. _____ 3. _____

3. Whats the major difference in the ball in softball vs. baseball? _____

4. Bases are _____ feet apart. Home plate to pitchers rubber is _____ feet.

5. Is a soft ball pitch slow or fast? _____

6. Is any safety equipment used by a player? _____

If yes what? _____

7. The on deck circle is _____ feet across.

The pitchers plate is _____ inches by _____ inches

=====

TO BE SIGNED BY COACH OR INSTRUCTOR

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- * Safety Rules
- * Rules of the Game
- * Good Sportsmanship
- * Participated in A Game

SIGNED _____ TITLE: _____ DATE: _____

=====

CUB SCOUTS NAME: _____

1. What is a safe area to Swim in? _____
2. Why should you swim with a buddy or partner? _____
3. The crawl is:
 - A. A jelly fish float on the bottom of the pool.
 - B. A stroke to go backwards in the water.
 - C. A new dance and nothing to do with swimming.
 - D. None of the above.
4. Are swim lessons important to be a good safe swimmer? _____ YES _____ NO
5. Floating develops a sence of balance and your conficence in the water
 _____ TRUE _____ FALSE
6. Learning to swim longer without getting tired is called? _____
7. Whats your favorite swimming game? _____
8. Swimming uses more muscles than almost any other sport. _____ TRUE _____ FALSE

=====

TO BE SIGNED BY COACH OR INSTRUCTOR

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- * Safety Rules
- * Rules of the Game
- * Good Sportsmanship
- * Participated in A Game

SIGNED _____ TITLE: _____ DATE: _____

CUB SCOUTS NAME _____

1. The American Bowling Congress was organized in what year? _____

2. Name four common rules of courtesy 1. _____

2. _____

3. _____

4. _____

3. Name 2 Good safety rules to follow: 1. _____

2. _____

4. Name 2 things that are important in picking a ball: 1. _____

2. _____

5. About how many games have you bowled? _____

What is your current average? _____

6. Explain these terms: STRIKE _____

FRAME _____

FOUL _____

SPARE _____

7. The length of the approach is? _____

8. Explain these Symboles: 1. (7) _____

2. 7- _____

3. / _____

4. X _____

TO BE SIGNED BY COACH OR INSTRUCTOR

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- * Safety Rules
- * Rules of the Game
- * Good Sportsmanship
- * Participated in A Game

SIGNED _____ TITLE: _____ DATE: _____

=====

CUB SCOUTS NAME: _____

1. My favorite position is? _____

2. Who invented the game? _____

3. A free throw scores 2 points. _____ TRUE

_____ FALSE

4. When and where possible, the height of the basket should be lowered to what height? _____

5. Bouncing the ball to move it down the court is called. _____

6. Which is more important when playing basketball?

A. Winning

C. Being on a team

B. Losing

D. Learning the game

7. The most important thing to remember is to what? _____

=====

TO BE SIGNED BY COACH OR INSTRUCTOR

I do certify that the Cub Scout above has shown a basic knowledge in these areas:

* Safety Rules

* Rules of the Game

* Good Sportsmanship

* Participated in A Game

SIGNED _____ TITLE: _____ DATE: _____

=====

CUB SCOUTS NAME: _____

1. The first known 2 wheeler came along as early as _____
 2. The first true bike was missing 3 things. What were they?
 1. _____
 2. _____
 3. _____
 3. Name 2 pieces of safety equipment for the rider 1. _____
 2. _____
 4. Why should a bike fit the rider? _____
-
5. Bicyclists should ride:
 - A. On the left side of the road
 - B. Facing the traffic
 - C. With the traffic flow
 - D. Both A and B
 6. Bicyclists must follow the same basic "Rules of the Road" as the vehicles.

_____ TRUE

_____ FALSE
 7. Name 2 kinds of brakes used on bikes!
 1. _____
 2. _____
 8. What would be more fun.
 - A. To ride a bike thats safe
 - B. To ride a bike thats unsafe
 9. Which is the safest
 - A. A 10 speed bike
 - B. A single speed bike
 - C. Niether of them

=====

TO BE SIGNED BY COACH OR INSTRUCTOR

I do certify that the Cub Scout above has shown a basic knowledge in these areas:

- | | |
|----------------------|--------------------------|
| * Safety Rules | * Rules of the Game |
| * Good Sportsmanship | * Participated in A Game |

SIGNED _____ TITLE: _____ DATE: _____

CUB SCOUTS NAME: _____

1. Whats a battledore? _____
2. Another name for the birdie is _____
3. A badminton court is _____ feet long!
4. The height of the net is what? _____
5. What are the four basic shots in badminton
 1. _____ 2. _____
 3. _____ 4. _____
6. How many points are needed to win a mens game? _____
7. Only a serving player can win points. T. _____ F. _____
8. Light rackets can weigh only 3ozs. with the strings stretched to 16 to 20 lbs. tension. T. _____ F. _____

TO BE SIGNED BY COACH OR INSTRUCTOR

I do certify that the Cub Scout above has shown a basic knowledge in these reas:

- * Safety Rules
- * Rules of the Game
- * Good Sportsmanship
- * Participated in A Game

SIGNED _____ TITLE: _____ DATE: _____

CUB SCOUTS NAME: _____

1. How old is archery? _____
2. Are you right or left eyed? _____
3. What is draw weight? _____
4. Which is not part of a bow?

A. Back	D. Upper limb
B. Side	E. Shelf
C. Face	F. Handle riser
5. A quiver is,

A. the 6" foam strip used in sighting
B. the left arm shake at full draw
C. the bag you put arrows in
D. a pouch used to store arm guard & finger tab
6. A bow with an arrow in it is said to be? _____
7. What are 3 safety rules to follow
 1. _____
 2. _____
 3. _____
8. There are target arrows, hunting arrows, and flu-flu arrows.

T. _____	F. _____
----------	----------

TO BE SIGNED BY COACH OR INSTRUCTOR

I do certify that the Cub Scout above has shown a basic knowledge in these areas:

- | | |
|----------------------|--------------------------|
| * Safety Rules | * Rules of the Game |
| * Good Sportsmanship | * Participated in A Game |

SIGNED _____ TITLE: _____ DATE: _____

=====

CUB SCOUTS NAME: _____

1. In 1934 the first ski lift in the U.S. was a _____

2. Name 3 safety or courtesy codes for skiing!

1. _____

2. _____

3. _____

3. Define these symbols:

1.  _____

2.  _____

3.  _____

4.  _____

4. What is glissade? _____

5. Name 2 types of skis

1. _____

2. _____

6. Which skis are wider? _____

7. Smoke glasses are good for what? _____

=====

TO BE SIGNED BY COACH OR INSTRUCTOR

I do certify that the Cub Scout above has shown a basic knowledge in these areas:

* Safety Rules

* Rules of the Game

* Good Sportsmanship

* Participated in A Game

SIGNED _____ TITLE: _____ DATE: _____

CUB SCOUTS NAME: _____

1. Would you believe that soccer is at least: A. 100 years old C. 300 yrs old
B. 1000 yrs old D. 3000 yrs old

2. Name 3 safety hazards to watch out for.
1. _____ 2. _____

3. _____

3. The ball is _____ inches around?

4. A mod soccer field means its brand new. _____ TRUE _____ FALSE

5. A throw in is done by. A. Both feet flat & at least one hand on the ball
B. 2 handed under hand throw till another player touches it.
C. Both feet flat on ground 2 hands over the head
D. None of the above

6. Tripping or fouling another player can hurt him and your team. _____ TRUE
_____ FALSE

7. Always remember to what? _____

TO BE SIGNED BY COACH OR INSTRUCTOR

I do certify that the Cub Scout above has shown a basic knowledge in these areas:

- * Safety Rules
- * Rules of the Game
- * Good Sportsmanship
- * Participated in A Game

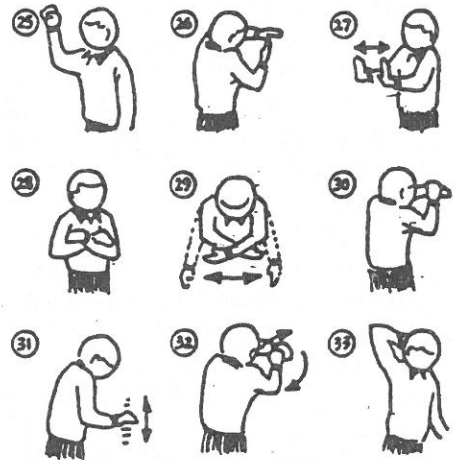
SIGNED _____ TITLE: _____ DATE: _____

Each den member gets a piece of paper and a pencil when he arrives. The chart of official sport signals (below) is displayed for everyone to see. Object is to have each person list meanings of the signals.

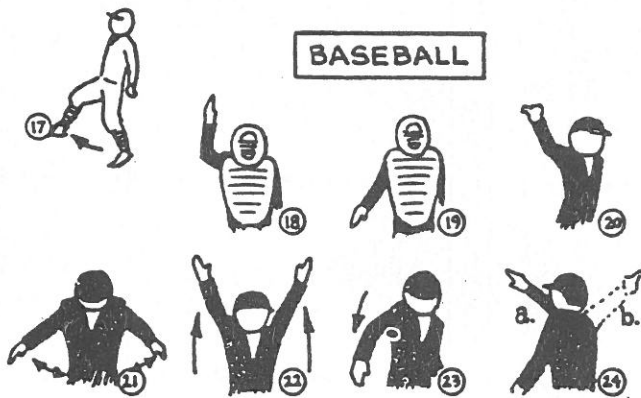
FOOTBALL



BASKETBALL



BASEBALL



ANSWERS

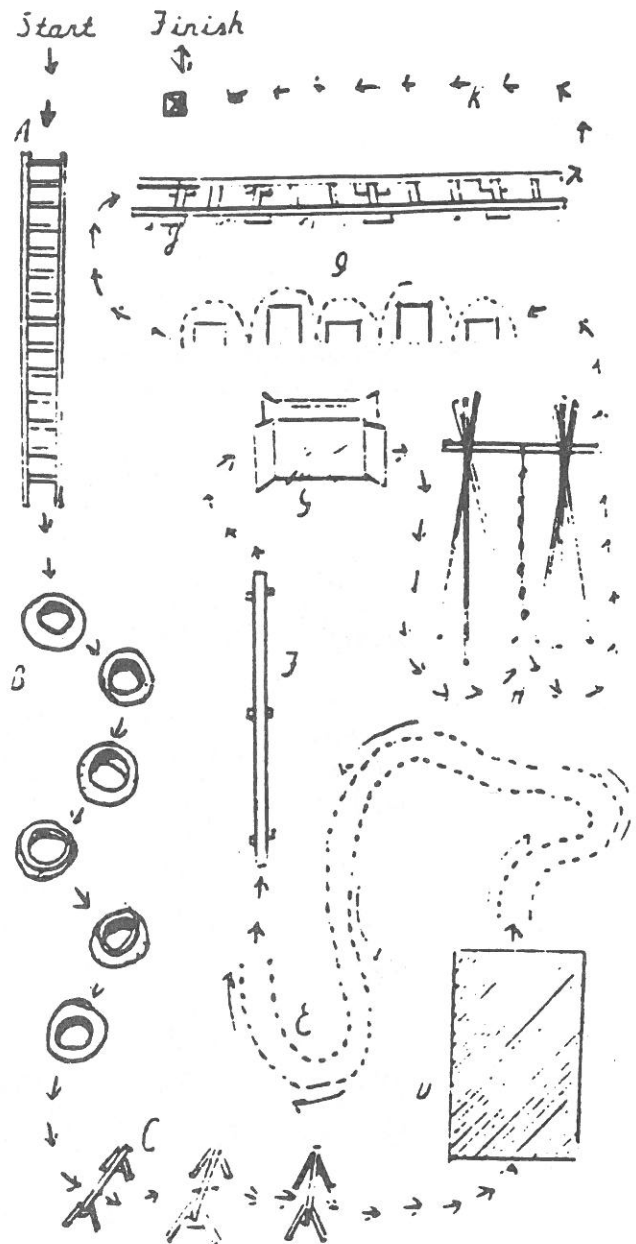
- | | |
|--|--|
| 1. OFFSIDE | 16. FIRST DOWN |
| 2. ILLEGAL PROCEDURE | 17. ROUGHING THE KICKER |
| 3. ILLEGAL MOTION | 18. STRIKE |
| 4. INCOMPLETE PASS -
PENALTY DECLINED -
NO PLAY - NO SCORE | 19. BALL |
| 5. ILLEGAL SHIFT | 20. OUT |
| 6. ILLEGAL RETURN | 21. SAFE |
| 7. DELAY OF GAME | 22. TIME OUT |
| 8. TOUCHDOWN OR
FIELD GOAL | 23. TIME IN |
| 9. CLIPPING | 24a. FAIR BALL (POINTS
TOWARD OUTFIELD) |
| 10. ILLEGAL USE OF
HANDS (HOLDING) | 24b. FOUL BALL (POINTS
TOWARD INFIELD) |
| 11. ILLEGAL FORWARD
PASS | 25. PERSONAL FOUL |
| 12. TIME OUT | 26. TECHNICAL FOUL |
| 13. PASS INTERFERENCE | 27. PUSHING-CHARGING |
| 14. INELIGIBLE RECEIVER
DOWNFIELD | 28. ILLEGAL USE OF HANDS |
| 15. START THE CLOCK | 29. CANCEL SCORE |
| | 30. HOLDING |
| | 31. ILLEGAL DRIBBLE |
| | 32. TRAVELING |
| | 33. PLAYER CONTROL FOUL |

OBSTACLE COURSE

(Boys' Life January 1972)

- A. For hand-over-hand crossing obstacle, use a 12' ladder raised 6' above ground.
- B. Old tires from a service station placed flat on ground for broken field running obstacle.
- C. Three sawhorses to jump over and under.
- D. Tarp, 6'x8' (or larger) on ground for somersault.
- E. Curved 2' wide path, marked by string or by other means. Runner must stay in bounds.
- F. Wooden 2x4 10' long laid on the ground to cross without losing balance. Peg the board at intervals to prevent it from wobbling.
- G. Large carton or crate to crawl through.
- H. For hand-over-hand climb, use 9' knotted rope or broomstick rope ladder. Hang it from a point 12' above the ground.
- I. Series of 2' and 4' high boxes to dive over head first, landing on hands.
- J. Ladder laid on bricks or boards about 6" off of the ground. Run fast through the ladder rungs.
- K. Marked path to the finish line.

These are some suggestions on how to lay out an obstacle course, depending on the abilities of the boys. Missed obstacles have to be repeated.



TIPS ON VOLLEY BALL

- A serve is made by batting the ball over the net with one or both hands.
- A point is won when either team fails to return the ball to the opponent's court.
- The ball must be batted. Scooping, lifting, shoving or following the ball are not permitted.
- A ball may be batted in any direction and a player may use any part of his body above the hips in playing the ball.
- The ball may be touched only three times by one team before being returned over the net.
- Players cannot catch or hold the ball or reach over the net to play the ball.
- The team first scoring 15 point is winner.
- When score is tied at 14-14, one team must make 2 points on service to win.
- A team counts a point on service only.

YOUNG ATHLETES BILL OF RIGHTS

Physical education experts have prepared a bill of rights for young athletes—10 rights that should be built in to every sports activity for Cub Scouts. Be sure to build them into your pack program.

1. The right to participate in sports

Ask a boy what he would rather do, play and lose or watch and win? It's a tough choice, but most boys would choose the chance to play—win or lose. When a boy is denied a chance to play because he's not a good player, the program is in trouble. Measure the program in terms of the boy's goals and participation.

2. The right to participate at his own ability level

Wherever possible, a boy should be placed with players of his own ability level. But dividing boys according to ability can be a humiliating ordeal for the less able. Leaders and coaches must exercise extreme discretion and sensitivity. . . proceed with care.

3. The right to qualified adult leadership

Boys 7 to 9 are especially impressionable. They will be influenced by adult leadership, whether that leadership is good or bad. We must make certain it's the very best.

4. The right to a safe and healthy environment

No boy should be asked to play under conditions which may be hazardous to his health or personal safety.

5. The right to share in leadership and decision making

The Cub Scouts sports program aims not only to help a boy find fitness and fun but to help

stimulate his growth toward maturity and active citizenship. If adults make all the decisions and do all the talking, a magnificent opportunity for growing up will be missed.

6. The right to play as a child not an adult

However much a boy may love a flashy uniform and being treated like an adult professional, he is neither an adult nor a pro. He is still a child. So handle him with care. Do not rush. Let him enjoy his childhood.

7. The right to proper preparation

Does a big league team get good physical and mental conditioning before they take the field? You bet they do. Boys should receive the same treatment.

8. The right to an equal opportunity to strive for success

The sharp focus here is on the word *success*. Does it always have to mean winning? Or may it also mean playing, learning, growing, building fitness, and enjoying? Each boy should be secure in the knowledge that he has done his best and that his best is OK.

9. The right to be treated with dignity

No boy should be scolded or ridiculed because of appearance, background, or poor performance, especially in public.

10. The right to have fun

If the other nine rights are in place, this one will follow as day follows night.

shoes or shoes usually worn for outside playing for that time of year and in that kind of weather.

To promote a feeling of membership in a team, have a team choose a name. To distinguish them from organized sports you can pick names of small birds or animals. There are a lot of unusual animals and birds in the world that may catch the Cubs fancy. Photos of some of the sporting events could be memorable and for the parents even priceless. Photos and write-ups in local newspapers would be a great advertisement for your Pack.

Some sports equipment used inside is called Nerf- Nerf golf, Nerf football and other inside equipment can be used so not to put holes in walls.

As in all Cub activities, recognition and awards are an important part of the sports program. Boys and adults should be recognized and receive their loops, pins and letters as soon as possible. Make a production of it. One of the committee members can be the sports coordinator, keeping records and seeing that the sports awards are ordered. This person will assist the Cubmaster at the Pack meeting and see that it is sent to the local newspaper or your local council for their newsletter. The Committee should consist of at least two parents, two committee members, a Den Leader, Webelos Leader and Assistant Cubmaster.

The Sports Committee should do a survey of the boys and parents, then choose a sport. Different members of the committee should be responsible for things like finding equipment, the playing area, referees, coaches, buying ribbons and trophies, finding time keepers, score keepers, a telephone person. One member of the committee should keep track of the Cubs involved in the sport. He/or she would also keep track of the boys and parents doing the individual sports. All members report to the Sports Coordinator, who reports to the Cubmaster and orders the awards, etc. through the Advancement member of the Pack Committee.

In sports for young people the first priority is safety. A coach who knows the sport is important, but he must also know boys. He must be able to spot problems and know when not to play a boy who is sick or hurt. He must understand that he is to teach the boys to like and enjoy the sport, not necessarily to be good at it. In this program the point is that every boy play and have fun, not the winning of the game.

MOST BOYS WOULD RATHER PLAY AND LOSE THAN SIT ON THE BENCH AND WIN!

AGILITY EXERCISES:

Perform these exercises within the designated time limits. Rest two minutes between each set of exercises.

Set 1: 8 minutes

1. Fish Flops: Lie flat on your stomach, arms and legs extended and off the ground. Rock back and forth. (2 min.)
2. Grass Drill: Run in place, drop to the ground and bounce up again. (2 min.)
3. Quick Foot-Knee Touch: Drop quickly to one knee and bounce up again. Alternate knees. (2 min.)
4. Root Drill: You need a partner for this one. Square off on all fours, locking right shoulder to right shoulder. Try to rock your opponent back off his feet. (2 min.)

REST TWO MINUTES.

Set 2: 6 minutes

1. Crab Mirror: Two players on all fours. One moves at random to the left, right, back, or forward and the other mirrors his moves. Switch leaders and repeat. (2 min.)
2. Bear Hug Take-Down: Two players, one standing behind the other. Player in rear grasps other player around arms and chest and tries to pull him down. Reverse positions and repeat. (3 min.)
3. Situps: Lie on back, feet together, hands clasped behind head. Raise up and touch elbows to knees. Do as many as possible for one minute.

REST TWO MINUTES

FLEXIBILITY EXERCISES:

Fingers: Extend arms to the side, palms down. Quickly flex fingers by alternating between fist and open hand position. (30 sec.)

Palms: Extend arms to the front, palms down, wrists locked. Turn palms inward and outward in quick, short movements. (30 sec.)

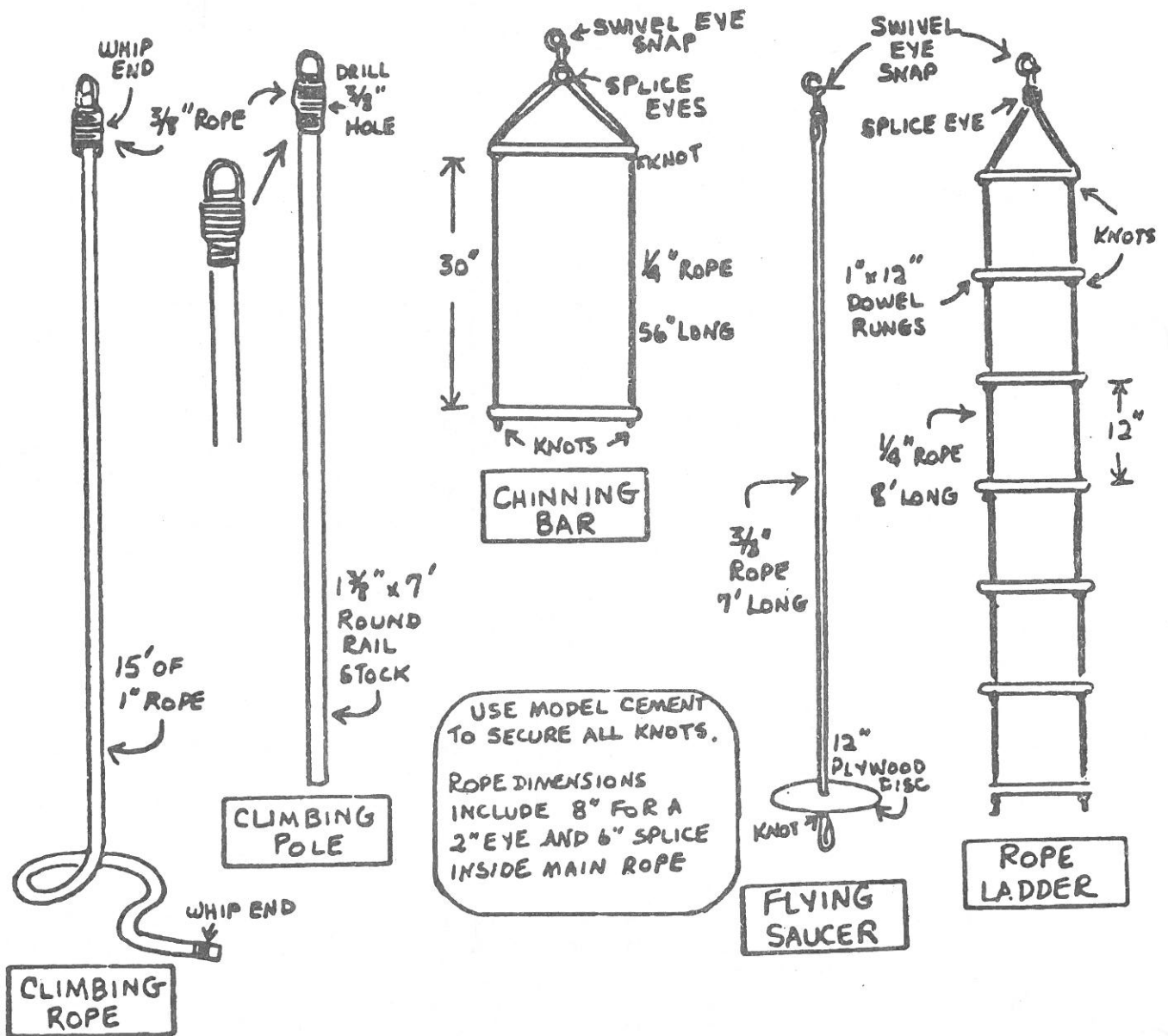
Wrists: Same position as palms (above). Rotate wrists clockwise, then counter-clockwise. (30 sec.)

Forearm Twist: Arms extended sideward and parallel to the ground. Flex at elbow bringing tips of fingers to shoulders. Return to starting position. Perform both palms up and palms down. (1 min.)

Shoulder Stretches: 3-part exercise, (a) Rotate one arm over your head and down slowly. Repeat with other arm. (b) Shrug your shoulders slowly in complete circle starting the movement by moving up and back. (c) Lock your hands behind your head and pull back slowly from shoulders. (2 min.)

SKY HOOK GYM

With this sky hook gym you can set up your own physical-fitness program. The apparatus can be interchanged just as fast as you can unsnap one piece of equipment and snap-fasten another of your choice in its place. The gym is designed for use indoors or outdoors. For outdoor use, all you need is a suitable tree limb from which you can hang a large pulley and suspend the sky-hook line. For indoor use you can use a garage doorway which has an eight-foot clearance. All equipment is designed to be hung from a heavy-duty overhead hook or screw eye eight feet above the ground. Remember to use a mattress or pad underneath the line if there is concrete or hard paving underneath. Braided polypropylene rope is used because it is 40 percent stronger than Manila. Two sizes of rope are used - 3/8" and 1/4". The swivel eye snap hook is used.



CUB SCOUT SPORTS

JOKE:

Fred - Do you know how to play ball?
Red - Yes, of course.
Fred - How do you hold a bat?
Red - By the wings!

APPLAUSE STUNTS:

Pole Vault Applause

Stand two fingers of one hand on other arm like legs. Have them run down the arm to the wrist and then leap into the air, as hand comes down, CLAP!

Strong Man Cheer

Lift imaginary weights to arms length -- grunt
Lift imaginary weights to chest height -- grunt
Lift imaginary weights to overhead -- grunt and cheer!

SONGS:

O CHESTER
(Yankee Doodle)

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

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

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

SONGS:

TOUGHEN UP
(Clementine)

Do a push up, do a pull up,
Do a 30 yard run,
We build muscles as we hustle,
All the time we're having fun.

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

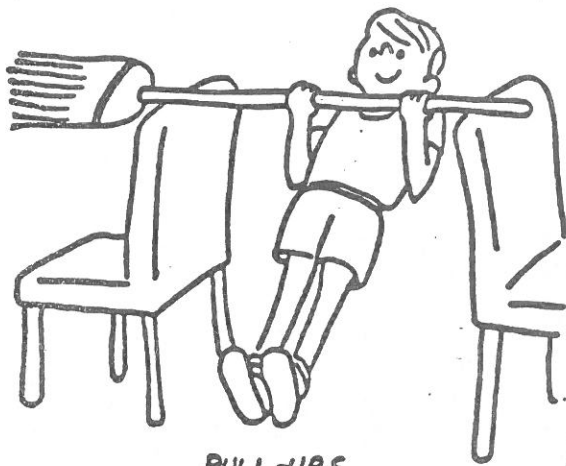
Watch 'em flexing, watch 'em bulging,
Watch our muscles growing strong,
Building muscles in our backyard
That will last a whole life long.

FITNESS
(On Wisconsin)

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

WHEW-W-W-W-W
(Jingle Bells)

Clap your hands, stamp your feet,
Let's all stand up please.
Face to the left, face to the right,
Now hands on your knees.
Sit down now, stand back up,
Clap your hands two beats.
Now we'll all wipe our brows,
And collapse in our seats.
(Sing several times, each faster)

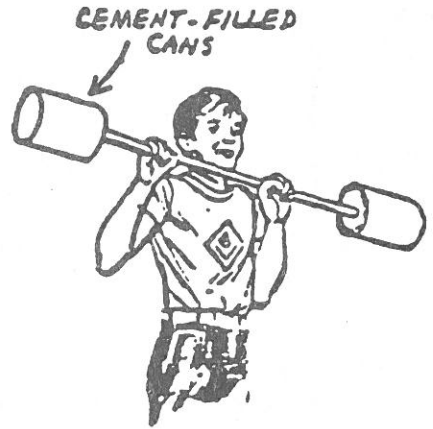
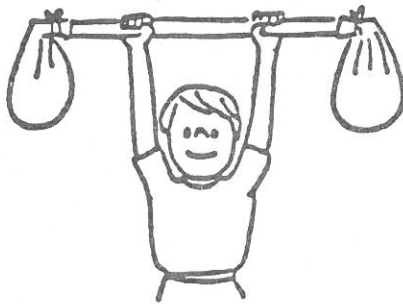
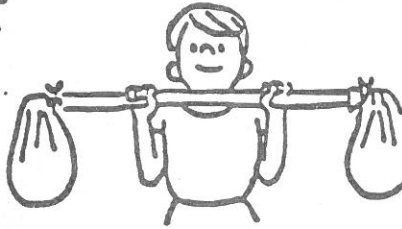


PULL-UPS

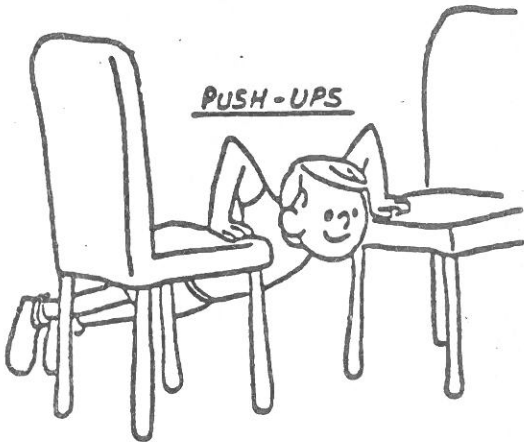
MAKE HOME-MADE BARBELLS FROM A BROOM-STICK AND TWO STRONG CLOTH SACKS (OR PILLOWCASES). FILL EACH SACK WITH FIVE POUNDS OF SAND OR GRAVEL. WRAP THE MOUTHS OF THE SACKS AROUND THE BROOM-STICK, ABOUT FOUR INCHES FROM THE ENDS. TIE IN PLACE.

THE PRONE PRESS EXERCISE HELPS DEVELOP THE CHEST
THE STANDING PRESS HELPS INCREASE THE STRENGTH IN THE ARMS.

STANDING PRESS

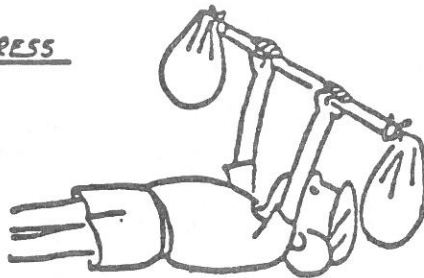
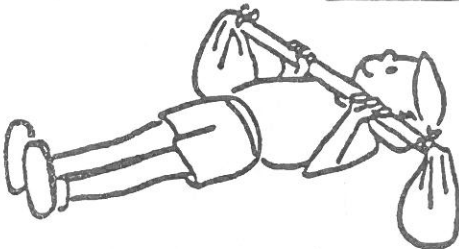


CEMENT-FILLED CANS

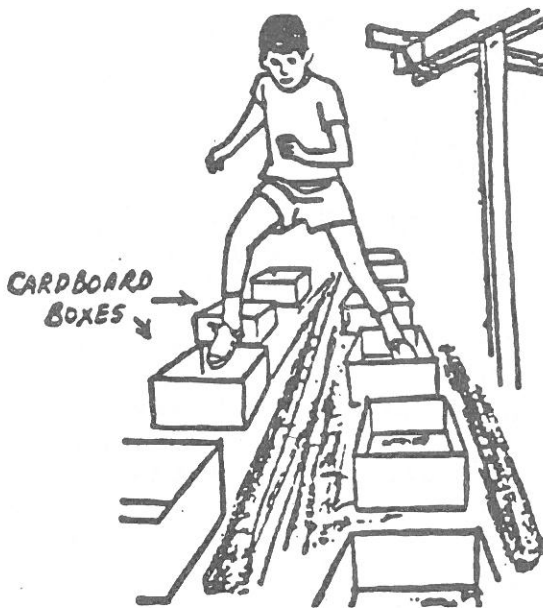


PUSH-UPS

PRONE PRESS



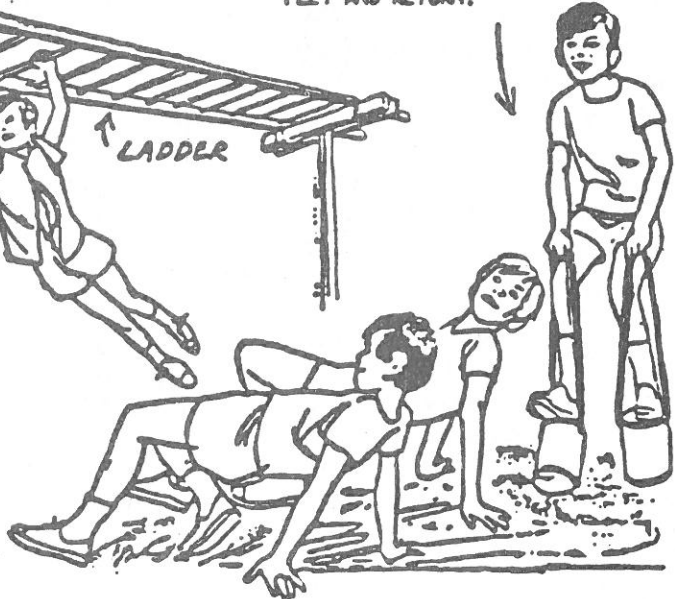
TIN-CAN WALKERS MADE FROM 2-LB. COFFEE CANS AND SHORT LENGTHS OF ROPE. PUNCTURE THE CANS ON OPPOSITE SIDES JUST BELOW CLOSED ENDS. THREAD A LENGTH OF CLOTHES-LINE THROUGH THE HOLES AND TIE THE ENDS TOGETHER SO THE LOOP REACHES SLIGHTLY ABOVE YOUR KNEES WHEN YOU STAND ON THE CANS. WALK 25 FEET AND RETURN.



CARDBOARD BOXES



LADDER





WEBELOS

TO

SCOUT



TRANSITION

WEBELOS-TO-SCOUT TRANSITION

BOB ELLINGWOOD, SM, T-479

FT. VANCOUVER DISTRICT

206-573-9787

MAIN EVENT -- Nov. 19, 1988

WEBELOS-TO-SCOUT TRANSITION

Introduction: The Boy Scouts of America provides a program in leadership development involving citizenship, moral character and physical skills for boys from the first grade (nominal age 6) to age 18. The program involves Tigers, Cubs, Boy Scouts, Varsity and Explorers. The program is built on a continuum of relationships that threads its way through these programs. The boys learn and develop skills that are recognized through the advancement plan of the Boy Scouts of America. Integral to this process is the Webelos Scout. The Webelos Scout is a Cub Scout. He is in the process of learning to become a Boy Scout. His program is oriented toward learning the basis of Boy Scouting but he participates with the Cub Scout pack. Thus the program is referred to as the Webelos-To-Scout Transition.

Purpose: The purpose of the Webelos-To-Scout Transition is to give the Webelos Scout a sampling of a Boy Scout troop program, troop leadership, personal advancement, a training and learning experience and an appreciation of troop organization and relationship.1.

Webelos Scouting: The Webelos Scout is a boy who is in the 4th or 5th grade. He may have progressed to Webelos Scouting by becoming a Wolf and Bear Scout or he may be new to Scouts. The Webelos Scout is the older Cub Scout who is looking for more advanced and challenging activities. He is ready to change the uniform from blue to tan, to do more outdoor activities, to participate with greater independence and explore beyond his point of reference.

Webelos Scouting introduces the boy to the world of Boy Scouting through the outdoor program and through participating in the activity badges. The Webelos den to which the boy belongs to is encouraged to conduct several outdoor activities including father-son overnight camping trips. The boys participate in performing activities as part of earning activity badges (pins). Activities are performed as part of the den meeting, outdoor program activities and at home. Earning activity badges is similar to earning merit badges as a Boy Scout. The Webelos Scout is reviewed and tested by the Webelos den leader or designated adult (Activity Badge Counselor) for completion of the requirements for the activity badges. There are 20 activity badges which are comprised of five groups including outdoor, mental skills, community and technology. The Webelos Scout works from these groups and applies the completion of these activity badges towards earning the ranks of Webelos and Arrow of Light.2.

Webelos Badge: Earning the Webelos badge signifies that the Webelos Scout has earned the rank of Webelos. "A graduating Webelos Scout who has earned the Webelos badge has thereby completed the joining requirements for Boy Scouting and may receive the Boy Scout badge upon joining the troop when approved by his Scoutmaster."³ The above statement identifies the first of the common program elements for advancement between Webelos and Boy Scout. By comparing the Webelos badge requirements to the Boy Scout joining requirements we see the following:

Webelos badge requirements

1. Have an adult member of.....
2. Be an active member.....
3. Know and explain the meaning of the Webelos badge. (For Boy Scout, understand the significance of the Boy Scout badge.)
4.Webelos Scout uniform.....
5. Earn Fitness and two other activity badges.....
6. Plan and lead a flag ceremony in your den.
7. Show that you know and understand the requirements to be a Boy Scout.
*Understand and intend to live by the Scout Oath or Promise, Scout Law, Scout Motto, and Scout Slogan.
*Know the following and when to use them: Scout Salute, Scout Sign, and Scout Handclasp.
*Understand and agree to follow the Outdoor Code.

(The above is the same as required of Boy Scout joining requirements.)

8. Earn the religious emblem of your faith if you have not earned it already.

OR

Do two of the following:

- *Attend church.....
- *Tell how your religious beliefs.....
- *List two things.....
- *Pray to God daily.....
- *Understand the direction of your religious leader.....
- *List two ways.....

To complete Boy Scout joining requirements the boy must have either completed the fifth grade, be eleven years old or have earned the Arrow of Light.³ The Webelos Scout must also take part in a Scoutmaster conference.

The Scoutmaster conference is one of several opportunities for the Scoutmaster to get to know the scout better and to determine if the scout understands the Boy Scout joining requirements. For the new scout this may be the first or second real time for the Scoutmaster to get to know the new scout. A graduating Webelos scout is expected to have met the joining requirements and would normally be advanced to the rank of Boy Scout.

Arrow of Light Badge: The Arrow of Light is the highest rank that a Cub Scout may earn. It is the only Cub Scout badge that may be worn on the Boy Scout uniform. A scoutmaster may waive the 2-month service requirement for the rank of Tenderfoot for a new scout who has earned the Arrow of Light as a Webelos Scout.⁴ The preceding statement is the second common program element for advancement between Webelos and Boy Scout. We can look at the Arrow of Light requirements for advancement and we can see the relationship to the rank of Tenderfoot.

Arrow Of Light requirements

1. Be active.....
2. Show your knowledge of the requirements to become a Boy Scout by doing all of these;
 - *Repeat from memory the Scout Oath or Promise and the 12 points of the Scout Law. Tell how you have practiced them in your everyday life.
 - *Give and explain the Scout motto, slogan, sign, salute and handclasp.
 - *Understand the significance of the Scout badge. Know its parts and tell what each stands for.

(The above is required for the rank of Tenderfoot.)

 - *Tell how a Boy Scout uniform is different from a Webelos Scout uniform.
3. Earn five more activity badges.....
4.visit at least one Boy Scout troop meeting.....
5. Participate in a Webelos overnight campout or day hike.
6.get an application to become a Boy Scout.....

By earning the Arrow of Light, the Scout also earns the Citizen, Fitness and Readyman activity badges. The Citizen activity badge satisfies the Boy Scout skill award requirements for Citizenship. Readymen and Family member activity badges satisfy the requirements for the Boy Scout Family Living skill award. Readyman and Aquanaut satisfy the Boy Scout Swimming skill award. With Citizen and one other skill award earned, the Tenderfoot skill award requirements have been met. A scoutmaster conference and a Board-of-Review are the last requirements to be satisfied before the scoutmaster

may waive the 2-month service requirement.

Leaders roles: To accomplish the Webelos-to-Scout Transition takes the active part of several leaders. For purposes of simplicity, the role of the Webelos den leader and the Scoutmaster will not be discussed here. Other leaders of importance include:

Webelos den Chief: This is a Boy Scout selected by the Senior Patrol Leader and approved by the Scoutmaster. He should be a First Class Scout and be at least 13 years old. He should attend Webelos Den chief training or be trained by the Webelos den leader. His duties include conducting ceremonies, leading songs, teaching skills, giving demonstrations, leading games, and helping to prepare Webelos Scouts for advancement.

Troop Webelos Resource Person; This person is a troop committee person. He/she may be an assistant scoutmaster or other committee member. The Troop Webelos Resource Person is the liaison between the troop and the Webelos den. He helps the Webelos den leader plan joint troop/den outings or troop meetings and cross over ceremonies. He also arranges for activity badge counselors as requested by the Webelos den leader. The Troop Webelos Resource Person principally interfaces between the Webelos den leader, Webelos Den Chief and the Scoutmaster. His/her primary job is to ensure smooth transition between Webelos scouting and Boy Scouts.

Webelos Den Leader Coach: For packs that have more than one Webelos den, The Webelos Den Leader Coach provides the coordination between the Cubmaster and the Webelos den leaders. He may be required to serve as a substitute Webelos den leader or to assist the Webelos den required. He locates and provides resources for the Webelos den as well as provide training for the Webelos den leaders.

Activity Badge Counselor: The Activity Badge Counselor is usually a parent of a Webelos Scout. He/she is appointed by the Webelos den leader or the Webelos Den Leader Coach. The Activity Badge Counselor serves as an assistant to the Webelos den leader during various times of the year. He/she provides the necessary skill and knowledge to share with Webelos scouts so that they may learn and experience from participation in the activity badge. The counselor may also approve the activity badges as directed by the Webelos den leader. The counselor serves as the necessary additional resource to provide a balanced Webelos program.

Graduation Ceremonies: The graduation ceremony or Crossing Over Ceremony is the highlight for the Webelos Scout. Each graduating Webelos Scout should be given the opportunity to participate. The Crossing Over Ceremony is a dignified and serious ceremony. A properly conducted ceremony includes the participation of the Webelos den leader, Cubmaster, Scoutmaster and Senior Patrol Leader. A good resource for crossing over ceremonies is the Order of the Arrow. Participation in the Crossing Over Ceremony involves

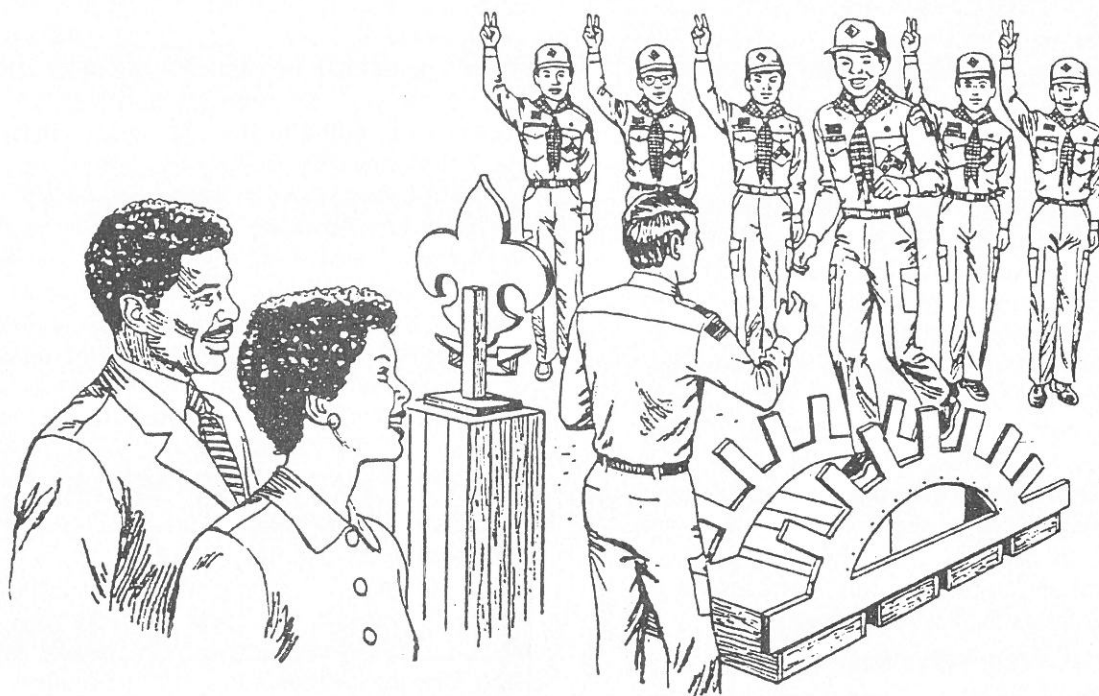
a formal transfer of the Webelos Scout to Boy Scouts as generally signified by the physical crossing over of a bridge. Through prescribed ceremony, the Webelos Scout leaves his Webelos scarf with the Cubmaster, crosses over the bridge and receives a troop scarf from the Scoutmaster. The Scout affirms his participation in the Boy Scouts by reciting the Boy Scout Oath. He is then welcomed into the troop by the Senior Patrol Leader.

Conclusion: All of the above elements are necessary to provide a program for a smooth and effective Webelos-to-Scout Transition. A firm bonding is required between the Webelos den and the Boy Scout troop. This bonding is provided by the Troop Webelos Resource Person. Webelos den leaders and Boy Scout troop leaders need to know and understand this process to allow effective transition to occur for the Webelos Scout.

References:

1. Boy Scouts of America publication no. 3868, 1983 printing
2. Webelos Scout Book, 1987 printing
3. Troop Committee Handbook, page 34, 1988 printing
4. Boy Scout Handbook, page 531, 1988 printing
5. Boy Scout Handbook, page 11, 1988 printing

WEBELOS-TO-SCOUT TRANSITION CEREMONIES



The importance of conducting a good Webelos-to-Scout ceremony cannot be overstated. This is the single most effective method to retain a boy and his parents in Scouting. Far too many Webelos Scouts never join a boy Scout troop simply because no troop made it easy for them to do so. To the Webelos Scout the troop does not appear to be a friendly place—the Scouts are all bigger than he is. A good transition ceremony can help make the newcomer welcome.

- Make the boy feel important. He has accomplished something and should be recognized for it. A part of this recognition is the fact that he has earned the right to take the next step up the ladder of Scouting into the troop. Emphasize that it is the expected thing for a Webelos Scout to do.
- Make him feel wanted in the patrol and in the troop.
- Welcome his family into the troop.

The transition (bridging) ceremony should be developed by the pack in collaboration with the troop leader. The elements could include a simple "bridge" made by Scouts. Some examples are presented here with more ideas in *Staging Den and Pack Ceremonies*.

Bridge to Scouting

This impressive ceremony for Webelos Scouts can be used indoors or outdoors. Advancement recognition ceremonies for the lower ranks may precede it.

Personnel. Webelos den leader (Akela), Scoutmaster, den chief as torchbearer, Scouts from troop, graduating Webelos Scout and his parents, senior patrol leader.

Equipment. A rustic bridge with railings made of dead tree branches and floored with scrap lumber; two campfires (artificial ones for indoors); camp candle lantern.

Arrangement. Graduating Webelos Scout and parents and Scouts are seated around their respective campfires at opposite ends of a rough bridge on an auditorium stage or on the ground. If indoors, the room should be darkened. Webelos den leader asks Webelos Scout to stand and repeat Cub Scout Promise. Then—

Webelos den leader (calls): Hello, Scouts of (name of Scout camp).

Scoutmaster (answers): Hello, Webelos Scouts of Akela, what do you desire?

Webelos den leader: We have a Webelos Scout of

Akela's council ring who has prepared himself for entrance into the council ring of (name of Scout camp).

Scoutmaster: Bring him forward to the bridge that joins our two council rings. (Webelos den leader, accompanied by torch bearer use candle lantern leads graduating Webelos Scout and his parents to bridge. Scoutmaster crosses over bridge and is introduced to parents and Webelos Scout.)

Webelos den leader: _____ (Name), you have contributed much to your den and pack and we shall miss you and your parents. Now you are leaving us to enter the Scout troop of your choice. There, we are sure, you will continue to grow in Scouting skills and friendships. An important part of your Webelos Scout uniform is your neckerchief. Now that you are leaving our pack and Cub Scouting, will you remove your neckerchief and give it to me. Soon, your new Scoutmaster will place around your neck the neckerchief of the troop you are to join. (Webelos Scout removes neckerchief and gives it to Webelos den leader. Scoutmaster now beckons the graduate to follow him across bridge.)

Scoutmaster (standing before Scout campfire): As Scoutmaster of Troop _____ (number) I welcome you and your parents. There are many traditions in Troop _____ (number)—so many that I would not attempt to relate them all to you now. (Scoutmaster may explain one or two traditions and tell of important troop activities planned for the near future.) Now it is my pleasure to present you with the neckerchief of our troop. (He places neckerchief around the neck of incoming Scout.) Wear it with pride as many have done before you. Your senior patrol leader, _____ (name), now wishes to express the troop's happiness in having you as a member. (Senior patrol leader leads troop in a cheer for new Scouts. This is followed by the troop song or a good Scout song such as "Trail the Eagle," and the Scout Oath.)

Crossing the Bridge

Personnel. Webelos den leader, Scoutmaster, a Scout, graduating Webelos Scout and his parents.

Equipment. A rustic bridge, two spotlights—one directed on each end of bridge, Scout neckerchief.

Arrangement. Place the bridge on the stage or in front of the pack meeting room. The Webelos den leader with the graduating Webelos Scout and his parents stands on one end of the bridge. On the

other end is the Scoutmaster with a Scout holding a rolled troop neckerchief.

Webelos Den Leader (to parents): During the years you and your son have been in Cub Scouting, we have had many opportunities to work together along the trail. Now _____ (Webelos Scout's name) has reached the age of 11 and is leaving the pack to enter Boy Scouting. I am sure you are going to find the same satisfactions there that you have found in Cub Scouting. As a symbol of the growth of your son and his entrance into Scouting, may I ask that he stand before me where I will divest him of his Webelos Scout neckerchief. You and he will then cross over the bridge into Scouting, to be welcomed by Scoutmaster _____ (name) of Troop _____ (number). (After Webelos den leader has removed the Webelos Scout's neckerchief and saluted him, the Webelos Scout and his parents cross bridge and stand before Scoutmaster.)

Scoutmaster (greet Webelos Scout and parents with handshake): As Scoutmaster of Troop _____ (number), it is indeed a pleasure for me to welcome you into the troop. We meet each week at _____ (time) at _____ (place). We shall look forward to welcoming you at our next meeting.

Scoutmaster (to boy): And now I present you with this Scout neckerchief. (Places rolled neckerchief around the boy's neck.) May you wear it with pride; its colors are those of Troop _____ (number), which welcomes you as its newest member. (All exit.)

The Milepost

Personnel. Cubmaster, Webelos den chief, graduating Webelos Scout and his parents, Scoutmaster, and two Scout aides.

Equipment. Troop neckerchief for graduate.

Cubmaster (addressing audience): Cub Scouting is the younger boy part of the great Scouting movement. In the final months of his Cub Scouting experience, a boy learns the requirements for the Scout badge. He decides what troop he will join and with his dad arranges for his entrance into Scouting on his 11th birthday. Tonight our pack has the privilege of bringing another Webelos Scout to this significant milepost. (Addressing den chief.) Den Chief _____ (name), will you escort Webelos Scout _____ (name) and his parents forward. (Cubmaster greets them.)

Webelos Scout _____ (name) has chosen Troop _____ (number). The Scoutmaster of Troop _____ (number), Mr. _____ (name), is here. We will ask him to come forward with his aides. (Cubmaster introduces Scoutmaster and his aides to Webelos Scout, his parents, and audience.)

Cubmaster: We are now going to relive the Cub Scout experiences of our boys who are ready to cross over the bridge into Boy Scouts. You started your Cub Scout careers as Bobcats. You were at least 8 years of age, or had completed the second grade. You had to learn the Cub Scout Promise, the Law of the Pack, the handshake, and the salute. So you started your journey on the Bobcat trail. You look ahead and see that the trail goes through a comparatively level "Wolf Valley." (Boys and parents move to Wolf Valley sign, led by Cubmaster.)

Cubmaster: As you go through "Wolf Valley," you work on your physical and mental skills until you have passed 12 achievements. You pass these achievements with your parents or at your den meetings. You are growing; you have mastered "Wolf Valley." Raise your heads and look where the trail leads now—up and up. Your next goal is "Bear Mountain." (Boys and parents are conducted by Cubmaster to Bear Mountain)

Cubmaster: As you progress up the trail toward Bear Mountain, you will find the achievements a little more difficult because you are growing both physically and mentally and more is expected of you. You pass your 12 required achievements and are encouraged to work on electives, both Wolf and Bear. A year passes and you have reached the top of Bear Mountain, and can now see ahead of you the Lodge of the Webelos. Your guides on the trail now change and fathers become the leaders who work with you. (Boys and parents are conducted to "Webelos Lodge" or council fire.)

Cubmaster: You are now a lodge member of Webelos. Now it is strictly between you and your leaders whether you wish to work for the Arrow of Light Award or just want to be a member. You will be a Webelos until you reach the age of 11, when you become eligible to join a Boy Scout troop. You've worked hard here at Webelos lodge and are now ready to take your next step on the Scouting trail by crossing over the bridge to further adventure.

(The Cubmaster calls each Webelos and his parents forward to the foot of the bridge. The mother is presented with the achievement board.

Enumerate the awards and achievements and then conduct the Webelos Scout and his parents across the bridge—one boy at a time. The Scoutmaster should be prepared to make a welcome speech to both the boys and their parents, plus other recognition as desired.)

Scoutmaster: _____ (name), it is a real privilege to welcome you into Troop _____ (number). As a Scout you will hike and camp. You will learn many useful things. You will have an opportunity to continue to grow into a useful citizen because you will participate in civic activities and learn the thrill of helping other people by practicing the habit of doing a Good Turn everyday. And now Scouts _____ (name) and _____ (name) will exchange your Webelos Scout neckerchief for our troop neckerchief, symbolic of graduation into Scouting. (Aides replace the Webelos Scout neckerchief with a Scout neckerchief, give the Scout handclasp, step back, and salute. The Webelos den chief leads the pack in a yell for the graduate.)

DEN CHIEFS



THE DEN CHIEF

As a Cub Scout Leader do you want someone to help you:

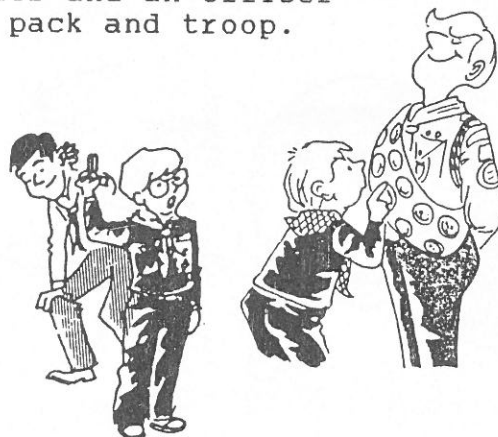
- With the den and pack meetings,
- Set a good example with uniforming and attitude,
- Encourage the Cub Scouts to earn their achievements and electives,
- By being a friend to the boys in the den,
- Achieve the purpose of Cub Scouting.



As a Boy Scout Leader do you want someone to help you:

- Promote joint Troop-Pack activities and relationships,
- Encourage Webelos Scouts to join the troop,
- Be a leader and an officer in the pack and troop.

The person that we are discussing, as you probably guessed, is a Den Chief. Who is a Den Chief? Where do you get a Den Chief? The Den Chief is any Boy Scout. He can be any age or rank. You would be wise to select a Scout who is mature enough to be a leader and helper (and not just another "Cub Scout"). A good Den Chief is worth his weight in gold. To find a suitable Scout, ask your local Scoutmaster, your Pack's Cubmaster, or your unit's Commissioner.

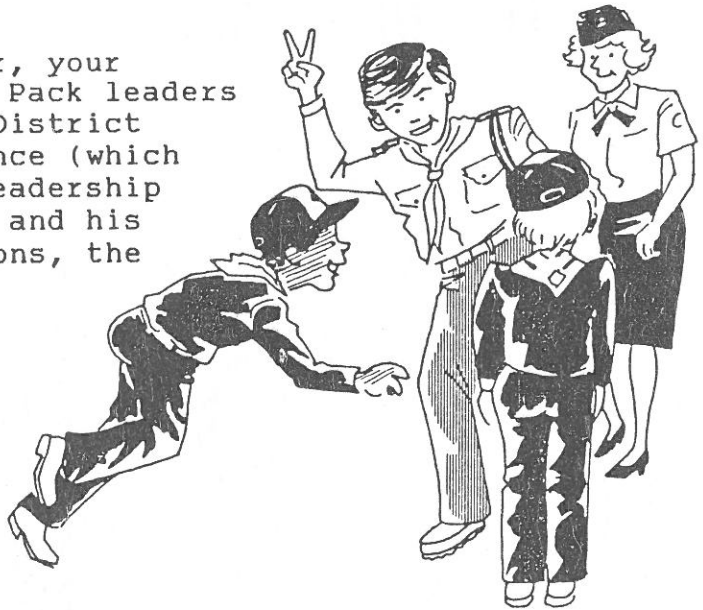


The Den Chief can function in any den or pack. But one of the most important spots for a Den Chief is the Webelos Den. The encouragement that a "Boy Scout" can provide to a Webelos is amazing. The Den Chief can make all the difference when, and if, the Webelos takes that all important step of crossing over and joining a troop.

Like any other Scout Leader, your Den Chief needs training. Your Pack leaders can train the Den Chief. Your District should have a Den Chief Conference (which is formal training like other leadership training) for the new Den Chief and his Den Leader. During these sessions, the Den Chief and his leader learn:

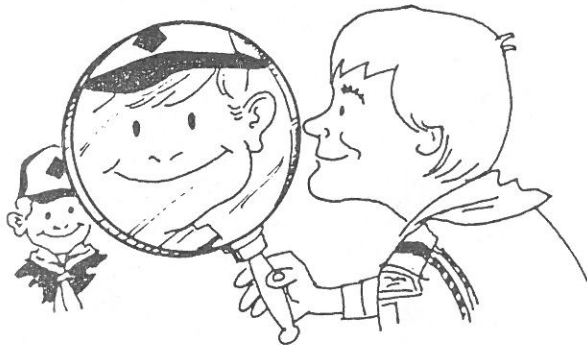
- The Purpose of Cub Scouting,
- How to work with boys of Cub Scout age,
- How to lead activities such as songs, stunts, games, sports, etc.,
- How den and pack meetings work,
- The function of the Den Chief in the den and pack.

They take home a host of ideas about Cub Scouting, and a good understanding of the Den Chiefs role and responsibilities. There is also a Den Chief Handbook (No. 3211) and the Cub Scout Leader Handbook by the BSA. Both of these resources offer help and ideas for the Den Chief and his leaders.



Now that you have selected a Den Chief, have him and yourself trained, its time to get on with your den and pack

activities. Include your Den Chief in planning for your meetings. Give him some responsibility to carry out. Make him feel good about being a Den Chief, and make it fun. If he is having fun, and your having fun, then others will have fun. Just like any other leader, reward him for a job well done.



There are some activities that most Den Chief's are especially good at. Physical activities such as active games, stunts, outdoor

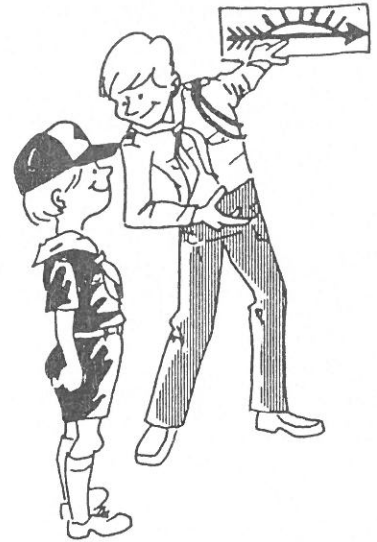
activities such as hikes or cookouts, knot tying, wood working, carving, ceremonies, etc. that sometimes strain us seasoned individuals are the forte of the Den Chief.

Let's recap about the benefits and duties of the Den Chief. For the pack and den, they provide assistance for adult leaders, they set a "good" example, and they provide a pack-troop tie for mutual benefit.

For the troop, they are a great recruiting officer for graduating Webelos Scouts. His personal involvement in both the troop and the pack foster closer ties and joint activities.

For the Scout, it forms a leadership position in the troop that can be used for advancement including the leadership requirements for Eagle.

And it's FUN!!!!!!!



GET A DEN CHIEF TODAY!! THEY'RE GREAT!!

Happy Scouting



CRAFTS



CRAFTS FOR CUB SCOUTS

Boys like to make things, even those molded plastic toys or models put together with glue. These, along with paint-by-number kits create more tedium than artistry, but they are certainly popular with some boys. The challenge to Cub Scout Leaders is to find a craft suited to the monthly theme, holiday, or special activity, which is within the abilities and interests of Cub Scout age boys, and is fun for them to make.

Finding crafts is not a problem. Cub Scouting literature is full of them, roundtables provide them, and women's and children's magazines also include suitable ideas.

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

1. Keep crafts simple and inexpensive. Costly kits or materials are rarely appreciated by the boys any more than simple projects made from scrap 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 gluing 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 leader's. 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."

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 crafts materials from home.
6. Set rules and enforce them, 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.



SOURCES

* * * * *

<u>CRAFT MATERIAL</u>	<u>USES</u>	<u>WHERE TO OBTAIN</u>
Blueprint paper	Leaf prints	Blueprint companies
Bottle caps	Crafts, games	Pop bottle machines bottling companies
Bowling pins	Make figures	Some bowling alleys
Burlap bags	Nature crafts, costumes	Coffee roasters
Buttons & beads	Doodles, puppets, & gifts	Thrift stores
Boxes	Storage, games	Most Stores Avon distributors
Cardboard	Displays, games scenery	Grocery Stores Appliance Stores
Ceramic tile	Gifts, trivets	Tile dealers
Cigar boxes	First aid kits	Tobacco stores/cost
Coffee cans	Buddy burners	School cafeterias, restaurants
Computer cards & paper	Xmas decorations artwork	Banks, people who work w/computers
Cork	Bulletin boards games, coasters	Gasket manufacturers
Film canisters	Tie slides, games	Camera stores
Jars	Terrariums, crafts	Thrift stores
Lace/rickrack	Gifts, puppets	Thrift & fabric shops
Leather	Gifts, tie slides	Leather stores
Lumber/mill ends	All wood projects	Lumber mills/ Remanufacturers
Macaroni	Decorations	Outdated supplies from grocery stores
Mirrors	Gifts, periscopes	Thrift store, glass shop
Newsprint rolls	Scenery, posters	Newspaper companies
Paint buckets	Masks, storage, crafts	Paint stores/cost

CRAFT MATERIALS

FEATHERS: Can be taken from feather dusters or old feather hats, or purchased from craft shops, or made out of paper.

TO CLEAN EGG SHELLS: Put egg shells in a jar and cover with bleach. Leave for 48 hours. This dissolves all membrane.

PUNCHING HOLES IN PLASTIC: To make a hole in plastic, use a hot ice pick or nail. If you use the nail, be sure to hold it with pliers or something similar so you don't burn your fingers. Coping saw or jig saw will cut the thick portion of plastic bottles easier than scissors or knives.

USING FELT TIP MARKERS ON PLASTIC: Felt tip markers will work on plastic bottles if you first sandpaper the plastic lightly. Then spray with hair spray to protect decoration.

DYEING MACARONI: Mix 1 tablespoon food coloring with 2 tablespoons alcohol. Stir in macaroni and spread out on newspaper to dry. Can be used to make Indian beads, etc.

DYEING BEANS: Soak overnight in "Rit" dye or in solution of water and colored crepe paper.

DYEING RICE: Rinse in cold water, then soak in diluted food coloring until you have your proper shade. Dry on paper towels.

CHALK AND PENCIL DRAWINGS: To keep chalk and pencil drawings unsmeared, spray them with hair spray.

REMOVE PRINTING FROM PLASTIC: To remove printing from plastic containers and lids quickly, put nail polish remover on paper towel and wipe off.

GLYCERIN SOAP BUBBLES: Mix 2 tablespoons detergent with 1 cup hot water, add 1 tablespoon glycerin and food coloring as desired and let cool.

SAND PAINTING: Use shellac when sand painting on glass. This will protect your painting.

HOMEMADE GLAZE: Mix 1 part water with 1 part white glue. Paint on plaster to prevent deterioration of plaster.

TO CLEAN SURFACE: Blow through a soda straw. This way you can direct air close to the surface targeting into crevices that would be damaged if touched.

<u>CRAFT MATERIALS</u>	<u>USE</u>	<u>WHERE TO OBTAIN</u>
Pine cones	Xmas decorations	City parks
Plastic bottles	Canteens	Hospitals
Plastic pill cups	Glue cups, crafts	Hospitals
Plexiglass	Xmas tree ornaments	Plastic companies, Glass shops
Plastic jugs	Storage, crafts	Restaurants, school cafeterias
Rope	Knot tying, crafts	Venetian blind repair companies
Rug Scraps	Crafts	Carpet companies
Sand	Sandpainting, sandcasting	Cement contractors
Sawdust	Sawdust clay, crafts	Cabinetmakers, lumberyards
Seeds, seed pods	Fall decorations	City parks
Sheepskin fur	Pouches, crafts	Auto upholstery shops
Shoebboxes	Games, storage, crafts	Shoe stores
Sheets, blankets	Costumes, scenery	Thrift stores
Spools	Puppets, crafts	Garment companies
Styrofoam	Models, Xmas ornaments	Hospitals, packing companies
Upholstery	Costumes	Upholstery shops
Vinyl	Tie slides, Indian costumes, pouches	Auto Upholstery shops
Voter booths	Circus midway, games, puppet stage	Registrar of voters
Wallpaper	Scenery, cover boxes, books	Wallpaper dealers
Wire	Wire sculpture tie slides	Electrical contractor appliance repair shop
Wood mouldings	Shadow boxes, frames	Shutter companies

CRAFT MATERIAL

USE

WHERE TO OBTAIN

Wood (paneling,
shelving, plywood)

Games, crafts
puppet stage

Lumberyards, carpentry
shops, furniture
manufacturers

Yarn

Puppet hair,
braiding

Yarn shops

PARENTS SAVE THE FOLLOWING ITEMS:

Egg cartons

Margarine tubs

Cardboard tubes

Spools

Coat hangers

Foil pans

Meat trays

Yarn

Material/felt

Popsicle sticks

Cans

Bottles

Milk cartons

Milk jugs

Plastic lids

Coffee cans

Sheets

Socks

Broom handles

PAINT TIPS

For painting by Cub Scouts, tempera is the best paint. It is easy to wash from both brush and boy. Mix powdered tempera with water and add liquid starch. The paint goes farther and it doesn't run (good for large surfaces). You can mix this very well in a blender. Powdered paint is cheaper. Paints will stay on plastic and other smooth materials better if detergent is mixed in the paint.

PAINTS: Thinned poster paints or liquid brown shoe polish make good wood stains. Poster paint, if used in thick layers, should be protected with varnish or shellac. Acrylic paints (from art or craft stores) are excellent, as they can be mixed with water instead of turpentine, and have a hard, permanent finish when dry. Just be sure to clean your brushes and pans when they are still wet, as it is impossible to remove acrylic paint when it is dry. Felt-tipped pens, which come in many colors, are also good for projects.

PAINT SUBSTITUTE: Food coloring mixed with water or liquid starch makes a quick substitute for water paints. Shave crayon bits and dissolve in turpentine (1 part crayon to 2 parts turpentine) for another substitute. Crayon paint will not run together and they have a very soft appearance that looks like oil painting and works well on unbleached muslin or sheeting for costumes or backdrops.

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-prove; will not crack or peel. Can be applied to all non-oily surfaces: cardboard, paper, concrete, stucco, masonite, fiberglas, 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 leftover paint in pill bottles. Cap tightly.

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.

BUTTERMILK PAINT: Mix powdered tempera with buttermilk instead of water. Stir to consistency of mayonnaise. Resembles oil painting.

Spray Paint: A spray bottle (such as Windex) is a good container for doing mass painting with diluted tempera or poster paint. Spray objects inside a cardboard carton with newspaper underneath so paint dust will be confined to interior of box.

PAINT BRUSH SUBSTITUTIONS: When painting large objects such as scenery for a skit, use a sponge dipped in tempera. Some small objects can be painted with a Q-tip instead of a brush.

GLUES FOR CRAFTS

WHITE GLUE: They are cheap and easy to use, comes ready to apply. It is good for wood, cloth and paper, leather, cork and cardboard. Not good for metal or non-porous materials. It sets fast and is fairly strong. It does not stain and is not flammable or toxic. Not waterproof. Excellent for Cub Scouts. Buy in quart size for economy sake. Pour into small containers for use by boys. Diluted, it makes a good undercoat.

EPOXY GLUE: Will glue almost any substance to any other substance, and make a strong joint. It comes in two containers: a resin and a catalyst or hardener that must be mixed together in rather precise proportions before using. The result forms a fast setting glue so have your work ready before mixing. It is poor for some plastics and natural rubber. It is very versatile and resists moderate heat, water and humidity. Some types are toxic and some may irritate skin.

CLEAR CEMENT: Works best on porous materials like leather, paper and wood. It is clear and colorless. It resists water but is not strong. It can damage certain fabrics, finishes and plastics. It is flammable, the fumes are toxic.

CONTACT CEMENT: Is instant sticking. It is good for a fast job like scenery for a den skit. It works well on wood, cloth, paper, leather, some rubber and plastics and metals other than copper. It is not strong, it may discolor and damage some types of rubber and plastics. Most brands are flammable, may irritate the skin and are toxic. Fumes may be harmful so ensure adequate ventilation.

RUBBER CEMENT: Paper, rubber or plastic to wood. Will bond plastic if clamped for 15 minutes. Remember to coat each surface.

HEAVY DUTY GLUE: Mix cornstarch with regular white glue until it thickens to desired consistency.

KITE ADHESIVE: Egg whites make a good glue for paper kites, as it's almost weightless and very strong.

FLOUR PASTE: 1 cup boiling water 1 tablespoon powdered alum
2 cups flour 2 cups cold water
1 teaspoon oil of cloves, peppermint or wintergreen

Add powdered alum to boiling water. Mix flour and cold water until smooth and pour in until it has a bluish cast, stirring all the time. Remove from fire, and add oil of cloves, peppermint or wintergreen and stir well. Keep in air tight jars. Thin with water if needed.

SCHOOL PASTE: For pasting paper only. Doesn't always hold tight when dry.

TACKY WHITE GLUE: Paper, wood, cardboard, ceramic, fabric, foam, styrofoam just about everything.

PAINT TIPS (con't)

CLEANING BRUSHES: Different types of paint require different cleaning solutions. Teach the boys to clean their brushes and other equipment up properly. When painting with varnish, oil, or enamel, clean with turpentine; when painting with shellac, clean with paint thinner or denatured alcohol; when painting with lacquer, clean with lacquer thinner; when painting with tempera, poster paint or acrylics, clean with water.

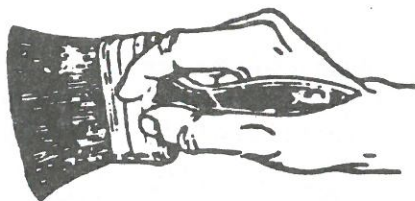
MAKE PAINTING LESS MESSY: Save empty roll-on deodorant bottles. Remove plastic top and clean thoroughly. Fill with tempera and replace top. Avoid spills by placing jars in muffin tins.

PROTECTION: Contrary to popular belief, tempera does not always wash out of clothing. Always use something. An old vinyl table cloth is great because it wipes off easily. Boys should wear one of dad's old shirts to save their uniform, Den Leaders too! Spray paint by putting object to be painted in a large box.

FINGER PAINT: Mix 1 1/2 cups liquid laundry starch with 1/2 cup water. Add to 1 quart boiling water, stirring to paste. Use 1/2 cup powdered tempera to add color.

FINGER PAINT II: Combine 1/2 cup laundry starch with 3/4 cup cold water in pan. Soak one envelope unflavored gelatin in 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 1/3 cup powdered detergent. Stir until thick. Add tempera to color.

POSTER PAINTS: Combine 1/2 cup cornstarch with 3/4 cup cold water. Soak 1 envelope unflavored gelatin in 1/4 cup cold water. Stir 2 cups hot water into cornstarch mixture. Cook over medium heat until mixture boils clear. Remove from heat and stir in gelatin mixture and 1/2 cup soap flakes or detergent. Cool. Put in jars for different colors. Add color by using either food coloring, all purpose dye, or tempera paint.



PAPIER MÂCHÉ

Papier Mâché is literally "mashed paper". There are two types of Papier Mâché. Laminated work is layers of paper pasted over a mold. Pulped paper work is shredded paper boiled and kneaded and mixed with adhesives and plaster to form a clay like substance and used as clay. Laminated work is the more common and is what is discussed here.

I. Materials needed for laminated Papier Mâché

A. Paper- type(s) needed depends on project

1. Light weight- tissue paper best, used for detail work such as eyebrows or flowers. *Do not use paper towels, they do not mold well.
2. Middle weight- Newspaper, phone books- use 2 colors and alternate layers to get good coverage. *Do not use glossy paper. Use cheap wrapping paper or white paper for last layer to cover newsprint.
3. Heavy weight- Brown paper bags- used to make durable, usually flat objects such as tables
4. Other- light weight construction paper, computer paper, cardboard, etc.

B. Adhesives- choose the one that suits your needs

1. Flour paste- strong, inexpensive, tends to mold

Recipe:

Slowly mix 1/2 cup flour with about 1 cup cold water to form a smooth paste. Bring 1 cup water to a boil and slowly add to flour mixture stirring constantly. Bring entire mixture to a boil, and boil for 5 minutes. Thin with additional water to desired consistency. Add 1 tablespoon Borax to paste to increase keeping time.

2. Liquid laundry starch
3. Cellulose wallpaper paste- easy to use and to clean up. After mixing with cold water you can heat the mixture to speed up formation of the paste, especially for old product.
4. Glue- such as Elmers. Used to glue parts of mold together, or to glue on decorations or parts on finished project.
5. Clear contact cement- same use a white glue
6. Epoxy resins- very strong, water proof. For gluing parts together.

C. Molds- types of material that can be used

1. Bowls, plates- Flexible plastic best, easy to remove. If using metal or glass, grease well first for ease of removal
2. Plastic bottles, jars, etc.
3. Cans, cardboard other "junk"
4. Foil wrap, plastic wrap, bags
5. Children's clay
6. Poultry netting, wire, boards- for large projects
7. To remove molds, cut dry project in half, remove clay, jar, etc., re-attach halves with pasted strips.

PAPIER MÂCHE (con't)

II. General instructions

A. Laminating paper

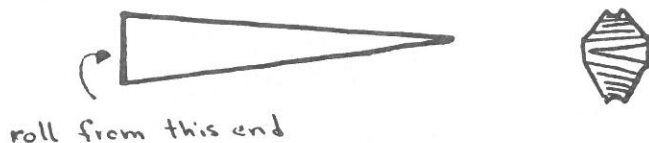
1. Cover working area with newspaper
2. Collect materials needed- paper, paste, mold, etc.
3. Tear DON'T CUT strips of paper, enough to do project
4. Brush or dip paper in paste, remove excess and place pasted strip on mold. Or spread mold with paste, apply one strip of paper, spread paste over paper, apply more paper etc.
5. Dry completely
6. Remove mold if desired, trim edges. Paste small pieces of paper over cut edges for smooth look.
7. Dry and sand with fine sandpaper if desired

B. Finishing

1. Painting- use a good white paint such as a vinyl emulsion. Give project 2 coats, dry and paint as desired. For an extra smooth look paint with Gesso- a thick plaster type paint, and paint using acrylic paints only.
2. Découpage- use white paper for last 2 or 3 layers to cover print. Paste on pictures or shapes for final layer.
3. Raised decorations- use layers of heavy paper to shape flowers, leaves, etc. Use cording, beads, yarn, buttons, bottle caps, etc. for stems, seeds, eyes, etc. Cardboard can be cut in the shape of wings, ears, etc. For a softer look add one layer of pasted paper over decorations.
4. Finish all projects with clear varnish (polyurethane best), or spray enamel.

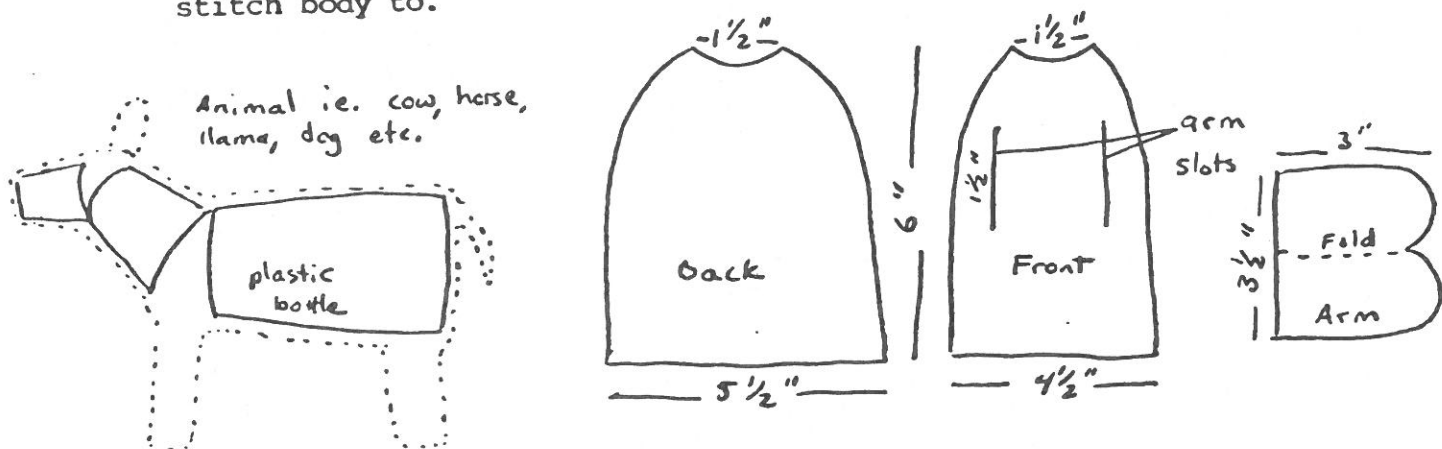
III. Ideas

- A. Bowls, plates, trays- molded on plastic utensils
- B. Maraca- use an old light bulb and a cardboard tube. Laminate with 7 or 8 layers of paper. Break bulb when done for rattle.
- C. People, animal figures- use plastic jars, bottles such as shampoo bottles
- D. Sculptures- use children's clay for molding things such as statues, busts, animals
- E. Relief maps and models
- F. Toys- dolls, animals, furniture, games, etc.
- G. Masks- use plastic milk jugs cut in half corner to corner for mold or use a bowl or plate
- H. Stage scenery
- I. Christmas ornaments
- J. Beads- cut long triangles from light weight colored paper. Paste triangles and roll on match stick or dowel starting at wide end.

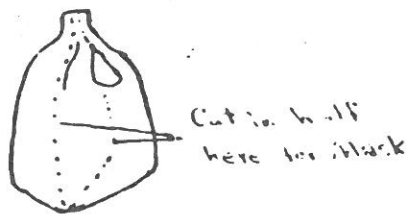
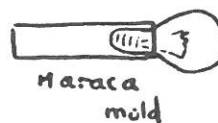
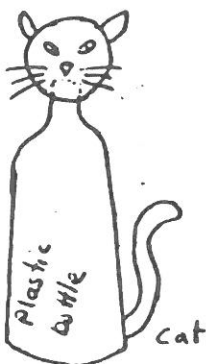
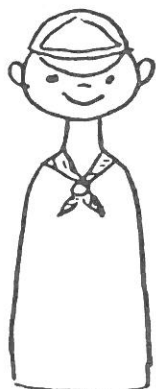
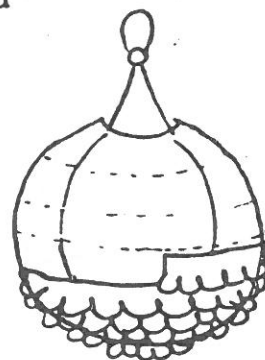
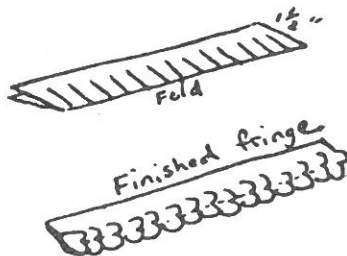


PAPIER MÂCHE (con't)

K. Puppets- use children's clay or small balloon for mold. Build up features with tissue wads. Remember to have 1 to 2 inch neck to stitch body to.



L. Piñatas- use balloons for molds. Paste 4 or 5 layers of paper on balloon. Attach arms, legs, ears, etc. with more paper strips. Let dry. Cut a 3" opening on top for filling with candy later. Draw guidelines on piñata to help keep fringe straight. Attach string or twine harness with masking tape. Cut tissue paper into 3" wide strips, fold lengthwise (1 1/2" wide) and cut slashes on folded edge 1" long and 1/8" apart. Open strips and reverse, DO NOT crease. Glue edges together. Glue fringe strips onto piñata being sure to cover base of previous row, usually starting from the bottom. Add final details, fill with goodies, hang from rope, step back and HAVE FUN!

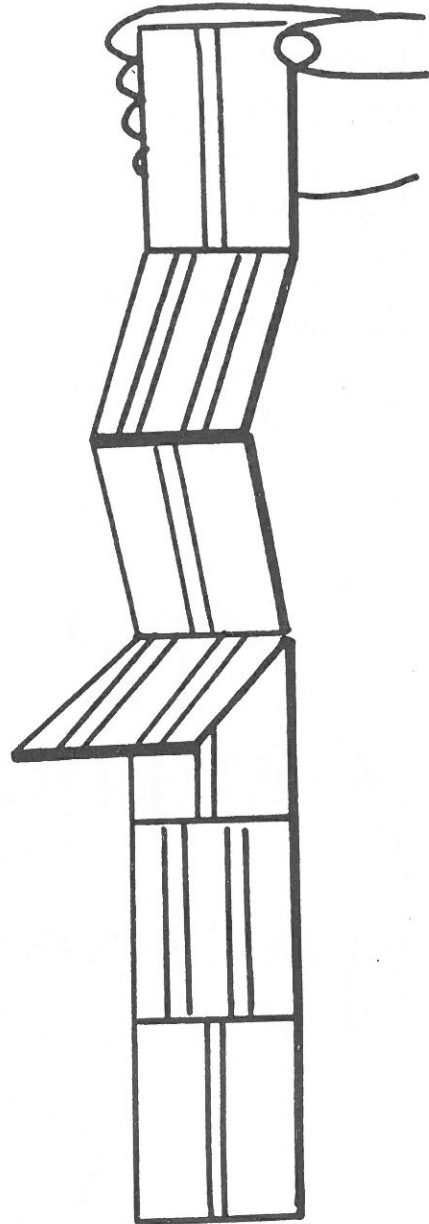


SOMERSAULT CLATTER BLOCKS

You'll need seven smoothly sanded $2\frac{1}{2} \times 2\frac{1}{2} \times \frac{1}{2}$ " plywood blocks and a package of twill tape. Loosely weave two outer tapes around blocks, stapling tape at top of each block as shown.

Then weave center tape through blocks in reverse direction, stapling at bottom of blocks.

Grasp end block, tilt forward and back, and blocks somersault down tapes.



MOTHERS DAY OR CHRISTMAS GIFT

Materials:

½" plywood
Varnish
Wood burning set

Directions:

Trace pattern on ½" plywood.
Burn in wording, then sand
and varnish.

PATTERN IS ACTUAL SIZE
FOR PLAQUE.



Helen Oakleaf
Balboa Dist.

BLOCK PRINTING

Materials

Pane of glass
Piece of inner tube or
linoleum
Scissors or knife
Block of wood
White glue

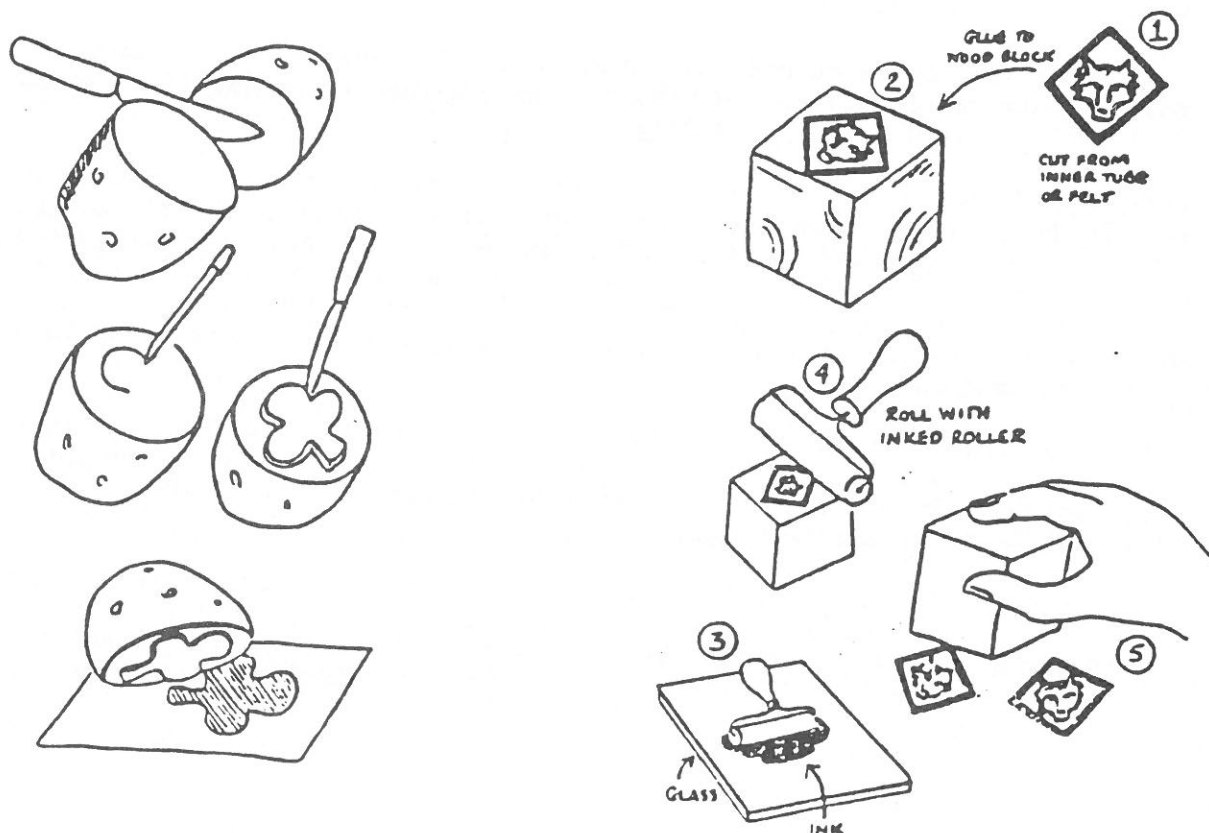
Oil-base printing ink
Brayer (roller)
Rags or paper towels
Turpentine
Paper or fabric to print on

Instructions

1. Draw design on paper and trace it on inner tube, piece of felt or piece of linoleum. Cut out. (Knife will be needed to cut linoleum)
2. Glue this design to top of block of wood. Let dry.
3. Squeeze a small amount of ink onto pane of glass. Push brayer over glass until it is evenly covered with ink.
4. Roll brayer over the design on the block.
5. Press the block down firmly on paper or fabric.

Remember: Design will print the reverse of what you see on the block. If there is any lettering or a design that has a right and left, it should be glued to block backwards.

Variation - To make a potato block print, cut a large potato in half. Draw design on potato surface with felt tip marker. Scoop away part of potato that surrounds drawn design. Use poster paint instead of printing ink.



COPPER TOOLING

This is an excellent project for all ages as you can vary the actual amount of preparation they do and the type of mounting from simple to elaborate. Small projects are not expensive and require only simple equipment. For younger boys, trace the design onto the foil and cut the foil shape out ahead of time.

Choose a design that goes with the theme or a Scout emblem, or let them draw their own design on paper before transferring.

Show it off in a small frame or mat or punch a hole at the top of the foil with an awl and hang in a window, on the wall or a tree. Also works great for greeting cards and Blue & Gold invitations or placecards.

Materials:

36 ga. tooling foil in copper, brass or aluminum - Craft & Hobby stores
Ball point pens (can be old & dried up) or embossing tool - for lines
Popsicle sticks or Burnisher for shaping
Scissors or pinking shears
Tracing paper
Art foam, newspapers or magazines

1. Trace or draw pattern.
2. Cut metal foil piece at least 1/4" larger than design. Use scissors or shears.
3. Lay pattern on top of foil piece. Using a ball point pen or embossing tool, trace over the pattern lines which will make a slight impression on the foil. Patterns are opposite the way they will appear finished, as the foil embossing is on the wrong side.
4. Lay copper foil piece on art foam or another soft surface which allows the foil surface to stretch as you emboss. Using newspaper or magazines works fine but the lines don't go as deep.
5. Working on wrong side on the soft surface, go over the pattern lines again. Use the burnisher or popsicle stick to make nice rounded areas and emphasize your design. Use point for dots and continue to shape and push out portions of the design that need extra raising. Do not emboss across your lines or you will lose part of your design. Turn your design over and look at it once in a while to see what is needed. You may want to go over the lines again to make them more defined.
6. Punch a small hole at the top of the foil piece using an awl and insert a ribbon for hanging or frame with a poster board mat or attach to construction paper folder. Rubber cement works well for holding or use double sided tape or a small roll of masking tape.
7. Copper designs may be antiqued with liver of sulphur found at craft or art shops. Dilute the sulphur as per bottle directions. Apply to front side of the embossed foil with a cotton ball. Copper will turn black. Immediately buff with steel wool to the brightness you desire. Use only on copper.

MAKING A TIN LANTERN

The tin lantern was used in Early America for carrying a lit candle from place to place. Fires were not that easy to start, and it was important to "keep" a flame once you had it going. Glass lanterns were very rare and quite expensive, but tin was cheap and looked almost like silver when it was new and shiny.

The most common lantern shape was similar to a large round tin can. The tin was punched with many small holes usually in a decorative pattern such as a sunburst or an eagle. This pinpricked or pierced tin not only allowed the heat to escape (keeping the lantern cool) but also emitted a fanciful pattern of light all about the room. In the bottom of the lantern was a candle cup to hold the candle steady, and at the top of the lantern a handle or hook to carry the lantern or hang it.

Not everyone had the knowledge or tools necessary to make their own lantern. The tin peddler would come to town now and then selling tin lanterns as well as other tin products, from the back of his wagon or from a pack on his horse. Some towns had their own tinsmith. He was, interestingly enough, called the tinker.

MATERIALS:

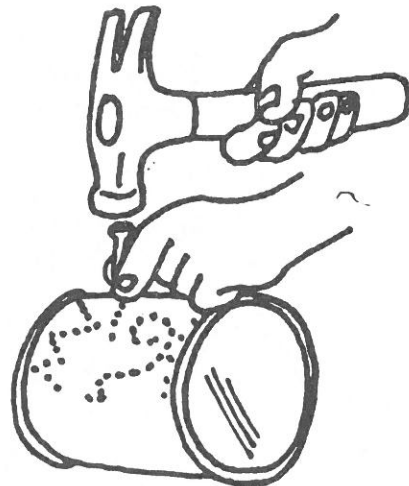
- Tin Can (coffee can size is best but any size will do)
- Wire coat hanger, electrical wire, or heavy twine
- Candle (at least one inch shorter than the can)

UTENSILS:

- Colored marker or crayon
- Newspaper or folded towel
- Nails
- Hammer
- Wire-cutting tool or scissors

DIRECTIONS:

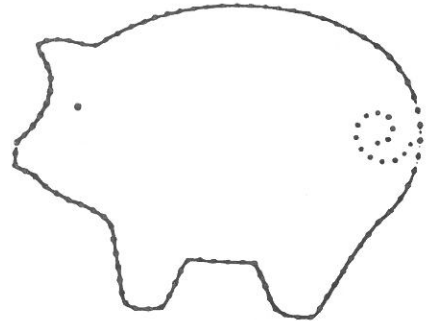
1. Remove the lid from the can but leave on the bottom. Remove any labels and wash the can thoroughly.
2. Using a colored marker or crayon draw a punch-hole pattern on the can. Make a traditional American eagle design or invent your own design.
3. Fill the can with water and put it in the freezer until the water is solid ice, one or two days depending on the size of the can. The ice will keep the can from collapsing when you make the holes.
4. Remove the can from the freezer and place it in several layers of newspaper or a folded towel. Using a hammer and a nail, hammer holes in the tin can following the pattern you have drawn. You can vary the size of the holes in your design by using different-sized hails. Make holes for the handle at opposite sides of the can rim. When all the holes have been punched, drop the ice out of the can.
5. If you have a wire-cutting tool, use it to cut a wire coathanger to form a loop handle. Otherwise, tie a loop of bare electrical wire or heavy twine to the handle holes. If you use twine, make sure to keep it away from the lantern candle when the lantern is lit.
6. Drop wax from the candle into the bottom of the lantern and mount the candle in it in an upright position. The tin lantern may now be carried to transport a flame or hung in a room for decoration or an interesting light show.



"Tin punch" is an activity that is very versatile and can be adapted to many projects and to the boys' various skill levels.

Suggested projects:

- Plant sticks
- Wall decorations
- Candle sconce
- Candle illuminario
- Key holder
- Picture to frame



Tools:

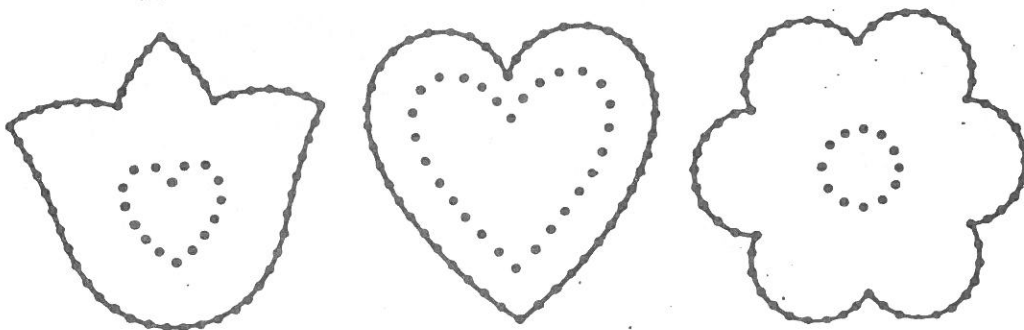
- Sheets of metal or cut outs (can be purchased at a craft store) or pie tins or tin cans
- Tin punch tool or sharp nails
- Tack hammer
- Tracing paper and masking tape (to hold pattern on metal)
- Piece of plywood to work on

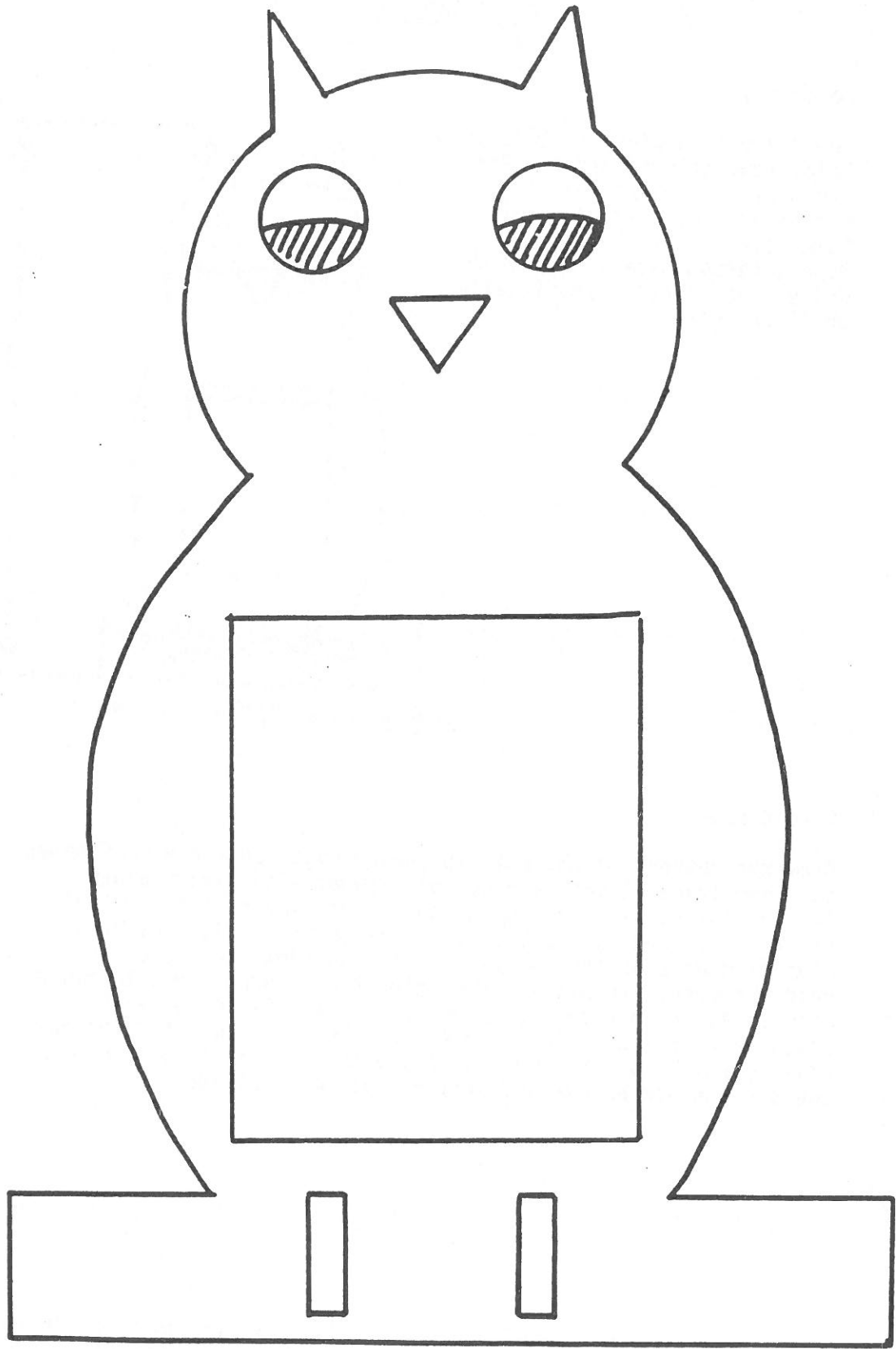
Helpful hints:

1. Patterns can be drawn freehand or copied from coloring books, etc. Keep them simple!
2. If you have never done metal punching before, experiment with a small test pattern first.
3. The harder you hit the nail or punch, the bigger the hole will be. You may wish to vary the hole size by the size nail and the force of the hit.
4. Copper is softer than other metals, so less force is needed to make larger holes.
5. Wear gloves to protect hands from cuts and metal fingerprints (depends on project).

General directions:

1. Draw pattern freehand or trace. Draw dots where holes are to be punched. Tape to project.
2. Position metal on top of punching board.
3. Holding punching tool in one hand and hammer in the other, hit tool with hammer so that it pierces pattern and metal and extends slightly into board. Remove tool and continue to make holes along pattern dots. Check to be sure that you have punched through all holes on pattern.
4. Remove pattern.
5. Since metal is displaced by punching, the sheet will tend to buckle. Gently bend it back.
6. Finish as desired.

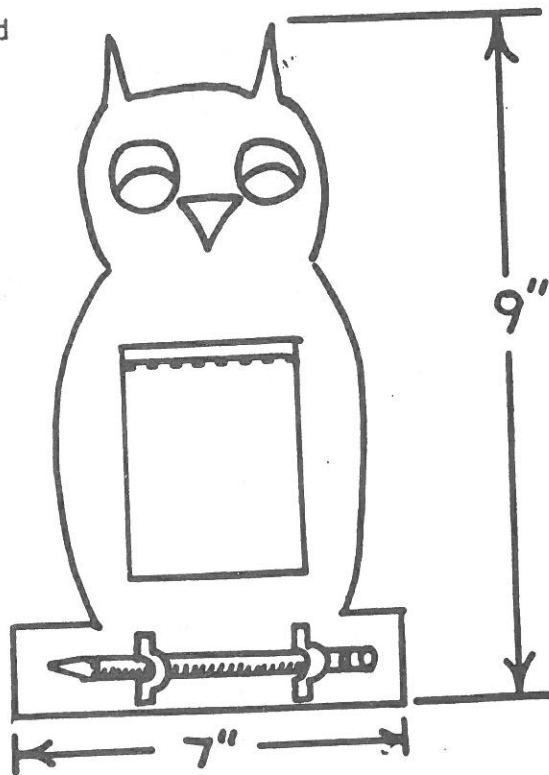




WALL SCRATCH PAD

Materials:

One 7 x 9 inch piece of $\frac{1}{4}$ " plywood
Paint (two colors) and brushes
Two short strips of felt
Pencil and small scratch pad
Screw eye
Paper, carbon paper, coping saw,
white glue, stapler (optional),
drill and string.



Directions:

Draw the pattern of the owl (following page) on a piece of paper and then trace it onto a piece of plywood with carbon paper. Cut the owl out with a coping saw. Apply one or two coats of paint after sanding. Let dry. Paint on the facial features. Glue or staple on the two felt strips as shown in the picture to hold the pencil in place. Now, glue the scratch pad into place with three or four dots of glue so that it will be easy to remove and replace. To be sure that the pencil won't disappear, drill a small hole in the pencil and another in the bottom of the scratch pad holder and attach a piece of string.

MR
GOODSAW



Knots-and-Not-Knots

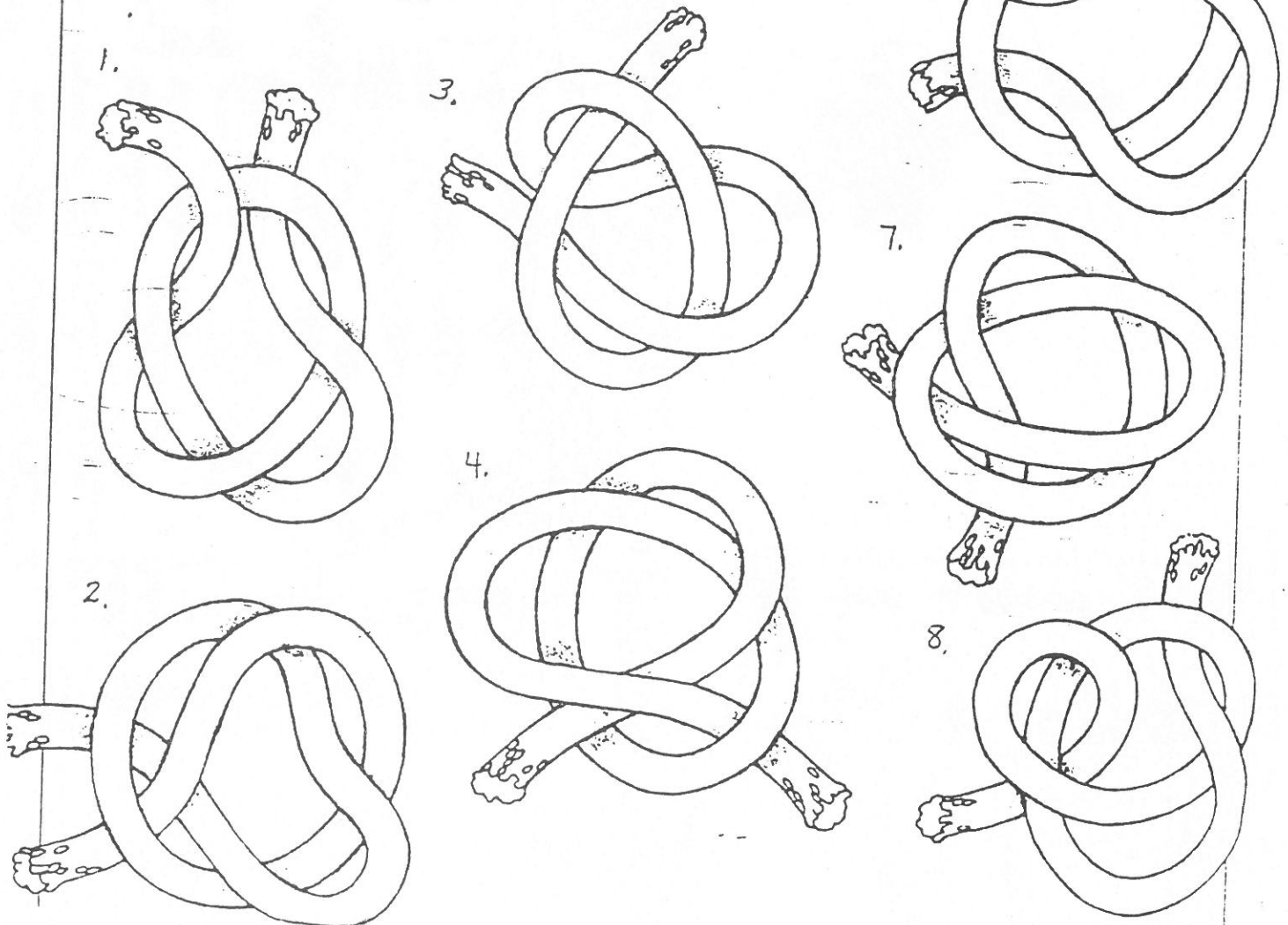
As simple as this pastime appears, it is a real brainteaser that requires much concentration and good visual perception. Knots-and-not-knots was traditionally played between parent or grandparent and child. Some adults felt that perception puzzles like these were a "stimulant to the intelligence" and helped make the player wise. Here is how it was done:

Using a short length of rope, the parent would twist and loop the rope to form what appeared to be a loose knot. But was it a knot or not a knot? The puzzle was simply

that—to determine what would happen if the ends of the rope were pulled.

Study the knots in the illustration carefully and see if you can figure which ones are knots and which are not knots. Try to imagine what would happen if you pulled the rope ends of each "knot" in question.

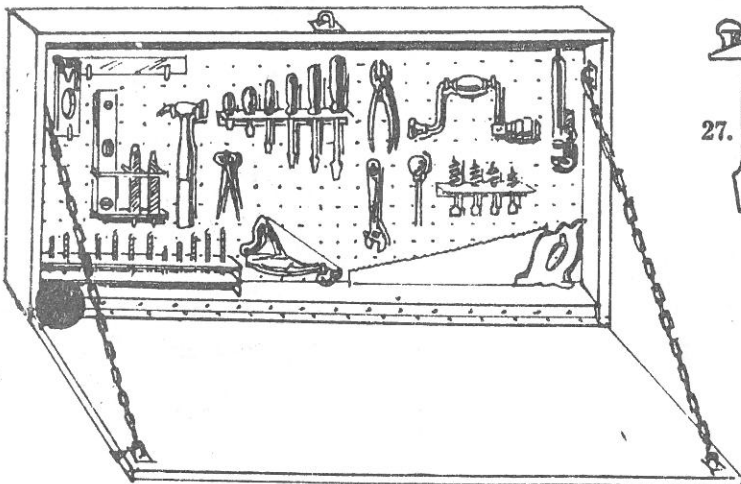
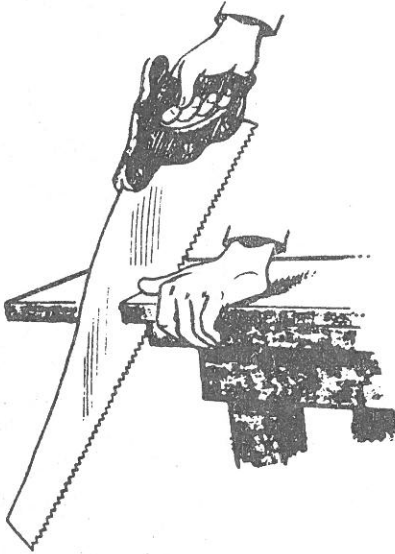
Now, using a piece of rope about eighteen inches (twenty-six centimeters) long — clothesline will work nicely — duplicate the loops shown in the illustration, and see if you were right. You will find that it is now quite simple to make up your own knots-and-not-knots puzzles.



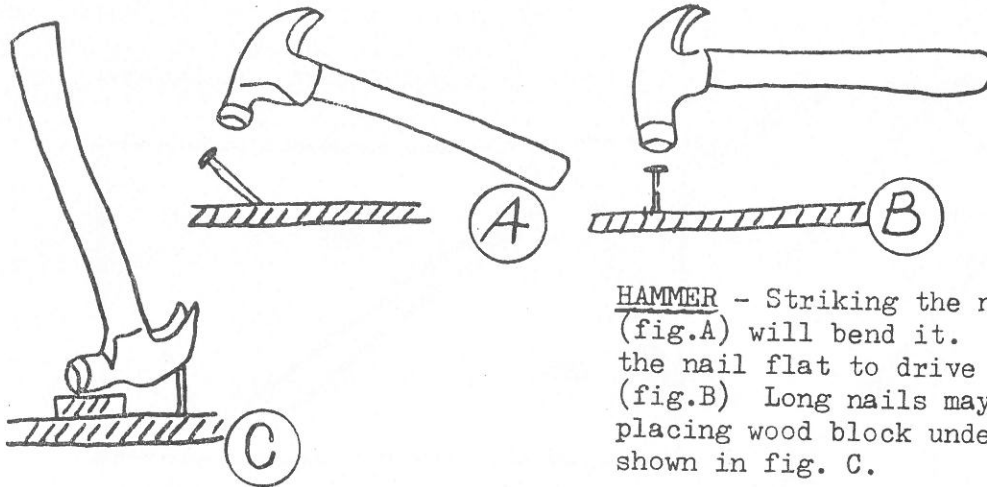
TOOLS

One of the most important factors effecting craftsmanship is whether or not the correct tools are used. Always try using the correct tool for the job and the quality of workmanship will increase tenfold. Of equal importance is the care of those tools. Keep them clean and well organized.

- | | | | |
|---------------------|--------------------------|---------------------|---------------------|
| BASIC TOOLS: | | | |
| 1. Hand saw | 9. Hand drill | 17. Awl | 24. Scroll saw |
| 2. Draw knife | 10. Tin snips | 18. Leather punch | 25. Plane |
| 3. Spoke shave | 11. Common screwdriver | 19. Scissors | 26. Hack saw |
| 4. Brace | 12. Phillips screwdriver | 20. Open end wrench | 27. Nail set |
| 5. Bit | 13. Pliers | 21. Box wrench | 28. Pipe wrench |
| 6. Hand ax | 14. Chisel | 22. Crescent wrench | 29. Center punch |
| 7. Drill bits | 15. File | 23. Wire cutters | 30. Automatic drill |
| 8. Claw hammer | 16. Rasp | | 31. Square |



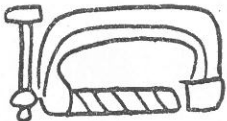
KNOW YOUR TOOLS



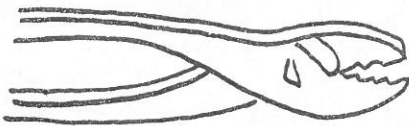
HAMMER - Striking the nail at an angle (fig.A) will bend it. Strike the head of the nail flat to drive it in straight. (fig.B) Long nails may be removed by placing wood block under hammer head as shown in fig. C.



WISE - Vise may be fastened to desk, table, or any other projecting edge. Pin (fig. D) turns to open or shut jaws. Vise illustrated is a machinist's vise for metal and hard objects. It may be used for wood if jaws are padded with felt or by placing wood in vise between projecting pieces of scrap wood to prevent marring.



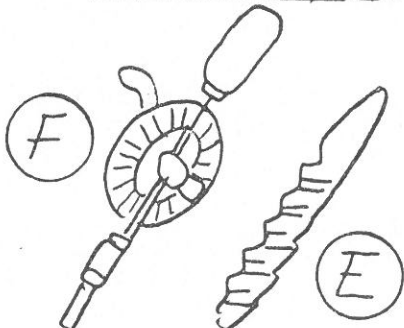
"C" CLAMP - Used for holding flat objects together, such as two pieces of wood. Use this camp to hold bench fork, in coping saw work.



PLIERS - For general holding purposes, or bending metal and wire. To cut wire, place between jaws as far as possible and close pliers.



FILE - For smoothing wood or metal. Hold file flat, with point or handle toward you. Pressure on forward stroke only.



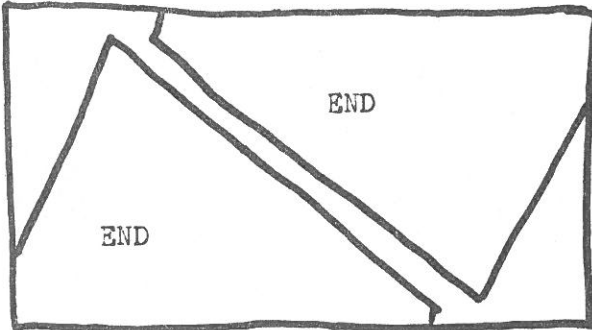
HAND DRILL - For drilling holes in wood or metal. Twist drills (fig. E) are available in a variety of sizes. Turn drill chuck (fig. F) to remove the twist drill.

Material Required 2 - 3/4 x 5 5/8 x 11 ends
3 - 3/4 x 1 1/4 x 24 rails

3/4 x 5 3/4 x 11

Board

1. Trace pattern on cardboard and cut out. Use this pattern to lay out ends on a single board, as shown.



2. Saw out the two ends and nail rails (A), (B) & (C) in place as indicated on drawing, using 2" nails.

3. Sand and smooth, finish with two coats of enamel. Round all edges.

PATTERN FOR ENDS

Dotted Lines Show
Location of Rails

BACK

ENDS

RAILS

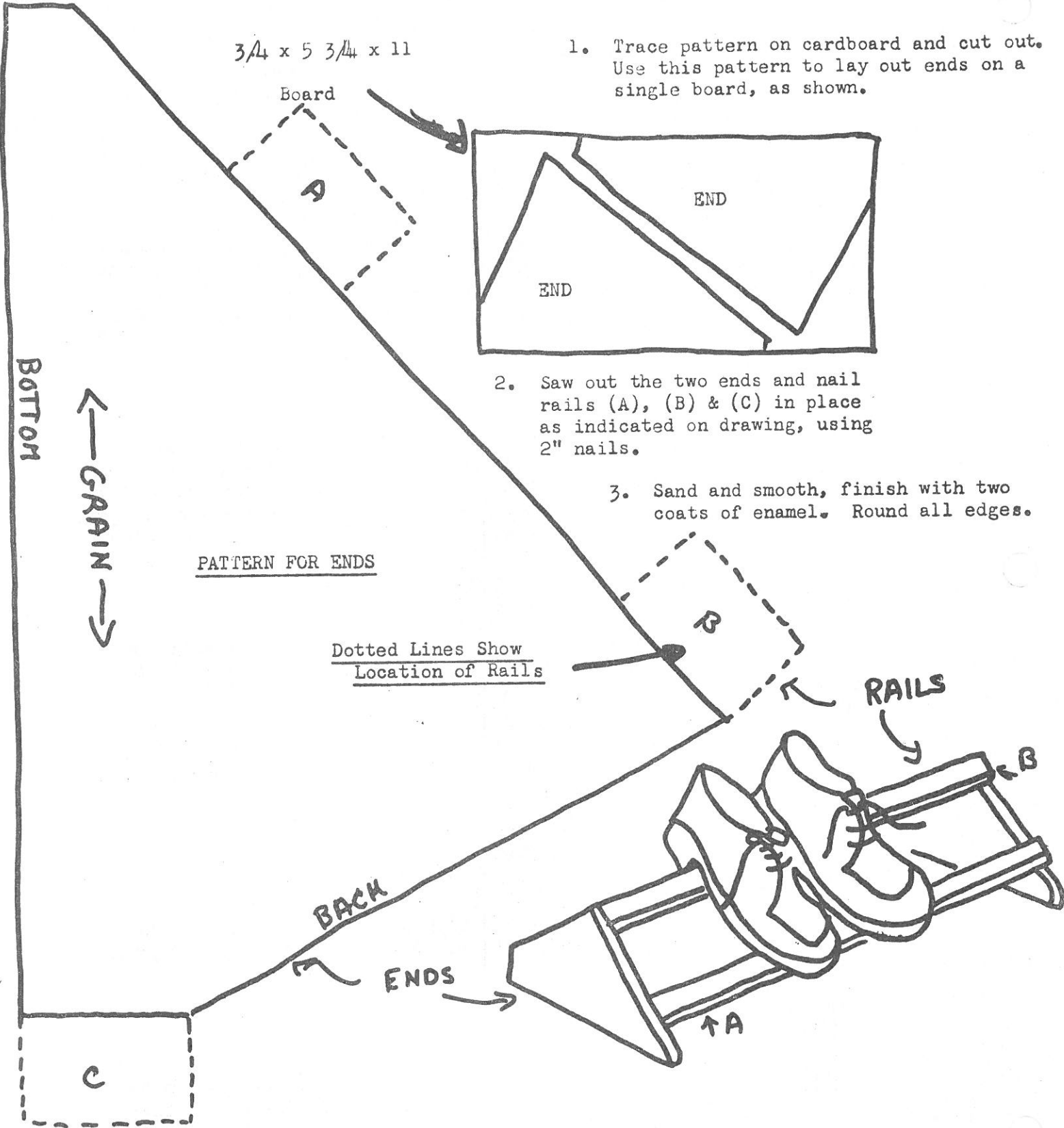
A

B

← GRAIN →

BOTTOM

C



CONSIDER
YOUR
SPOUSE



GAMES



GAMES

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 development, 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 purposes 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 to 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 valve' 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, 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 make 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 and accountability 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 is challenging, healthy, and above all, FUN!

(continued)

GAMES (continued)

Hints for Games Leaders

1. Know the rules of the game and have the necessary equipment on hand.
2. Make sure the space available is large enough to allow everyone to play.
3. Wait until you have the full attention of those taking part before you explain the rules of the game.
4. Explain the rules simply, briefly, and in proper order. Be enthusiastic. Point out starting and finishing lines.
5. Teach a new game by steps or demonstration.
6. Ask questions after explaining and demonstrating the game to make certain everyone understands.
7. If the game is not going right, stop it, and explain again.
8. Be sure the rules are followed.
9. Everyone should get a chance to play.
10. Don't wear a game out. Quit while the boys are still having fun. There will be another day to play it again.
11. Have enough leadership to handle your group.
12. Always make it fun.

NEWSPAPER RACE

Establish a starting line and a finish line as far apart as the room will permit. If played outdoors, about 30 feet.

Using 2 pieces of newspaper, show the children how to walk across this designated area; Place one paper on the starting line and step on it with both feet. Place the second paper on the floor as far in front of you as you can step with both feet, without stepping on the floor. Take a giant step. Reach behind you and pick up the paper you just left. Place that paper ahead of you, step on it and reach for the paper behind you. Continue to the finish line. Play as a relay race.

UNDER LEG BALL PASS RELAY

The first player on each team holds a large ball (basketball) between his legs. When you say "Go" he passes the ball under his legs to the player behind him. He in turn passes it under his legs to the player behind him.

When the ball reaches the last player, he runs up to the front of his team with the ball. He begins passing the ball down the line between the players' legs. The game continues until the first player is at the head of the line again.

KANGAROO RELAY

Place a chair some distance in front of each team. The first player on each team places a ball (basketball) between his knees. He jumps with the ball in this position to and around the chairs. He jumps back to tag the next player. The players may touch the ball with their hands only to pass it to the next player or to pick up a dropped ball. A player cannot move while he has his hands on the ball.

SUITCASE RELAY

Have a suitcase filled with a large pair of Bluejeans, 1 large pullover sweater, and a large pair of boots, for each team.

At the word "Go" each player must open the suitcase and put on the contents over his own clothing. He takes the suitcase and goes to a designated spot. Here he removes the clothing and repacks the suitcase. He returns and gives the suitcase to the next player on the team, who repeats the process.

PASS THE THIMBLE RELAY

Each member of the two teams is given a straw. The first player of each team is given a thimble to place at the end of her straw. The thimble is then passed down the line by means of the straw which is in each player's mouth, no hands may be used. First team to have the thimble arrive at the end of the line is the winning team.

PICKING UP THE CORK

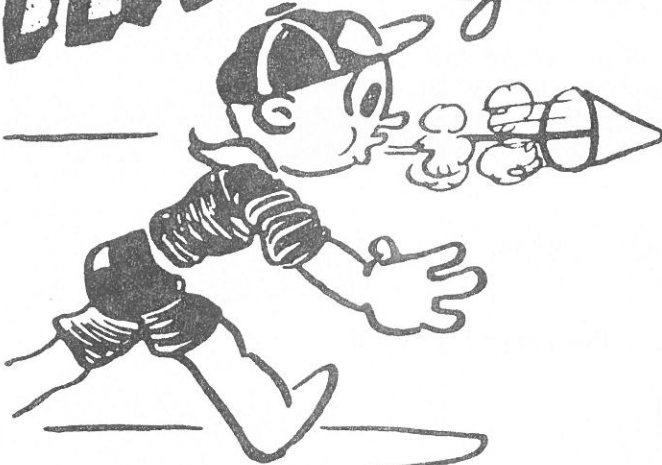
Kneel down, and place a cork upright in front of you, about 18 inches away. Hold your hands behind your back and try to pick up the cork with your teeth. Watch your nose.

COTTON WOOL ON STRAWS

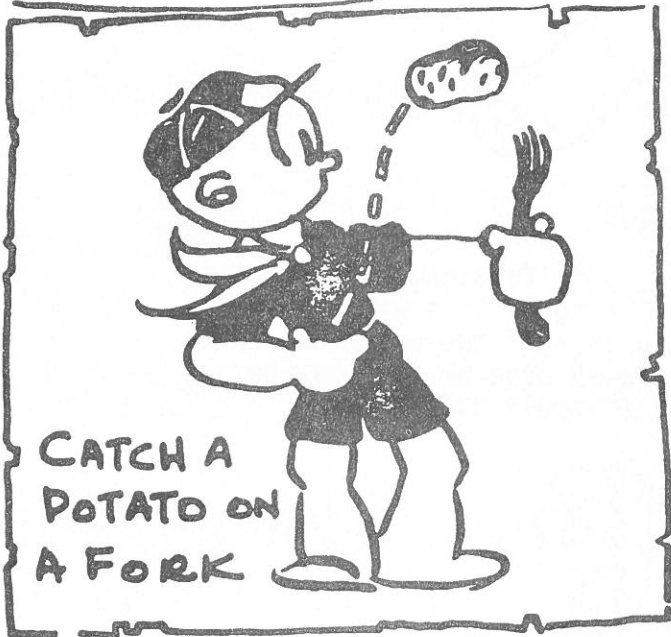
Put Cubs in teams with each boy having a drinking straw. First boy runs to chair at other end on which there is a piece of cotton wool. He has to pick this up on the end of his straw by drawing in his breath, and carry it back to his team. If he drops it on the way, he must not use his hands to pick it up.

MORE INDOOR GAMES

STRING PAPER CONES ON CORDS STRETCHED BETWEEN CHAIRS. FIRST ONE TO BLOW CUP ACROSS WINS.

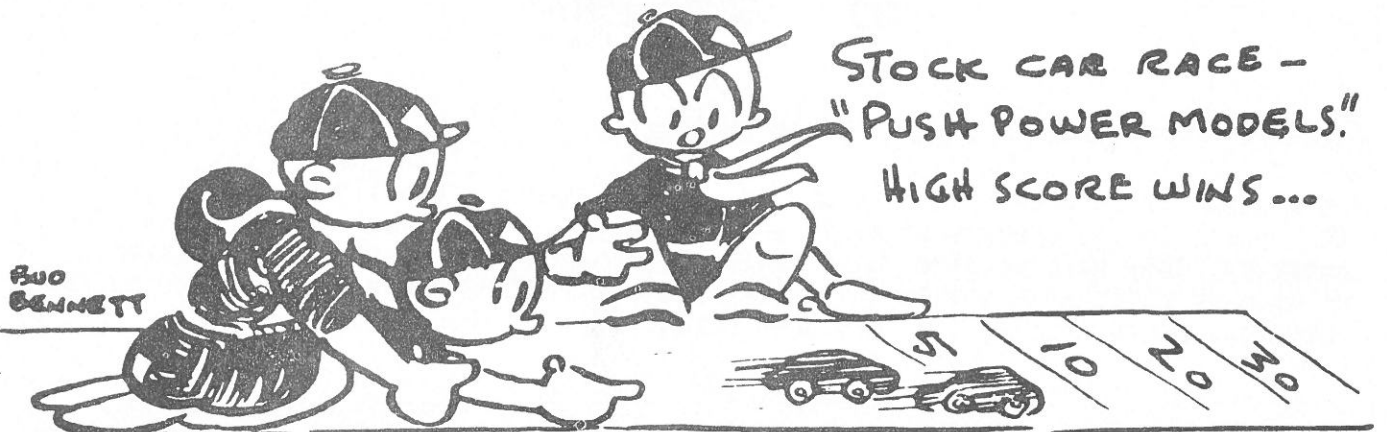


THE ONE KEEPING THE FEATHER IN THE AIR THE LONGEST TIME WINS —



CATCH A POTATO ON A FORK

STOCK CAR RACE — "PUSH POWER MODELS." HIGH SCORE WINS...



DOUBLE BALL GAME

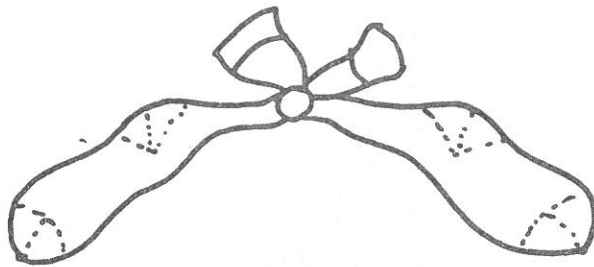
Double ball game is an authentic Indian game similar to hockey. Each side has a goal toward which the other side plays. Players use a three foot stick and a double ball.

To make a double ball, stuff the toes of two old socks with cotton, old nylons, rags, etc....You may use a soft rubber ball in each toe. Tie the tops of the socks together, making a double ball.

To start the game, the players gather in a circle. When the double ball is thrown into the air, the players on each side try to catch it with their stick, and throw it toward their opponent's goal. The ball can be relayed from player to player. It can be thrown with a stick, but cannot be touched with the hands.

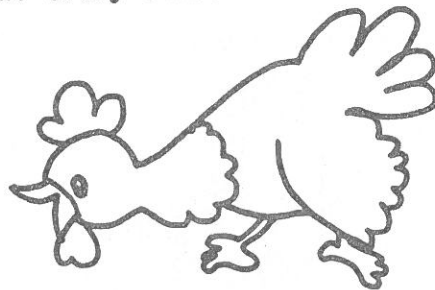
Score one point each time the ball touches goal. Before you start to play decide what the winning score will be.

The Childrens Friend



BIRDS FLY-----STUNT

The audience stands, placing hands under arms, wing fashion. The leader says that various animals fly. Players make flying motions with their elbows if the animal flies. They remain motionless if the animal named does not fly. When any of the group makes a false move or motions, he sits down. To add to the confusion, the leader should call names rapidly and move his elbows every time.



GREEN BALLS

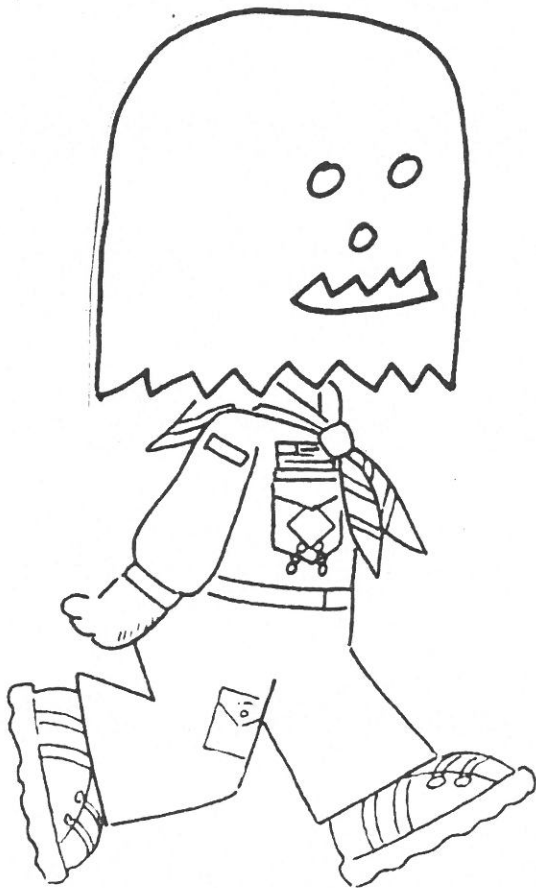
This stunt is to give boys five or ten green wadded paper balls as they enter the room. In the conversation, if you can make them say "yes" or "no" to a question, they have to give you a ball. The object here is to get possession of as many balls as possible. The alert boys will find a way to answer questions without using the forbidden words.

PINEWOOD DERBY

MAKE
A
TRACK



PUPPETS
SKITS
COSTUMES



WHY COSTUMES?

Costumes can help set the theme or the mood of the whole skit. They have the magical ability to transform a boy into a man from outer space, a pirate, an astronaut, a clown, an Indian, an exotic animal, or anything else his imagination suggests.

Costumes can be as simple or as elaborate as you and the boys would like for them to be, depending on how they are trimmed. Cloth costumes are quite durable, but the cost is more, and since a skit is usually presented only once, it isn't necessary to go to all that expense and trouble. And besides, the boys should have the fun of making their own costumes, if possible.

Types of Costumes

Crepe paper can be used effectively in costume-making. It is a relatively inexpensive costume material and can be glued, stapled, sewn, draped, and folded. Its ability to stretch is also an important factor. Simple tunics, shifts, vests, and hats can be fashioned quite easily. With its wide range of colors, crepe paper has many 'boy-making' possibilities.

Costumes made from old clothing are an easy source for mother, den leaders, and boys. Don't throw away those old tights, T-shirts, Dad's old robe, old hats, etc. Save feathers and sparkly trim for knights' costumes; scraps of bright material, cast-off toy guns, and foil for deputy badges; vinyl for leather-look vests and trim will be useful for costumes on western themes. Use your imagination and learn to improvise.

Cardboard boxes make excellent costumes for clowns, animals, vegetables, robots, etc. Cut holes for the head and arms in advance, then let the boys paint the boxes with latex and trim with tempera paint or marking pens.

Paper sacks can be used effectively for both costumes and masks. Save large and outsized sacks for future use. They can be painted in the same fashion as the boxes. Latex paint will add strength to the paper sacks.

Sometimes a simple sign is all the identification needed for characters or scenery. Props such as a cardboard mustache, eye patch, bandana, cardboard sword make a pirate. Simplicity is the key.

Remember to keep costumes and props at the Cub Scout age level. The boys will give their best performance if they are made to feel that the skit is theirs, including the costume-making.

The illustrations on the following pages show the wide variety of costume possibilities.

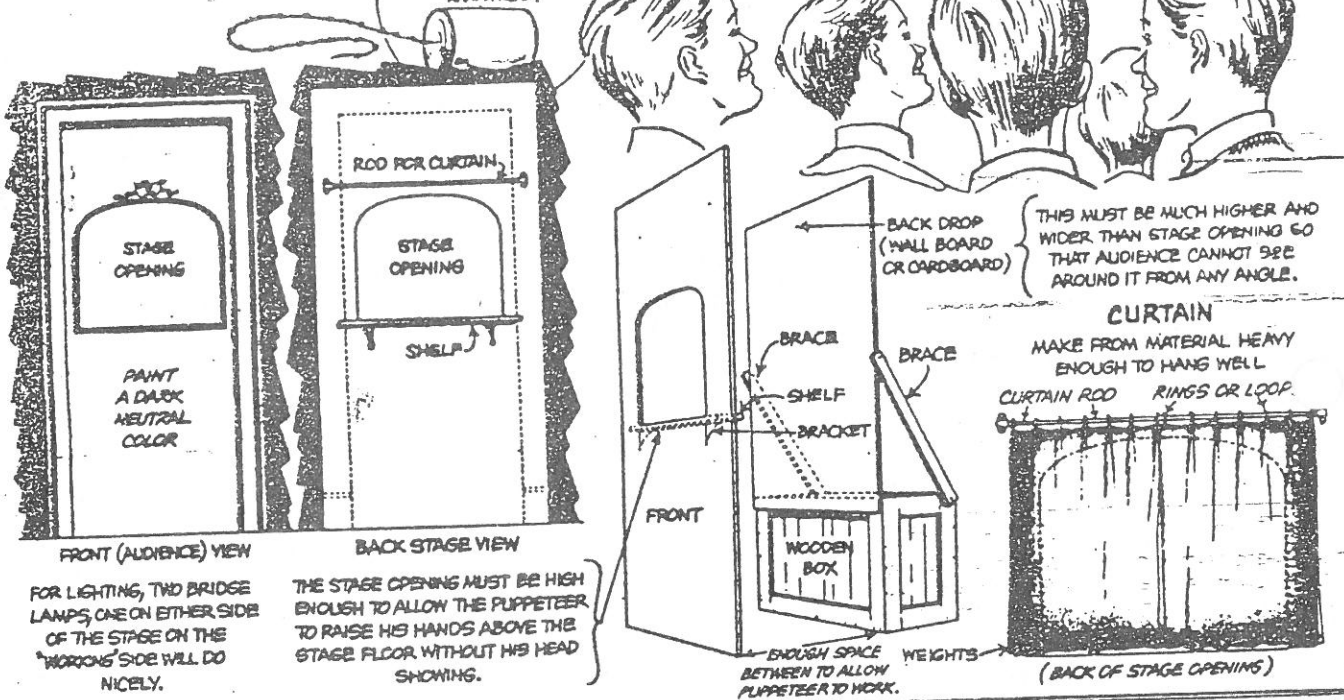
Develop your own costumes to fit a particular character, using the guidelines mentioned above.



SETTING UP YOUR PUPPET STAGE IN A DOORWAY IS A VERY PRACTICAL METHOD. USE A PIECE OF WALL BOARD WITH THE STAGE OPENING CUT OUT, OR USE PIECES OF CORRUGATED BOARD. AN ASSISTANT CAN TURN THE "AUDIENCE" LIGHTS ON AND OFF.

... ONE OF THE EARLIEST FORMS OF ENTERTAINMENT AND STILL AS POPULAR AS EVER. HERE ARE SOME TIPS ON CONSTRUCTING THE STAGE AND SETS. ON OTHER PAGES ARE TIPS ON MAKING PUPPETS AND A SUGGESTED SCRIPT. TRY YOUR HAND AS A PUPPETEER ...IT'S FUN!

TO MAKE PURWOOD'S ROAR, PRETEND A KNOTTED STRING TO A TIE COIL... THEN HOLDING THE COIL AND RUNNING YOUR THUMB ALONG THE KNOTS... HEAR A ROAR!



FOR LIGHTING, TWO BRIDGE LAMPS, ONE ON EITHER SIDE OF THE STAGE ON THE "WORKERS" SIDE WILL DO NICELY.

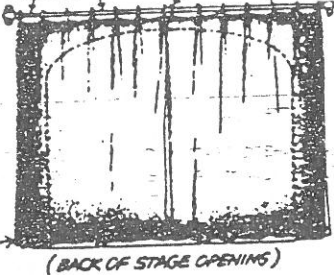
THE STAGE OPENING MUST BE HIGH ENOUGH TO ALLOW THE PUPPETEER TO RAISE HIS HANDS ABOVE THE STAGE FLOOR WITHOUT HIS HEAD SHOWING.

ENOUGH SPACE BETWEEN TO ALLOW PUPPETEER TO WORK.

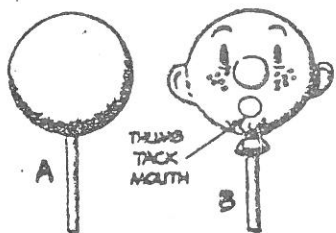
THIS MUST BE MUCH HIGHER AND WIDER THAN STAGE OPENING SO THAT AUDIENCE CANNOT SEE AROUND IT FROM ANY ANGLE.

CURTAIN

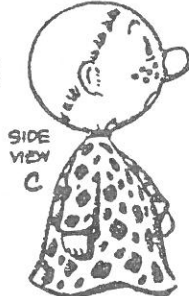
MAKE FROM MATERIAL HEAVY ENOUGH TO HANG WELL



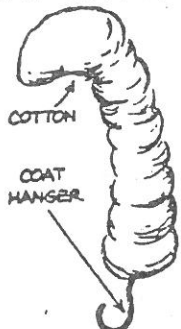
HERE ARE THREE CHARACTERS...YOU CAN MAKE UP OTHERS!



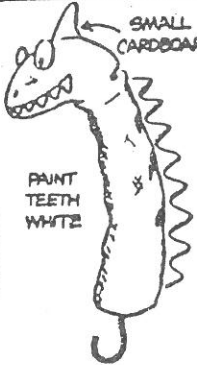
ROCKY'S HEAD IS MADE WITH A RUBBER BALL WITH STICK INSERTED (A). PART OF WHITE SOCK GOES OVER BALL. PUT COTTON NOSE AND EARS INSIDE AND FASTEN (B). CUT AND SEW CLOTH SPOTTED TO SIMULATE LEOPARD SKIN, FOR CLOTHING.



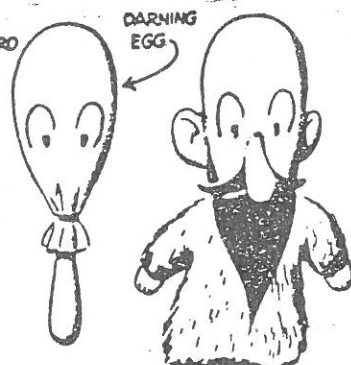
YOU GRASP THE STICK AND PUT TWO FINGERS IN ARMS TO HOLD AND MOVE FIGURE.



FOR DINWOOD USE A COAT HANGER WRAPPED WITH COTTON. SEW BRIGHT PINK OR GREEN COTTON OVER HEAD AND NECK... BUTTONS FOR EYES.



HOLD NECK AND TWIST WIRE. HEAD MOVES REALISTICALLY.



FOR HERMIT...USE A DARNING EGG WITH HEEL OF SOCK OVER IT FOR HEAD... COTTON NOSE AND EARS INSIDE... GLUE ON BLACK BEARD.

WHY COSTUMES?

Costumes can help set the theme or the mood of the whole skit. They have the magical ability to transform a boy into a man from outer space, a pirate, an astronaut, a clown, an Indian, an exotic animal, or anything else his imagination suggests!

Costumes can be as simple or as elaborate as you and the boys would like for them to be. Cloth costumes are quite durable, but the cost is more and also you (or Mom) spend more time making them, rather than letting the boys have the fun.

Types of Costumes

Crepe paper can be used effectively in costume making. It is a relatively inexpensive costume material and can be glued, stapled, sewn, draped and folded. Its ability to stretch is also an important factor. Simple tunics, shifts, vests and hats can be fashioned quite readily. With its wide range of colors, crepe paper has many boy-making possibilities.

Costumes made from old clothing are an easy source for mothers, den mothers and boys. Don't throw out those old tights, T-shirts, Dad's old robe, felt hats, etc. Save feathers and sparkly trim for knights' costumes; scraps of bright material, cast-off toy guns, foil for deputy badges, vinyl for leather vests and trim will be useful for costumes on cowboy themes. Use your imagination before you use your trash can!

Cardboard boxes make excellent costumes for clowns, animals, vegetables, robots, etc. Cut holes for the head and arms in advance, then let the boys paint them with latex and trim with tempera paint.

Paper sacks can be used effectively for both costumes and masks. Save large and outsized sacks for future use. They can be painted in the same fashion as the boxes. Latex paint will add strength to the paper sacks.

Don't forget that a simple sign to identify your characters can be as effective as a costume. Props such as a cardboard moustache, eye patch, bandana, cardboard sword for a pirate, can do a great deal to costume your characters and set the mood for your skit.

Remember to keep your costumes and props at the Cub-age level. The boys will give their best performance if they are made to feel that the skit is theirs, including the costume-making!

SPECIAL EFFECTS CONT.

STORM--Combine wind, rain, and thunder sounds, then turn stage lights off and on to produce flash of lightning.

FIRE--Sound of fire can be produced by crumpling cellophane into a ball, then releasing it into a microphone.

CRASHES--Fill a wooden box with broken glass and a few stones, then nail on a top. By dropping or tipping the end of the box, various kinds of crashes can be produced.

RUNNING WATER--A wooden box 1' x 2' x 2" is fitted with tin on the bottom and ends. Finishing nails are driven into the bottom and ends in a 1" diamond pattern. Place a small amount of lead into the box, tilt, and the sound of running water is produced.

TRAINS--Place small wire nails or shot inside a flat cigarette box or popcorn inside a tin band-aid box. Move back and forth, and it sounds like a train chugging along. Rhythm of movement is important. CHUG Chug chug chug - CHUG chug chug chug.

HORSES CLOPPING--(A) Two half coconut shells clapped on a wooden board (walking or galloping on a hard road), clapped on wallboard (soft road or turf). (B) Hold a block of wood in each hand. Strike ends together, alternating ends. Vary rhythm for trotting or galloping.

TRAIN WHISTLE--For an ear-splitting sound that can be heard all through the house, place a sheet of paper over top of an 8" foil pan. Place partly-open mouth against paper and utter a shriek without moving lips. If train is far away, make it a small shriek!

GONG & CHIMES--Chinese gong suspended by a rope, or a 4 or 5' length of water pipe, suspended. Tubes or water pipes can be cut in various lengths for chimes. Cut off 1/2" at a time and test for tone. Strike with rubber hammer.

ANIMAL ROAR OR CREAKING DOOR--Any closed box will do. Use a coffee can or two foil pans taped together. Tie a string in the center of a pencil. Punch hole in container, place pencil inside and pull string out through hole. Rub string with resin or a green leaf. Drag fingernails along string to produce noise into microphone.

PUPPY DOG--Blow up a balloon. With first two fingers of both hands, stretch neck of balloon, slowly releasing air.

SWORD & SHIELD FIGHT--Holding aluminum cookie sheet in one hand, hit with metal spoon.

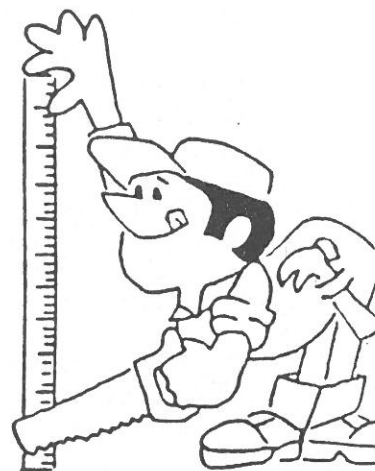
CAMPFIRE--(Lightning Effect)--Wood piled over a light or flashlight with red cellophane or tissue paper covering the light for a red glow.

SPOTLIGHT--Flashlight with different size funnels (which can be made of construction paper). For different color effects, use colored cellophane or tissue paper over the end of the funnel.

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:

- Scenery should be simple.
- It should provide an idea or suggestion of what is to come.
- 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. Cardboard can be cut with a jigsaw.
- Wood lathes can be nailed to the back of the scenery to make it more sturdy or to help it stand up. These will keep painted cardboard from curling.
- Let the boys do the painting. Guidelines can be drawn with heavy pencil to show what colors go where. Latex or tempera paint is best on cardboard, and it washes off the boys as well. It is best of paint on the blank side of the cardboard so printing will not bleed through.
- Felt-tip markers can be used on cardboard that has been painted a light color, to put in detail work or outline a design.
- When using latex to cover large areas, apply it with a roller. Latex paint is inexpensive. Sometimes the boys can bring left-over paint from home. It washes off hands and clothes with soap and water.
- Tempera can be used to tint latex when the desired shade is not available. Also use tempera for trim and detail work on top of latex.
- Boys should don old clothes or Dad's old shirt for paint smocks. Den leaders should stand back and let the boys do the work.
- Create a mood with scenery. Paint in grays if skit is spooky or sad; bright colors if skit is happy or funny.



Scenery which can be cut out of cardboard:

Mountain range	Skyline of city	Houses, cabins
Individual bushes, trees	Forest outline	Tents, buildings
Lamppost	Picket fence	Arches, columns
Sun, moon, stars (suspended overhead)		

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

SPECIAL EFFECTS FOR SKITS (continued)

Crashes - Fill a wooden box with broken glass and a few stones, then nail on the top. By tipping the end of the box, various kinds of crashes can be produced.

Running Water - A wooden box, 1' x 2' x 2" is fitted with tin on the bottom and ends. Finishing nails are driven into the bottom and ends in a 1" diameter pattern. Place a small amount of lead in the box, tilt, and the sound of running water is produced.

Trains - Place small wire nails or shot inside a flat box, such as a band-aid box. Move back and forth and it sounds like a train chugging along. Rhythm of movement is important. CHUG, chug, chug, chug ..CHUG, chug, chug, chug.

Creaking Door - Use a coffee can or two foil pans taped together. Tie a string in the center of a pencil. Punch a hole in the container, place the pencil inside and pull the string out through the hole. Rub string with resin. Drag fingernails along the string to produce noise into microphone.

Puppy Dog - Blow up a balloon. With first 2 fingers of both hands, stretch the neck of the balloon, slowly releasing the air.

Sword and Shield Fight - Holding an aluminum cookie sheet in one hand, hit it with a metal spoon.

Spotlight - Flashlight with different size construction paper funnels. For different color effects, use colored cellophane or tissue paper over the end of the funnel.

NOTE: Many sounds can be pre-recorded on cassette tape recorders and can be used very effectively in skits where it is too difficult to bring sound effects equipment.

SCENERY FOR CUB SCOUT SKITS

The Black Knight gallops across the stage...in the background the castle of King Arthur can be seen...two cowboys saunter past a corral...a scarecrow peeks out from behind a cornfield. Look exciting? Of course, it does...and Den 3 did it themselves...with a refrigerator carton, some latex paint, lots of imagination, and the able assistance of you, their Den Leader.

Scenery for Cub Scout skits is simple to make, fun for the boys, and adds greatly to the realism of your skit.

A few simple guidelines will help you and your den make colorful and imaginative scenery for practically any skit you choose.

1. Locate cardboard by scouting the local furniture, appliance stores, funeral homes, or warehouses in your area. Use large pieces of cardboard from refrigerator, appliance, mattress, or casket cartons.
2. Score cardboard with a sharp knife when necessary to cut and/or bend to shape.
3. Use a craft knife, shears, or kitchen scissors to cut cartons. (Cutting will usually be the job of the den leader.)
4. Mark guidelines for cutting and painting with a heavy pencil or marking pens. (Sometimes a simple drawing of the desired finished product is helpful.)
5. Nail wooden lathes to back of heavy scenery when more support is needed.
6. Paint on blank or unpainted side of cardboard whenever possible. (Sometimes the lettering will bleed through your paint.)
7. Use latex to cover large areas and apply with roller. (Latex is cheap--often the boys can bring left-over latex from home, and it washes off hands and clothes easily.)
8. Tempera can be used to tint latex when desired shade cannot be found. Also use tempera for trim and detail work on top of latex.
9. Don old clothes or Dad's old shirt for painting smocks; stand back and let the boys do the work!
10. Keep your scenery simple so it will be fun for the boys and you.

SPECIAL EFFECTS

A flash of lightening--a loud crash--a train chugging down the track--all of these and many other special effects can be created by your Cub Scouts for their den skits, with just a few simple preparations.

Remember that imagination plays a large part in special effects. The effect that you are using, coupled with the action in your skit will go a long way in making your sounds believable.

In addition to the fun that your Cubs will have, making the sound effects, acting as Sound Effects man is an ideal part for that shy boy in the den who wants to be part of the action, but finds it difficult to have a speaking part or to appear before an audience.

Here are a few ideas which you can expand and produce even more life-like effects:

BOAT WHISTLE--A wooden or plastic spool, a 3/4" strip of balloon and a rubber band. Fasten the balloon over the hole in one end of the spool. Wrap rubber band around spool over the ends of the balloon and pull balloon tight. Blow into open end of spool. This makes a shrill whistle.

KNOCK AT THE DOOR--Hit to rap sharply a 1/2 gallon bleach bottle on the end with a rubber spatula.

PISTOL SHOT--(A) A rubber band is stretched around the center of a small foil pie pan. Pull out the band from bottom of pan and release. (B) Snap a yardstick or a thin board on a hard surface. (C) Fire a cap pistol.

THUNDER--Grasp a tin or aluminum cookie sheet at one end, placing your thumb on underside of tin. Shake tin so it vibrates. Bang it against knee for occasional loud clap of thunder. (B) A piece of tin 3/4" long and 1" wide is suspended. Shake it to produce rolling thunder. For single crashes, strike the tin in the center with a rubber hammer or rubber heeled shoe.

HAIL OR WIND OR RAIN--(A) Shake a large sheet of brown wrapping paper like a rug. The size and weight of the paper makes the difference in sound. (B) Grasp a sheet of waxed paper with a hand on each side. With an accordion-playing movement, alternately crush and smooth out paper. (C) Cut a narrow slit in a sheet of paper, hold it 1/2" from lips and blow into microphone. HAIL--pour rice on pane of glass, tin or wood--into microphone. RAIN--(A) Fill a tin biscuit or cookie jar 1/3 full of dry peas or beans. Rotate slowly. (B) Plastic pill bottle or nail container with BBs inside--rotate slowly.

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.

LIGHTENING--(A) Flash white light off and on. (B) Use photographic flash.

SPECIAL EFFECTS FOR SKITS

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Here are a few ideas which you can expand and produce even more life-like effects:

Boat Whistle - A wooden or plastic spool, a 3/4" strip of balloon and a rubber band. Fasten the balloon over the hole in one end of the spool. Wrap rubber band around the spool over the ends of the balloon and pull the balloon tight. Blow into the open end of the spool. This makes a shrill whistle.

Knock at the Door - Hit sharply a 1/2 gallon bleach bottle on the end with a rubber spatula.

Pistol Shot - Snap a yardstick on a thin board or hard surface; or fire a cap pistol.

Thunder - Grasp a tin or aluminum cookie sheet at one end, placing your thumb on the underside of the tin. Shake the tin so that it vibrates. Bang it against knee for occasional loud thunder claps.

Hail - Pour rice on pane of glass, in front of a microphone.

Rain - Fill a tin can full of dry peas or beans. Rotate the can slowly in front of a microphone.

Wind - Cut a narrow slit in a sheet of paper, hold it 1/2" from lips and blow through it into microphone.

Snow - Small pieces of white paper fanned off a flat box top will give the effect of blowing snow. Or Christmas snow can be dropped from above.

Lightning - Flash a white light off and on, or use a photographic flash.

Storm - Combine wind, rain and thunder sounds. Turn stage lights off and on to produce flash of lightning.

Fire - The sound of fire can be produced by crumpling cellophane into a ball, then releasing it in front of a microphone.

Burning Campfire - Wood piled over a light or flashlight with red cellophane or tissue paper covering the light for a red glow.

(continued)

PANTOMIMES

This amusing stunt will teach players to use all their faculties for expressing a particular action or mood. Once they see that they need only to use freely those faculties which they already have, there will be no stopping them.

Boys stand in a circle. Leader reads the following movements which express certain actions and attitudes. Players then act them out in pantomime. The leader can greatly assist by first showing them his own exaggerated version.

1. Say with your palm, "Stop!" (raise palm up and outward)
2. Say with your head, "Yes" (nod head)
3. Say with your shoulder, "I bumped the door" (bump shoulder vigorously against imaginary door)
4. Say with your eyes, "I don't understand" (raise eyebrows and blink eyes in bewilderment)
5. Say with your foot, "I'm waiting!" (keep heel down, tap toes against the floor impatiently)
6. Say with your ear, "I hear a songbird" (tilt ear upward and look sideways)
7. Say with your waist, "I'm dancing" (sway hips)
8. Say with your jaw, "I'm surprised" (suddenly drop jaw)
9. Say with your finger, "Come here" (beckon coyly with finger)
10. Say with your tongue, "I like this cake!" (roll tongue around lips)
11. Say with your arms, "I'm running" (wildly churn arms as if running)
12. Say with your fingertips, "This potato is hot" (touch imaginary potato, jerk away from it)
13. Say with your nose, "I smell fresh pie" (sniff in appreciation)
14. Say with your chest, "I'm relaxed" (take deep, relaxing breath)
15. Say with your legs, "I'm slipping" (slip, but catch yourself before falling)

SKIT WORK SHEET

Give a copy of this to each boy in the den. . . . work from it when writing a skit.

LET'S MAKE-UP A SKIT.

MONTH: _____ THEME: _____

- I. PLOT:
- II. TITLE:
- III. TYPES OF CHARACTERS (Boys or Puppets)
- IV. LENGTH OF TIME:
- V. STAGING (Lighting, Special Effects, Costumes):
- VI. CHARACTERS (Enough for everyone):
- VII. LOCATION OR SETTING OF SKIT:
- VIII. PROBLEMS TO OVERCOME:
- IX. OBSTACLES:
- X. CRISIS:
- XI. ENDING:
- XII. DOES THE SKIT FIT YOUR AUDIENCE?

S K I T S

Your turn to present a skit at the pack meeting? Don't panic, try to get sick, or start sticking pins into a Voodoo doll dressed like the Cubmaster. If your pack is using proper program planning, you'll have at least five weeks to get ready for it--so being sick or changing Cubmasters won't get you out of it. Since even the most professional panic pushers can remain in a panic for more than a few days, your best bet is to treat the skit as an adventure in fun.

It's true. Skits are fun! Cubs are hams at heart. Parents enjoy seeing their own and their friends' sons perform. If you go at it in the right frame of mind, you'll find that skits are fun to produce. They do not have to be perfect productions, contrary to what you might think!

We've included a few good skits that can be presented with little preparation. If you can use them as is, fine. If not, change them to suit your needs. OR... don't panic...write your own with the help of the boys. It's not that hard!

Skits are defined as short dramas of a serious or funny nature. They are performed at pack meetings and are very effective in promoting certain objectives: teaching morals without preaching, boy participation, and fun to name three.

Skits are not difficult to write, but do require a bit of imagination and creativeness. Often the boys in your den are a good source of supply for new ideas. Get their ideas, jot them down, and then condense them into a short skit. The boys can make props, scenery, and simple costumes. Parents can help too. Skits can come from almost anywhere. The only limit is your imagination.

Here are a few simple rules:

KEEP IT SIMPLE. Simple skits, simple costumes, and simple props well done are always more impressive than elaborate ones done poorly. A simple sign can often do wonders...it turns a box into a wagon, car, boat, plane, etc. It can even turn a boy into a tree.

KEEP IT FUN. Fun makes a good skit. Whether the theme is serious or humorous, a skit must be fun for the boys.

KEEP IT SHORT. Three to five minutes at most.

USE SIMPLE PROPS, SCENERY, COSTUMES. Usually the boys can help make what you need. Props can be made from cardboard and signs can be put up to indicate scenery. Costumes can be made by adding appropriate accessories to everyday clothes. Most costumes which are intended to be cut from fabric and sewn can just as easily be cut from crepe paper and glued or stapled by the cubs.

LET EVERY BOY PARTICIPATE, even if it is backstage. Be sure, however, that the boy who works backstage one time, is ONSTAGE for your next skit.

USE STAGE DIRECTIONS LIBERALLY. Make sure everyone knows who goes where and does what.

MAKE YOUR AUDIENCE HEAR. Boys should speak slowly, clearly, loudly. Use a narrator, if necessary. (Den Chiefs make good narrators). Pantomime is great, too.

- A. Actors should never turn their backs on the audience while they speak.
- B. Actors should move around as much as possible (but don't overdo it), and use sweeping gestures and exaggerated actions.
- C. Actors should pause a moment before going on with their lines if/when the audience laughs or applauds.

THE SPIDERS' PLIGHT

Characters: Fiddleback Spider - musician spider with cardboard fiddle on his back, black yarn hair hanging down.
Tarantula - a lady spider with a furry body.
Daddy Long Legs - an old spider with paid vest and glasses.
Black Widow Spider - she is all in black with lace hanky, weeping.
Can of Raid - wears cardboard carton painted like Raid can.
Announcer

ANNOUNCER: If you've never talked to spiders,
Then for you we have a treat,
We've asked here as our guests tonight ..
Four of the most elite.

FIDDLEBACK: A spider's life is not too great,
Too often stepped on is our fate. (Big sigh)
For instance, I'm a Fiddleback (turns around to show fiddle)
For making friends I have no knack.

TARANTULA: Lady Tarantula is my name,
I'm a jumper of great fame.
But alas, whené'er I'm seen,
People can get downright mean.

DADDY LONG LEGS: A Daddy Long Legs is my gender,
Your garden's growth I'd never hinder ..
Occasionally I have a bout
With bad, bad boys ... but not Cub Scouts.

BLACK WIDOW: And I'm a poor Black Widow
Six husbands I've had in a bunch .. (weeping)
Although I loved them all dearly,
I always ate them for lunch .. (weeping)
(She moves to join Daddy Long Legs and looks at him hungrily)

RAID CAN: I'm the hero of this story
As you can see, my name is Raid ...
I am death on bugs and spiders,
When they see me, they all fade. (He bows and is immediately grabbed by other spiders and shoved offstage as they shout:)

ALL SPIDERS: Grab him .. get him .. he's not going to get away with it
this time. (All spiders run back to stage center and say:)

We spiders here have had enough
Of bug sprays that think they're tough,
So when you step on one of our brothers
You'd better watch out ... there may be others.

(Spiders bow to each other ... exit in pairs)

- written by Judy Fowler

IT'S A -----

(A Skit)

This skit could be dramatized at a pack outdoor activity or on stage indoors. It is easy for Cubs because most of speaking is done inside tent, out of sight of the audience, so lines could be read instead of memorized.

Setting: A tent is set up in the woods. It is a very dark night. Boys are inside tent.

Characters: Jim, Pete, Ben, Tom (and as many others as you wish to include in the dialogue)

PETE: Hey, Ben. You all right?

BEN: (sleepily) Yes.

JIM: Why don't you guys be quiet. I'm trying to sleep.
(A short pause - silence prevails)

TOM: Hey, Pete. You all right?

PETE: Sure

BEN: Wish I had Skippy here.

JIM: A dog in a tent? What for?

BEN: To keep me warm.

PETE: Yeah, keep you warm. You're scared.

TOM: You guys go to sleep
(A short pause - silence)

BEN: Listen! What's that noise?

PETE: Just the wind blowing.

TOM: Might be something prowling around.

BEN: What?

TOM: Oh I don't know. A bear, maybe.

JIM: Or a panther.

BEN: A panther?

TOM: Yeah, or it could be a coyote!

PETE: A coyote?

JIM: Maybe it's a mountain lion.

BEN: Oh, no!

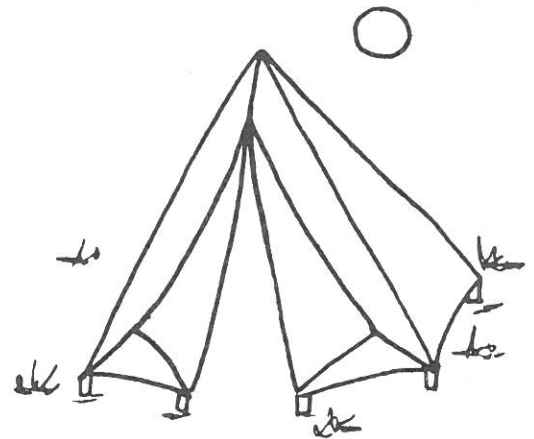
TOM: Hey, it's coming closer.

PETE: Where's my flashlight?

JIM: Look out! It's coming in the tent.

(All yell and run out of tent. Flashlights on Ben, who is holding a dog - toy or real)

ALL: It's Skippy!



IT'S A.....

This skit could be dramatized at a pack outdoor activity or on stage indoors. It is easy for Cub Scouts because most of the speaking is done inside the tent, out of sight of the audience, so lines could be read instead of memorized.

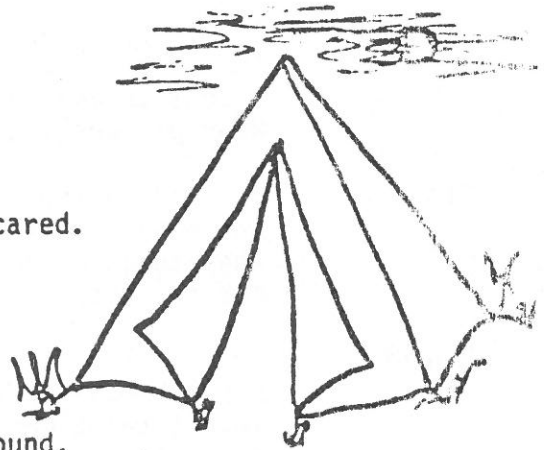
Setting: A tent is set up in the woods. It is a very dark night. Boys are inside tent.

Characters: Jim, Pete, Ben, Tom (and as many others as you wish to include in the dialogue).

Pete: Hey Ben, You all right?
Ben: (sleepily) Yes.
Jim: Why don't you guys be quiet. I'm trying to sleep.

(A short pause - silence prevails)

Tom: Hey Pete. You all right?
Pete: Sure.
Ben: Wish I had Skippy here.
Jim: A dog in a tent? What for?
Ben: To keep me warm.
Pete: Yeah, keep you warm. You're scared.
Tom: You guys go to sleep.



(A short pause - silence)

Ben: Listen! What's that noise?
Pete: Just the wind blowing.
Tom: Might be something prowling around.
Ben: What?
Tom: Oh I don't know. A bear, maybe.
Jim: Or a panther.
Ben: A panther?
Tom: Yead, or it could be a coyote!
Pete: A coyote?
Jim: Maybe it's a mountain lion.
Ben: Oh, no!
Tom: Hey, it's coming closer
Pete: Where's my flashlight?
Jim: Look out! It's coming in the tent.

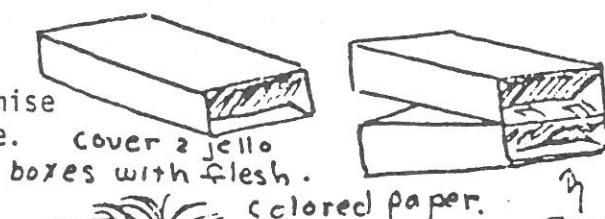
(All yell and run out of tent. Flashlights on Ben, who is holding a dog - toy or real)

All: It's Skippy!

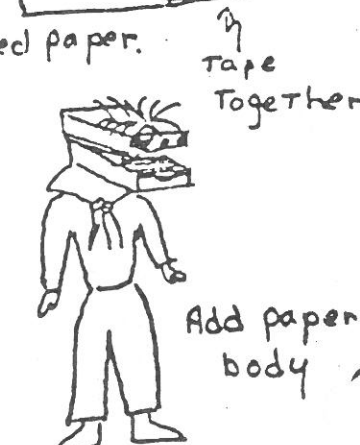
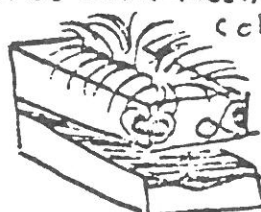
ACHIEVEMENT PARADE

Here is a good simple puppet show. The Cub Scout puppets are made from Jello boxes covered with blue and gold paper. One puppet is made to look like a Boy Scout. As each puppet says his part, a Cub Scout holds up one of the large cardboard insignia posters for the appropriate rank.

1st CS: I'm a little Bobcat
As you can plainly see,
I've learned my Law and Promise
So a full-fledged Cub I'd be.



2nd CS: Now I am a Wolf Cub
With a gold arrow too,
Soon I'll have a silver one
To sew on my shirt of blue.



3rd CS: I'm in my second year now,
And a Bear Cub I've become
I've even earned some denner stripes
When you work, they'll give you one.

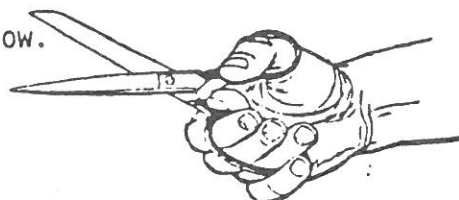
4th CS: Webelos is the name for me,
And now it is the time,
They teach us to be Boy Scouts,
And the dads keep us in line.

5th CS: At last I am a Boy Scout
And my Cubbing days are done,
When I think back the last 3 years,
It really has been fun.



6th CS: Once I was a box of Jello
Sitting in a store,
When a lady came and bought me
And took me out the door.
She used me in a salad,
And I thought my life was doomed,
When she thre me in a basket
Where the other trash loomed.

Then this little Cub Scout
Came and rescued me,
And told me that a puppet I was going to be.
He gave me a face and a brand-new name,
Then started teaching me a puppet game.
Now it's time for us to go,
And we really hope you liked our show.



CUB SCOUT CIRCUS

CLOWNING AROUND BLACKOUTS

Clowns and clown acts are one of the identifying marks of a circus. Here is a series of blackouts for your clowns to perform. "Blackout" means all stage lights are turned off immediately after the punch line in each brief scene. Your clowns can use flashlights to clear off one act and set up the next. Then, lights on!

You may have all your performers in costume or just the ones who speak. In any event, be sure all of your clowns wear clown makeup. You may have as many clowns as you want in each scene; you may also have different groups responsible for one or more of the scenes. Each scene features a Visiting Clown and a Lead Clown, who have the speaking parts. Other clowns carry out the action, as described. Any props needed are indicated in the script.

(First scene: The lights go up to reveal several clowns blowing up balloons until they break. The clowns take more balloons and keep blowing them up and breaking them. Visiting Clown comes on stage and speaks to Lead Clown, who is watching the other clowns.)

Visiting Clown: What are they doing?
Lead Clown: Blowing up balloons.
V. C.: Why?
L. C.: It's a contest.
V. C.: Oh? What does the winner get?
L. C.: Nothing.
V. C.: What does the loser get?
L. C.: He gets to buy more balloons.
(Blackout)

(Next scene: Four clowns are hitting a fifth clown on the head with big rolled-up wads of newspaper.)

V. C. Gracious, what are they doing?
L. C. Trying to knock some sense into him.
V. C. Doesn't it hurt?
L. C. Sure!
V. C. Doesn't he mind?
L. C. No.
V. C. How come?
L. C. It feels so good when they stop!
(Blackout)

(Next scene: All the clowns are looking up at the ceiling. Something very interesting must be going on up there.)

V. C. What are they doing?
L. C. Watching the trapeze act.
V. C. (goes over, looks up, comes back) There's nothing up there.
L. C. I know.
V. C. You know? Then, what are they looking up for?
L. C. They're rehearsing.
(Blackout)

continued on next page

BLUE & GOLD SKIT

The narrator, the 'spirit of Lord Baden-Powell' is a Den Chief in full uniform, wearing a campaign hat. He reads the script from a lectern, while Cub Scouts in uniform come on stage one by one.

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

(First boy approaches in complete uniform)

NARRATOR: The two colors of the Cub Scout uniform have a meaning. Blue stands for truth and loyalty; gold for good cheer and happiness.

(Second boy enters carrying Wolf book and Kipling's Jungle Book)

NARRATOR: Early Cub Scout ceremonies were based on Kipling's Jungle Tales. When Cub Scouting was organized in America in 1930, Indian themes were used

(Third boy enters with a craft project of wood)

NARRATOR: Cub Scouting means fun. We have lots of fun. But most boys like making things . . . real boy projects . . . things they can play with or that follow the monthly theme.

(Fourth boy carries a nature collection)

NARRATOR: Cub Scouts like to go on hikes and collect things for their nature collection or the den museum. They like the outdoors.

(Fifth boy carries a 'buddy burner')

NARRATOR: Most Cub Scouts like to go on picnics. All boys like to eat. It is even more fun when they can cook their own food.

(Sixth boy - the smallest Cub Scout - enters holding American flag)

NARRATOR: Cub Scouts are proud to be Americans. They are proud of their flag. They are also proud of their pack flag (points to it) because it reminds them they are part of years of Scouting. They belong!

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

THE CLOCK AND THE BOY

Equipment - A metronome, a microphone.

Setting - The metronome is placed near the microphone so that the sound will be magnified. The narrator speaks into the microphone offstage.

Narrator - (As metronome begins ticking) Oh, no. Don't turn around. There aren't any actors here - - just a voice and a clock - - a voice and a clock. (Pause for ticking.) You see, the actors are you - - and the only stage setting we need is a boy, and you can't see him because he is a mile away - - or 10 miles away - - or 50 - - or 100 - - or 1,000. No - - all we have here is a voice and a clock - - (Pause) - - and you - - and the boy in your mind.

That boy in your mind - - he's a Cub Scout - - or is he? He's a boy in the den - - or is he? He's in uniform and he's growing in character and developing in citizenship and he's having fun - - or is he? Or is he the boy you didn't reach quite far enough to touch? (Pause) Well - - you say we've reached him? That's that! We've done it, folks! Another Cub Scout! We've done our job - - But have we? Let's see - - let's check it out.

Adventure - - fun - - comradeship - - exciting new things to do - - recognition - - a chance to grow - - the REAL Cub Scout program! Look at the boy - - the one you have in your mind. Does he just belong to a pack? Or does he really get the Cub Scout program? Only you can answer that. You - - and the voice - - and the clock (Pause) - - and the boy.

There stands the boy. He is 7 or 8 or 9 or 10. No. Wait a minute. He's 7, 8, 9, or 10, but he doesn't just stand there. Remember the clock? - - (Pause) - - with each tick of the clock he is getting older.

When you're 30 or 40 or 50 that tick is pretty distinct, isn't it? But when you're 10, time goes rather fast - - and when you are 7, the only time there is is now! We can circle the globe in hours. The atom explosion takes 1/16 of a second. That doesn't leave much time, does it? So that's where the voice comes in - - the voice in the back of your head that says: "We can't wait too long to reach out and touch that boy - - and when we've touched him, we can't wait too long to give him the REAL THING. And when we do give him the real thing, we can't stop too long to pat ourselves on the back, because that boy has a younger brother, or a friend next door. Our community, our nation, and the future of the world stand here beside us with the voice - - the close - - (Pause) - - and the boy. God give us strength to do the job.

CUB SCOUT CIRCUS

THE LION TAMER

CHARACTERS: Ringmaster, Lion Tamer, 3 Lions

PROPS: Hula hoop (wrapped with crepe paper flame), whip, cap pistol, water pistol, applause sign, 3 boxes or stools for lions.

RINGMASTER: Ladies and gentlemen! I am proud to present "The Great Gonzalez and his fierce man-eating lions, fresh from the jungles of Africa!"
(Holds up applause sign as Lion Tamer enters)

LION TAMER: (bowing) Thank you! Thank you! Now I will introduce my pets.
(He cracks whip) Nero! (Nero enters, roars and climbs onto box) Rex!
(Rex enters, roars and mounts box) (cracking whip) Killer! (Killer enters, roars and mounts box while Ringmaster holds up applause sign. Lion Tamer bows too close to lions. Nearest lion roars and nips at the seat of his pants as he jumps aside.)

LION TAMER: Now the lions will build a pyramid! Nero! Tex! Killer! (He cracks whip and each lion, as he is called, gets off box. Two stand on all fours while the third lion climbs on their backs. All do a lot of roaring. Lion Tamer cracks his whip and lions break the pyramid and prowl, roaring. Lion Tamer cracks whip again to drive them back to boxes and shoots cap pistol. At shot, all lions return to boxes but roar fiercely. Ringmaster holds up applause sign. Lion Tamer bows, and lion nips him again)

LION TAMER: (moving to safe distance) Now Ladies and Gentlemen, to show you how fearless these lions are, they will jump through a burning hoop! (Holds up 'ring of fire' but lions sit tight and paw the air with their front paws in a downward motion. Lion Tamer lowers hoop a little. Lions repeat the action and Lion Tamer lowers hoop a little more. Lions repeat action a third time. Lion Tamer shrugs, rests hoop on ground, and the lions scoot through, as Lion Tamer looks sheepishly at audience. Ringmaster holds up applause sign. Lion Tamer bows and gets nipped again. He cracks whip and shoots cap pistol to chase roaring lions back up on boxes)

LION TAMER: I shall now try a daring feat! I shall put my hand in the ferocious Killer's mouth! (Killer roars menacingly.)

LION TAMER: (gingerly putting hand in lion's mouth) Easy now, boy. (As he draws away, he hides his hand in his sleeve. He lifts arm, shouting:) Look, no hand!

(Ringmaster holds up applause sign. Lion Tamer brings his hand out and shakes hands with Killer. Killer roars. Lion Tamer bows and gets nipped again. Lions get out of hand, jumping off boxes, prowling and roaring. Lion Tamer cracks whip again and again.)

LION TAMER: (grabbing water pistol and shooting at lions) Oops, wrong gun! (He turns to audience, spraying them. All lions roar and come after him, chasing him off stage as he drops gun and runs away).

(CURTAIN)

- Pack-o-Fun Magazine

CLOWNING AROUND BLACKOUTS (continued)

(Next scene: The clowns are all walking around, tip-toeing. All is very quiet. A sound is heard.)

V. C. What are they doing?
L. C. Shhhh.
V. C. What's the matter?
L. C. Mr. Vavoom is here!
V. C. Who's he?
L. C. The human cannonball .. he gets shot from a cannon.
V. C. So what?
L. C. So we're tiptoeing.
V. C. Why?
L. C. He can't stand noise.
 (Blackout)

(Next scene; Clowns are watching one clown who's cracking a whip at a frozen chicken on the floor.)

V. C. What's he doing?
L. C. Practicing.
V. C. Practicing what?
L. C. He wants to be a lion-tamer.
V. C. (goes over and looks at object on floor) But that's not a lion!
 That's a chicken!
L. C. So's he!
 (Blackout)

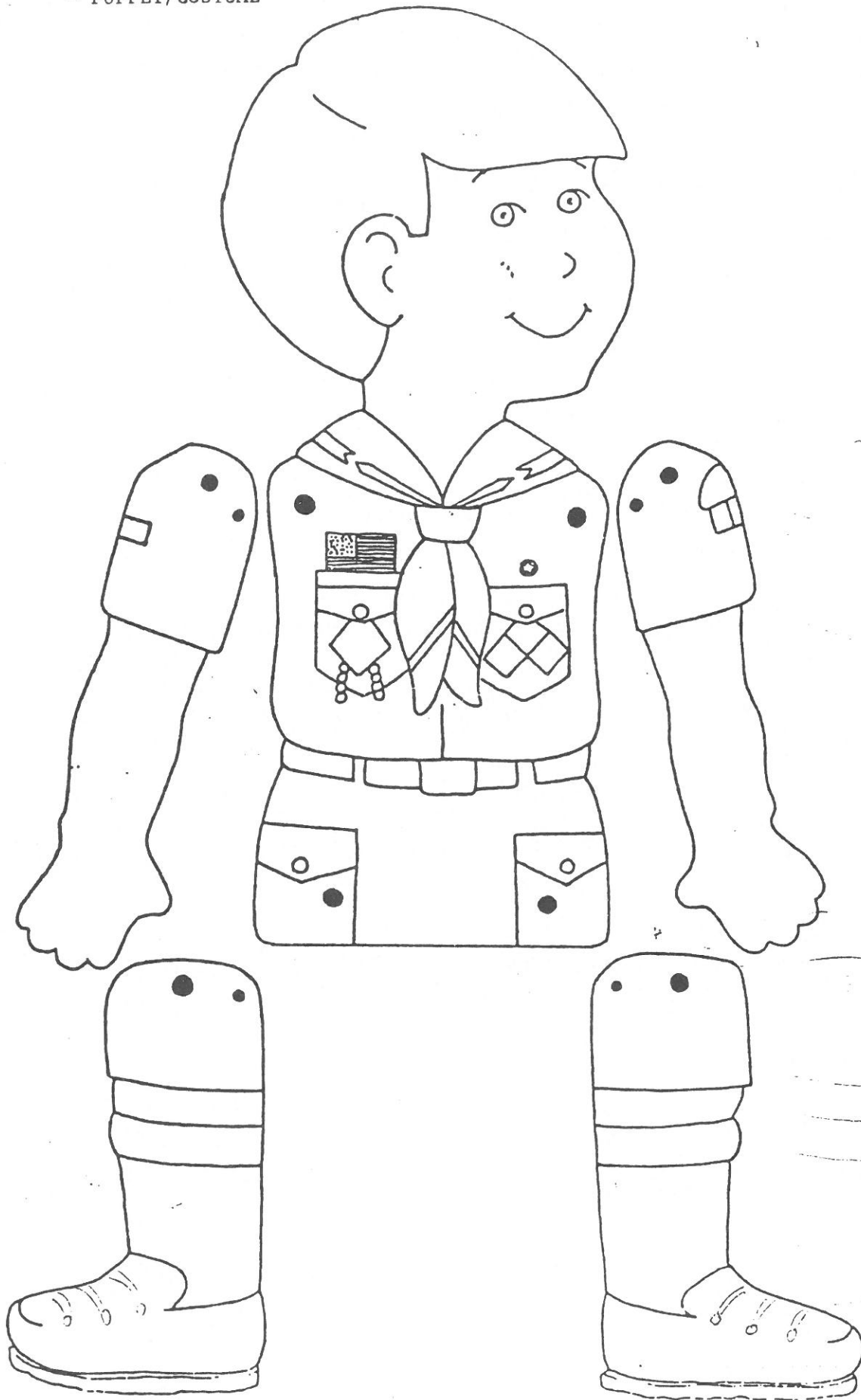
(Next scene: All clowns are crawling around on all fours in search of something. What do you suppose it is?)

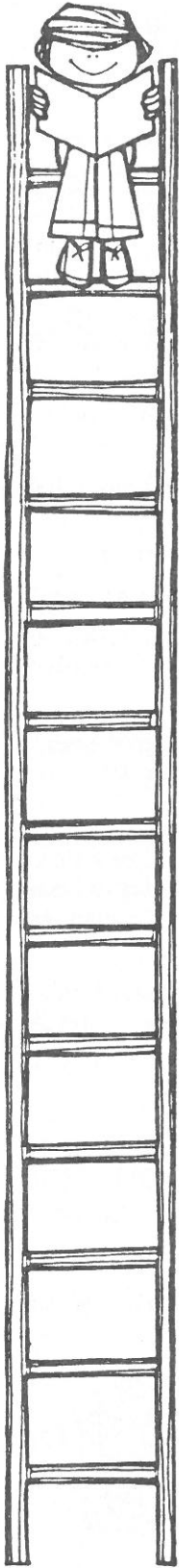
V. C. What are they doing?
L. C. Looking for the trained flea.
V. C. That's hard to find!
L. C. Yeah. They think he might have run off.
V. C. Oh? With another flea?
L. C. No, with a dog!
 (Blackout)

(Next scene: All clowns are sobbing and wailing and trying to console each other. They are carrying on something awful.)

V. C. Why are they crying?
L. C. The circus is over.
V. C. They'll be back next year.
L. C. They know.
V. C. They know! Then why are they crying?
L. C. 'Cause they have to go home.
V. C. But they'll see their mothers.
L. C. That's just it!
V. C. What do you mean?
L. C. They'll have to take their makeup off.
V. C. So what?
L. C. Well, you know mothers! They'll have to WASH.
 (All clowns set up mighty wail as curtain closes)

- PUPPET/COSTUME





CLIMBING THE LADDER OF SUCCESS

Develop a concern for those things which are important to puppetry:

MOVEMENT: There must be movement! When the puppet speaks it must move. The puppet speaks best through movement. It must relate to what the puppet is saying or doing. The audience should understand the movement even without words. Practice in front of a mirror!

SIMPLICITY: Puppetry can be very complex, but it is hoped that you will explore the use of simple puppets to tell simple stories.

HUMOR: There is humor in the puppet. The puppet is an exaggeration, and that is humorous in itself.

IDENTITY: The puppet has an identity. It is a person, an animal, an object, a vice, a virtue. It projects this identity through its abstracted movement, visual design, and voice (if one is necessary). If these three elements work together, the puppet is successful in its purpose.

FINALLY: The puppet tires easily. It likes to make short speeches (when it must talk). It likes to be on stage for only a short time. It likes to be in short plays. Consider its likes and dislikes - the puppet may "die" if its working hours are extended beyond its capabilities.

TEN MISTAKES TO AVOID AS YOU CLIMB THE LADDER

(There's probably more than ten, but it's a start.)

1. Sinking - Be conscious of how high your puppet is at all times. Keep the arm up.
2. Breaking Character - Be consistent, don't change voice or characterization half way through the show.
3. Weak Voice Projection - Speak up!
4. Poor Diction - Speak clearly.
5. Out of Sync Movement - Add realism and believability to the character.
6. Wordy Scripts - More action, fewer words.
7. Complicated Plot - KISMIF
8. Poor Eye Contact - Control direction puppet looks.
9. Scene Changes - Too Long and Too Many - Don't take a long time, or plan too many. Boring.
10. Poor Finale - Don't treat your audience to a lively, entertaining show and spoil it with a poor finale.



TIPS - PERSONALITY, PERFORMANCE, PRODUCTION

Keep in mind.....

Puppets will be more appealing if given a definite personality, his own special character which is unlike any other puppet on stage.

Make him an outstanding individual with his own mannerisms, with his special way of dressing, and with his own way of walking and talking.

Facial features of the puppet will help make him outstanding in appearance. Give him a face that will attract attention.

Facial features should be exaggerated...an extra big nose or a crooked mouth, so the audience can recognize him easily.

Let the puppet speak and act according to the kind of person that he represents.

When putting on a puppet show, keep actions clear and simple.

Be sure the audience can tell which puppet is doing the talking.

Jiggle the talking puppet a little as he talks, nod his head or move slightly forward. Other puppets on stage should remain still until their turn to speak.

Be sure to speak clearly. It is harder to understand a person's voice when you can't watch his face and lips while he talks.

Do not hide one puppet behind the other.

Puppets feelings and actions should be exaggerated. An excited puppet would be wildly excited, while a tired puppet should groan and sag so wearily that the audience knows instantly how tired he is.

Often 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."

Think of actions a puppet can do best and include them.

Be sure there is plenty of room behind the scenes for all puppeteers. Crowding will inhibit spontaneity.

Practice...practice...practice. Get comfortable with the puppet.

Look for ways to heighten suspense in the play.

Utilize opportunities for the puppets to exchange repartee with the audience.

Plan frequent entrances and exits - it holds the audience interest and avoids too many on stage.

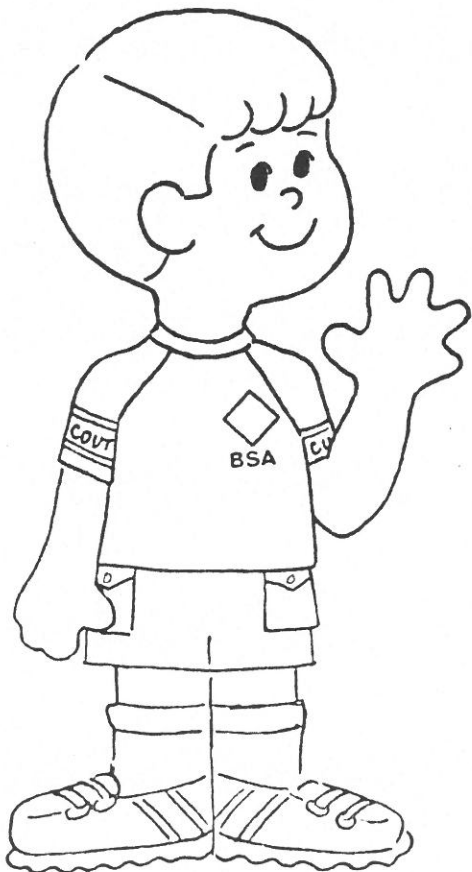
Teach puppeteers to wait for laughs.

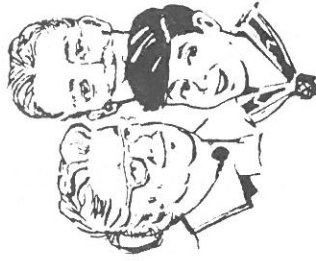
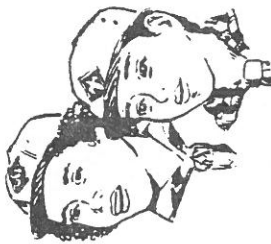
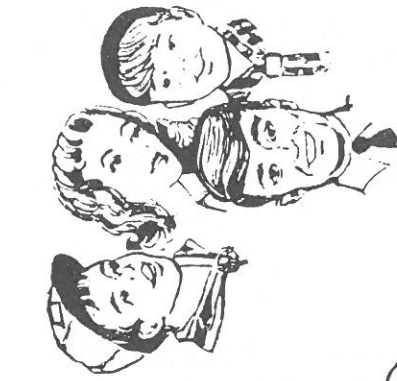
Have good prompters.

Enjoy what you are doing -- HAVE FUN!

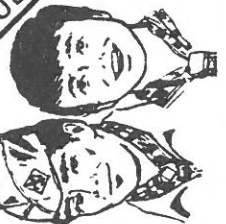
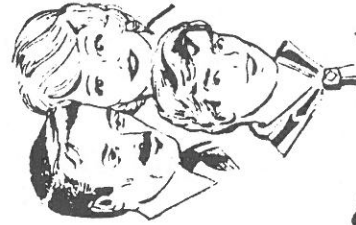
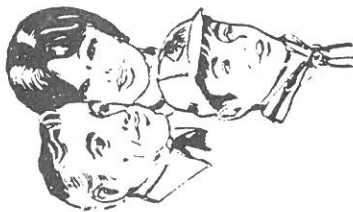


FAMILY ENRICHMENT





CUB SCOUT FAMILY AWARD



PRESENTED TO

_____ OF PACK _____

CHARTERED ORGANIZATION _____ DATE _____

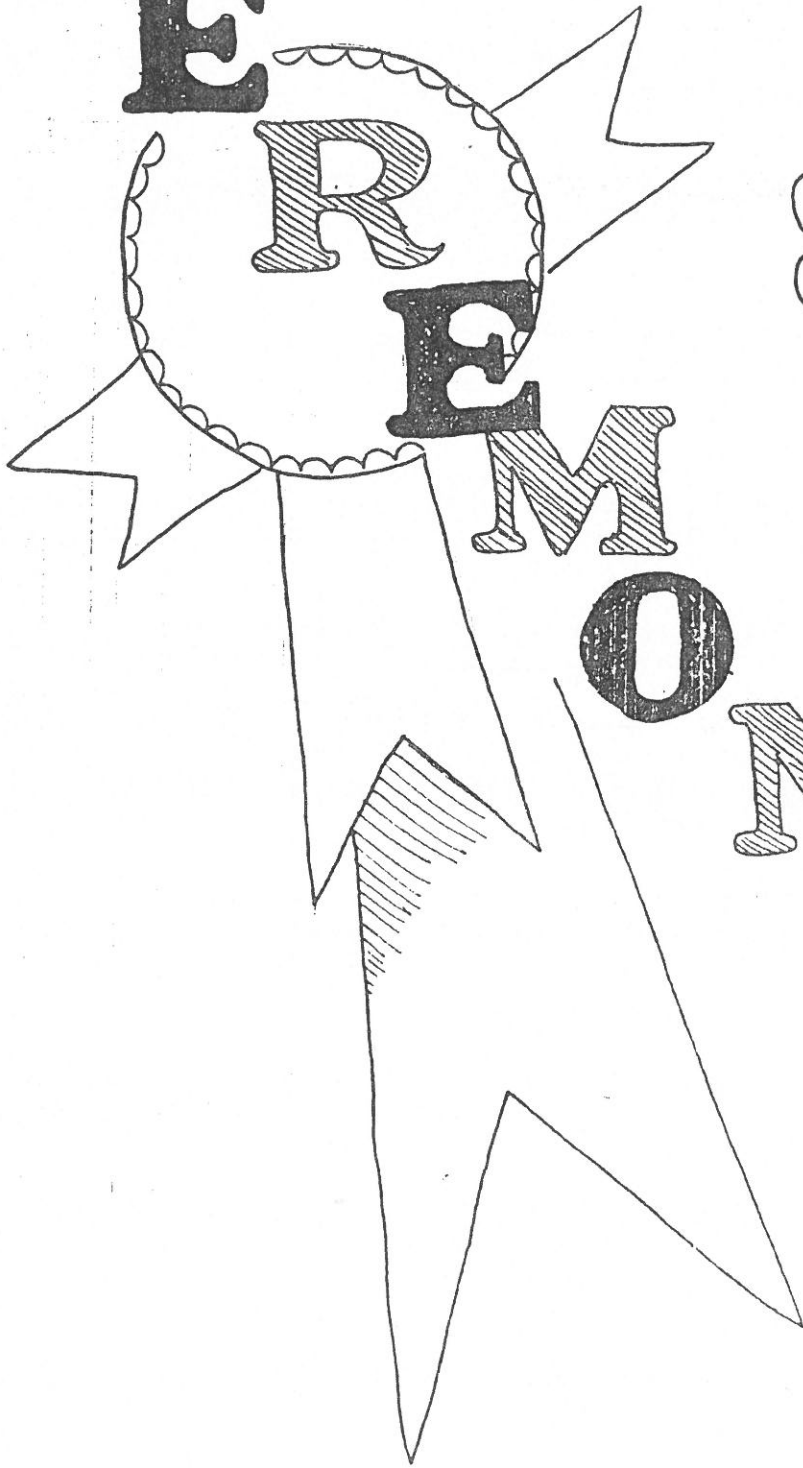
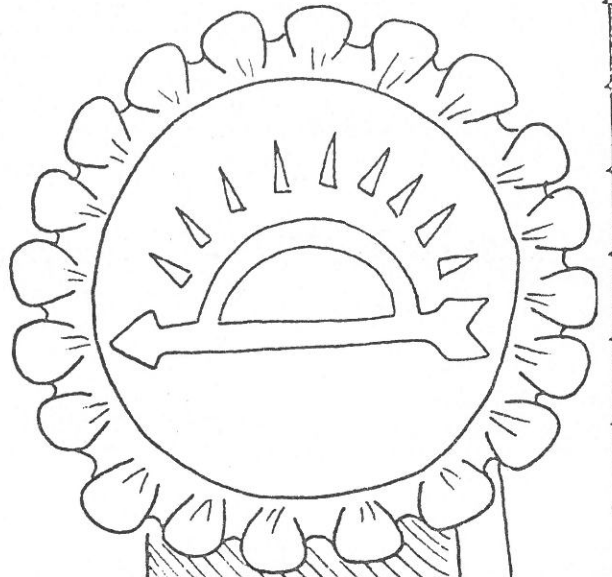
Cub Scout Family Award Requirements

REQUIREMENTS TO BE COMPLETED DURING THE YEAR (COMPLETE 12 MONTH PERIOD)

- * The family attended all monthly pack meetings during the year and had a boy in the pack who advanced one rank during the year.
- * The family served on at least one pack committee project during the year.
- * The family recruited another family into Cub Scouting.
- * The family attended religious services of its choice at least once each month.
- * The family assisted the Cub Scout in his required advancement to earn the Cub Scout/Webelos Scout Award.
- * The family assisted in one pack sponsored community activity.
- * The family assisted their son in planning his outdoor project for the Cub Scout/Webelos Scout Award.
- * The family participated in a service project for their pack's chartered organization.

AWARD: A Cub Scout Family Award Certificate, No. 3710, is presented by the pack at the completion of the award requirements.

CEREMONIES



DIFFERENT TYPES OF CEREMONIES

OPENING AND CLOSING

Often quickly passed over, the opening and closing ceremonies are very important parts of your den or pack meeting. The opening will set the tone of your meeting. The closing is equally important. Most people will remember the last thing that happens at a meeting; a good closing will send them home with a good feeling about your pack. These should be theme oriented or have something to do with a holiday which occurs during that month. Dens should take turns doing the opening and closing ceremonies at pack meetings.

ACHIEVEMENT

The most important of all ceremonies is the achievement ceremony. If you have a shortage of time and SOMETHING must be cut from your program, the achievement ceremony should be the LAST to be eliminated. When a Cub Scout works very hard to complete a project or award, he is looking forward to being recognized for his endeavors. This is just as important at a den meeting as it is at a pack meeting. When a Cub receives the praises of his peers for a job well done, it goes a long way in building his character as well as boosting his ego. I have yet to see a mom or dad who doesn't like to see their son recognized for a job well done.

Achievement isn't limited only to Wolf, Bear, Webelos activity badges, or Arrow of Light. Achievement is also winning the pack Pinewood Derby race or collecting the most bags for Good Turn Day. In fact, achievement is anything a Cub Scout does that requires him to work, be resourceful, or plan and carry out. Remember, the important thing is that he completed something he started and DID HIS BEST.

INDUCTION

Because this is the boy's first impression of Cub Scouting and the pack, it should be very impressive. Here is your opportunity to also impress upon the parents their responsibility to their son and the pack.

GRADUATION

Every Webelos Scout upon turning eleven years old, should be recognized with a graduation ceremony. The ceremony should include den and pack leaders, parents, the prospective Scoutmaster and Senior Patrol Leader. There should also be recognition at the troop level. When Webelos become Scouts, the emphasis in these ceremonies should not be merely to graduate the boy out of the pack, but to graduate the family into the troop. There is no official graduation ceremony, but there are some excellent suggestions in Staging Den and Pack Ceremonies. Use them as they are, revise them to suit the need of your pack, or write your own. Be imaginative and original; vary your ceremonies so they will be a little different each time, and whenever possible, involve the parents, den leaders, and Scoutmaster.

OTHER

The annual charter presentation should, when possible, be held at a meeting of the chartered institution. The charter should be presented to the institution head unless he/she directs otherwise. If possible, the leaders and Cub Scouts and their parents should attend. Here is an opportunity for the institution members to learn more about Cub Scouting.

"CEREMONIES"

WHY CEREMONIES?

- To establish a regular plan to present awards promptly, as soon as possible after they are earned.
- To provide high points in the advancement plan.
- To focus attention on the accomplishments of Cub Scouts and Webelos Scouts by awarding Wolf and Bear badges, Webelos Arrow of Light, activity badges and arrow points and recognizing parents at the same time.
- To give special recognition to Cub Scouts and parents for recruiting, service projects, and special activities.
- To honor pack leaders by recognizing the den chiefs, den leaders, Cubmaster, assistants, Den Leader Coaches, Webelos den leaders and pack committee.
- To make visitors and guests welcome by 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 those watching.
- To promote parent participation by helping 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 to both den and pack, helping provide a change of pace, indicating when something important is coming up, and getting and maintaining control in meetings.
- To help develop the theme of the month.

NO MAN STANDS SO TALL AS
WHEN HE STOOPS TO HELP A BOY!

CEREMONIAL PROPS

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

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

A blue and gold tablecloth. This will add color to your head table which holds the badges and other ceremonial equipment. Make the tablecloth to fit from yellow or gold fabric and trim it with blue binding. Use washable fabric, so it will be easy to take care of.

Electric candles. These can be made from discarded electric candle-type Christmas wreaths. Run the wiring through a piece of conduit or heavy cardboard tubing for the candle part. Cover with blue or gold foil gift wrap. Posters of the various ranks can be placed on a small easel between the candles on your head table.

Candles. Candle ceremonies are impressive. The color of the candles can have special significance. Logs, log slices or pieces can be used as candleholders, as well as holders made from wood, plaster, metal, etc.

Indian headdress. These are sometimes difficult and time-consuming to make, but most Cubmasters think it is well worth the effort. With careful storage, a headdress will last for years. Transferring the headdress from the outgoing to the incoming Cubmaster is a beautiful act. The headdress alone, worn with the Scout uniform is adequate, unless you wish to make other Indian costume parts.

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

Bridge to Scouting. A bridge can be built from logs or scrap lumber, using dowling for poles and white rope to string along the top. Graduating Cub Scouts look forward to crossing the bridge and being met by the Scoutmaster of the troop they are joining. It is a good idea to build the bridge so that the poles can be removed for easy storage.

Arrow of Light. This can be cut from scrap plywood, painted yellow and mounted atop another piece of plywood for the base. Holes can be drilled to hold candles.

Costumes. It is effective for the Cubmaster to wear a costume fitting the monthly theme. You won't want to do this every month, of course, but on special occasions such as Christmas, or themes such as Tournament or Trailblazers, Cub Scouts will enjoy receiving their awards from Santa Claus, King Arthur or an old witch.

INGREDIENTS FOR CEREMONIES

There will be times when no ready-made ceremony will fit your need. In that case, build your own. Keep these few things in mind and you will come up with a winner every time!

ACTION - Use as many people as possible. Force them to move about by having them use ceremonial props.

ADVENTURE - Relate the ceremony to the theme of the month, if possible. Have the participants identified with the theme through action, narration, and costume.

COORDINATION - Plan ahead, anticipating each step in the ceremony. Anticipate the props which will be needed and start work on them as soon as possible. Take nothing for granted. Explain the WHO, WHAT, WHEN of the ceremony.

DELEGATION OF RESPONSIBILITY - Don't try to do everything yourself. Rely on others to help, but be sure to have a hand in the entire planning.

DIGNITY - Do not permit any horseplay or other action which will detract from the dignity of the occasion if you want to hold the attention of your audience.

IMAGINATION - Get showmanship into the act. If the Cubmaster doesn't have a dramatic flair, rely on someone to produce the ceremonies.

IMPROVISATION - Use materials easily found, low-cost materials. Recycle some would-be trash items for props.

INSPIRATION and IDEALS - Help the participants and audience understand the spirit of Cub Scouting and the theme by your preparation of the ceremony.

MAKE-BELIEVE - Use lots of make-believe. Boys this age LOVE it.

MOOD - Set the stage. Use lighting, make an announcement, music, or a prop. Don't spring it on the audience cold and expect them to respond.

PARTICIPATION - Get the parents involved with their son; the Den Leaders with their dens; outside persons to complement the theme. Get as many people as appropriate to participate in the ceremony. It is through participation that boys develop poise, self-reliance, and confidence.

SIMPLICITY - KISS IT. Keep it simple, make it fun.

SYMBOLISM - The proper use of props can provide symbols of deeper meanings and values you want to instill. A lighted candle can represent the ideal, an individual, etc. A paper chain can represent unity, strength.

PROPER STAGING - Always face the audience. Elevate participants so everyone can see. Make sure everyone can hear.

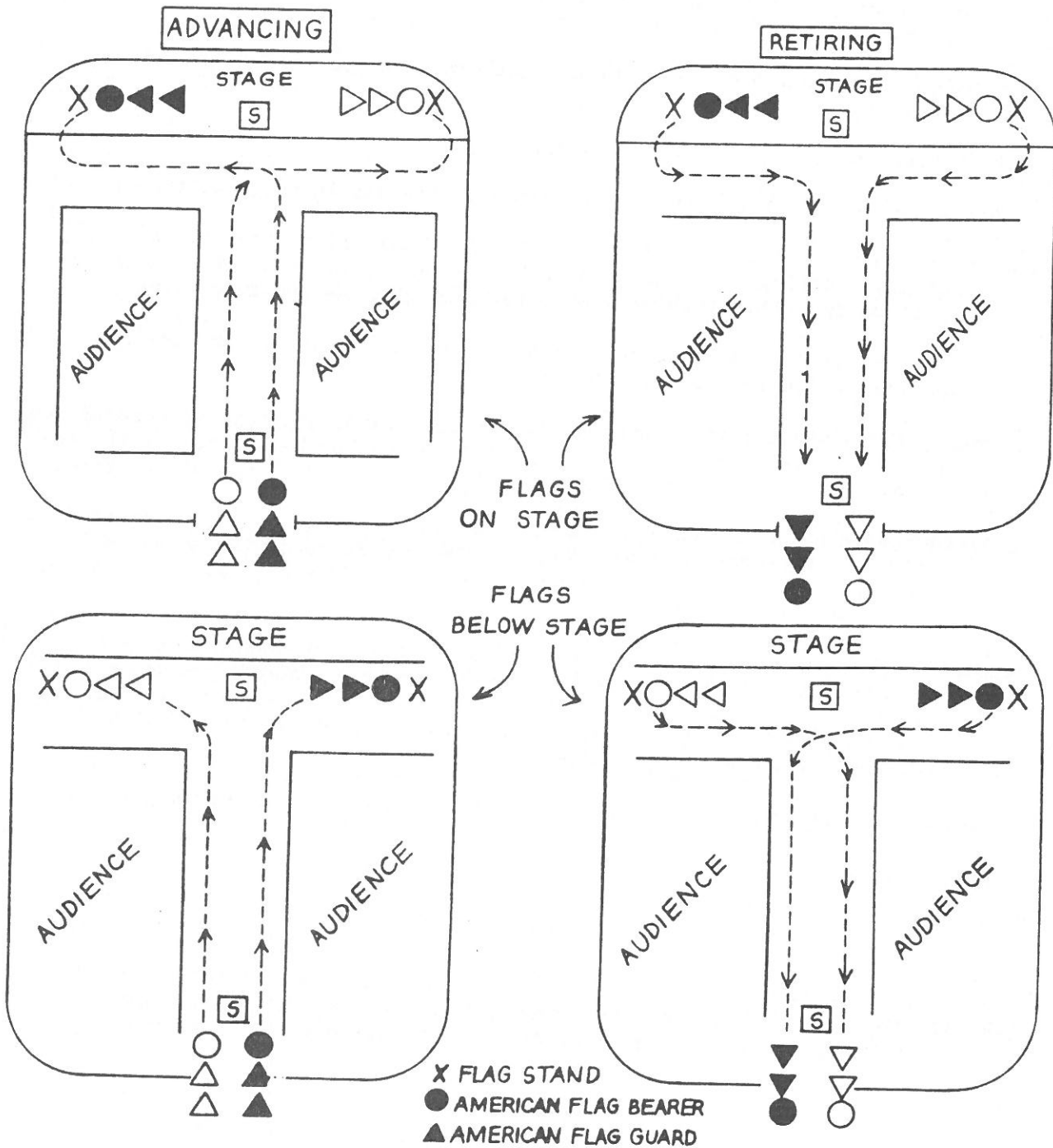
VARIETY - Avoid repeating the same ceremony meeting after meeting, either in the den or pack. No matter how well it is received the first time, it may be a bore the second time.

ARRANGEMENT FOR FLAG CEREMONY

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

If flags are posted on audience level, the American Flag will be placed on the audience's right. In this case, the flags do not cross.

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



HINTS FOR CEREMONIES

These are some suggestions which will help in the preparation and production of ceremonies.

- ...Keep them simple.
- ...Try to make it possible for every boy to take part.
- ...Emphasize action rather than words. Keep speaking parts for boys to a minimum. Boys seldom talk loud enough to be heard. Use sound system if needed. Besides, if a part isn't recited word for word, so what? Beforehand, see that each actor has clearly in mind what he is to say, and the presentation will run smoothly. Believe it.
- ...Consider your audience. A ceremony that can't be seen or heard won't be successful.
- ...Pronounce names distinctly and correctly.
- ...Allow the boys a chance to help in the planning and in building props.
- ...Prepare awards and badges in advance in the order which they will be presented. Nothing is worse than to have people waiting to receive their award while you're looking around for it. Pin the awards to cards.
- ...Pin on pin-type awards. Present badges. Hold placques so audience can see them while you read inscription.
- ...Notify those who are to be awarded of the day, time, and type of recognition to be presented. A Den Leader may want to get her hair done for the occasion. A Cub may want to comb his hair and have Mom iron his uniform.
- ...Avoid mass ceremonies for presentation of awards. Each boy is an individual and should be recognized as such. If the den is receiving an award, make sure you announce the name of each boy...after all, each one of them is a member of the den.
- ...Use the American flag as often as possible. Your pack should have both the American flag and a pack flag, plus two flag stands. You will probably find the 2' x 3' flag more satisfactory for ceremonial use than the 3' x 5' flag because of the small size of some of the Cub Scouts who will be carrying them.
- ...Don't get carried away with long, flowery speeches. If a ceremony lasts 10 minutes, it's TOO LONG!

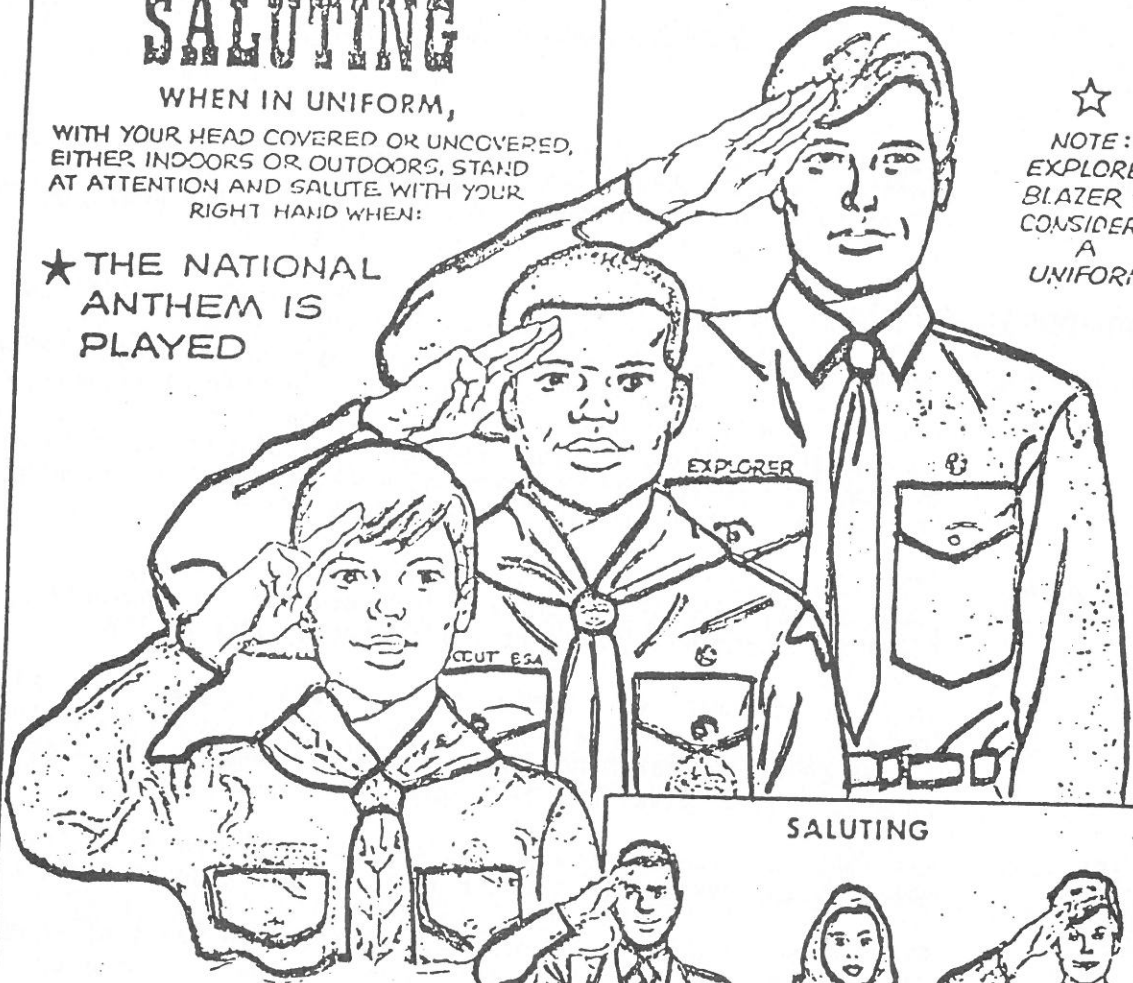
REFERENCES

Pow Wow...District Roundtables...¹¹Staging Den and Pack Ceremonies¹¹...¹¹Cubmaster's Packbook¹¹...¹¹Den Leaders' Denbook¹¹...¹¹Group Meeting Sparklers¹¹...¹¹Boys' Life magazine...Scouting magazine...other pack and den meetings.

SALUTING

WHEN IN UNIFORM,
WITH YOUR HEAD COVERED OR UNCOVERED,
EITHER INDOORS OR OUTDOORS, STAND
AT ATTENTION AND SALUTE WITH YOUR
RIGHT HAND WHEN:

- ★ THE NATIONAL ANTHEM IS PLAYED



★
NOTE:
EXPLORER
BLAZER IS
CONSIDERED
A
UNIFORM.

- ★ THE COLORS ARE RAISED OR LOWERED
- ★ DURING RECITATION OF THE PLEDGE OF ALLEGIANCE
- ★ AS THE FLAG PASSES BY IN A PARADE OR REVIEW
- ★ A FLAG-DRAPED COFFIN IS PASSING
- ★ WHEN "TAPS" IS SOUNDED AT A FUNERAL.

SALUTING



WHEN NOT IN UNIFORM

DURING THOSE CEREMONIES: STAND AT ATTENTION, PLACE YOUR RIGHT HAND OVER YOUR HEART. MEN, IF COVERED, REMOVE HAT, HOLD IT OVER HEART.



IN ATHLETIC COSTUME, UNCOVER, STAND AT ATTENTION. HOLD HAT OR HELMET IN RIGHT HAND.

STANDARD FLAG CEREMONY

Personnel: Flag bearers for American Flag and Pack flag; Color guards for American Flag and Pack flag; Speaker.
(If there is an uneven number of color guards, the American Flag has precedence and should have the most guards)

Equipment: American Flag; Pack flag; Flag stands; Recorded music if desired

Arrangement: Flag stands are in place at front of room or on stage. Flag bearers and color guards are in position in rear of room (see diagram on following page). Speaker may be in rear of room or in any convenient place nearby. Cubmaster usually calls the meeting to order and introduces the den who will perform the ceremony. At this point the speaker advances to the front.

SPEAKER: ATTENTION! WILL THE AUDIENCE PLEASE RISE? (They do)
COLOR GUARD, PRESENT THE COLORS! (or "Color guard, advance")
(Speaker's commands should be given sharply and loudly)

Color guard advances from rear of room (see diagram) with Flag bearers in front, followed by guards. The American Flag should always be on the marching right in the procession. As procession begins, speaker gives his next command:

SPEAKER: HAND SALUTE! (He salutes and audience does likewise) (Speaker's eyes follow American Flag until it is in position in front of room)

Flag bearers and color guards take position in front of room near flag stands. They stand at attention, facing the audience. The flags are held vertically.

SPEAKER: PLEDGE OF ALLEGIANCE, REPEAT! (He begins Pledge with audience joining in)

At this command, the Pack flag is lowered slightly (take care that it does not touch the floor) and full attention is given to the American Flag. Flag bearers and color guards do not salute or repeat Pledge.

When Pledge is finished, the speaker gives the next command, which is the signal for all salutes to be dropped. The Pack flag is raised to vertical position again.

SPEAKER: TWO! COLOR GUARD, POST THE COLORS!

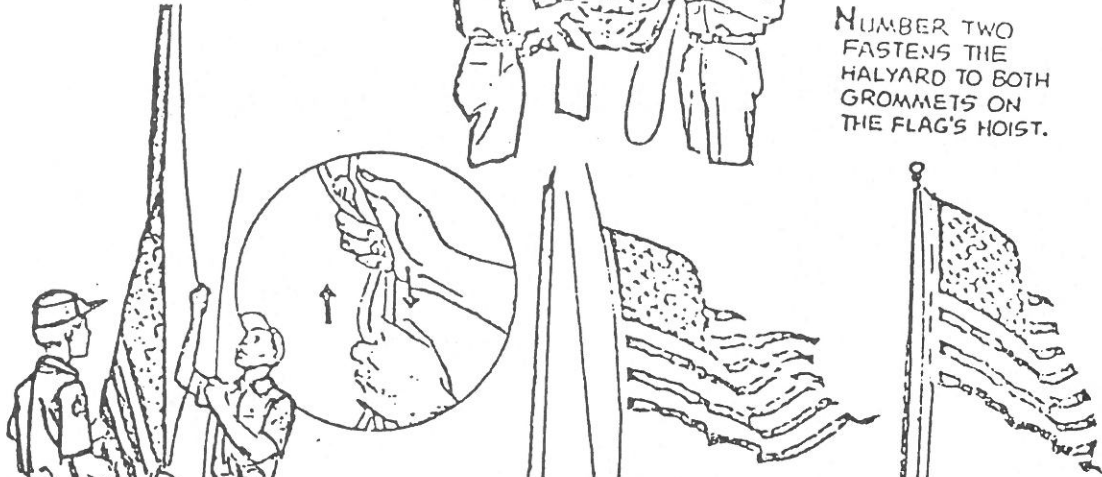
The Pack flag is placed in its stand; then Pack flag bearer and color guards salute it and step back into place. The American Flag is then posted; its bearer and guards salute it and step back into place.

SPEAKER: COLOR GUARD, RETREAT! (or "retire") (Flag bearers lead procession to back of room .. with speaker following last)

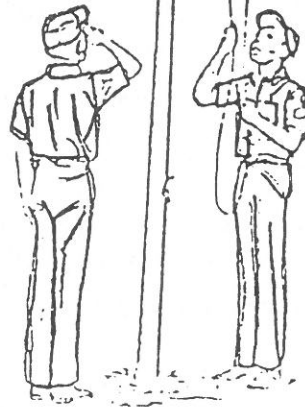
NUMBER ONE THEN LOOSENS THE FOLDED FLAG AND HANDS THE HOIST END TO NUMBER TWO, UNION FIRST, BEING CAREFUL TO HOLD HIS END OF THE FLAG SO THAT NO PART OF IT TOUCHES THE GROUND...



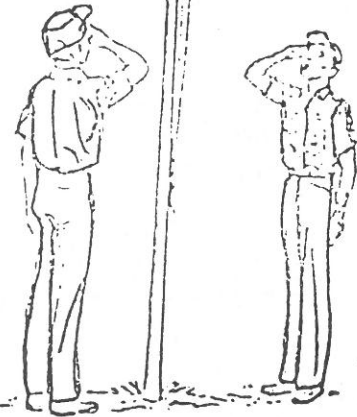
NUMBER TWO FASTENS THE HALYARD TO BOTH GROMMETS ON THE FLAG'S HOIST.



NUMBER TWO STARTS HOISTING THE FLAG BRISKLY HAND OVER HAND WITHOUT A PAUSE. NUMBER ONE KEEPS IT FROM TOUCHING THE GROUND...



UNTIL THE FLAG IS FLOATING FREE, THEN HE STEPS BACK A PACE AND SALUTES - WHICH HE HOLDS.

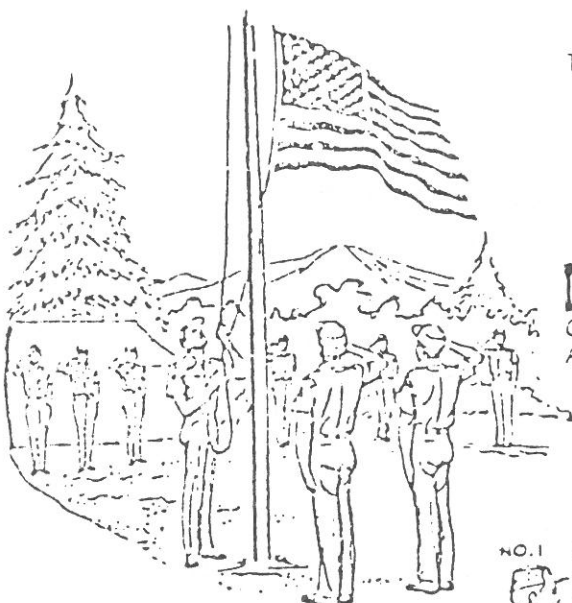


NOTE: NUMBER TWO ALLOWS THE UP HALYARD TO SLIDE THROUGH HIS HANDS AS HE HAULS ON THE DOWN HALYARD TO RAISE THE FLAG.

IF THE BREEZE IS TOO STRONG FOR HIM TO CONTROL THE FLAG, NUMBER ONE HOLDS THE UP HALYARD UNTIL THE FLAG IS AT THE PEAK.

AS SOON AS THE FLAG IS RAISED TO THE PEAK, NUMBER TWO SECURES THE HALYARD TO THE POLE, STEPS BACK A PACE AND JOINS NUMBER ONE IN THE SALUTE. THEN BOTH DROP THEIR SALUTES IN UNISON AND MARCH OFF.

HOISTING THE NATIONAL FLAG ROLLED UP AND SECURED BY THE HALYARDS SO IT CAN BE "BROKEN OUT" ON REACHING THE PEAK (LIKE A SIGNAL FLAG) IS NOT PROPER. THE FLAG SHOULD ALWAYS BE HOISTED UNFURLED.



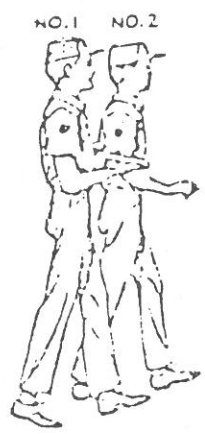
THE FLAG SHOULD BE

HOISTED

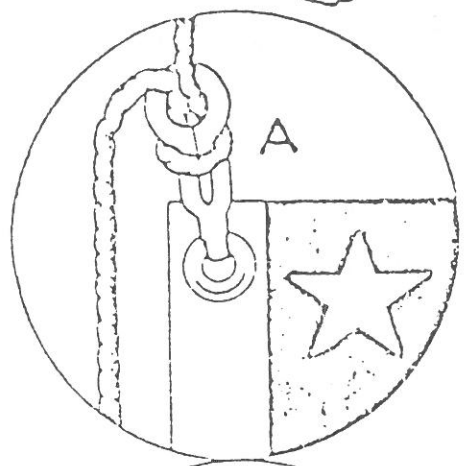
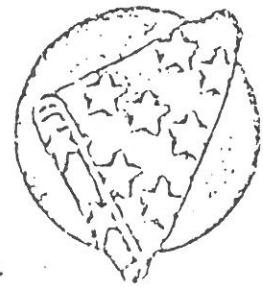
SMARTLY!

IT TAKES TWO TO HOIST THE FLAG PROPERLY. ONE TO SECURE THE FLAG TO THE HALYARD AND HOIST IT—THE OTHER TO HOLD AND KEEP IT FROM TOUCHING THE GROUND.

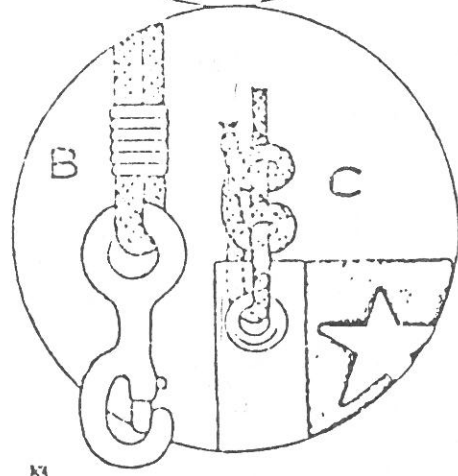
THE TWO FLAG-RAISERS MARCH, IN STEP, TO THE FLAGPOLE. NUMBER ONE, ON THE RIGHT, CARRIES THE FOLDED FLAG.



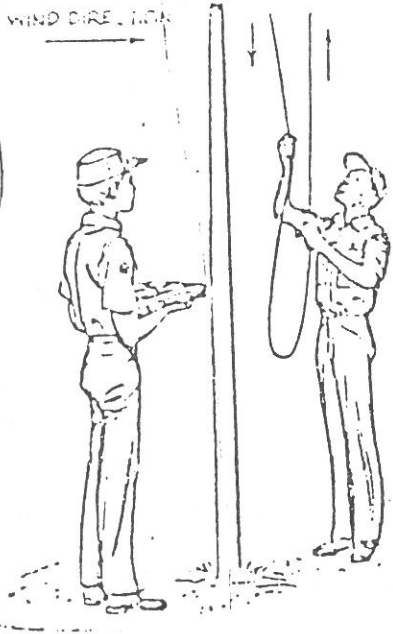
THE FLAG IS ALWAYS KEPT FOLDED WHEN STORED. SEE CHAPTER ON LOWERING THE FLAG FOR FOLDING INSTRUCTIONS.



AT THE FLAGPOLE, NUMBER ONE CONTINUES TO HOLD THE FOLDED FLAG WHILE NUMBER TWO UNFASTENS THE HALYARD FROM THE CLEAT ON THE POLE. HE QUICKLY TESTS THE HALYARD, MAKING SURE IT IS RUNNING FREELY.



THE FLAG MAY BE SECURED TO THE HALYARD BY SNAP RING (A OR B) THROUGH THE GROMMETS ON THE TOP AND BOTTOM OF THE FLAG HOIST, OR WITH TWO HALF HITCHES (C).



THIS IS VERY IMPORTANT—PARTICULARLY WHEN ICE OR RUST MAY HAVE FORMED ON THE PULLEY AT THE PEAK IN COLD WEATHER OR WHEN THE POLE MAY NOT HAVE BEEN USED FOR A NUMBER OF DAYS.

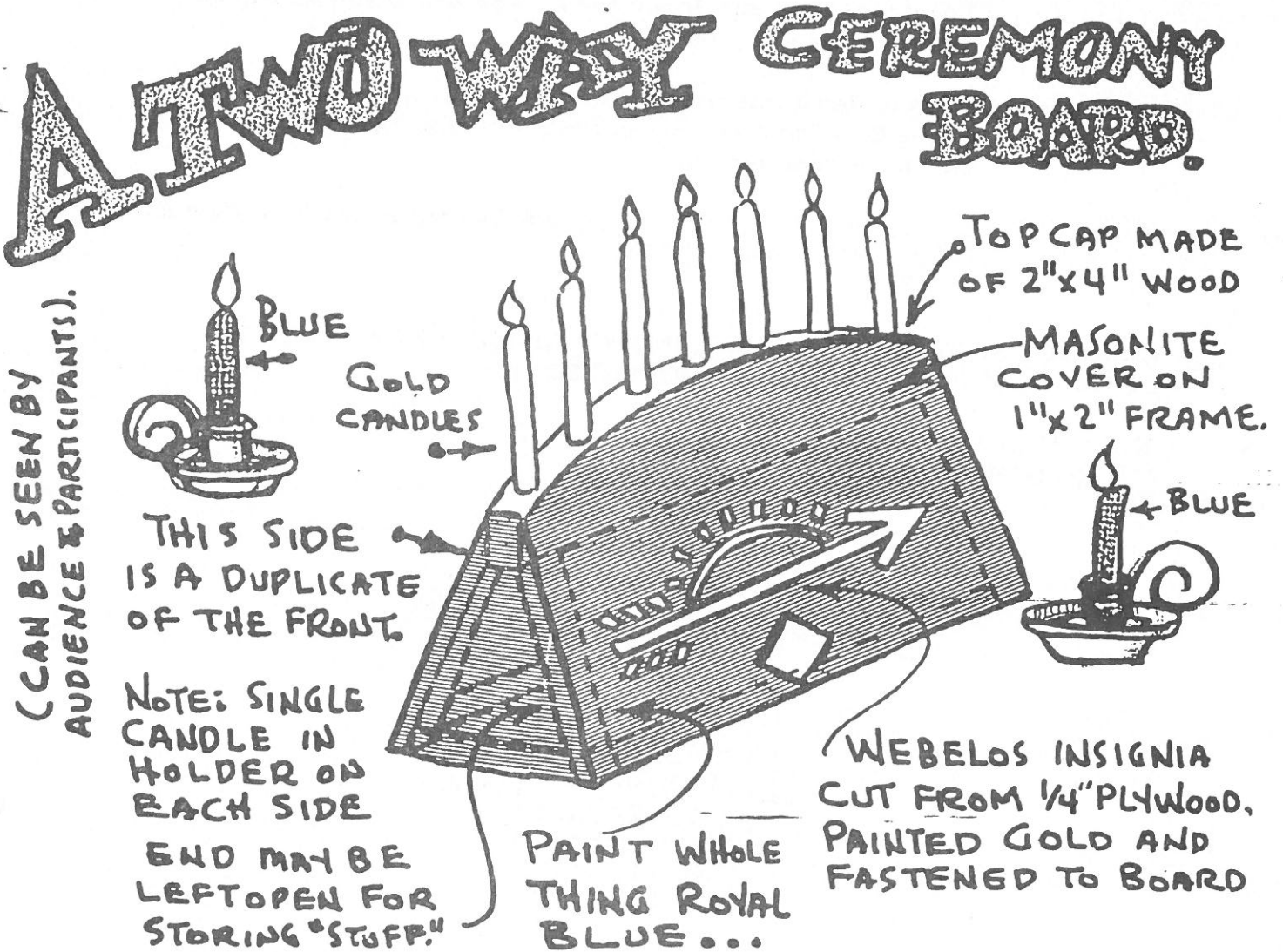
THE FLAG IS ALWAYS HOISTED FROM THE LEEWARD SIDE OF THE FLAGPOLE.

We have with us tonight a new family wishing to join us. Will _____ and his parents please come forward. Mr. _____, will you please accept the Spirit of Scouting from _____, one of our Den Chiefs, and pass it to your son. _____, will you light the yellow candle representing the rank of Bobcat. Mr. and Mrs. _____, you have helped your son complete his Bobcat requirements and have promised to accompany him along the Cub Scout trail. Will you and your son please give the Cub Scout sign and repeat with me the Cub Scout Promise.

Mrs. _____, you may now place your son's neckerchief around his neck. Mr. _____, will you pin his Bobcat badge on his left pocket upside down. (Explain reason.)

It is also a tradition in Pack # ___ that no advancement or awards be given unless a parent or guardian is present to receive them with their son. We now welcome you into Pack # ___ as a Bobcat member of our family of Cub Scouting. Congratulations.

EQUIPMENT: A single white candle in holder to represent the Spirit of Scouting. A simple log holder with four candles: Yellow (Bobcat), Blue (Wolf), Red (Bear), Green (Webelos)



BOBCAT INDUCTION CEREMONY

Personnel: Bobcat candidate, his parents, Cubmaster

Equipment: 1" X 6" board, two nails, two strings 18 inches long, two metal washers.

Arrangement: Drive a finishing nail into each end of the board, slightly off center, with 1/4" left protruding. Print ACHIEVEMENT on one side of the board and PARENT COOPERATION on the other. Tie a washer to one end of each of the strings.

Ask the Bobcat candidate to take the string and the washer and lift up the board from the floor by engaging the washer over a nail. It will slip off.

Ask the Bobcat's parents to try the same thing, with the same string.

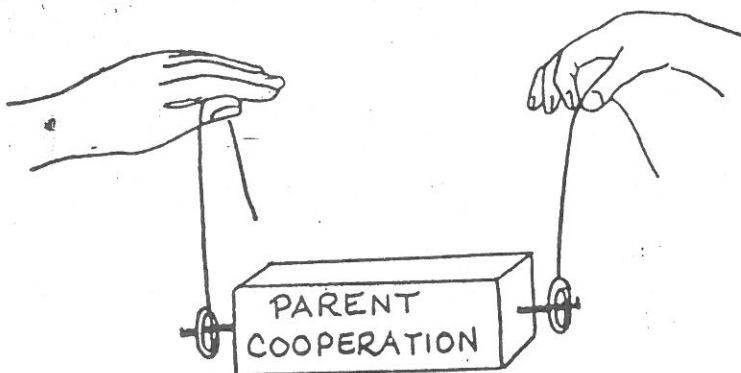
When they have tried and failed, pull the other string out of your pocket and give it to the boy. Tell him and his parents to put a washer on each nail and together pull the board up. Together, they should succeed. The board should flip so the words can be seen.

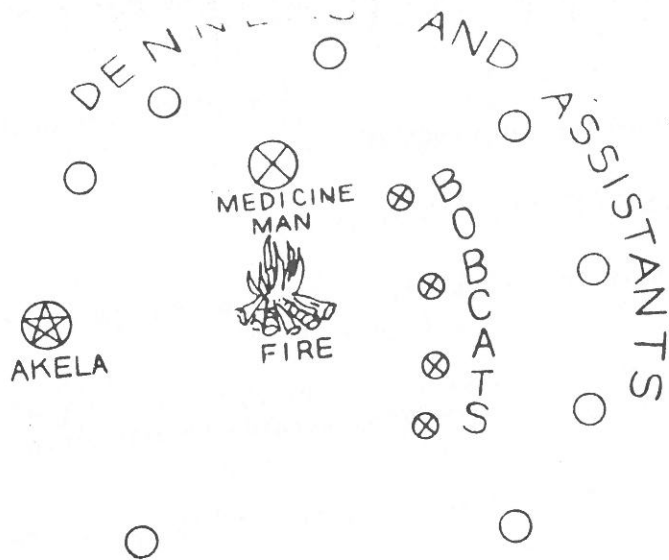
Explain that achievements in Cub Scouting will always depend on the Cub Scout and his parents working together, just as they have done tonight.

- from Torrey Pines Pow Wow Book

ALSO SEE SECTION ON BOBCAT INDUCTION CEREMONIES, p. 71, STAGING DEN AND PACK CEREMONIES BOOK.

SEE BOBCAT INDUCTION "AKELA'S COUNCIL" p. Feb-6 1973-74 CUB PROGRAM HELPS.





BOBCAT
INDUCTION
CEREMONY

PERSONNEL: Akela (Cubmaster), Medicine-man (Den Chief), Denner and Assistant Denner from each den, Drummer, New Bobcats.

EQUIPMENT: Drum, Headdress, blanket (Akela), Indian costume for Medicine-man, council fire, one feather head-band for Denner and Assistant Denner.

(Lights out and drum starts beating slowly. Medicine-man comes slowly in, lights fire and seats himself to the right facing the audience. Denners and Assistant Denners file in quietly one by one and seat themselves in a half circle to the right of the Medicine-man. Drum rolls, slight quickening to pace and "Akela" comes in and stands at the head of circle. Akela raises hand..... drum stops.)

AKELA: Where are the new members wishing to join this tribe? (or pack or den and number) Bring them to the council fire.

Drum beat quickens to a dance beat. Medicine-man dances around new Bobcats and brings them into the circle and seats them on the floor in front of the denners and assistant denners. Drums stop with a roll after Medicine-man is seated.)

AKELA: Will boys seeking entrance into tribe stand and give the Cub Scout sign and repeat after me the "Cub Scout Motto"....."I'll do my best.....and the Cub Scout Promise-----"

(Akela then asks Denner and Assistant Denners)
Do you accept these boys into the tribe?

BOYS: How UGH!!!

AKELA: (With hand raised) We are brothers. We are strong. The Great Spirit is our Father. Let us live at peace with each other. When the great light comes out of the East each day, if it shines on wrongs or anger between tribes, let us gather here at the council fire and seek truth, and light....So may it be!

(Lights on...Akela asks the parents of these Bobcats to come and stand behind their sons as he calls the boys' names and presents badges and shakes their handshe asks the audience to applaud.)

INGREDIENTS FOR CEREMONIES

PLANNING HOMEMADE CEREMONIES

WHO plans them? The assistant cubmaster or a special member of the pack committee or ideas committee or a combination should do this job.

Start ceremonies with the theme. Select an idea as the basis for a story of Cub Scout ideals or accomplishments. Select something related to the theme for a prop.

Determine who will take part---the assistant cubmaster, den chiefs, pack committee, or den leaders.

Set a time limit and **STICK TO IT.**

Assign parts to each helper.

Make sure everyone has an outline of what he says and does. Using your own words as you follow an outline on 3 x 5 cards may work better than juggling scripts. (Scripts should be double spaced.)

PRACTICE makes a good ceremony.

Knock 'em dead!

ARROW OF LIGHT CEREMONY

PERSONNEL: Cubmaster, Scoutmaster, Webelos Award Candidate (s), and parents.

EQUIPMENT: Graduation Ceremonial Board (see next page)

CUBMASTER: Tonight we have a special recognition. We have a Webelos Cub Scout who is receiving his Arrow of Light Award. Would (boy's name) and his parents come forward (they stand on the right side of Cubmaster).

(Cubmaster hands square to Webelos Scout and he puts it in place on ceremonial board)

As Akela grow in his tribe, he learned the responsibilities he had in the tribe. He learned to be square, or honest, in his dealings with the tribe. Like Akela, you learned, as a Bobcat and Wolf, the responsibilities you must have to be in this pack. You learned to be square with your fellow Cub Scouts, leaders, and parents.

Akela learned to skillfully hunt squirrel, deer and bear. He learned to find water and food where there seemed to be none. He grew to be tall and strong so that he could walk proudly among his people.

(Cubmaster gives light to Webelos Scout and he puts it in place)

Akela and you were given light, or knowledge, you have received from your leaders. Akela learned many things from his Mother. You have learned many things from your Den Mother (give Den Mother's name).

As Akela grew in age and stature, he was turned over to warrior scouts to be trained and disciplined to become one of them, a warrior scout. At the age of 10, you were presented to the Webelos leader and became a Webelos Scout. In Webelos, you learned more about Scouting skills and how to control your emotions. You learned the true meaning of the word "Webelos", "We'll Be Loyal Scouts."

(Give "W" to Webelos Scout and have him put it in place.)

Akela was sent out in the wild country to prove to the tribe that he was worthy to be a warrior scout. He was sent out for three moons by himself with nothing but clothes, knife, bow and arrows. He was able to conquer the hardships he faced in the wilds. When he came back, he was made a warrior, standing next to his father, "Arrow of Light."

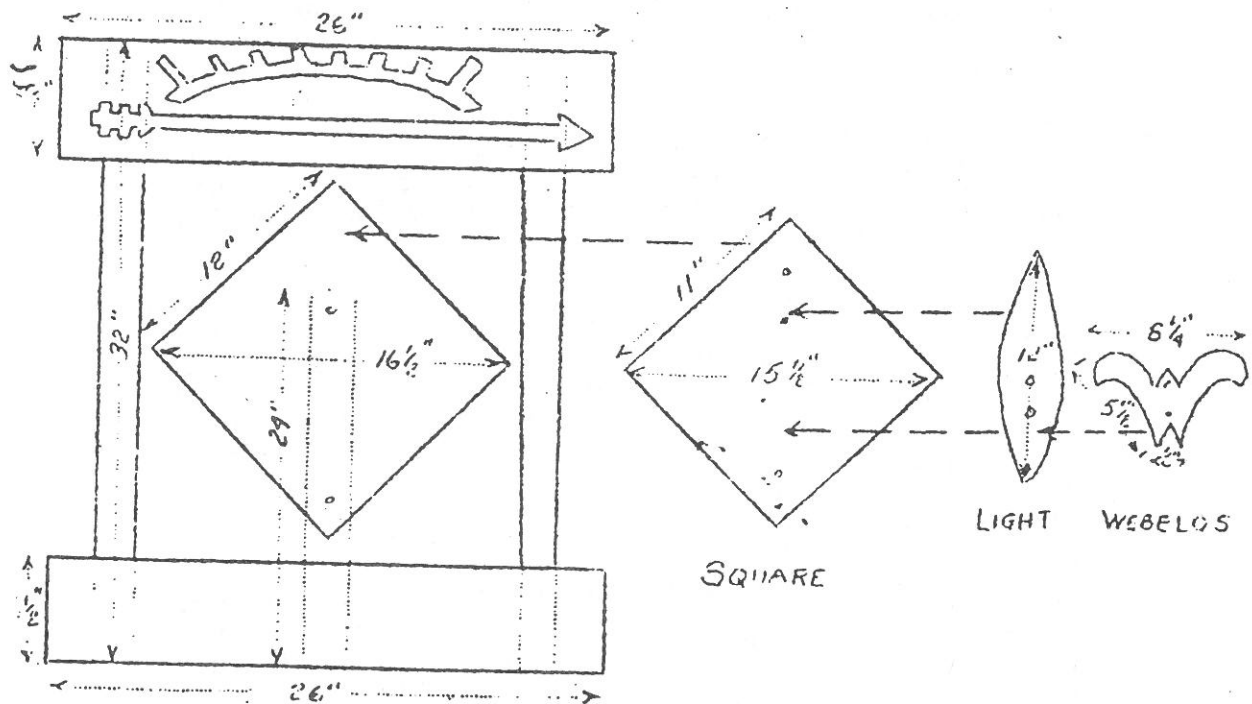
(Continued on next page)

You are now receiving your Arrow of Light Award, and your testing just begins. For now you are leaving Cub Scouting and are going into Boy Scouting. You'll find it fun and exciting, but you'll also find it rough and tough. Good luck from us in the pack and may you become a successful Eagle Scout.

(Cub Scouts form circle around Graduate and give him the Grand Howl.)

Before you leave us, we would like to present you with something to remember Cub Scouting by.

(Cubmaster presents gift to Scout and the award to parents. He then takes Scout to bridge and presents him to Scoutmaster.)



DECEMBER -

HOLIDAY MAGIC



HOLIDAY CELEBRATIONS

Objective: To fulfill a desire to share the holiday spirit. To give practice in working together for a community event.

Holiday for Foster Home Children. Dens or packs may 'adopt' one or more children in foster homes for Christmas or Hanukkah and give them gifts. Before selecting gifts, discuss the child's needs with the foster parents. Gifts for children in foster homes should be given to the parents to present; these children usually prefer gifts from their foster parents rather than a group of strangers.

Aim: To show that making friends is a central part of life.

Collect Christmas Toys. In many communities, new and used toys are collected for distribution to needy children at Christmas. Packs may assist by making pickups of toys, making posters to advertise the campaign, helping to stockpile toys, cleaning and repairing used toys, and delivering toys to the agencies that distribute them to needy children. Each Cub Scout could be asked to contribute a usable toy.

Aim: To show that sharing is part of the holiday spirit.

Christmas in Children's and Nursing Homes. Packs may help bring Christmas to children's homes and Nursing homes in these ways:

1. Collect and donate toys in good repair.
2. Make bookends, small shelves, stools, benches.
3. Donate craft kits with crayons, pencils, paper, glue, scissors and ruler. (one for each child)
4. Collect and donate magazines with colorful pictures.
5. Make posters, calendars, wall plaques and decorate containers for pencils.
6. Visit in small groups and present skits, games, parties.
7. Make tray favors. Practical items, such as comb or eyeglass cases, of felt, are best.
8. Make Christmas cards and have the boys deliver them.
9. Sing Christmas carols.
10. Decorate lobbies, cafeterias and lounges. Make place mats or table Christmas trees.

Aim: To show that holidays mean being friendly and helping others.

HEALTH - HOSPITAL

Objective: To underscore the interdependence of all members of the community and to create compassion for the sick or poor.

Brighten the Lives of Cardiac Children. Children with serious heart ailments often must be confined to bed in hospitals for a long time. Packs can brighten their stay by forming an 'in-bed club' for them. Each month the Cub Scouts gather a collection of puzzles, stories and games and send them to the hospital. In addition, it is great to remember cardiac children on their birthdays and Christmas with cards and presents. Be sure to follow medical advice closely to avoid over-stimulation which may be injurious.

Aim: To show that people need people, and that sick people are like everyone else in this way.

Aid Blood Collections. Cooperate with the American Red Cross or community blood bank to promote blood donor programs. Cub Scouts can make posters to help promote the bloodmobile program and handle simple work, such as ushering, on blood donor day.

Aim: To show the need for cooperation to maintain the community's health.

Entertain at Hospital. The Cub Scout program is ideally suited to present a show at the hospital. The month after a Cub Scout theme such as magic, music, or circus, packs can visit hospitals in the area and stage special shows for the patients. They need not be professional, for many hospital patients are cheerless and lonely, and with any act using fresh, fun-loving boys will buoy up low spirits. Be sure to clear with hospital authorities.

Aim: To show that everyone, even hospitalized persons, like to have fun.

PRE-OPENING

As the adults arrive, give each a sheet of paper and "CHRISTMAS" printed down the left side. Ask him/her to try to get the signature of a person whose first or last name begins with the letter of the word.

OPENING

DECEMBER LIGHTS OPENING CEREMONY

CUBMASTER: This is the season of lights. It is a time when the days are shorter and the nights are long. But somehow things seem brighter. Shopping centers are bright with Christmas light. Thousands of homes have single candles to light the way for the Christ Child. Other thousands have candles burning to commemorate the miracle of the oils of Hanukkah. Even the stars in the winter sky seem brighter.

But the most brilliant glow comes from the spirit of goodwill that you live all year round in the Cub Scout Promise and Law of the Pack. Let us all stand and repeat them together.

OPENING CEREMONY

CHRISTMAS

The following ceremony would be very appropriate to open your Christmas Pack meeting with. Nine boys line up across the stage holding large cards spelling out the word CHRISTMAS. These could be decorated with appropriate pictures on one side, which are held up for the audience to see, and after each boy speaks his lines he turns over his card to show the letter. If desired, the signs could be cut in the shapes of holly wreath, bells, trees, etc.

C hristmas time is here once more.
H olly wreaths and decorations galore.
R inging bells ring out so gay.
I n all the homes signs of Christmas on display.
S hoppers with gifts hurry here and there.
T rees are decorated with loving care.
Mistletoe is hung around.
A nd in the air is the holiday sound.
S inging carols fill us with cheer.

SO LET'S ALL JOIN IN A CHRISTMAS SONG RIGHT HERE.

A leader or one boy steps forward and asks audience to join in a Christmas carol

CHRISTMAS CLOSING

C is for Cubbers, cheerful and bright,
H is for Helpful, hearty, and right.
R is for resources they try to save,
I is for ideals they like to weave,
S is for scarf of yellow and blue,
T is for typin they learn to do.
M is for Magic of which they all shout,
A is for Akia our best Scout.
S is for something we always have to do,
A nd this brings a Merry Cub Scouting Christmas to you!

CLOSING THOUGHT

Christmas is a time for sharing
Christmas is a time for caring
Christmas is a time for showing
Christmas is a time for growing
Christmas is a time for giving
Christmas is a time for living

Christmas is the time for you and me
To be the best that we can be
So when we leave lets always try
To keep Christmas in our hearts as days go by

CHRISTMAS OPENING

Arrangement: Ten boys come onstage and stand in a line. They can be holding Christmas gifts, decorations, etc. Each speaks his line in turn.

- #1: Secrets, secrets, secrets!!! In the Air! Merry greetings everywhere That's Christmas!
- #2: Cedar boughs in every nook! Holly! Everywhere you look! That's Christmas!
- #3: Christmas trees with baubles bright. Flashing in the candle-light! That's Christmas!
- #4: Hearth fires leaping high to show Faces in the firelight's glow! That's Christmas!
- #5: Spicy smells of things to eat! Promising a welcome treat! That's Christmas!
- #6: Bundles big and bundles small! And we must not look at all! That's Christmas!
- #7: Little whispers all about! But we can't find one thing out! That's Christmas!
- #8: Such a lot of things to do! Shopping trips and wrapping, too! That's Christmas!
- #9: Time for fun and song and play! Just the year's most happy day! That's Christmas!
- #10: Joy in all we have and do! Wishing Joy for others, too! That's Christmas!

ALL: So we gladly join to say Here's to wish your happiest day--That's Christmas!!!

CLOSING

Boys with key words hold up cards saying DO YOUR BEST

- #1 DO unto others as they should do to you,
- #2 That is called the Golden Rule
- #3 YOU'RE all Cub Scouts of Gold and Blue
- #4 The Pack Law is your special tool,
- #5 BEST way we know to celebrate this season,
- #6 Is by giving out best to others.
- #7 And now we wish you, for that very reason
- #8 Merry Christmas, may we all be brothers.

CLOSING THOUGHT

DO YOUR BEST: When you give the Cub Scout Promise the words "do your best" are often lost among all the other very important words. Let's stop for a minute and carefully consider these words. BEST describes effort and action above your usual performance. You are the only person who can possibly know whether or not you have done your best. Everytime you repeat the Promise, you agree to do your best to do certain things. Your best is just that--your VERY BEST. Think about the meaning of the Promise and decide that you will always do your very best, no matter what the job facing you might be.

CLOSING THOUGHT

It is easy to celebrate with hardly an inkling as to its real meaning. We unconsciously think of Christmas only as a day for Santa Claus, gifts and a merry time. But it becomes really significant when we remember that it is the birthday of Jesus and the beginning of all that's good.

Audience Participation

A TRIP THROUGH SANTA'S WORKSHOP

NARRATOR: Hi, folks. We've had a special invitation from Old Santa himself to come up and visit his toy shop at the North Pole. He told me that we must make our trip through the toy shop as quietly as possible, so we won't disturb the elves or the toys. You see, the toys come to life when they see visitors, so if they spot us we may have to pretend we're toys, too. The elves get very nervous when they see people. So you just follow me and do exactly as I do and we'll be able to visit without disturbing anyone.

(Everyone follows gestures of narrator)

Come on. Let's follow Santa, (walking in place) on a trip through his toy shop. Since the hour's late, we can't take time to stop (hold finger to lips and hump over, pretending to sneak by). Sh-h-h, the jack-in-the-box is sound asleep, so come on quietly and past him we'll creep.

Look! There's the dancing ballerina (point ahead with finger) standing on one toe. Oh, no! She saw us! So round and round we go (hold one hand over head and turn around several times) Now that that ordeal is over, let's continue on our way (walking in place); we want to see some more but too long we cannot stay.

Look over there to the right, (shade eyes with hand, point to right) back in that corner dark; I think that I can see a very tiny spark (pretend to be quietly sneaking up on something). Oh, it's an elf I see, building a Rudolph toy. Oh-oh, he sees us! Pretend you're not a boy! (Cup hand over nose to simulate Rudolph's nose while saying "blink, blink, blink")

Who! That was a close call (wipe brow with hand) but we fooled him I guess. We'd better follow Santa (walk in place) before we get into a mess. Oh, Santa has stopped again (stop walking and hold up hand in halt sign) I wonder what he sees. Uh, oh; lock out, I think I'm going to sneeze! (Hold finger across under nose while saying a-a-a-choo!) Oh, my goodness...that did it! Come on, we'd better run (start running in place) Let's hurry and get out of here, or it may not be such fun.

Come on, and blink your nose (all do as before while running in place) as past the Rudolfs we run, just to make the elf think that we are one. There's the ballerina, dancing on her toe. Let's whirl around one time (all twirl while continuing running) so past her we can go. Here's the Jack-in-the-box, let's get down low and crouch (get down low and sneak quietly by). Out he comes with a b-o-i-n-g!! (all shout BOING as they spring up high in the air and then sit back down in chairs) Now, we're back home on the couch (droop in chair with hands hanging down sides; wipe brow)

Tonight Santa would like to tell you about a house you have never seen before. It is the house where Santa Claus lives.

While telling this story, old Santa will need your help for certain signs. Every time these words are spoken, I want you to make certain signs. Let's all practice them before we start the story.

- HOUSE - Hand over head in an inverted V
- SHED - Hand in front of chest in inverted V
- SLED - Hand together in waving motion from left to right
- REINDEER - One hand, palm out, at each side of head
- PACK - Both hands over right shoulder as if carrying load
- LITTLE GIRLS - All girls, young and old, stand up
- LITTLE BOYS - All boys, young and old, stand up
- BOX - Show dimensions, length and width, with hands
- DOLL - Both hands at right side of head with head slightly bent
- LION - Extend both hands and give deep growl
- SOLDIER - Give the Cub Scout salute while at attention
- TRAIN - Makes figure 8 with right hand
- SANTA CLAUS - Pat stomach with both hands and say, HO, HO, HO

Now let's begin our story:

This is the house where Santa Claus lives. This is the shed behind the house where Santa Claus lives. This is the sled that is kept in the shed behind the house where Santa Claus lives. These are the reindeer that pull the sled that is kept in the shed that is behind the house where Santa Claus lives. This is old Santa Claus who guides the reindeer that pull the sled that is kept in the shed behind the house where Santa Claus lives.

This is the pack all filled with toys for good little girls and good little boys that is carried by old Santa Claus who guides the reindeer that pull the sled that is behind the house where Santa Claus lives. This is the box that is in the shed behind the house where Santa Claus lives. This is the soldier filled with toys for good little girls and good little boys that is carried by old Santa Claus who guides the reindeer that pull the sled that is behind the house where Santa Claus lives. This is the lion that is 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 old Santa Claus who guides the reindeer that pull the sled that is behind the house where Santa Claus lives.

This is the train that runs on a track and carries 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 was carried by old Santa Claus who guides the reindeer that pull the sled that is kept in the shed that is behind the house where old Santa Claus lives.

Now old Santa must be on his way. Here's just one more thing to say as old Santa leaves: **MERRY CHRISTMAS TO ALL!**

Do a good turn card

Front of card

Do a Good Turn

Use picture from an old card.

December 1988

TO MY

- Mother
- Father
- Brother
- Sister
- Grandma
- Grandpa
- Friend
- Neighbor
- etc.

TO -

On my honor,
I will do my
best during this
week at your
request, to do
a task without
any pay. Name
The job, Name
The sign
day.

Inside of card



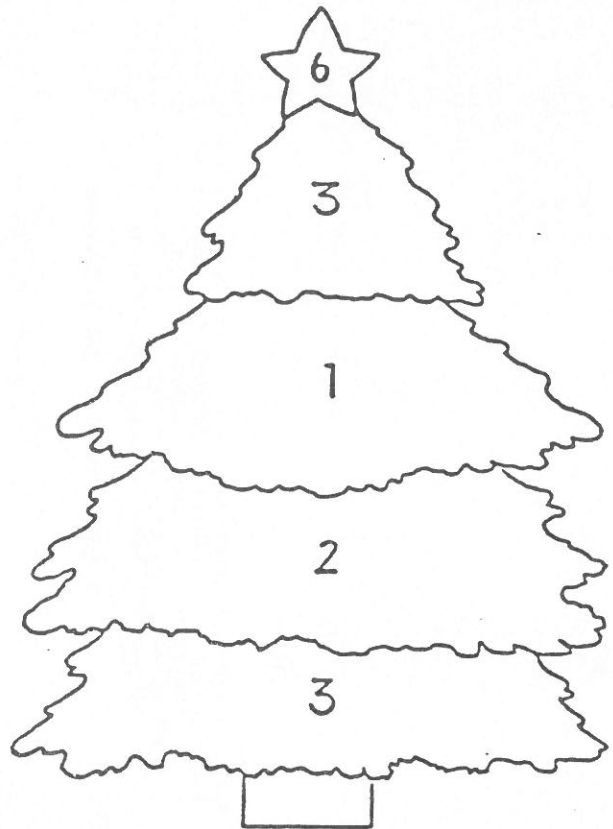
A TREE TOSS GAME



1. Color and cut out the tree on the opposite page and mount on cardboard.
2. Each player has 3 coins or buttons to toss.
3. Place the page on the floor about six feet away.
4. The player whose coins or buttons land on the areas with the HIGHEST point total value is the winner.
5. Each player gets 4 turns to toss 3 coins.

SCORE CARD

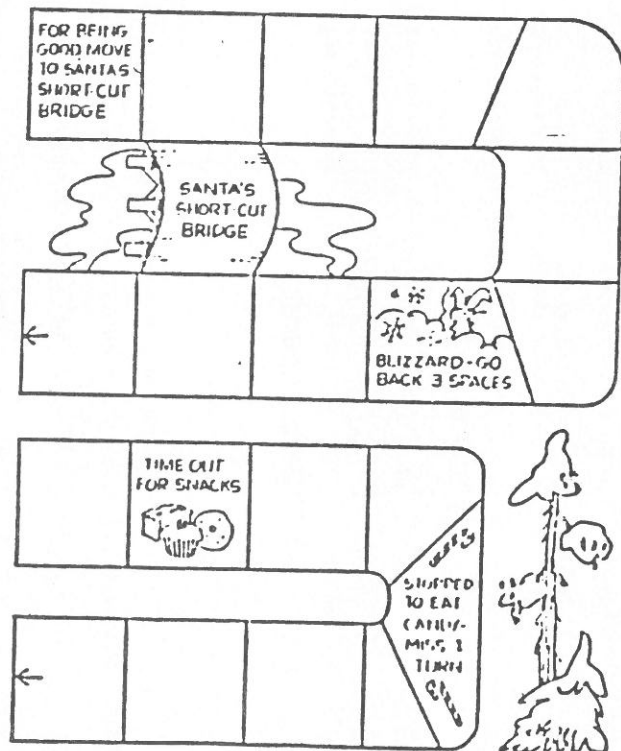
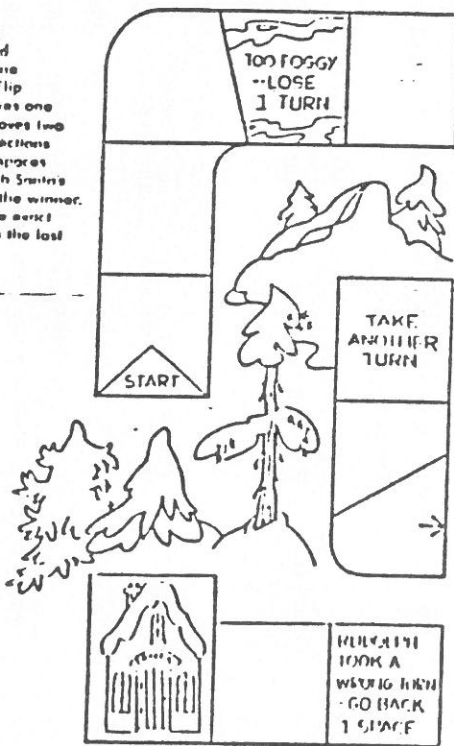
PLAYER	TURN 1	TURN 2	TURN 3	TURN 4	PLAYER	TURN 1	TURN 2	TURN 3	TURN 4



Christmas Eve Game

Color and cut out playing pieces and place on start (One for each player). Flip a coin: heads moves one space and tails moves two spaces. Follow directions on the individual spaces. The player to reach Santa's workshop first, is the winner. (You don't need the exact number to land on the last square.)

PLAYING PIECES



CHRISTMAS SKIT

A Christmas Present for Mother

ANNOUNCER: Here is your roving reporter (name) out front of our studios in sunny (place) to talk to passers-by.

Our question today is "describe in two words or less what you like best about Christmas!"

Sir, your name? (to boy #1) Tell me in two words or less what you like best about Christmas.

Boy #1: Christmas cookies

Announcer: And you sir? (to boy #2)

Boy #2: Presents

Announcer: And you, sir? (to boy #3)

Boy #3: Santa Claus

Announcer: And you, sir, what do you like best about Christmas?

Boy #4: Christmas trees

Announcer: (to last boy) And you, sir, what do you like best about Christmas

Last Boy: Umm, umm...

Announcer: Sir, I must have your answer.

Last Boy: Umm...Everything!!

Announcer: With that thought in mind, Den _____ would like to wish you all a Merry Christmas.

ALL: MERRY CHRISTMAS!!

GAMES

UNRAVELING THE CHRISTMAS STOCKING

Form two teams. Put up a sign with the word STOCKING in large letters so all can see it. The object is for teams to guess a word, all letters of which are found in the word "stocking." Game leader reads clue and team members shout out the word. Correct word scores 1, wrong word minus 2. Award the winning team a stocking full of candy.

CLUE

ANSWER

- | | |
|----------------------------|-------|
| 1. A small bed | cot |
| 2. A royal personage | king |
| 3. Something to spend | coin |
| 4. A useful metal | tin |
| 5. For a feet | sock |
| 6. A poem set to music | song |
| 7. What birds do | sing |
| 8. To do wrong | sin |
| 9. Where dishes are washed | sink |
| 10. Above a store door | sign |
| 11. Something a bee does | sting |
| 12. Covering for body | skin |
| 13. What a clock does | tick |
| 14. Branch | stick |
| 15. A relative | kin |
| 16. The price you pay | cost |
| 17. A herd of cattle | stock |
| 18. A faint coloring | ting |
| 19. What a skunk does | stink |
| 20. Negative | no |

Cast: 2 Cubs (Joe and Tom), Tom's mother, other Cub's can be used as Christmas shopper walk-ons

JOE: You've been in a fog all day, Tom. What's bothering you?

TOM: Christmas! I don't have a gift for my mother.

JOE: How much have you got to spend on a present?

TOM: That's the hitch--NOTHING!

JOE: H-m-m. Hey! Why don't you give her a dishwasher?

TOM: A dishwasher? Are you out of your ever-loving mind? I'm broke! What kind of a dishwasher could I get for free?

JOE: You!!!

TOM: Me?

JOE: Sure. Draw a nice Christmas card and say on it that you'll wash the dinner dishes for a whole year. That's a gift she'll really appreciate.

SCENE 2--Christmas evening

JOE calls at TOM's home. Mrs. Harris answers the door.

JOE: Merry Christmas, Mrs. Harris. I came over to see how your new dishwasher is working.

MRS. HARRIS: Merry Christmas, Joe. The dishes are being done right now. Come in.

(Mrs. Harris and Joe enter the kitchen)

MRS. HARRIS: TOM!!! You're spilling water all over the floor!!!

TOM: It's okay, Mom. I've got my boots on!

WHO MAKES CUSTOMS ? ? ?

Sometimes children don't realize they are making customs in their families. Talk to the boys in your den about customs. Why not try having the boys come to the den meeting prepared to tell of one of the customs they have established in their families. (Don't be surprised if they have to think for a while.....)

A SPECIAL BIRTHDAY

(Den leader talking to the den)

Christmas is Baby Jesus' birthday. Wouldn't it be fun to surprise your family with a birthday cake for the Christ Child? Perhaps your grandmother or big sister can help you. Or you could save your money and buy a small angel food cake. Decorate your cake yourself. Red cinnamon candles and green spearmint leaves make nice "holly berries." Cupcakes are nice to decorate too. You might like to put a candle on each one. Can you think of a nicer way to celebrate a very special birthday?

SONGS

Christmas is a tradition for singing. Take time in your meetings to sing carols and pass upon the boys to really listen to what they are singing.

CHRISTMAS COLORS

Waltz The Merry Widow

Christmas colors, Christmas Colors,
red and green
right and jolly, like the holly,
full of sheen,
red for light and laughter,
green for growth and strength,
blue for the meaning, linger
through the year's full length.

CHRISTMAS BELLS

Black Sheep
Swing bells, swing bells,
Christmas time is here
loud and clear,
we are giving,
we are mirth,
and one for the glory
of the Christ Child's birth.

INGLE BELLS

Shining through the snow
in a one horse open sleigh
over the fields we go
tugging all the way
ills on Bob Tail ringing
king spirits bright
what fun it is to sing the
eighing song tonight.

Jingle bells, Jingle bells
Jingle all the way
what fun it is to ride
in a one horse open sleigh.

beat chorus

APPLAUSE STUTTS

ITA YELL: Rub stomach and yell, "HO, HO, HO, MERRY CHRISTMAS."
OLPH APPLAUSE: Put your thumbs to your head with fingers up, forming antlers.
Wrinkle your nose while saying, "BLINK, BLINK, BLINK."

CHRISTMAS SONG

Jingle Bells
Cool is out, we won't pour
Cubs snout his hooray!
Something special's coming soon, and
Christmas Day. Wrap the gifts, trim the tree, and your Mom and Dad. You'll have
resents if you do. Boys, won't we be glad!

"HUNGRY SANTA"

E: a colorful Santa Claus head on a paper plate. Cut a large
e for the mouth. Suspend the plate from a doorway and give each
Scout a supply of "Snowballs" (table tennis balls or crumpled
er napkins). Object--to toss the snowballs into Santa's mouth.

e several and use at a Pack meeting for the Cub Scouts and
ir brothers and sisters.

MERRY CHRISTMAS! HAPPY NEW YEAR.

at players in circle. They start numbering around the circle.
1-2-3-4- (in place of 5 or any number with 5 in it or any multiple
of 5, the player says "MERRY CHRISTMAS". Thus the number would
be 1-2-3-4-Merry Christmas-6-7-8-9-Merry Christmas, etc.

Anyone not answering correctly sits in center of circle, or pays
a forfeit. After playing the game around the circle several times,
it may be varied by requiring the players to say "Happy New Year"
for any number containing 7 or any multiple of 7. Then both 5 and
7 may be used, so that the numbering would be 1-2-3-4-Merry Christ-
mas-6-Happy New Year-8-9-Merry Christmas, etc. Watch out for 35
which calls for both Merry Christmas and Happy New Year!!

FILLING SANTA'S PACK

Line up players in two separate teams at opposite ends of
the room with contestants facing the center. Give out 5-10 green
balloons and the other side red balloons that have been inflated
and tied. Place a large paper box in the center of the room. Make
sure it is not big enough to hold all the balloons. On signal, all
players, with one hand behind their backs, try to tap their balloons
into the box. When the box is full, the game stops. The side with
the most balloons in the box wins.

SANTA'S SLEIGH RACE

Divide the players into two lines: Use shoe boxes for
sleighs, each contestant, in turn, racing around a pole at the far
end of the room, with shoe boxes on his feet (for snow shoes),
returning to his line and passing the oxcarts to the next player.
Line to complete their turns first wins.

I SPY SANTA

Before the group arrives, hide a small figure or picture of
Santa Claus in the room. Announce that Santa is somewhere in the
vicinity and everyone is to look for him. When the player locates
Santa, he should not give away the location but whisper it to the
leader, be seated, and watch the others look. (This can be used
for other themes: Daniel Boone for Pioneer, George Washington for
February, etc)

SHOW SHOES RELAY: Divide den into two teams. Give each team two shoe boxes, and set up a
chair across the room for a turning point. On signal, the first player on each team runs on
his "snow shoes" and races around the chair and back to the starting line where the next player
takes the boxes and races. Continue until all have run. (Have extra "shoes" on hand if any
break.)

SHOW SHOES RELAY: Divide den into two teams. Give each team a pie tin, spatula, and a large
bag of cotton balls. Each team empties bag of cotton balls at their feet and places their pie
tin about 10 feet away. On signal, the first player scoops up as many cotton balls as the
spatula will hold, carries them to the pie tin, and drops them in. Players can't use hands.
First team with all snowballs in pie tin is the winner.

TARGET PRACTICE: "Decorate" a Christmas tree with large cardboard disks of various colors.
On each disk, write a forfeit or prize. (Examples: "Do five pushups." "Take a piece of candy."
"Clean your shoes." "You are excused from cleanup." "Done one pushup." "Eat a peanut.")

Each Cub Scout is given a "Snowball". Boys throw their snowballs, one at a time, and
pay the forfeit or win the prize shown on the disks they hit.

CHRISTMAS CANDY HUNT: Leader hides pieces of wrapped candy or unshelled peanuts around the
room. Each den chooses a different word related to the season, (Merry, Santa, Etc.). At a
signal, each Cub starts to hunt for the candy. When he finds some, he must point and holler
his den's word until the leader comes to pick up the candy. The den with the most pieces wins.
WHAT'S IN SANTA'S PACK: Each boy is given the opportunity to stick his hand in Santa's Pack
to see how many objects he can identify by feel. After each boy has felt the objects, he is
given time to write down the items in the bag that he can remember. Score 1 point for each
correctly identified object. Suggested items include: Nail, marshmallow, pencil, crayon,
cotton ball, screw, peanut in shell, small car, safety pin, dice, nailfile, candy cane, candle,
paper clip, sponge, matchbook, nickel, eraser, flashlight, doll, teddybear.

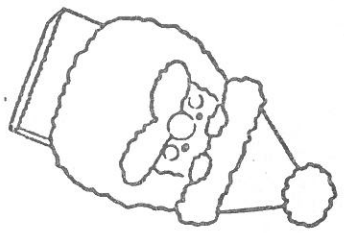
Paper Bag SANTA PUPPET



Color one end of a small paper bag red or glue on red paper the length of the bag beginning under the flap.

Cut out of red paper. Glue to top edge of the flap. Add cotton ball to eye.

Also your eyebrows to make the eyes and nose. Cotton strips can be used for the eyebrows and for a mustache under Santa's nose on the bottom edge of the flap. On the red paper below the flap, glue a cotton beard. The same cotton will make an excellent hairband. Whiskers can be added along the sides of the flap to the beard.



CRAFT RING YOURSELF

MATERIALS: Wooden ring, 2-1/4" inside diameter
One screw eye
Small picture of yourself
White glue
Spray shellac, if desired

Center ring over your snapshot and trace with sharpened pencil around outside of ring. Cut out picture on that line. Screw in the "eye." Put the ring of white glue around edge of snapshot on the top side; place ring atop and weight to dry.

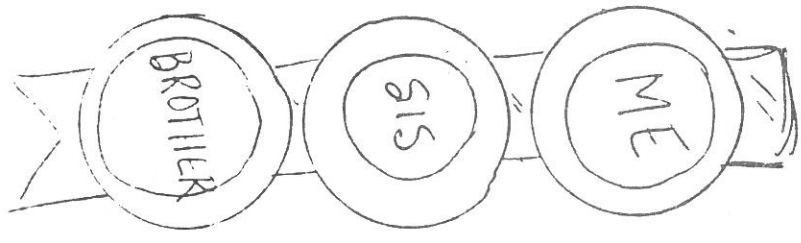
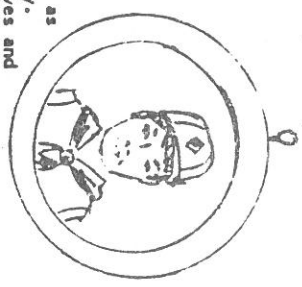
RING YOURSELF AND FAMILY

Proceed as above, with snapshots, putting screw eye in top ring only.

Place on a length of grossgrain ribbon, spacing them attractively. Lightly mark on ribbon with pencil areas on which the ring will rest. Put glue on EDGE of ribbon and a small strip at the top and bottom of each ring frame. Now place ring, with picture in it, in place on ribbon; weight and let dry.

(NOTE: Photograph may crinkle if glue is used overall in placing on ribbon)

Circles cut from corrugated cardboard, stacked and wound around with plastic tape may be used instead of wooden rings, if desired. Dip ends of a hairpin in white glue and insert under first frame to serve as hanger.



UNWRAPPING THE PRESENT

Place an inexpensive bag of Christmas Candy in a box and wrap it in as many different wrappings as there are boys, each fastened separately. With players in a circle, give the first player a pair of large gloves and a fork. He may only use the fork to open the first layer of wrapping. Each player must put on the gloves before he can start to unwrap the gift with the fork. When it is finally opened, divide the contents among the players.

ICICLE HUNT

You will need numerous pieces of string in varying lengths. Hide them around the room before the boys arrive. Have the boys hunt for the "icicles". The leader ends the hunt after a given period of time. The winner is the boy whose icicles form the longest line when laid out end to end.

BOTTLE THE POPCORN

A milk bottle and quantity of popcorn is needed. Place the bottle in the center of the room. Each boy comes up and stands erect over it. He is given popcorn and tries to drop one by one into the bottle. See how many

CANDY BAR SIEGEL

Materials needed:
1 Hersey bar
1 Egg gum
1 foil marshmallow Santa
2 long candy canes

1. Wrap candy bar and gum in wrapping paper.
2. Glue gum to center of candy bar. Glue Santa behind gum and glue candy canes to bottom of candy bar for runners. Add yarn reins if desired.

H/H CANDY CREATI

Materials needed:
8" metal ring
M/H peanut & plain candies
Pipe cleaners
saran wrap
pipe cleaners

1. Wrap 6 or 7 candies in small square saran wrap. Twist with pipe cleaner close.
2. Attach to metal ring with pipe cleaner
3. Add ribbon bow.

HORROR PICTURE ORNAMENT

Materials needed:
Horror larger than picture
Paint remover
Hedlum course steel wool
Glue
Felt

1. To remove the silver on the back of mirror (1) use paint remover only on area you want exposed. Wipe off. (2) Use a wool to rub off the 2nd layer on glass. It takes a lot of time & rubbing. If is a good mirror, cheaper mirror goes faster. (3) Check often to make sure you don't remove paint off mirror in too large an area. After backing is removed wipe dry & clean.
2. Cut picture to fit space on mirror. Glue in place by gluing OUTSIDE EDGE of picture only.
3. Glue on felt backing.

IDEAS FOR HOLIDAY SERVICE PROJECTS

GO CAROLING in your neighborhood, or for shut-ins, hospitals, nursing homes. Also try trailer parks that have a lot of elderly members.

ADOPT A GRANDPARENT - find a senior citizen or couple whose family lives out of the area, or who do not have family at all. After making the arrangements take the boys to visit. They can make ornaments to take. Invite your grandparents to special scouting activities.

ASK YOUR OWN CLERGY WHO NEEDS HELP - Offer to stack firewood, take homemade goodies, clean up yards, shovel snow or any other thing that might help.

SHARE A GIFT - Take a nice used gift to the Fire Department. The boys usually have nice toys at home they no longer use and they can be sure it finds a new home through the Fire Department. If you make it a field trip to the station by calling ahead you can get handouts and even take a tour.

CALL A HOSPITAL, NURSING HOME and ask if your boys can paint holiday scenes on the windows. You will probably need an adult to paint the outline - christmas tree, Santa, ohloney with stockings, snowman, etc. but the boys can paint the colors in.

COLLECT BOOKS for day care center, church, or children's ward of a hospital.

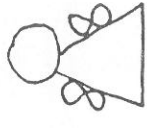


"A continuing Christmas tradition in my family is one that my grandfathers practiced in Poland as a child. Before dinner, everyone is served a piece of opiatek, a traditional, wietnik-like bread that is sometimes called angel bread in Poland. Then each of us, beginning with my grandfather, breaks off a piece for every other member of the family. The pieces are small, but the meaning is what matters: 'What is mine I will share with you.'"

The symbolism of this tradition is really characteristic of "Do Unto Others."

Use a big cookie and do this in a den meeting.

PRETZEL ANGEL



Round for head
3 stick pretzels for body
2 regular for wings.

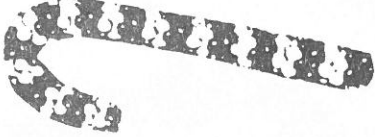
CANDY CANES

- 22 - 11mm Tri-bead, Red
- 22 - 11mm Tri-bead, White
- 6" - Red pipe cleaner

With needle nose pliers put a curl at end of pipe cleaner.

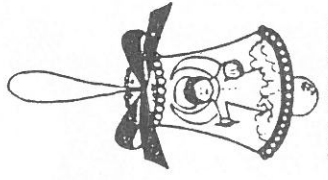
Alternate two red beads, then two white beads to end.

Use pliers to curl end. Shade candy cane into shade.



ANGEL SCENE

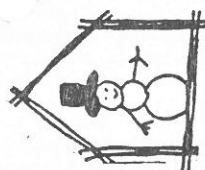
- Materials: 7" crystal "butter cup," 1 angel miniature, 10 white ribbons, 1" thin gold cord, 9" piece of 1/8" wide red or white ribbon, 1" red felt, 2" x 3" white felt, 8" piece of 3mm pearl roping, 1" - 8mm pearl, cardboard, 3" spool wire
- 1. Use the cup rim as a pattern. Cut a cardboard circle. Cover both sides with white felt. Glue a bit of cotton to the center of the circle for a cloud. Glue the angel to the center of the cloud. Let dry.
- 2. Use the bottom of the cup for a pattern and cut a red felt circle. Slip a tiny hole in the center of the circle. Slip the loop up through the hole in the felt. Apply glue to the circle and the knot. Glue to the cup.
- 3. Apply glue to the cup rim and glue the cup to the left covered circle. Set aside.
- 4. Cut a 4" piece of 1/8" wide ribbon. Make a single loop bow (General Directions). Set aside.
- 5. Apply glue around the rim of the cup. Glue over the scene.
- 6. Glue the remaining 1/8" wide ribbon around the bottom edge of the cup, covering the red and white felt. Glue pearls over the ribbon. Glue pearls around the top edge of the cup.
- 7. Glue the bow to the top. Glue the 8mm pearl to the center bottom.



ANGEL SCENE MATERIALS

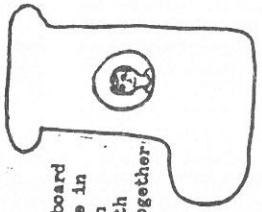
Toothpick Decoration

Use old christmas card for design. Cut to size of toothpicks. Glue two layers. Hang on tree.



Stocking Picture

Cut two stockings on cardboard or poster board. Put hole in center of one. Cover both pieces with christmas cloth or wrapping paper. Glue together with picture in opening.



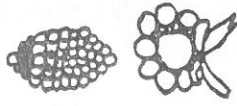
Hand Picture

Have scouts trace their hand on cardboard or poster board. Put hole in center of one. Cover both pieces with cloth or wrapping paper. Glue together with picture in opening.



Pom-Pom Ornaments

Use 1/2" foam sheets and cut out shape. Paint with glue paint (glue and food coloring) and decorate with pom-poms, felt, beads or glitter.



Balsa Ornaments

Use ice cream sticks, tongue depressors, wooden or cardboard snapes and paint. Glue together and decorate.



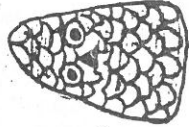
Peppermint Candy Trees

Use large pine cones. Stuff wrapped candy between their petals. Hang on tree.



Snow Owl

Pull cotton to thin out. Wrap around pine cone. Glue on eyes and triangle nose made from felt.



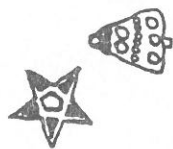
Framed Picture

Cut piece of poster board 1/2" larger than photo. Glue on picture and lace trim, or spray paint licorice with gold paint and glue on for trim.



Glue Dough Ornaments

Mix equal parts glue, flour and cornstarch to make dough. Roll out and cut with cookie cutters. Paint with glue paint (glue mixed with food coloring) and decorate with beads, paper glitter or material.



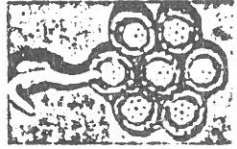
Stained Glass Boxes

Paint shaker boxes. Glue felt shapes and trim with black yarn or cording. Glaze with clear spray paint.



Pretzel Snowflake and Tree

- Lay round pretzels on wax paper shaping a snowflake and tree.
- Place Honeycomb cereal in centers of snowflake pretzels, and trim tree with Cheerios. Glue together, and let dry overnight.
- Carefully remove wax paper, and trim excess dried glue with cuticle scissors.
- Lay ornaments on clean sheet of wax paper, and spray shellac each side with three coats. When dry, add a hanger at top of ornaments.



Directions for Trims

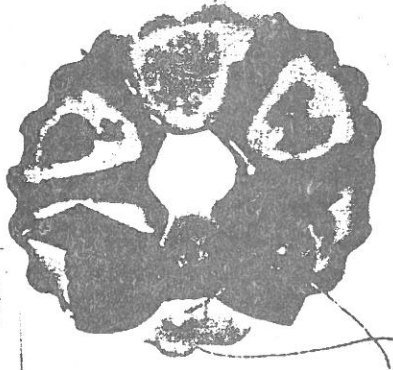
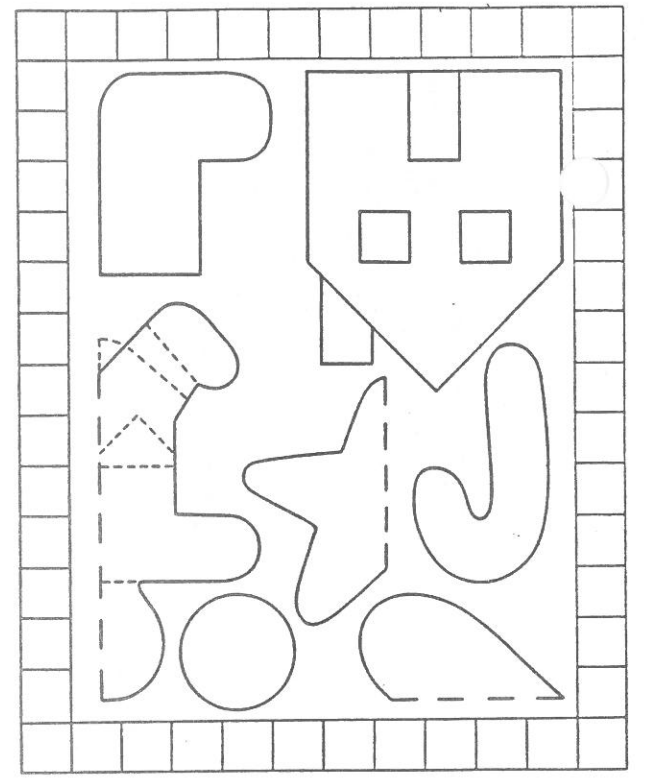
MATERIALS

Kraft paper; pencil; ruler; 8 1/2 x 12" sheet of paper; 10 dark tan, and 1 each of red, green, and dark tan; Aleene's red heart and ornament glue green; 17 4mm gold beads; straight green; 4 yard each of red and dark tan; 4 yards silver; baby pins; 4 piece of 1/4"-wide gold brocade ribbon; 10 small red ribbon roses from Offray; one Popsicle stick; red acrylic paint; panbrush; 3 red ribbon bows from Offray.

GENERAL DIRECTIONS

1. To enlarge patterns, draw lines across to form a grid. Copy line for line on that paper ruled in 1" squares. Cut out for pattern pieces. 2. Heart, star, boy and girl are half apart, below. Glue silver above window half of house. Glue silver to outline roof; then 2 more rows, 1/2" apart, below. Glue silver above window. Glue on roses above stems. Boy: Make pattern for pants and jacket following dotted lines on pattern. Cut out pants from green felt and jacket from dark gold felt. Glue on pants, then jacket. Trim clothing with gold rickrack, as shown. Glue silver around entire outer edge. Glue on ribbon bow. Glue on eyes, nose, mouth and buttons. Girl: Make pattern for dress following dotted lines on pattern. Cut out dress from red felt. Glue on dress. Trim with gold rickrack, as shown. Glue silver around entire outer edge. Run a gathering thread along top of gold ribbon. Gather to fit neck; fasten off securely. Glue on ribbon collar. Glue on ribbon roses across top; then at a right angle for heel and 2 rows across top with silver in center. Adhere silver around the entire outer edge. Candy Cane: Adhere red and silver rickrack in diagonal stripes, as shown. Adhere silver around the entire outer edge. Lollipop: Paint Popsicle stick

red; let dry. Dip stick in glue; insert into opening. Wrap green rickrack around stick and spiral down. Glue ends securely to wrong side of stick. Adhere gold around the entire outer edge. Glue on bow. Heart: Cut a heart shape, 3/4" smaller all around, from red felt. Glue in place. Adhere gold around red heart and ornament. Glue green rickrack between. Glue on rose. Star: Cut a star shape from red around outer edge. Adhere gold around red star. Adhere gold round 1/4" from that. Glue on rose. House: Cut out door from green felt and windows from dark gold felt. Glue in place. Trim windows and door with gold rickrack, as shown. Glue rows of red across chimney, angling each to follow roof line. Glue on green stems. Glue gold rickrack to outline chimney and bottom half of house. Glue silver to outline roof; then 2 more rows, 1/2" apart, below. Glue silver above window. Glue on roses above stems. Boy: Make pattern for pants and jacket following dotted lines on pattern. Cut out pants from green felt and jacket from dark gold felt. Glue on pants, then jacket. Trim clothing with gold rickrack, as shown. Glue silver around entire outer edge. Glue on ribbon bow. Glue on eyes, nose, mouth and buttons. Girl: Make pattern for dress following dotted lines on pattern. Cut out dress from red felt. Glue on dress. Trim with gold rickrack, as shown. Glue silver around entire outer edge. Run a gathering thread along top of gold ribbon. Gather to fit neck; fasten off securely. Glue on ribbon collar. Glue on ribbon roses across top; then at a right angle for heel and 2 rows across top with silver in center. Adhere silver around the entire outer edge. Candy Cane: Adhere red and silver rickrack in diagonal stripes, as shown. Adhere silver around the entire outer edge. Lollipop: Paint Popsicle stick



To make the sweet wreaths, below, line 3-inch-diameter tart pans with six pieces of hard candy. Place the pans in a preheated 325-degree oven for five to six minutes, or until the individual pieces begin to melt together.



Here's a twist on those traditional trims: shaped or ornaments made from those inexpensive and festive materials. String popcorn and cranberries on medium-gauge wire and bend the wire into simple shapes. Here are some helpful hints: To make the popcorn easier to handle, lay out popped kernels on newspaper and spray lightly with hairspray. If the popcorn breaks, glue another piece in place. Cranberries are easiest to string at room temperature.



Nothing says Christmas better than popcorn and cranberries on your holiday tree.

Remove pans from the oven and poke a hole at the top of each ornament using a nut pick. Place pans in the freezer for several minutes; invert pans and remove wreaths by applying pressure on the back of each pan with both thumbs. Spray wreaths with clear polyurethane and glue a ribbon bow to each one.

SANTA'S REINDEER

Boys stand side by side on a line called the North Pole and each selects the name of one of the reindeer for himself. One of the boys is designated Santa Claus and goes to the middle of the space facing the My House. (Together the boys recall names of the reindeer - Dasher, Dancer, Vixen, Comet, Cupid, Donner, Blitzen, Prancer, and probably Rudolph!) It is Santa's job to call the name of one of the reindeer, and all reindeer with that name try to run (gallop) to the line marked My House before they are tagged by Santa. All those tagged go to the center and help him tag the others. When all have been called, Santa counts the number he caught and then designates one not caught to be the next Santa. All go back to the North Pole line and the game starts again, with each taking another reindeer name.



THE NIGHT BEFORE CHRISTMAS

Players form a circle. Each player is given the name of something connected with the story of Santa Claus, such as reindeer, chimney, Christmas tree, stocking, holly. The child chosen to be "it" stands in the center of the circle and tells a Christmas story. If he mentions the name of any of the things chosen, the player who has that name must turn around. At the mention of Santa Claus, everyone turns around. "It" tries to tag any circle player before he can turn around. If successful, he takes the place of the person tagged and another story is started.



TREE DECORATING

Players are seated in rows with an equal number on each row. They are numbered consecutively from front to back and each Number 1 is given a piece of chalk. On signal, Number 1 players run to poster or blackboard and each draws the base for a Christmas tree. They return to their seats and hand the crayon or chalk to the Number 2 player who must draw the branches: #3 players add a designated number of candles; #4 players add so many ornaments; #5 players add a star to the top of the tree; and #6 players write under their tree "Merry Christmas". Team wins whose Number 1 player first has the chalk or crayon back after all players have completed their turns.

CHICKENS AND ROOSTERS

Place beans in inconspicuous places about the room before the boys arrive. Do not hide them, but put them around; say one under a chair on a windowsill etc. When games times comes select one boy to act as a rooster and another to act as a chicken. Divide the boys into two teams, one of roosters and one of chickens and have them go to opposite sides of the room and practice crowing and clucking. While they are doing this, pick one from each team to be a collector. Next have everyone put their hands behind their backs because... "chickens and roosters do not have hands, they have wings". Then point out one of the beans and explain that there are others scattered about the room. They are to look for them and when they see one, they are not to pick it up because they have wings and not hands... and they are not to talk because... "chickens and roosters do not talk... they crow and cluck". They are to stand over the bean and cluck or crow until their collector comes to pick up the bean. You will probably find that both hens and roosters are standing over the same bean, all clucking and crowing for the collector who hardly knows which way to turn. The team with the most beans wins.

MATCHES ON A SODA BOTTLE

You need one soda bottle and 10 wooden matches. The object is to pile all the matches on the mouth of the bottle without having them fall. A fallen match is out of the game. Each person gets one try. Someone may get as many as 5 or 6 matches on the bottle at once only to have them all fall off when he tries to put on the 6th or 7th one on the pile. The person with the most matches on the bottle wins.

NOVELTY LINE

Put two lines on the ground or floor a distance apart. Put the boys behind one line. The first boy has to cross over to the other line in any manner he wishes; when he reaches the other line the next boy starts going in any manner he likes, except it must be different from the first boy. The third boy does likewise and so on, till all have crossed over and all in different ways.

STICK WHISTLE

Cubs, are formed into a circle, with one holding a stick. At "Go!" all start to whistle a popular tune and pass the stick around the circle. When the leader holds up his hand, all stop whistling and the one who is holding a stick is out. Continue the game until only one is left.

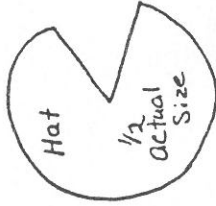
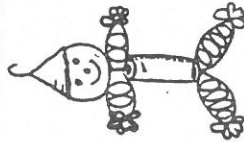
WHAT TIME IS IT?

Each player collects for himself 12 stones varying between the size of a pea and a pigeon's egg. The players sit in a circle, stones in caps between their legs. One begins taking so many stones in hand, closes fist, and shows it to left-hand neighbor, saying, "What time is it?" The other guesses number of stones held; if he is right, he wins the stones. If he is wrong, he gives the player the difference, E.G. if he says "six o'clock" and the player was holding four, he will hand over two. He then takes up some stones and his left-hand neighbor guesses. The game continues for a given time, the player with the most stones is the winner.

CANDY CLOWN

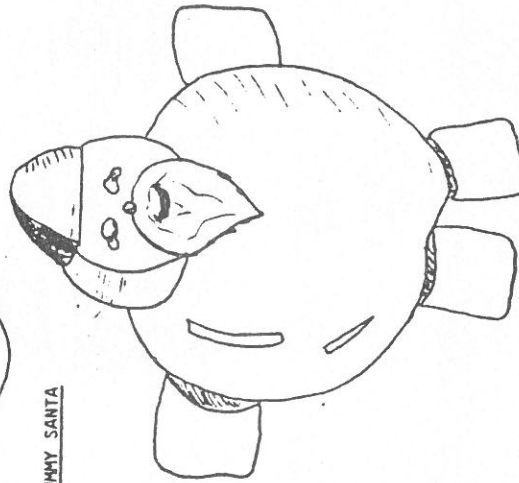
- 2 - 10" square nylon nets
- 10 individually wrapped candy
- Small amount of yarn
- 1 1/2" styrofoam ball
- 1 long chenille stem
- 1 roll life savers

1. Roll 4 candies in one of the nets, secure both ends with yarn.
2. Repeat with remaining net & candy.
3. Push chenille stem through styrofoam ball, leaving enough at top to make a hook.
4. Divide the 4 piece candy roll in half and wrap once with chenille stem.
5. Straighten stem and put through life saver roll.
6. Divide 6 candy roll in half and wrap remaining stem around to form legs.
7. Clip remaining stem.
8. Decorate with felt hat & sequins for eyes and yarn for hair.



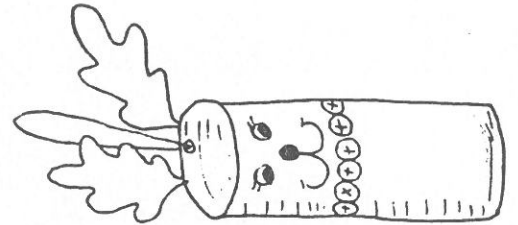
YUMMY SANTA

- Apple body
 - Marshmallow arms & legs
 - Small gum drop nose
 - Raisin eyes
 - Gum Drop hat
 - Packaged cotton candy for beard
- Attach all with toothpicks

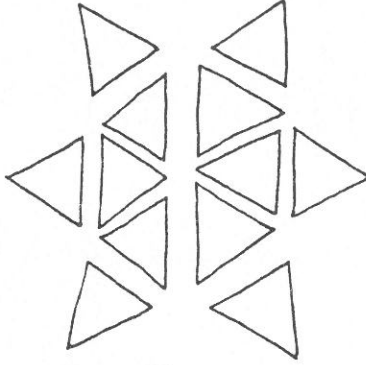
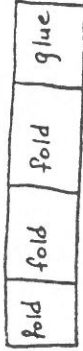


RULDOLF ORNAMENT

Wrap toilet tissue roll with brown construction paper, glue. Color eyes and nose with felt pen. Cut antlers from construction paper, and glue into place. String jingle bells together and tie around neck, then glue. Add string for hanging.



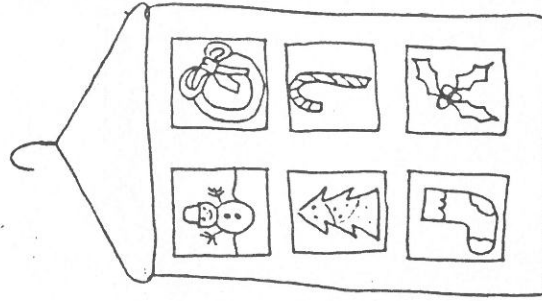
STAR OF DAVID



May be made out of construction paper or aluminum foil.

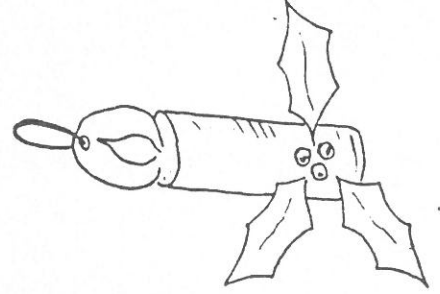
WALL HANGING

Made from clothes hanger, construction paper and the fronts of old cards.



CANDLE ORNAMENT

Wrap toilet tissue roll with colored construction paper and glue. Cut out paper flame, holly and berries. Glue to candle. Add string for hanging.



Pierced Paper Stars

Materials:

Medium weight water color paper

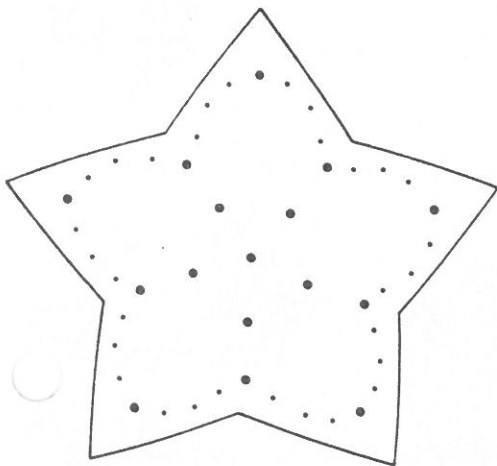
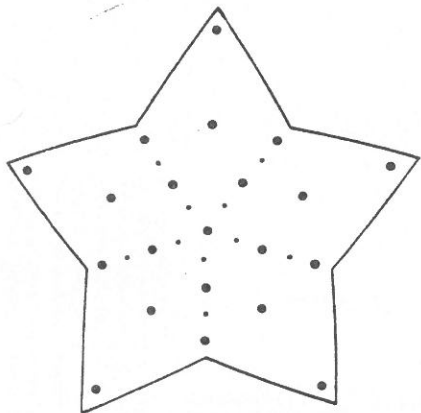
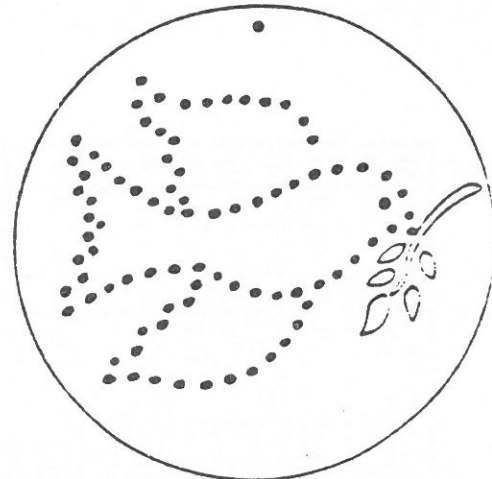
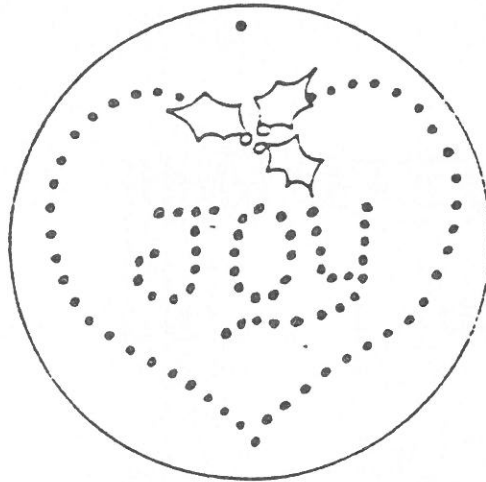
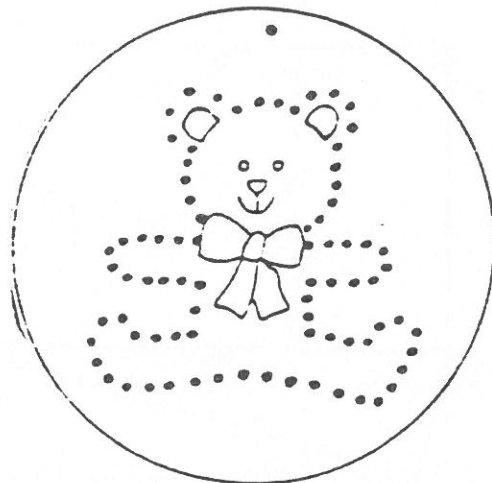
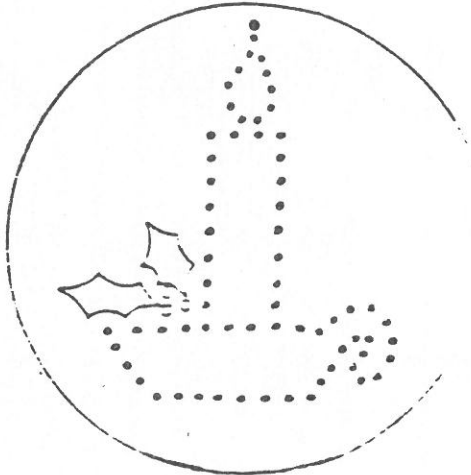
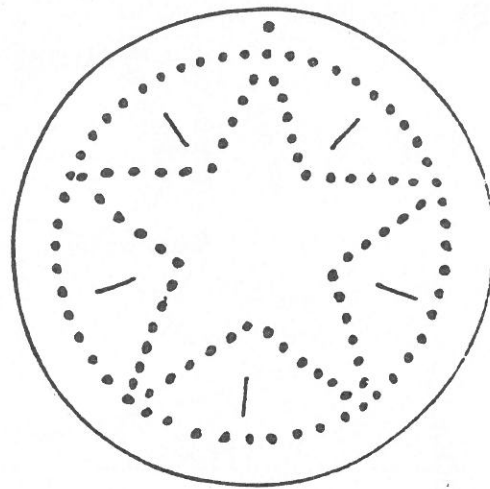
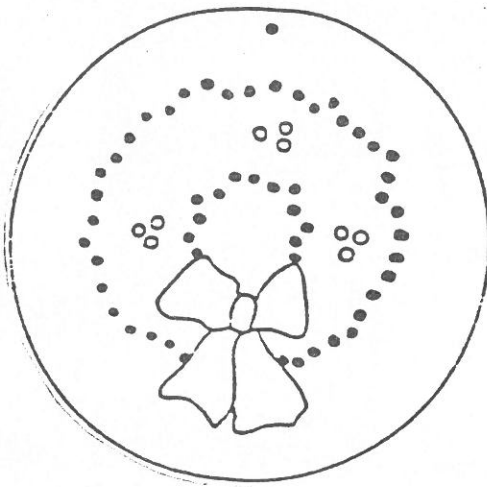
T-pin
Small scissors
Tracing paper
Masking tape
Newspaper

Instructions:

Trace designs and tape to watercolor paper to hold in place while you work.

Lay over newspaper padding and with T-pin pierce holes marked by dots.

Cut around outlines and add a hanger.



Punched Tin Ornaments

Materials:

Lid from 12oz Frozen juice cans
Small paint brush
Large Nail + hammer
Small flat-headed screwdriver
Scraps of Lumber

Instructions:

Tape pattern on lid and punch out dots.
Use screwdriver for slits on star.

CHRISTMAS SCENTS

Give each player a sheet of paper and pencil and have them number from 1-10. Place 1 of these in each bag and mark each from 1-10, 1-pine needles; 2-cedar shavings; 3-coffee; 4-cheese; 5-piece of apple; 6-orange; 7-peppermint sticks; 8-onion; 9-cinnamon; 10-powdered cocoa. Pass bags a round so players can smell them, then they write down what they think they are.

Red and Green

This game should move fast. One player, chosen to be Santa Claus, stands on a chair or stool where he can be easily be seen. He holds behind his back a piece of cardboard colored green on one side and red on the other. The rest of the players are divided evenly into the reds and the greens and wear crepe paper bands to show their color.

Suddenly, Santa Claus shows one side of the cardboard. If it is red the reds must stoop down before the greens can tag them. Santa keeps showing different sides of the cardboard until one side is completely tagged out. Members of the winning side get a treat or choose the next game.

PICTO FLAME

Here's a way to frame a favorite photo. Or you can use a pretty picture cut from a card, or magazine, if you wish.

You Will Need: A 2-pound chocolate drink mix can, Macaroni — the kind that looks like pieces of twisted rope, a photo or picture, white glue, Plastic wrap, Cardboard — the back of a pencil tablet or the lid of a shoe-box, Metallic paint — gold, silver or copper (or enamel if you want a colored frame).

How to make it: Cut the metal top off the chocolate drink mix can. Take off the lid, you will not need it.

Glue pieces of twisted macaroni around the round opening in the top, and around the edge just inside the rim. Paint the entire frame. Cut the photo or picture a little larger than the round opening. Lay the wrap and the picture together and fasten at several places with small pieces of tape.

Place the picture behind the opening and tace it to the back of the can top.

Put the piece of cardboard to the size and shape of Fig. 1. Lay a ruler along the line XX from A to C. Hold the ruler down tight with one hand and run a knife along the edge to make a crease mark on the cardboard. Do the same with line XX from B to D. Bend the tabs AC and BD backwards.

Glue the flat part of the cardboard to the back of the picture frame to make the stand-up easel. Fig. 2. shows the finished frame.

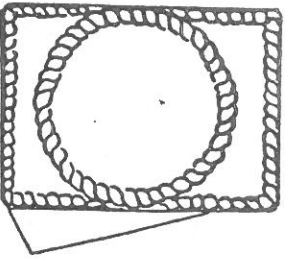
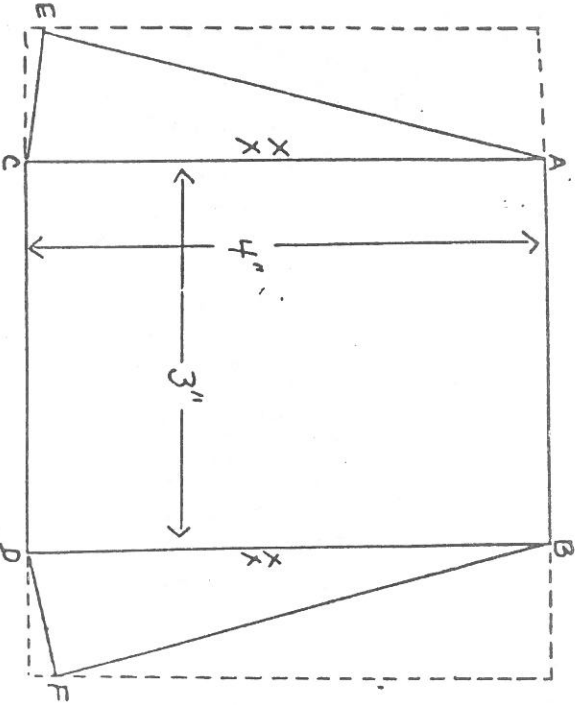


FIG. 2

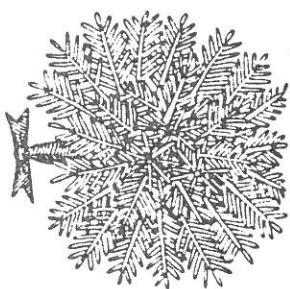
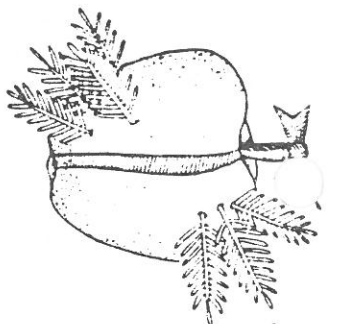
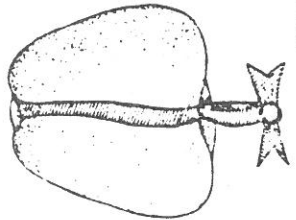


EVERGREEN BALL

Materials: A large firm apple, a red ribbon, a collection of several different varieties of evergreen sprigs—not holly.

Teacher Preparation: The ribbon securely to apple, making a hanging loop at the top.

Procedure: Push greens firmly into apple (completely covering it), so apple looks like a ball of evergreens. Hang ball in doorway or window. The apple juice will keep the greens fresh for several days.



Do you know why Rudolph was such a shy little deer? To find out, begin with the letter R in the center square. Without crossing any lines, continue connecting only those adjoining letters that spell words. Work to the END.

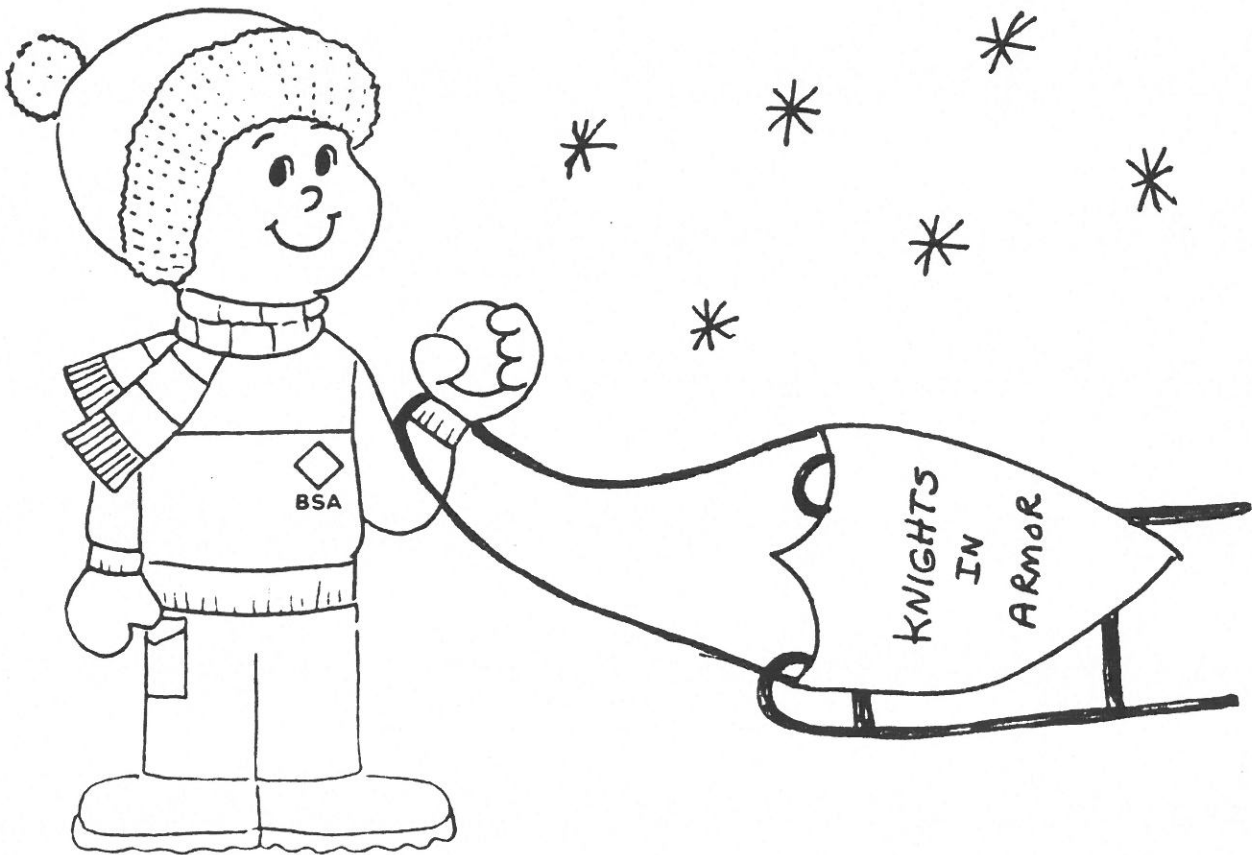
END

D	L	U	O	W	S	O	B	A	C	D	E	F	N	R	M	L	A	X	
E	V	E	N	O	A	S	Y	R	M	E	N	H	L	O	D	S	R	A	T
V	E	R	S	A	W	I	J	O	C	A	E	V	E	R	S	A	W	I	
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JANUARY -

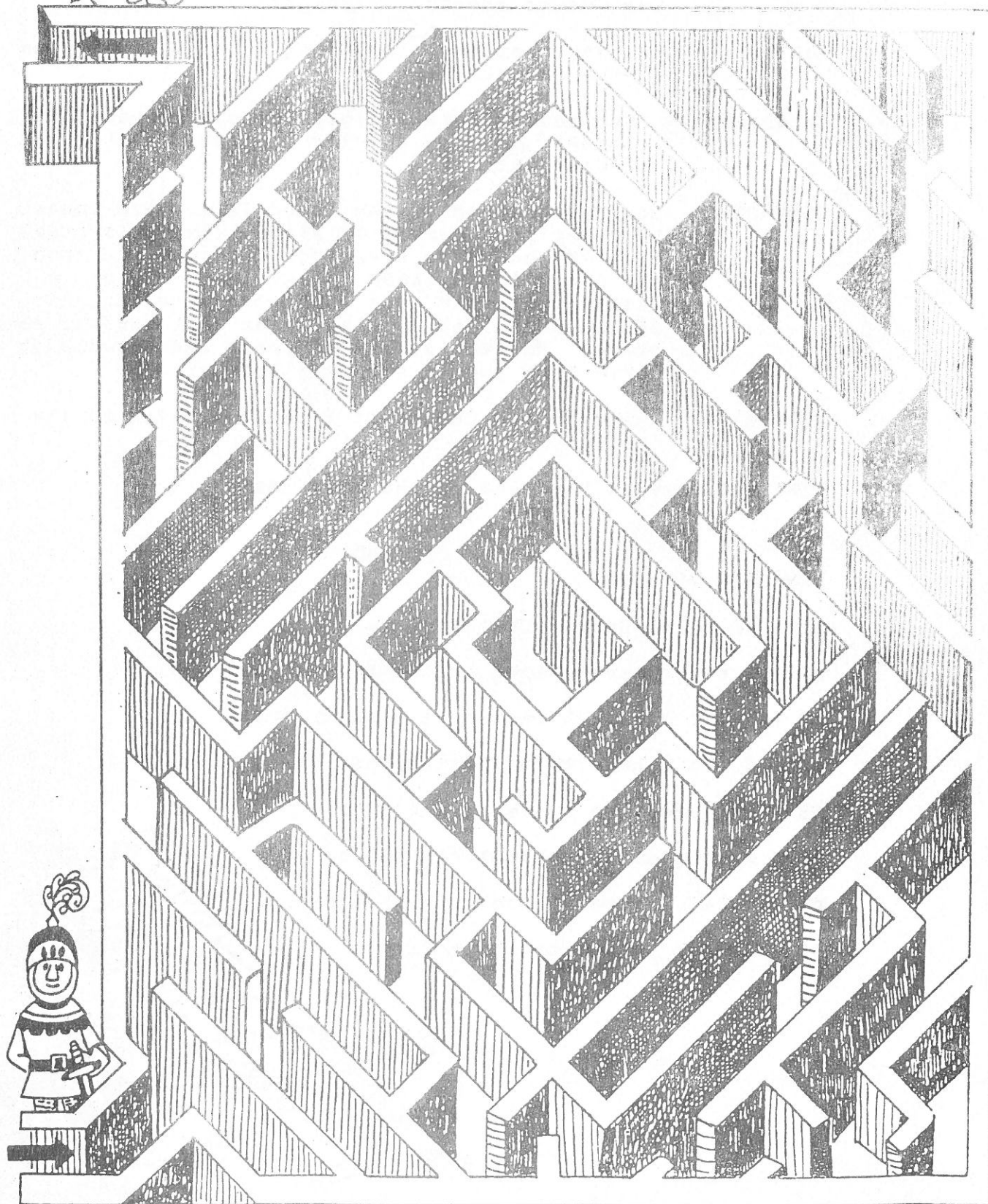
KNIGHTS IN
ARMOR





The Royal Palace

Take the knight to his lovely princess.



KNIGHTS - OPENING and CLOSING CEREMONIES

OPENING

Personnel: Cubmaster in knight's costume, reader, pack of Cub Scouts dressed as knights.

Equipment: Knights costumes, including shields and wooden swords, a scroll.

Arrangement: Cub Scouts form a closed circle around Cubmaster, holding shields in front of them and facing out.

CUBMASTER: We, the Knights of the Round Table, are bound together in a circle of steel. Let this steel wall remind us to keep from our land and from our daily lives those things that are not in keeping with our code of honor. Now, Knights of the Round Table, place your left hand on your sword. May the spirit of honor and freedom go forth from you to all your brothers.

READER: (Repeats the Cub Scout Promise written on the scroll.)

(The audience is then led in the song "America".)

CLOSING

"KNIGHTS OF YORE"

- #1 - If I had been a Knight of Yore,
- #2 - I would have opened up the door
- #3 - For queens and ladies to pass through.
- #4 - I would have been trustworthy, true;
- #5 - I would have ridden giant steeds,
- #6 - Accomplishing noteworthy deeds!
- #7 - Today, there are no knights about,
- #8 - And so I have become a Scout.



DO YOUR BEST
Tune: Do-Re-Mi

Do - To us means "Do Your Best,"
Re - Are cheers for all the fun;
Mi - Is what I do myself
Fa - Means father, mom, and son.
So - What happens to our Pack?
La - With lots of this and that?
Ti - Together, to the top!
Then that brings us back to Do.

BE GAME, BE FAIR
Tune: My Bonnie

As Cub Scouts we'll always be happy,
Be loyal, be game, and be fair;
And soon by our work and endeavor,
Be Wolf Cubs or Web'los or Bear.

Be game -- be fair --
We'll do our best everywhere we go,
Be game -- be fair --
Cubs give goodwill where they go.

CUBMASTER'S HYMN
Tune: On Top of Old Smoky

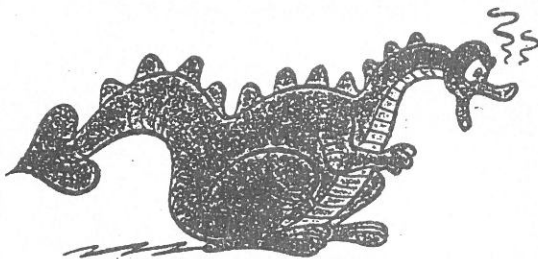
On top of Old Smoky,
All covered with snow.
We learned a great lesson
All people should know.

I met a Cubmaster,
A helper of youth,
He was roaming God's mountains,
In search of the truth.

He told me he found it
In the red sunset glow,
In the voice of the thunder,
In the touch of the snow.

His truth was quite simple,
As plain as could be.
I'll never forget what
That leader told me.

Do your duty to God,
To the red, white, and blue;
To all others be helpful,
To your ownself be true.



FAITH OF OUR FATHERS

Faith of our fathers, living still
In spite of dungeon, fire, and sword;
O how our hearts beat high with joy
When 'er we hear that glorious word;
Faith of our fathers, holy faith,
We will be true to Thee till death!

Faith of our fathers, we will love
Both friend and foe in all our strife;
And preach Thee too, as love knows how,
By kindly words and virtuous life.
Faith of our fathers, holy faith,
We will be true to Thee till death.

FINEST PACK OF CUB SCOUTS
Tune: Yellow Rose of Texas

We're the finest pack of Cub Scouts
That you have ever seen,
We're loyal and were honest,
We're never rude or mean.
We're proud to wear our uniform,
We like the gold and blue;
You know that you can count on us
To live our Promise True.

We follow our Akela,
We always do our best;
We work on our advancements,
We rarely stop to rest.
We learn while earning badges,
Cub Scouts know more than most;
We learn to be good citizens
About that we can boast.

We love our God and Country,
We respect our fellow man,
We're busy doing good turns,
We help each time we can.
We're proud to be Americans,
We fly our flag to show
Our land is free for you and me
To live and learn and grow.

TAPS

Day is done, gone the sun,
From the lake, from the hills,
From the sky;
All is well, safely rest,
God is nigh.

Fading light dims the sight,
And a star gems the sky,
Gleaming bright'
From afar, drawing nigh,
Falls the night.

Goodnight, we must part,
God keep watch o'er us all
Through the night;
We will meet with the dawn,
Day is done.

Sun of gold, sky of blue,
Both have gone from our sight,
Day is through.
Do your best, then to rest,
Peace to you.

THE FAIR MAIDEN'S PLIGHT

Divide into four groups: Knights "Clankety-clank"
Maiden: "Help, help"
Mean King: "Gr-r-r!"
Dragon: "Roar-r-r-r-r"

Back in the days of bold knights ____ and fair maidens ____ there lived a mean king ____ with his daughter, who was indeed the most beautiful maiden ____ in all the land. All those who passed by their castle would see this fair maiden ____ sitting by the hour in the window longing to be set free.

It was told about the land that this fair maiden ____ had a curse put on her by a wicked witch, that if a dragon ____ which lived in the woods closeby were to look upon her, she would suddenly become the most ugly maiden ____ who ever lived. That is why the mean king ____ kept her locked within the castle.

Of course, after hearing this, all the brave knights ____ for miles around came to that part of the land, hoping to kill the terrible dragon ____, and thus save the fair maiden ____ from a terrible fate. Night and day the brave young knights ____ searched for that terrible dragon _____. Each one hoped to save the fair maiden ____ and take her away from the castle of the mean king _____.

One day there came a gallant knight ____ who was much wiser than all the rest. He decided that since the dragon ____ was nowhere to be found that maybe there was another reason why the maiden ____ didn't come out. He rode his horse as swiftly as he could and charged at full speed right through the door of the castle, sending debris and rubble flying in all directions.

It seems the maiden ____ couldn't find the door because the castle was such a mess, and that is why she hadn't come out.

The brave young knight ____ bounded up the stairs and carried his fair maiden ____ down and put her on his horse. They rode away from the castle of the mean king ____ and left the other knights _____ still searching for the terrible dragon ____ which didn't even exist.

Board Puppets

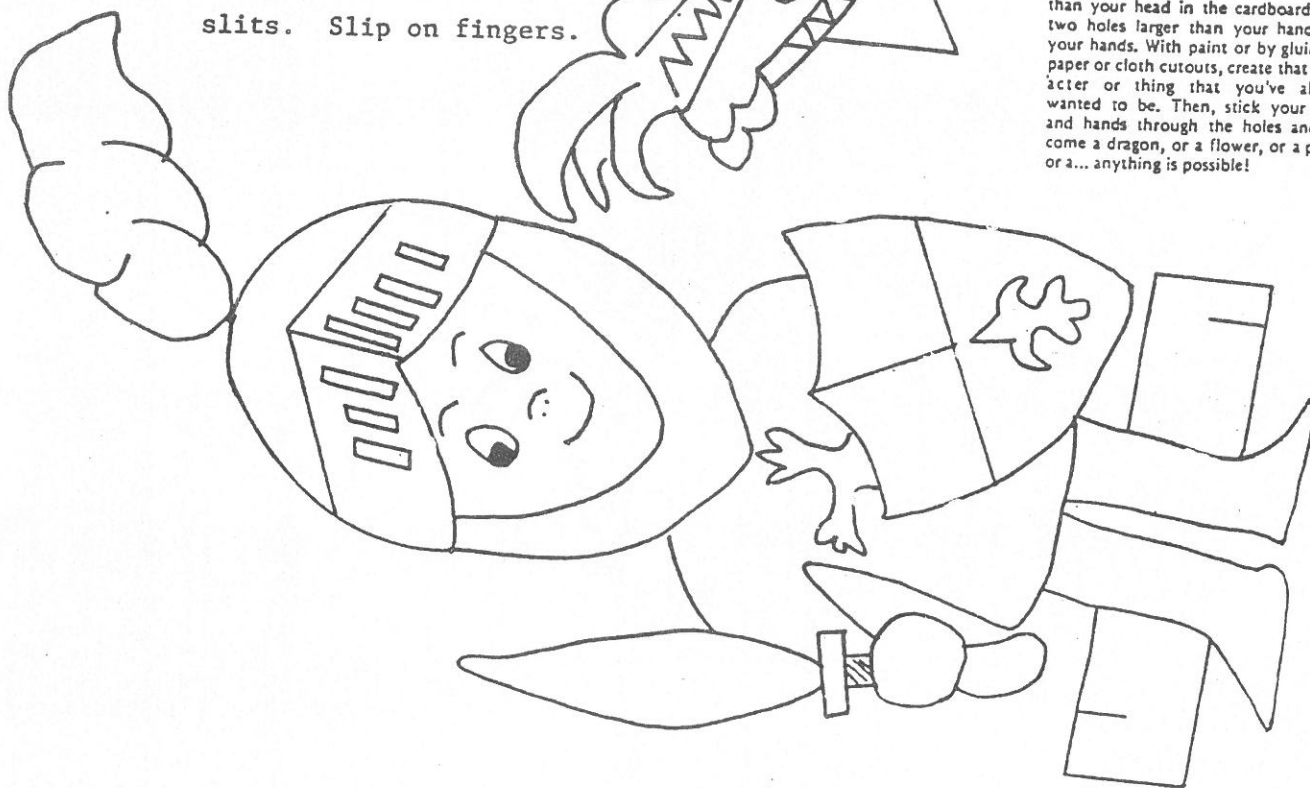
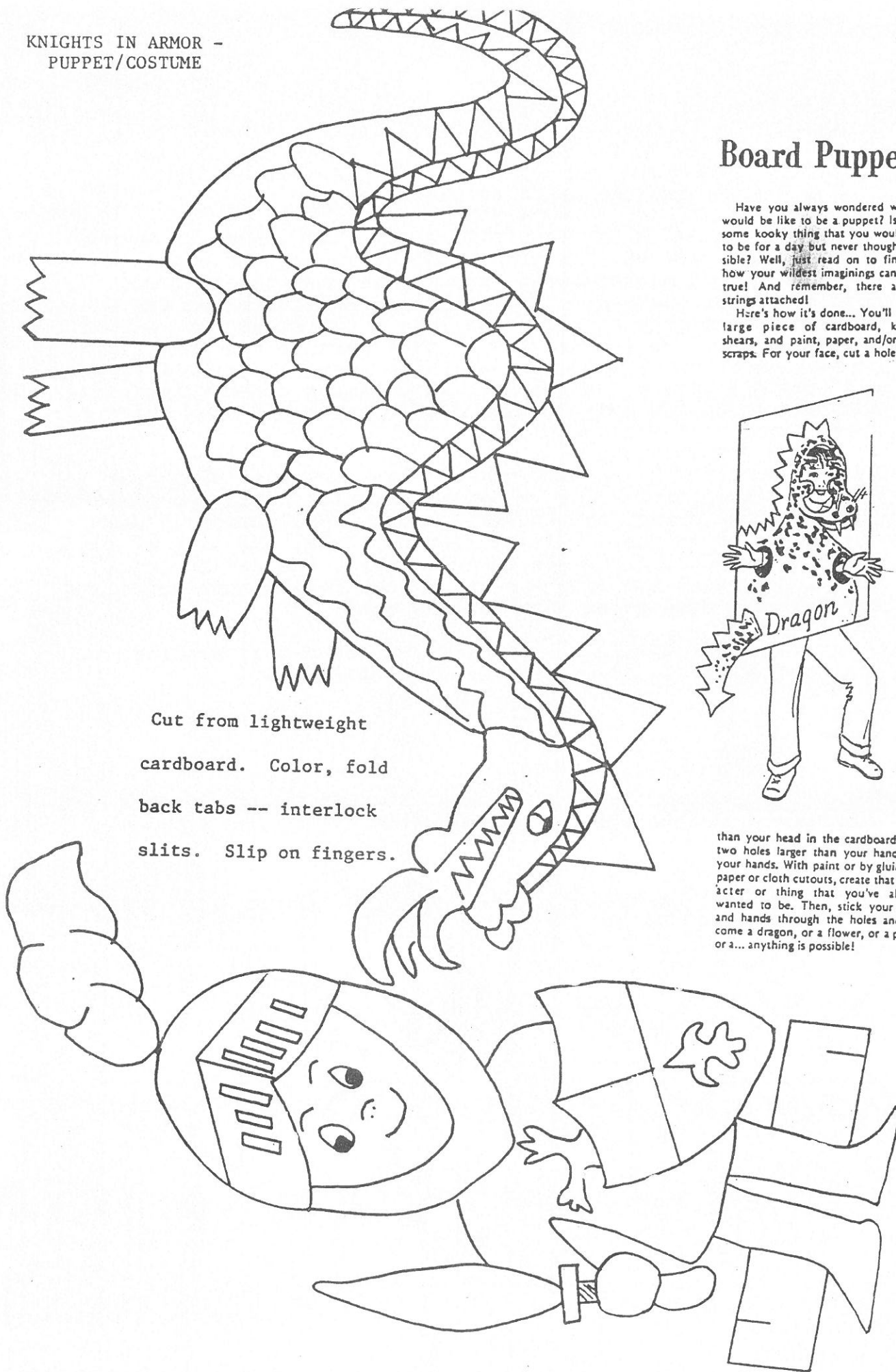
Have you always wondered what it would be like to be a puppet? Is there some kooky thing that you would like to be for a day but never thought possible? Well, just read on to find out how your wildest imaginings can come true! And remember, there are no strings attached!

Here's how it's done... You'll need a large piece of cardboard, kitchen shears, and paint, paper, and/or cloth scraps. For your face, cut a hole larger



than your head in the cardboard. Cut two holes larger than your hands for your hands. With paint or by gluing on paper or cloth cutouts, create that character or thing that you've always wanted to be. Then, stick your head and hands through the holes and become a dragon, or a flower, or a pizza, or a... anything is possible!

Cut from lightweight cardboard. Color, fold back tabs -- interlock slits. Slip on fingers.



KNIGHTS IN ARMOR - ADVANCEMENT CEREMONY

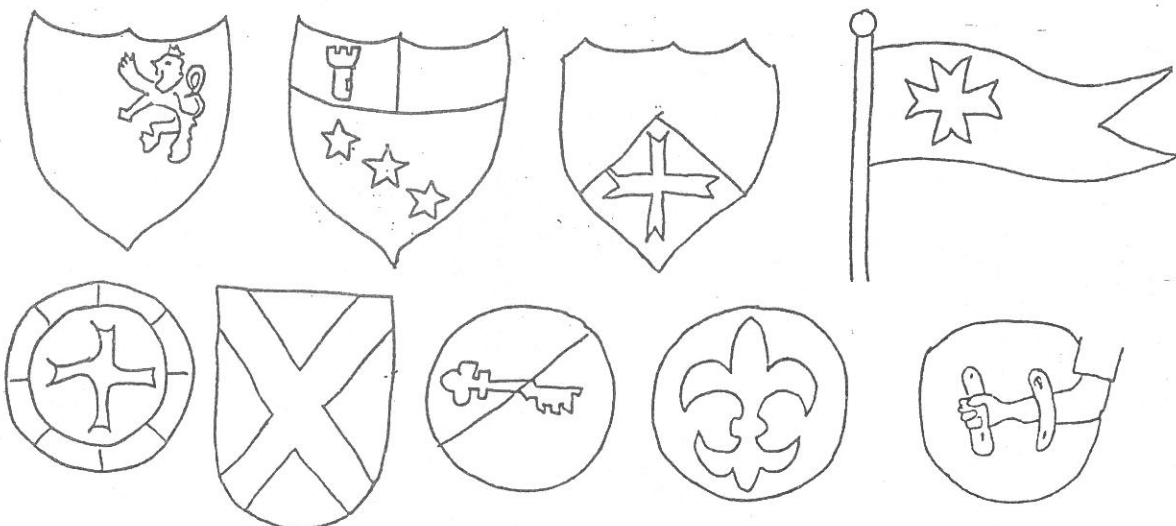
Equipment: A Knight's sword, made of heavy cardboard or plywood for each boy who is advancing in rank. Cubmaster is dressed as King Arthur. Fasten badges and cards to swords.

Cubmaster: As in Cub Scouting, a boy that wanted to become a knight started his training at about the age of eight. He learned good manners, did errands, learned to sing, and play. He also learned fair play and consideration for others. As he grew older, again like a Cub Scout, his duties became harder. He learned how to take care of his knight's armor, horses and weapons. Finally the young squire was tested and took his vows to become a knight. Among other things, he vowed to do his duty to his God, to serve his King bravely, to be fair, kind and truthful.

Tonight we have in our Pack some squires who have been tested and have taken their vows to become knights. Will the following squires come forward and kneel in front. (Call names of each boy advancing in rank) In the name of Akela, the King of the Order of Webelos, I present (name of boy). (Repeat for each Wolf and present him with a sword. Then follow same procedure for Bear and boys going into Webelos den)

Congratulations to all of you. As you leave this meeting, may you carry with you the spirit of true knighthood.

Medieval Decorations: To add a tournament touch to your pack meeting room, make banners, shields, and pennants to display.



Also see encyclopaedia for heraldry and coats of arms.

KNIGHTS IN ARMOR - GAMES

SWORD BALANCE RELAY

You will need two swords cut from cardboard and several balloons. Divide players into two teams of four or more. Teams line up behind a starting line. The first boy holds a sword and balloon. At a signal, he blows up the balloon and ties it. He runs to the goal while bouncing the balloon in the air with the flat of his sword. Then he returns, bounces the balloon in the air, and passes the sword to the next player on his team. Once play has begun, the balloon must be touched only with the sword, or the last player to make the run must start over.

SENTRY POST

The prize goes to the quietest team in this game. Set up two chairs about seven feet apart. These are the sentry posts and two blindfolded players are seated in them, facing each other. The other players divide into two teams. At a signal from the leader, the first player in each line sneaks forward on tiptoes and tries to pass between the two sentries without a sound. If either sentry hears anything, he calls out and points in the direction from which the sound came. If he's right, the player is "captured" and out of the game. If he points in the wrong direction, the player sneaks ahead. Each team goes through just once. The winner is the team that gets the most players past the sentries.

DRAGON'S TAIL

There should be at least eight players for this game, but an unlimited number can play. The players are divided into two equal groups, and each team makes a "dragon" by getting into line, all facing the same way; each player holds the waist of the one in front of him. The last player in each line has a handkerchief waving in back of his belt. This is the dragon's tail. The object of the game is for the first player of each dragon to try to get the other dragon's tail. It takes a lot of running and dodging to protect the rear man. Play for points, each dragon scoring one point for each time it succeeds in getting the other dragon's tail. If a dragon comes apart because one of the players let go of the one in front of him, that dragon loses a point.

TRAVELING RACE

Travel was important, because knights frequently visited other castles. In the traveling race, give a player from each team an envelope containing 13 letters. He must arrange the letters into three words, describing ways knights traveled from castle to castle. Letters in the envelope for: FOOT, HORSE, BOAT. Winner is the first player to form all three words.

ENDURANCE RACE

On the night before he was knighted, a young man solemnly placed his armor on an altar and guarded it until morning. Time probably passed very slowly. With no watches or clocks, he may have wondered how much time had actually passed. At a signal, guess how long one minute really is. When you think a minute is up, stand up at attention and salute. Player coming the closest to the right time wins.

SPOON JOUSTING

Give each Cub Scout a small potato or ping pong ball and two spoons. He carries the potato or ball in one spoon in one hand. The other hand has the second spoon. With it he tries to knock the potato off the spoon of another Cub Scout while trying to protect his own potato. Winner is the last boy who knocks another's potato off while keeping his own on his spoon.

GRAND SLAM

Fighting for right played an important part in a knight's life. He began early to learn skills that would make him a better fighter. Stand facing your opponent with tips of right toe touching. Place left toe at back of right heel. Hold your left hand behind your back and, at a signal, slap right hands together and push. Player losing his balance first is the loser.

JOUSTING CONTESTS

Hand Push - Two boys face each other with toes touching and palms together at shoulder height. Each tries to push the other's hands until he is forced one step back.

Broomstick Twist - The two boys should be about equal in height and weight. They grasp a broomstick held horizontally with both hands. Each tries to touch the end of the broomstick to the floor on his right.

Pull Over - Boy braces feet, grasps right hand of his opponent with his own right hand, and tries to pull him over a centerline on the ground. Vary by changing hands.

Sack Fight - Each boy stands in a burlap or similar type bag. He must use both hands to keep the bag stretched to its full length. He tries to upset others by thrusting and pushing with shoulders and hips. This can be a dual contest or a mass battle where boys are eliminated as they lose their balance and fall.

KNIGHTS OF YORE - BATTLE ROYAL

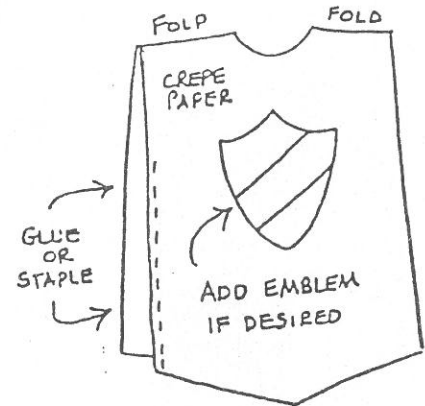
This is a mass battle with each contestant holding a broomstick horse in one hand and swinging a weapon (such as a stuffed sock) in the other. Each Cub Scout wears a paper hat and leaves the contest when he loses his hat.

KNIGHTS IN ARMOUR - CRAFTS

For basic costume, use pajama bottoms, thermal underwear, uniform pants or leotards, with matching socks pulled up over pants and fastened with rubber bands.

TUNIC

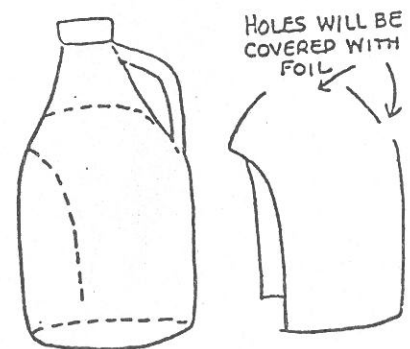
Cut from fabric/crepe paper. Seam, glue or staple sides, leaving arm holes. Add coat of arms design with magic markers or glue on emblem made from construction paper.



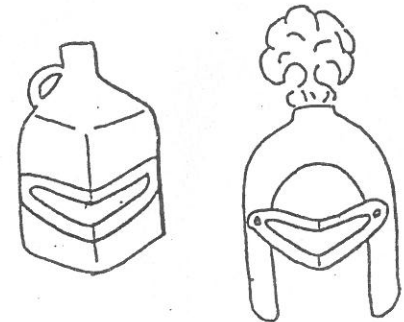
HELMET

Use a round 1-gallon plastic bleach bottle and a square 1-gallon plastic bottle (like used for distilled water). Remove neck, handle, and bottom from round bottle. Cut away arch-shaped section from the side opposite handle. (Make big enough so face can be seen.) Cover helmet with foil taped on.

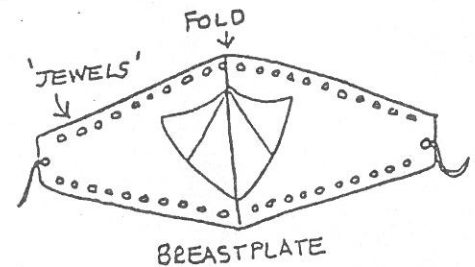
For visor cut two sides from square bottle. The corner of the bottle gives visor a perfect shape to permit lifting from the helmet. Either leave visor solid or cut out opening in center. Punch holes in ends of visor and in sides of helmet and join together with paper fasteners. Tape ends of fasteners so they will not scratch boys' faces. Add plumes made from foil or crepe paper or construction paper.



Use lightweight sheeting or flannel dipped in full strength liquid starch and molded over a balloon. Inflate balloon larger than head size; rest balloon neck in wide-mouth jar while molding helmet. When dry, remove balloon and cut out face opening, curving sides as shown.



Cut face shield for helmet from light-weight cardboard, about 13" wide. Place helmet on head and curve face shield over face area. Shield can be attached to helmet with brass paper fasteners. Cut out slits for eyes. Make crease down center front. Paint with metallic paint. Add crepe paper plume with pipe cleaner shaft - or real feather. Fabric can be added to hang around bottom, if desired.



EPAULETS

Use curved sides of two 1-lb. oatmeal boxes. Remove top and bottom of box, cut down to 6" length. Run tape between the two across in front and back of neck. Paint as desired.

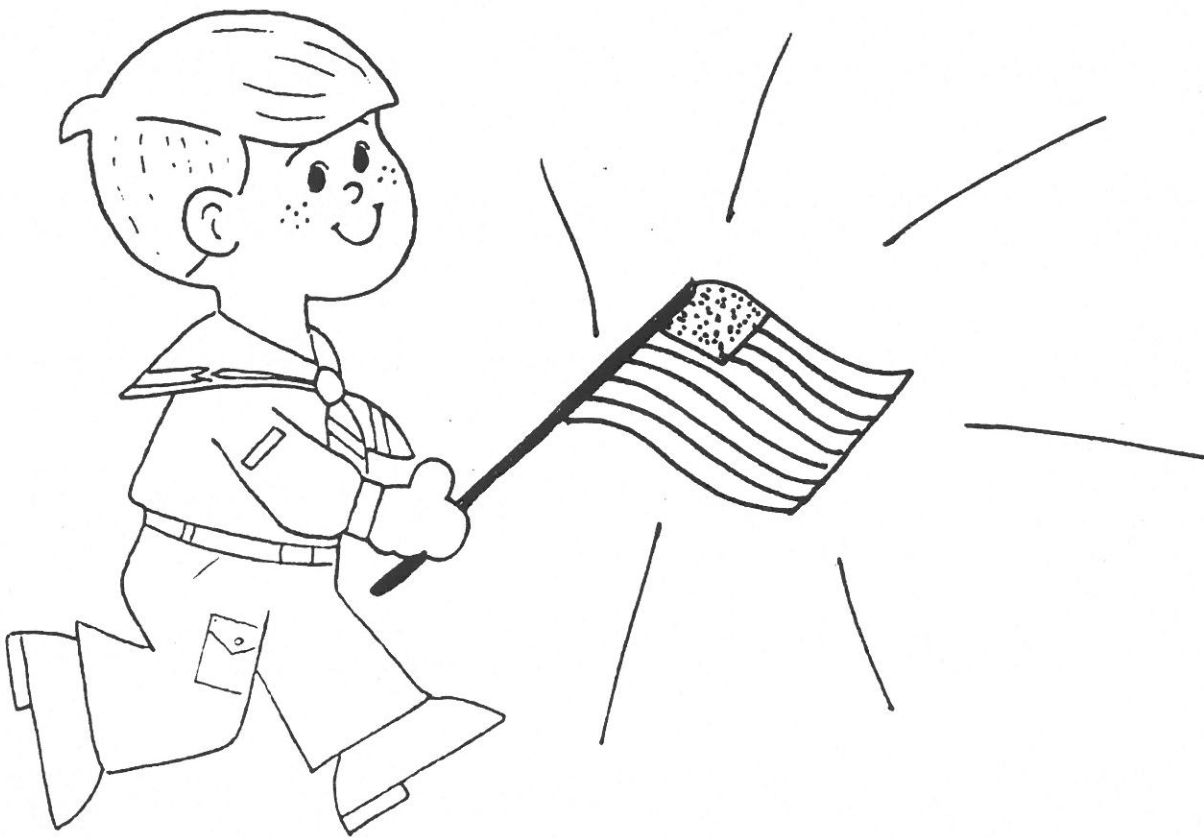
BREASTPLATE

Cut from corrugated or plain cardboard. Make fold in center and cut to taper at ends, to fit around arms and hips. Attach bias tape ties at back. Paint with metallic paint. Add coat of arms or fake jewels (small rocks painted and glued on.)



FEBRUARY -

STRONG FOR
AMERICA



BLUE AND GOLD

A blue and gold banquet is really a birthday dinner for Scouting that is held during February, the anniversary month of the Boy Scouts of America. Each February packs across the country plan a blue and gold banquet for the entire family at their pack meeting.

Some packs make the dinner a potluck affair with each family bringing a covered dish. Other packs prefer buying food, having it prepared by a mothers' or dads' committee and then prorating the cost among those attending the dinner. Others hire caterers. The plan of feeding isn't important, it's the Cub Scouting that happens in making the program come true that counts. The after-dinner program should be kept short, with little expense involved. A short program by the boys or outside volunteers, presentation of awards and appreciation certificates plus opening and closing ceremonies and invocation should always be adequate.

THE BLUE AND GOLD BANQUET

The Pack Blue and Gold Banquet is usually held in February, supplanting the February pack meeting. This is not to say that normal pack meeting activities such as advancement, recognition, skits, songs, etc., are forgotten. These items are incorporated into the Blue and Gold Program. The purpose? To bring the Cubs and their families together for that "special" event of the year, the observance of Boy Scoutings' anniversary.

The Blue and Gold should incorporate the following:

1. Displays of projects by dens. These exhibits may be related to Boy Scout Week, past themes, den history, etc.
2. Opening ceremony--The ceremony need not be elaborate or lengthy, the important thing to remember is that the boys be involved in the ceremony.
3. Invocation--May be given by a pack official, a Cub or a clergyman. The important thing is that an invocation be given.
4. The Dinner--The meal may take many forms. Many packs operate on a potluck format for main dishes, with the pack providing beverages and dessert. Others favor a catered affair, using a local women's group or a professional caterer. The important things to remember are:

Keep the cost as low as possible, serve food that is generally accepted by all families (example--no rutabagas!) and make sure the food is served hot. No matter how you organize the meal, it will go smoothly if adequate planning and preparation has been done.

Table decorations can be made easily by the boys and the best centerpiece of all is a cake decorated with a cubbing motif which may be eaten for dessert.

5. Welcome and introductions--The Master of Ceremonies (usually the Cubmaster) will want to recognize other pack leaders, guests, the head of the sponsoring institution, etc., at this time. Remember that boys are restless, so keep the comments short and to the point with plenty of applause.

6. Songs or entertainment--Each den may have a special song or skit they have prepared for the occasion. These performances should be short (35 min.) and well rehearsed. Outside entertainment may be used but remember, much of it is expensive! For this reason, free entertainment is usually best. A little thought well in advance of the banquet can turn up some excellent free or nominal entertainment. One more thing, for the most part, speeches are not entertaining. If you must have a speech, keep it short, to the point and directed at the boys.

7. Awards ceremony--This is the part most boys and parents have been waiting for. Everyone likes recognition and boys are no exception. This ceremony must be impressive, well-executed and meaningful. An awards ceremony loses its importance when dragged out.

8. Closing ceremony--Following the awards, the "tone" of the meeting becomes more subdued. The closing should put a perfect end to the evening. Something of a patriotic or Scouting nature is appropriate.

OPENING/CLOSING CEREMONIES

OPENING

- D - stands for DOING, for others in need.
- O - stands for ONE, country, one allegiance, one creed.

- Y - stands for YES, a response that we give,
- O - stands for OATH, that we pledge as we live.
- U - stands for UNDER, one flag we all stand,
- R - stands for READY, to defend our great land.

- B - stands for BEAUTY, we see it each day,
- E - stands for EAGERNESS, we all should display.
- S - stands for SERVICE, and love toward others.
- T - stands for THANKFULNESS, for making us brothers.

CLOSING THOUGHT

Did you ever stop to think that each one of us is like a light switch? We all tend to give off some light and heat. One of the most important questions is: How much light and heat radiates from you? Every one of us gets 'turned on' by different things. And when each of us gets our switch turned on, we should shed more light than heat. Look at it this way: When someone throws your switch, what do they get? Do they get heat, in the form of anger, grumbling, argument? Or light - friendliness, kindness, and understanding. What you give off depends on what you are plugged into - what you really are inside, as a person. Every day we should try to be a little better than the day before. When someone throws our switch, we should reflect the very best of which we are capable, and brighten up the world around us.

ADVANCEMENT CEREMONY

CUBMASTER: Scouting began in England in 1907 with a small group of boys. Lord Baden-Powell, our founder, took these boys to Brownsea Island, off the coast of England for 12 days of adventure in camping and pioneering. He was testing as idea for an organization for boys. That was how Scouting began.

Tonight we have some boys who are beginning their adventure in Cub Scouting. (Call names of Bobcat candidates and ask them to come forward with their parents). Baden Powell based his idea for Scouting on some principles which he had been taught as a boy..things like trust and loyalty, helpfulness and courtesy, cheerfulness. In Cub Scouting, we have these same principles encompassed in the Cub Scout Promise and the Law of the Pack. Will you repeat with me the Cub Scout Promise? (They do) Now I'll ask all the Cub Scouts here tonight to stand, give the Cub sign and repeat with me the Law of the Pack. (They do) (Cubmaster presents Bobcat badge to parents and congratulates boys and parents) You boys have now started your Scouting adventure, just like the boys on Brownsea Island.

A Chicago publisher, William Boyce was lost in a London fog. A boy appeared and offered to take him to his destination. Mr. Boyce offered a tip, but the boy said, "Scouts do not accept money for doing a good turn." Mr. Boyce was interested in Scouting and was responsible for starting it in America.

We have some boys here tonight who have been doing their daily good turns, and have been working hard on achievements and electives, so that now they have earned Wolf badges and arrow points. (Call boys

and parents forward to receive awards) Your Wolf achievements and electives are helping you along the Scouting trail.

Scouting had been in America for only a few years when younger boys and their parents asked for a program of their own. That's when Cub Scouting started. The first year there were five thousand Cub Scouts and now, 52 years later, there are more than two million Cub Scouts in America. Scouting was really growing.

There are some boys in our pack who are really growing too. They have completed the requirements for Bear badges and arrow points. (Call boys and parents forward to receive awards) You are moving along the Scouting trail.

Baden-Powell left a message for Scouts before he died. In that message he said: "Try to leave this world a little better than you found it." We have some Webelos Scouts in our pack who are doing just that. They have been working hard in the different activity badge areas, exploring fields of knowledge which will be helpful to them all their lives. (Call boys and parents forward to receive awards) Congratulations. Continue to do your best along the Scouting trail.

Scouting has spread to 104 different countries of the world. Tonight we're celebrating the 72nd birthday of Scouting in America, and the 52nd birthday of Cub Scouting. From that small group of 20 boys on Brownsea Island, Scouting has grown to more than 12 million boys and adults around the world. You can be proud to be a member of such a fine, world-wide organization.

See "Cub Scout Program Helps" and 'Blue & Gold' section of this book for more ceremony ideas on this theme.

BLUE AND GOLD - SKIT

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

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

(FIRST BOY enters carrying toy church or Bible. NARRATOR continues)

We take turns praying in our dens. I like to wear my uniform to church on Scout Sunday (or Sabbath). Nearly half of all Cub Scout packs in America are sponsored by churches.

(SECOND BOY approaches in complete Cub Scout uniform. NARRATOR continues)

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

(THIRD BOY enters carrying Wolf Cub Scout Book and Kipling's Jungle Book)

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

(FOURTH BOY enters with a craft project of wood)

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

(FIFTH BOY carries in a nature collection)

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

(SIXTH BOY enters with a "buddy burner")

I like to go on picnics. We Cubs sure do like to eat! This is the cook stove I made.

(SEVENTH BOY, the smallest Cub Scout, enters with American Flag)

I'm proud to be an American so I can salute the flag. I also like to see our pack flag (points to it) because then I know I am part of the Worldwide Brotherhood of Scouting. I belong!

BLUE AND GOLD - GAMES

Paper Crunch

Give each den member two sheets of newspaper. On signal each boy takes one sheet in each hand and crunches it into a ball. First one finished wins.

Tissue Paper Relay

Give each player a drinking straw. The first player on each team is given a small square of tissue paper. On signal, he places the tissue paper against one end of the straw and inhales to hold it there. The next player then tries to remove the paper by sucking on his straw and passes it to the third player. Continue until all have tried. If the paper falls, it must be picked up with the straw. This can also be done by giving each player a piece of paper and going to a defined distance with his paper and then runs back and tags the next person.

Keep America Beautiful

The audience is told that, in keeping with the theme, a tree will be "planted" and through the magic of Cub Scouting, it will grow and blossom. Two teams of four are chosen, and each team selects a Captain. The captains are given signs to wear which say "SAPLING". Captain stands in the middle of his team. Others on team are handed a paper sack containing 20 or 30 green construction paper leaves, birds, blossoms, butterflies, a bird's nest, and a few small real branches, plus a roll of transparent tape. At the "GO" signal, each team begins to make their "sapling" grow by handing him the branches to hold and taping the contents of the bag to him. First team to finish is the winner. Or game could be set up so that the most handsome tree is the winner.

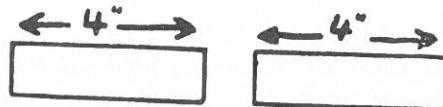
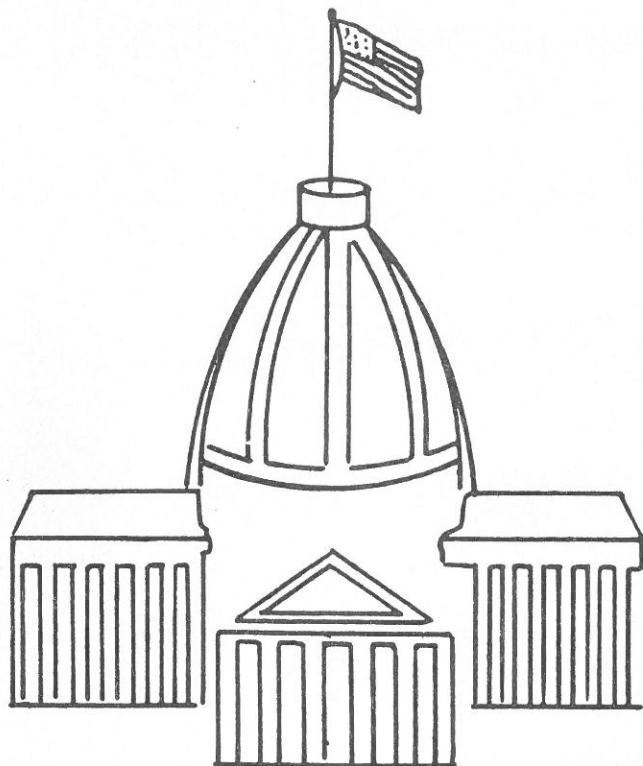
Puzzle Hunt

Before your den meeting, cut out full-page pictures from "Boys Life" or "Scouting" magazines and paste them to lightweight cardboard. Cut these into three pieces, jigsaw fashion. Make three piles of the sections of puzzles - a section from each puzzle in each pile. Pin the most obvious section of each picture to the wall, hide a second part of each puzzle somewhere in the room, and when the boys arrive, give them each a third part. They should try to match the part they have with what they see on the wall and can find in the room to put the puzzle together.

Cub Scout Spell Down

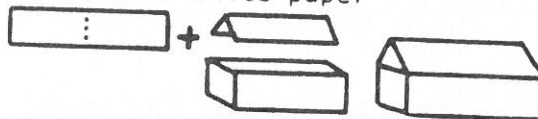
The object is to reach into a bag of letters and pull out one letter at a time and place it on the game board. Player continues to take letters out of the bag, trying to spell CUB SCOUT, while the timer is running. As soon as the timer runs out, he must stop. All letters are returned to the bag before the next player takes his turn. Game board is drawn on cardboard. Letters are drawn on cardboard squares.

U. S. CAPITOL CENTERPIECE

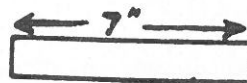


Cut 2 roof shapes from cardboard
4" wide

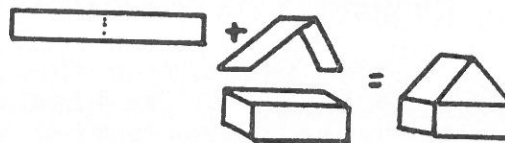
Cover with white paper



Bend along dotted line and glue to
top of the 4" X 3" boxes



For the third roof cut roof 7" wide
Cover with white glue
Bend on dotted lines and glue to top
of 4 X 2-1/2 box



Cut triangles to fit as flats on
sides and fronts of boxes



MATERIALS:

One bleach bottle
two 4 x 3 boxes
1 roll black tape
1 sheet cardboard
2 yds white paper
1 11 x 11" square of foam
Rubber cement
1 4 x 2½" box
Nail, hammer, small American flag, greenery

Directions:

Cover all boxes with white paper. Follow steps #1 through 7 in diagrams.

Trim boxes and bleach bottle with black tape.

Punch a hole in cap of bleach bottle with nail and hammer. Place American flag in hole, decorate with greenery. Place completed U. S. Capitol on square of foam.

BLUE AND GOLD - OPENING and CLOSING CEREMONIES

Opening Thought

Tonight the Birthday of Scouting
We are here to celebrate.
This great movement's been going
A great many year to date.

So let us all now join together *
And pledge ourselves anew,
To always strive for the things
Signified by the Gold and Blue.

May you strive for Truth and Spirituality
In the warm sunlight under the sky above.
As you bring good cheer and happiness
With steadfast loyalty brought through love.

(* If the room in which you have your banquet is large enough, you could have everyone stand in a circle before you begin reading and then join hands at this point.)

Closing

CUBMASTER OR DEN LEADER:

We have celebrated the birthday of Scouting by the Blue and Gold banquet. We have enjoyed our dinner and have had fun which is a fundamental part of Scouting. It is well at this point that we should rededicate ourselves to the principles which guide our Scouting movement.

CS #1: The objectives of Scouting are character building, citizenship training and physical fitness.

CS #2: A Scout does his duty to God.

CS #3: A Scout does his duty to his country.

CS #4: A Scout does his duty to other people.

CS #5: A Scout does his duty to his community.

CS #6: Scouting stresses the elements of service in the lives of all Scouts and their leaders.

CS #7: It is a coincidence that the birthday of Scouting falls in the same month as two of the greatest Presidents of our country, George Washington and Abraham Lincoln.

CS #8: George Washington and Abraham Lincoln lived before there was Scouting. But by their lives, actions, and deeds they proved that they were good Scouts.

DEN CHIEF: As we come to the end of our banquet, we should remember the objectives of Scouting. Let us once again promise to live up to them, as did Washington and Lincoln, by repeating the Cub Scout Promise. Will everyone please stand and repeat after me?

GET ACQUAINTED GAME

Find people in the group who fit each of the following descriptions. Ask one person who fits the description to sign each line. (Be sure you have a different name on each line.)

1. Someone whose family has a Volkswagon _____
2. Someone who lives in a two-story house _____
3. Someone who likes liver _____
4. Someone who has all four grandparents living _____
5. Someone who sings in a church choir _____
6. Someone who has five pennies with them _____
7. Someone who has three sons in Scouting _____
8. Someone who has brought a guest tonight _____
9. Someone who speaks a foreign language _____
10. Someone who has been on television _____
11. Someone who likes licorice _____
12. Someone who owns a German Shepherd _____
13. Someone who was a Girl Scout _____
14. Someone who has a red pen or pencil with them _____
15. Someone who has been to Hawaii _____
16. Someone who has no daughters _____
17. Someone wearing a neckerchief _____
18. Someone wearing a digital watch _____
19. Someone wearing black shoes _____
20. Someone who has been to Philmont _____
21. Someone who has five or more children _____
22. Someone who has been on radio _____
23. Someone who has tried sky-diving _____
24. Someone who has a pet rabbit _____

BLUE AND GOLD BANQUET SONGS

BLUE AND GOLD TRADITIONS

Tune: Jingle Belis

While dashing out to find
Things for the Blue and Gold,
We made some nifty napkin rings
And placemats to behold.

Chorus:

Blue and Gold, Blue and Gold,
Banquet time is here,
Time to sing and celebrate
Cub Scouting's (51st) year.

The nut cups they were neat,
And nametags were just right,
Oh, what fun it is to have
A Blue and Gold tonight!

Chorus

THE BANQUET

Tune: On Top of Old Smokey

Our Blue and Gold Banquet's
The best one in town,
We celebrate Scouting
While gulping food down!

Cub Scouting's a pleasure,
And eating is, too!
So pass the fried chicken,
Hurray, Gold and Blue!

THE MORE WE GET TOGETHER

Tune: Ach Du Lieber Augustine

The more we get together, together, together,
The more we get together, the happier we'll be.
For your friends are my friends,
And my friends are your friends,
The more we get together, the happier we'll be.

The more we get together, together, together,
The more we get together, the happier we'll be.
For you know that I know,
And I know that you know,
The more we get together, the happier we'll be.

RECOGNITION SONG

Tune: Farmer in the Dell

Our honored guests are here,
Our honored guests are here,
Stand up now and take a bow (stand)
Our honored guests are here.

(Continue.....Den Leaders; Pack
Leaders, fathers, mothers, sisters
brothers, den chiefs, Cub Scouts,
Webelos, etc.)

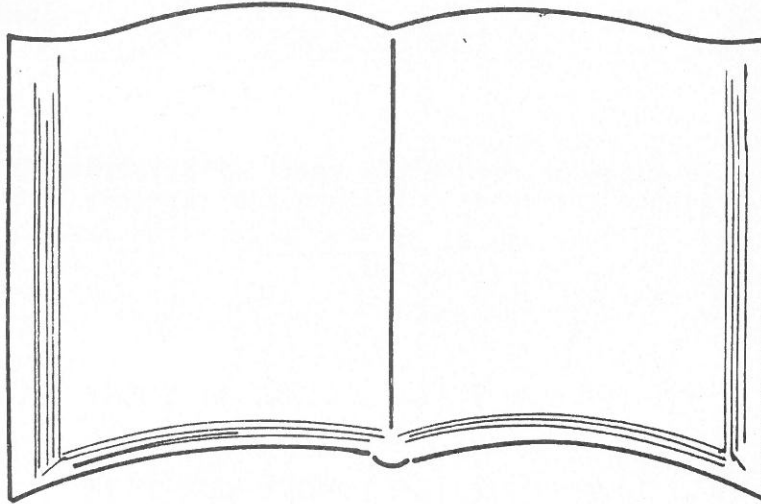
HAIL, HAIL, THE GANG'S ALL HERE

Hail, hail, the gang's all here,
Never mind the weather,
Here we are together;
Hail, hail, the gang's all here,
Sure we're glad that you're here,
too.

Hail, hail, the gang's all here,
We're a bunch of live ones,
Not a single dead one;
Hail, hail, the gang's all here,
Sure I'm glad that I'm here, too.

See "Cub Scout Song Book" for
'Hail, Hail, the Gangs All Here',
'Cub Scout Spirit', 'Cub Scout
Prayer', 'How Do You Do', 'We're
All Together Again' and 'We're
Glad To See You Here'.

BOOK CENTERPIECE

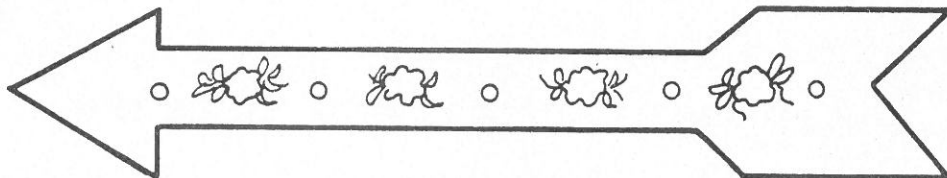


This book centerpiece can be made by covering an old catalog with sheeting that has been dipped in wallpaper paste and shaped to maintain a "book" appearance.

When thoroughly dry the "Law of the Pack" or the Cub Scout promise is printed on the open pages of the book. Lettering may also be done with cut-out lettering or from alphabet cereal.

A Cub Scout giving the Cub Scout sign is cut from either poster board or cardboard and glued to the top of the open book.

ARROW CENTERPIECE



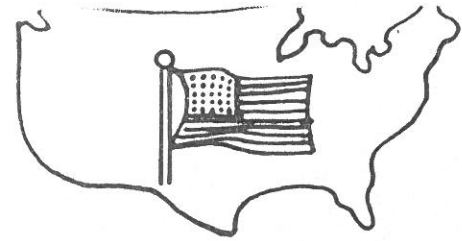
Cut an arrow from styrofoam and decorate as follows:

Alternate blue and gold candles and carnations made from tissue paper or plastic. Any number of holes may be put in the arrow to accommodate the candles and flowers.

Use blue and gold ribbon for bows.



PACK OPENING
"CUB SCOUT CITIZENS"



Eight boys line up on stage holding blank cards with letters printed on other side spelling out the word CITIZENS. As each boy says his line, he then turns over the card. Another way is to have a narrator read the lines into a microphone as the boys turn the cards over.

C	IS FOR CUB SCOUTS AND GOOD ONES WE STRIVE TO BE.
I	IS FOR THE INTEREST MY LEADERS SHOW IN ME.
T	IS FOR TRYING OUR BEST TO ALWAYS DO.
I	IS FOR INCLUDING PARENTS IN CUB SCOUTING TOO.
N	IS FOR ZEAL FOR DOING, WHICH SCOUTING DOES TEACH.
E	IS FOR EVERY GOAL WE STRIVE TO REACH.
N	IS FOR OUR NEIGHBORHOOD, (or NATION) OF WHICH WE'RE CITIZENS YOU SEE.
S	IS FOR SCOUTING, HELPING US BETTER CITIZENS TO BE.

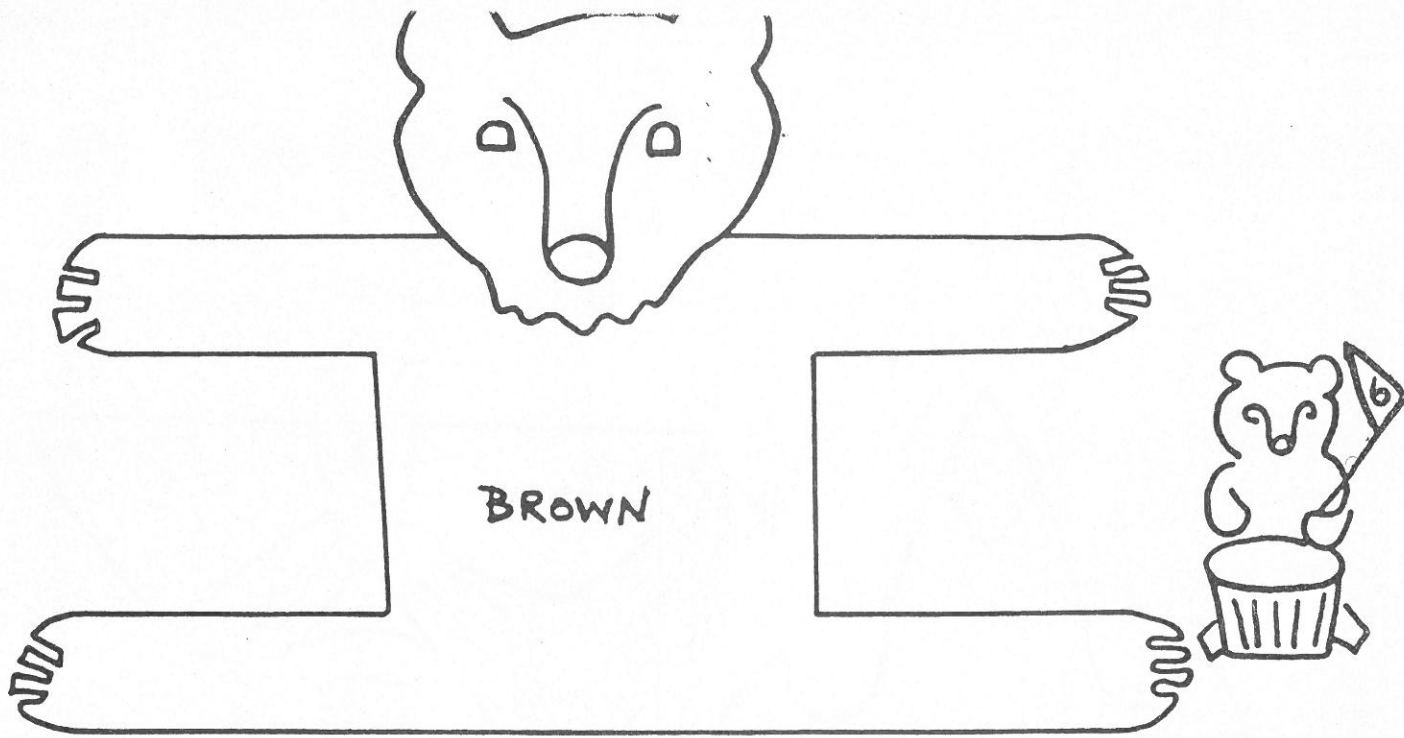
All boys together can then speak the following lines or one can step forward and speak or a narrator at the microphone can do it.

As citizens together,
The Pledge of Allegiance we'll now give,
Pledging loyalty to our country,
As long as we live.

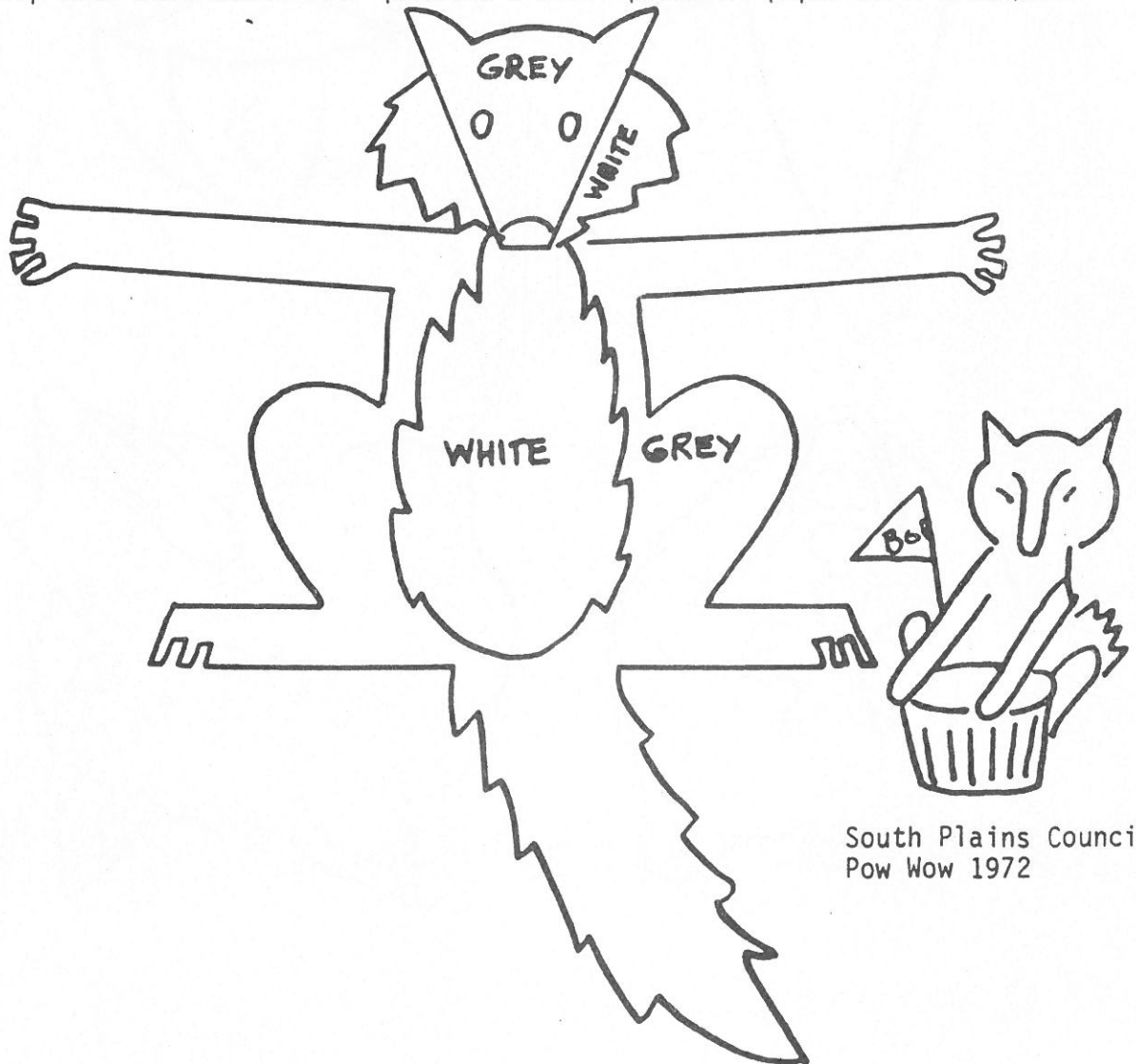
Audience please rise and join us in the Pledge of Allegiance.

Written by Joyce Newell

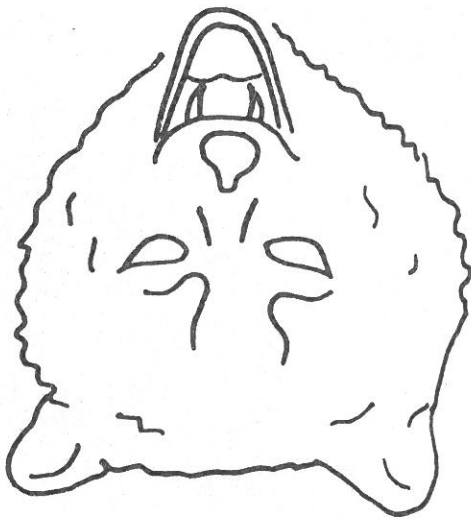
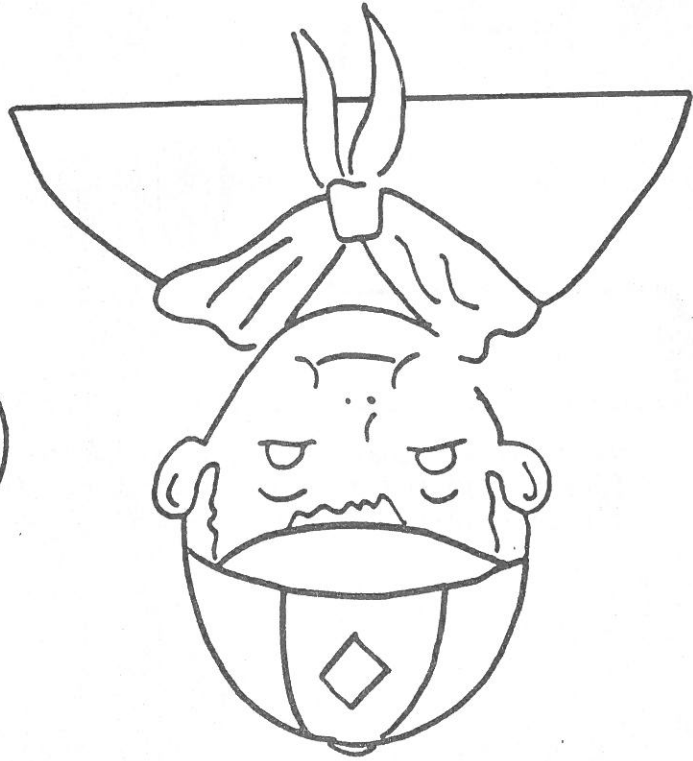
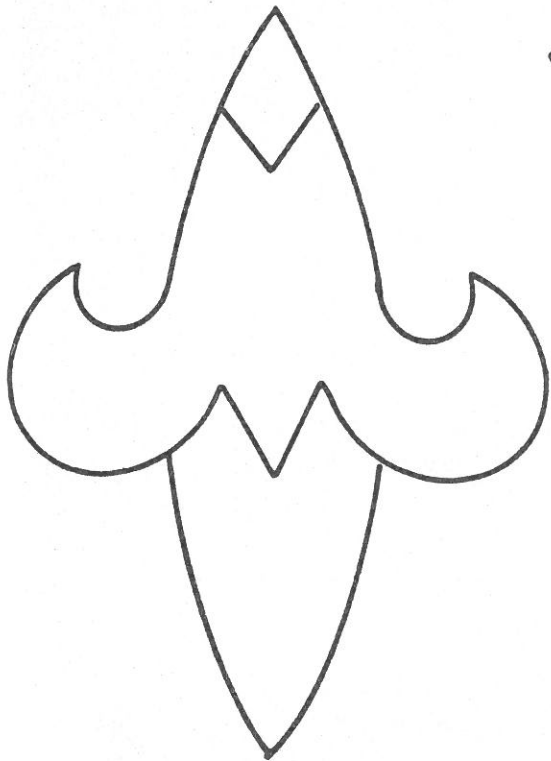
Balboa District



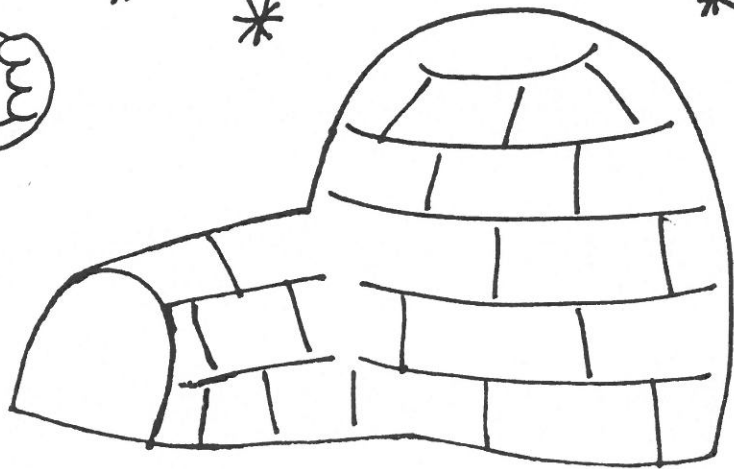
Glue animals that have been cut from construction paper to small nut cups. Wrap the arms and legs around to front of cup and glue in place. Tip back wolf tail. For pennant a small piece of paper on a toothpick.



South Plains Council
Pow Wow 1972

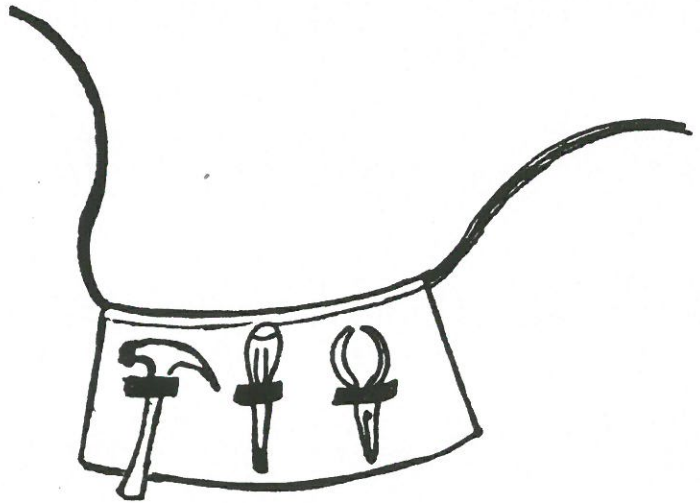


MARCH -
EXPLORING
ALASKA

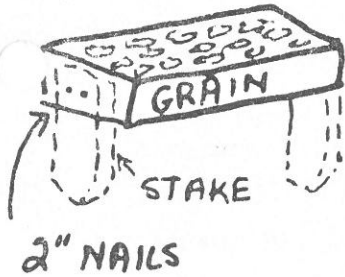


APRIL -

HANDYMAN



SHOE SCRAPER



Materials Required

- 1 - $3/4$ x $3\ 1/2$ x 9 Wood Base
- 2 - $3/4$ x $1\ 1/2$ x 6 Stakes
- 24 - Crimped Bottle Caps
- 24 - Large head tacks, $3/4$ " long

How to Make

First remove the cork discs from the bottle caps. Then, beginning at one corner, nail the caps flush with the edge of the board, using large headed tacks or roofing nails. Continue this until the board is covered with bottle caps. Either screw the scraper directly to a wood surface or nail stakes to ends & drive it into ground.

DOGGIE FOOT SCRAPER

For the body of the dog, use a log of desired length about $3\ 1/2$ " thick. Split a short piece of log in half for the feet. Attach crosswise at ends of the body using extra long nails. For the head, nail a 1" thick slice of log in place. Nail inverted pop bottle caps onto the dog's back for scraping your feet. Add leatherette ears and tail. Use a knob from a clothespin or wooden head for a nose and paint any additional features.



NAIL AND SCREW HOLDER

Supplies

- 1" x 2" wood 20" long
- 3 screws
- 4 baby food jars
- varnish

- sandpaper
- screwdriver
- nail
- hammer
- saw

Cut wood desired length, sand edges. Paint. Measure, leaving equal space for balance. Use nail to start hole in the lid and wood together, screw. Fill baby food jars with different sizes of nails or screws, or leave empty for person to fill.

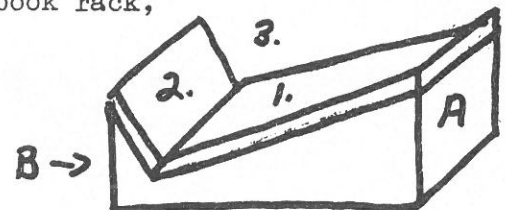
BOOK RACK

Materials

- 1" boards or $3/4$ " ply
- scrap masonite
- leatherette, oilcloth, linoleum, etc.

1. Cut two pieces of board or plywood 16" x 7". Tack the two pieces together and mark with a carpenter's square as shown. Saw the two boards along these lines. Separate the boards and remove tacks.
2. Cut your masonite 7" wide and mark for the proper lengths using a side piece as a guide. Nail the long top piece in place.
3. CAREFUL NAILING THE OTHER THREE PIECES IN PLACE OR YOU WILL CRACK THE SIDES. When you nail the end piece A, have the flat section (1) resting on a smooth, flat surface. When you nail piece B, have the flat surface (2) resting on a smooth surface. Piece C should give you no trouble.

4. Sand the edges of the masonite where they meet to form slightly rounded corners, and decorate. You can either paint the book rack, or cover it with leatherette, oilcloth, linoleum, or similar material.

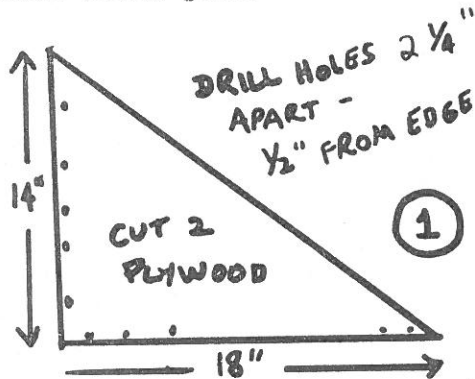




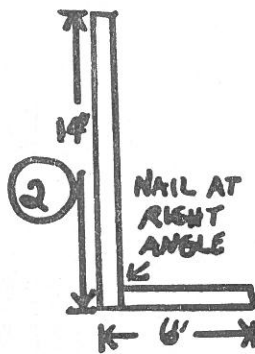
Your Personal Bike Rack: If you have a workshop, you may have all the materials for this bike rack on hand. Scrap lumber can be obtained at your local lumberyard at little or no cost. You will need:

- a piece of 1/2" plywood 14" x 18" (for medium-weight bicycle with 24" wheels)
- a two-foot length of 1" x 2" wood Varnish or paint
- an 18" length of 2" x 8" wood. Hammer, Screwdriver, Saw, Drill
- No. 6 flathead screws 1-1/4" long
- Six-penny nails. White glue or powdered resin glue.

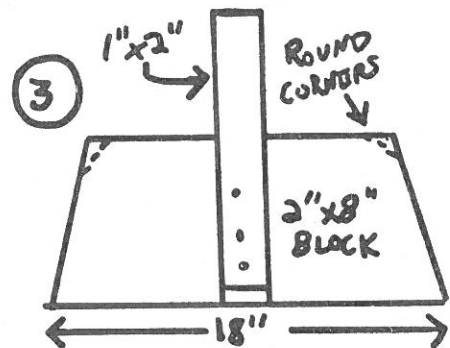
1. Cut plywood triangles. Drill holes as shown with a 5/32" drill. Paint or varnish the inside of the plywood now. It will be difficult to do it after the rack is assembled.



2. Cut the 1" x 2" pieces. Nail the two longest pieces at right angles.

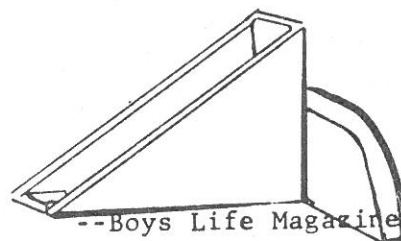
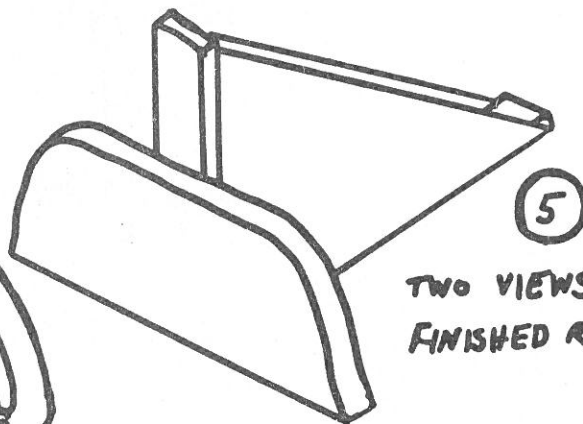
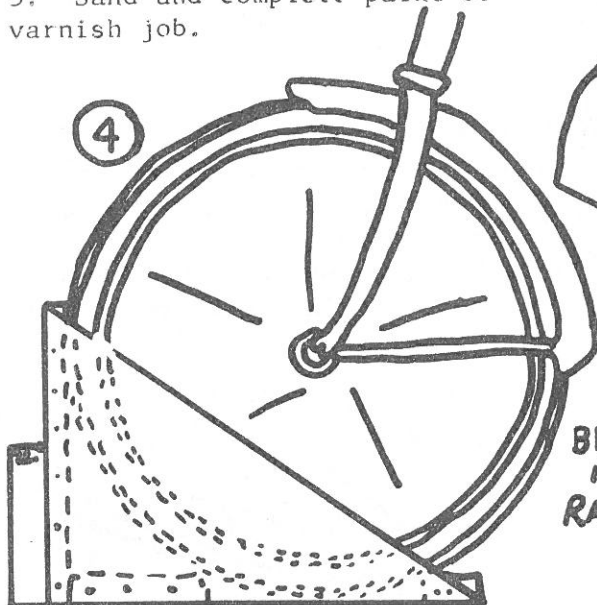


3. Cut the 2" x 8" piece. Attach the nailed 1" x 2" with screws. Paint or varnish the 1" x 2" now. (Note the right angle is fastened to the 2 x 8 with screws from the inside)



4. Fasten the plywood triangles in place with screws through the pre-drilled holes. Don't forget the small piece of 1" x 2" that joins the tips of the triangle.

5. Sand and complete paint or varnish job.



Handyman



Learning how to care for and sharpen tools is an important asset in doing any kind of handicraft, but boys want to make things. The Craftsman Activity Badge requires that a Webelos Scout make at least eight different wood, leather or tin articles. These involve designing, cutting, tooling, lacing leather, using a jigsaw or coping saw with wood, or cutting and joining metal.

To supplement the information in the Webelos Scout book you will probably find "Crafts for Cub Scouts" the most helpful for ideas, techniques and designs. There are many resource books at the library or hobby store which would also be helpful.

Helping boys make and do things that are consistent with their abilities and interests is a satisfaction in itself. You also have the opportunity to help boys develop confidence in their abilities by encouraging them to use their talents and skills for more advanced handicraft projects and perhaps develop a hobby in one of these fields.

If you do not feel expert enough to lead them in a craft or skill, call on someone who can help. You aren't expected to be skilled in everything...and this is an opportunity to bring in fathers to help.

Words of Wisdom.

- Be ready to assist when needed, but don't be so liberal with your help that it becomes your project rather than the boys.
- Encourage every boy to put forth his very best effort and reserve your praise for projects worthy of compliments.
- Watch for signs of discouragement. Help boys when they seem to be having trouble.
- Make sure that all projects are carefully planned before they begin, so the boys know what they're making.
- Help each boy to understand safety practices and take safety precautions where needed, and know sharp tools are a necessity and should be used with care and safety.
- Be extra cautious in metalwork projects.
- Clean up working areas when finished - this leads to good relationships.

Demonstrations for Pack Meeting:

- How to use the coping saw, bench fork or V-board and C-clamp.
- How to nail, toenail, clinch a nail, and use a block to pull a nail.
- How to drill a hole for inside cutting with coping saw.
- How to use a pocketknife - care, safety measures, sharpening, whittling.
- How to nail a butt joint.
- How to apply finish - crayons, tempera, wax paint, enamel, shellac.
- How to make a bench hook and how it is used.
- Difference between a crosscut saw and a rip saw; proper way to saw, and the use of the T-square.

- GAMES

TOOL BOX SORT OUT

Use an egg carton for the tool box. Have an assortment of nuts, bolts, screws, etc. to be sorted. The first boy to sort by size in the proper places in the "tool box" wins.

NAIL DRIVING CONTEST

Give each boy a hammer and five nails. On the word go, they are to nail all five nails completely into a round log 4 inches in diameter. First one finished is the winner.

BOARD SAWING CONTEST

This is the same as the nail driving contest. Give each boy a small hand saw and a 2 x 4 board. On the word go, each boy is to saw his board in half.

NAME THE TOOLS

Cut different silhouettes of tools from construction paper, such as a hammer, plane, brace, bit, wrench, screw driver, etc. Glue these on lightweight cardboard, and use a flashcards.

NAIL GAME

Players work in pairs for this game. Items needed: hammers, boards, nails. Provide each team with a nail, board and hammer. First Cub drives nail into board, second Cub tries to pull it out with the hammer. First team to do this wins.

MEASURING WORM

Each Cub is measured from shoulder to feet. He assumes a push-up position with elbows and knees straight. He then inches his feet as close to his hands as possible, keeping knees straight. The original position is required by inching forward with his hands, thus finding out the distance from one point to another depending on how many times he has moved forward. The Cub with the closest measurement is the winner.

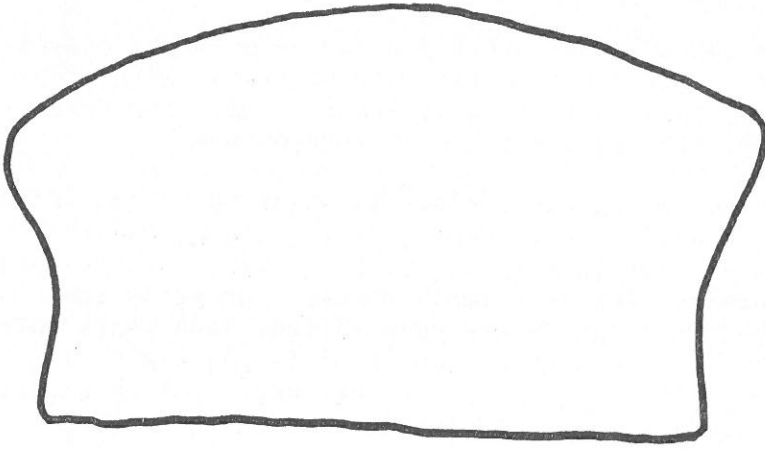
TWENTY QUESTIONS

Each den has five minutes to write down twenty things it takes to make a house. Not what is in a house after it is built, but what it takes to make it. The den that gets twenty things written down first is the winner.

KNOTS

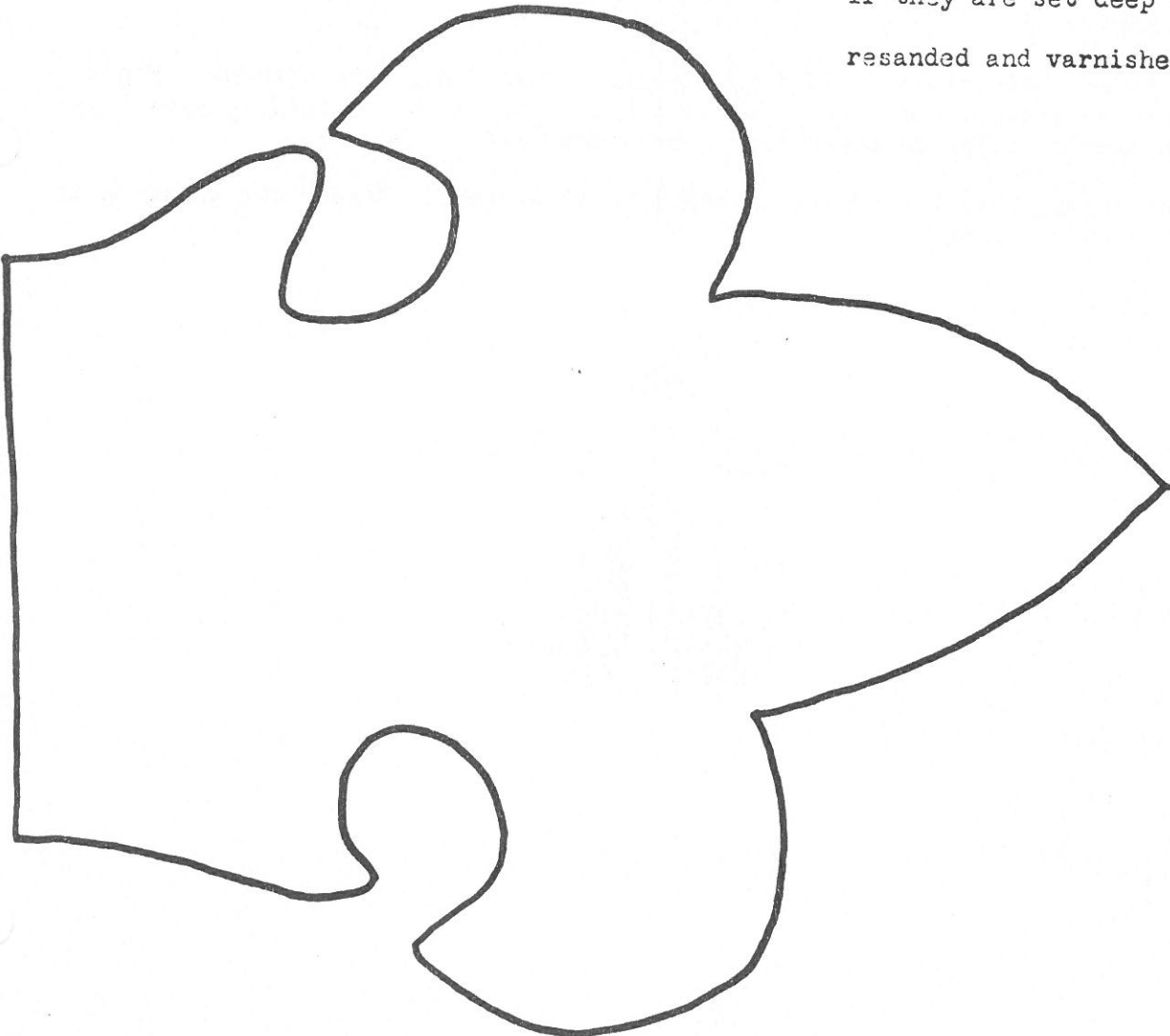
About 6-12 people per knot. Stand in a circle, shoulder to shoulder, place hands in the center. Grab a couple of other people's hands but obey these two rules: do not hold both hands of the same person, and do not hold the hands of a person directly to either side of you. Now untie your human knot without letting go of hands!

BOOKENDS PATTERN



Cut 2 of each from plywood;
sand smooth and varnish so grain
shows. Purchase B.S.A. decal,
and glue a seal on each bookend.

Attach as base with wood-glue
and 1 inch, very thin nails
(finishing type.) Nail holes
may be sealed with wood-putty
if they are set deep and then
resanded and varnished.





THE USE OF A HANDSAW

Handsaws have come a long way since the earliest Stone Age man made his by chipping notches in a piece of stone or flint. Today's saws are made of steel, with handles designed for a firm grip and with two different types of teeth. These two very important saws in a woodworker's tool kit are a rip and a crosscut saw.

While both the saws look alike in size and shape, a close examination of the teeth will disclose several differences - the shape and spacing of the teeth, and the way the teeth are filed. Rip-saw teeth are designed to cut with the grain of the wood and so are straight-filed, each tooth cutting as a small chisel. Crosscut saw teeth are designed to cut across the grain and so are bevel-filed, each tooth cutting the wood fibers like a sharp knife. Both saws have 'set' in the teeth. . . that is, alternate teeth are bent outward slightly, so the saw kerf will be slightly wider than the thickness of the blade to provide clearance and make cutting easier. High-quality saws are taper-ground for the same reason.

The most popular size of rip and crosscut saws is 26 inches, with five or 5-1/2 teeth (points) to the inch for rip saws and eight or ten teeth to the inch for crosscut saws.

To rip a board, hold at 45 to 60-degree angle. Take long, easy strokes. Don't force saw. To start a cut, use thumb as a guide for blade. Extending your forefinger on handle, helps to steer saw in straight line. (See A)

For crosscutting, hold the saw at an angle of 45 degrees. Steady the board so it does not vibrate. (See B)

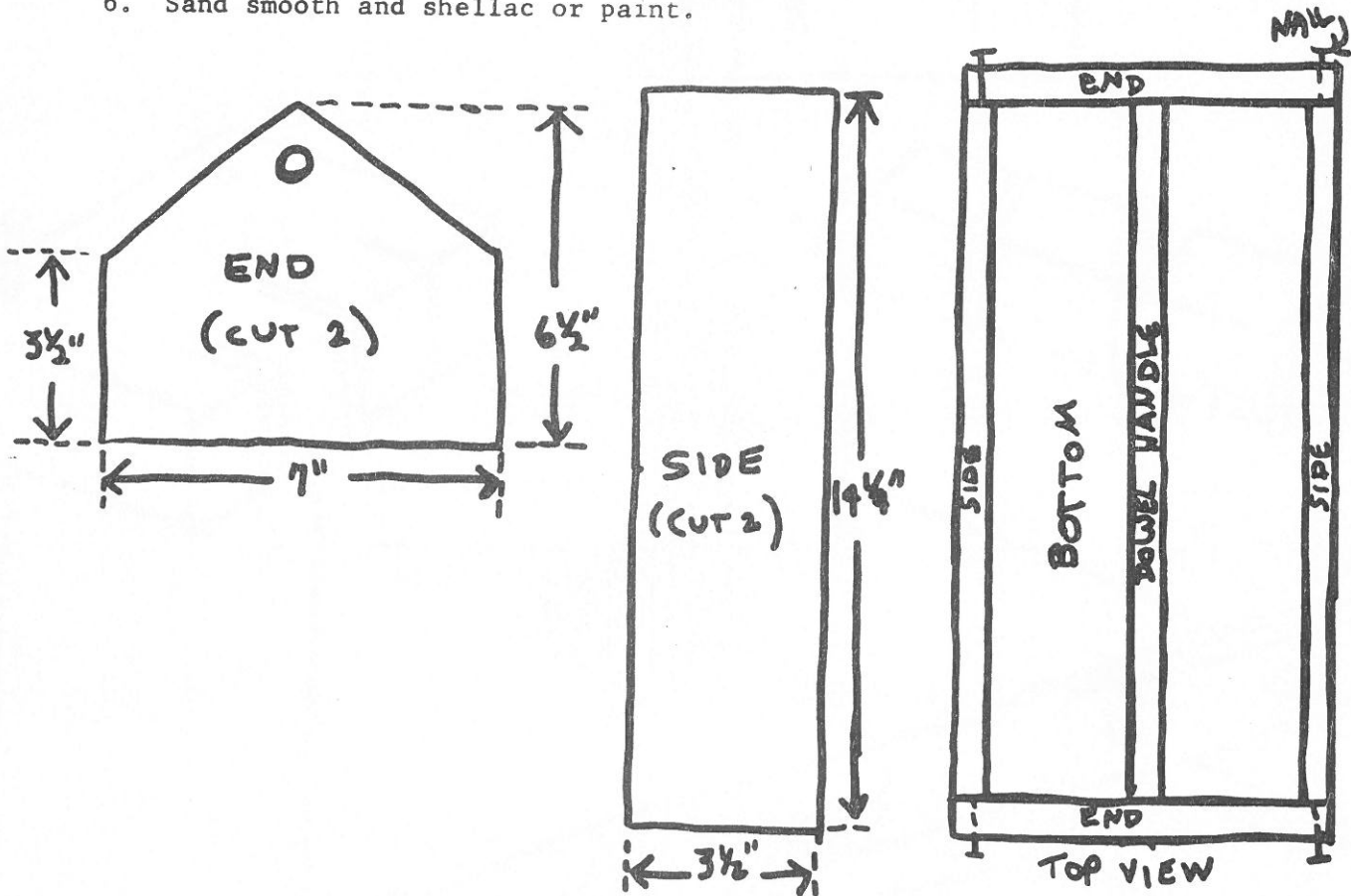
TOTE TRAY FOR TOOLS



- Materials:
- Ends - Two 3/4" pine, 6-1/2" x 7"
 - Sides - Two 3/4" pine, 3-1/2" x 14-1/4"
 - Bottom - 1/8" Masonite 7" x 15-3/4"
 - Handle - 3/4" Dowel - 14-7/8" long
 - Nails - Eight 1-1/2" for sides
Fourteen 1" for bottom

Instructions:

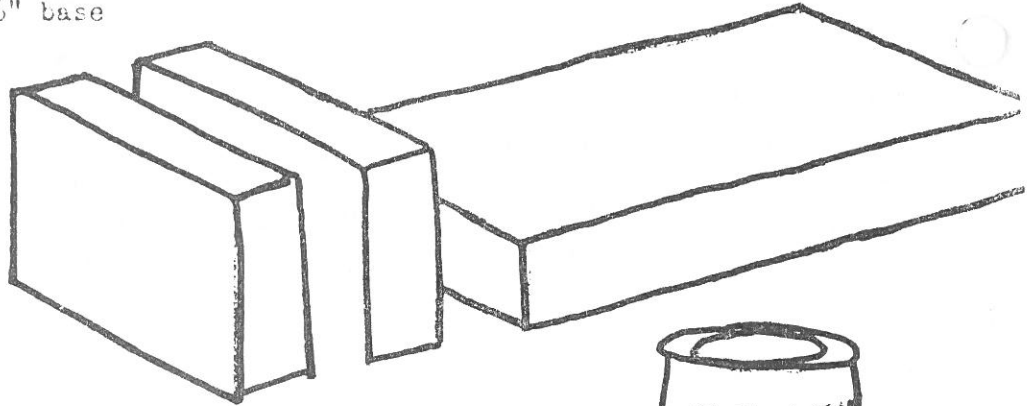
1. Cut two ends as shown in illustration.
2. Drill 3/4" holes, 1/2" deep in each.
3. Cut two sides with side pieces inside of ends, holes on inside of tray.
4. Insert handles in holes before nailing on second end.
5. Nail on bottom.
6. Sand smooth and shellac or paint.



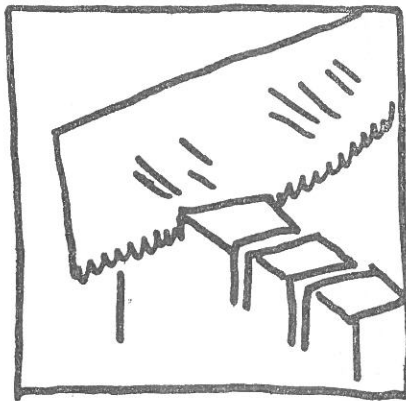
Materials

2 pieces wood $3/4"$ x $15/8"$ x $55/8"$ ends
1 piece wood $3/4"$ x $35/8"$ x $6"$ base

Space for more knives is needed, make end pieces wider than $55/8"$. Make saw cuts $1"$ apart.



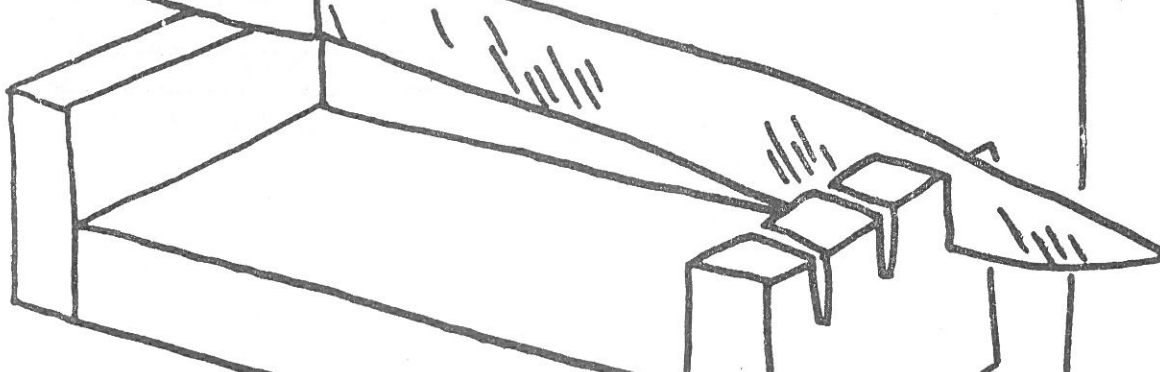
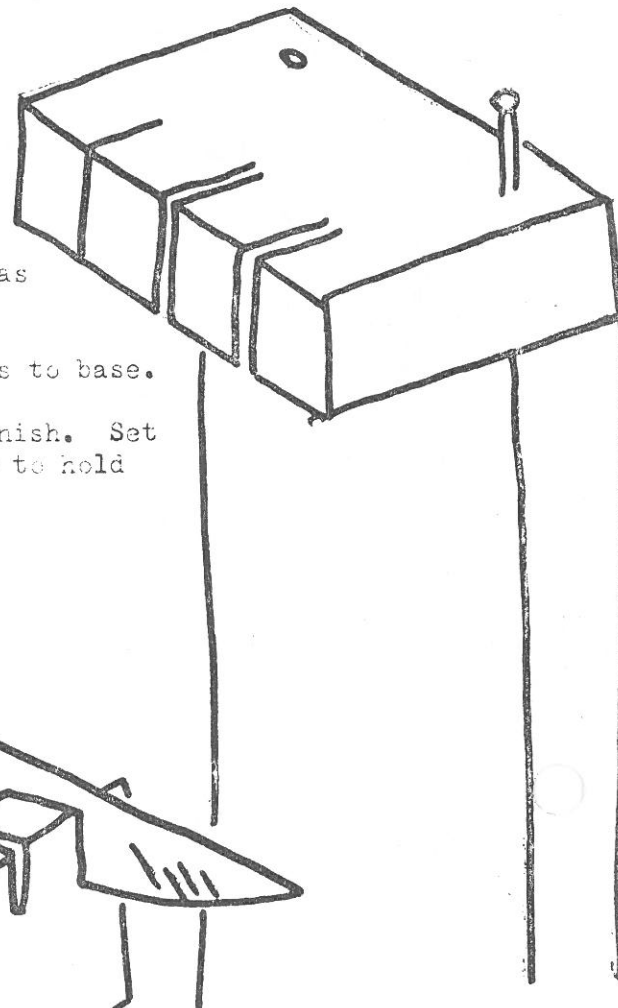
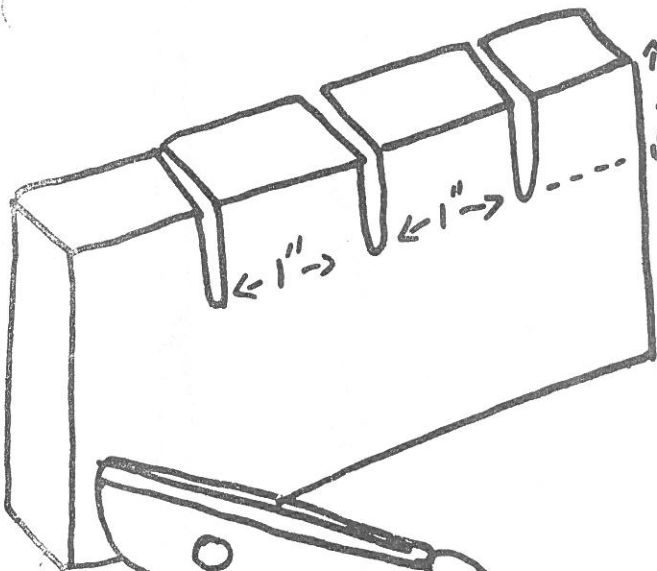
A little sawing,
Nailing, Finishing,
And - Presto! --



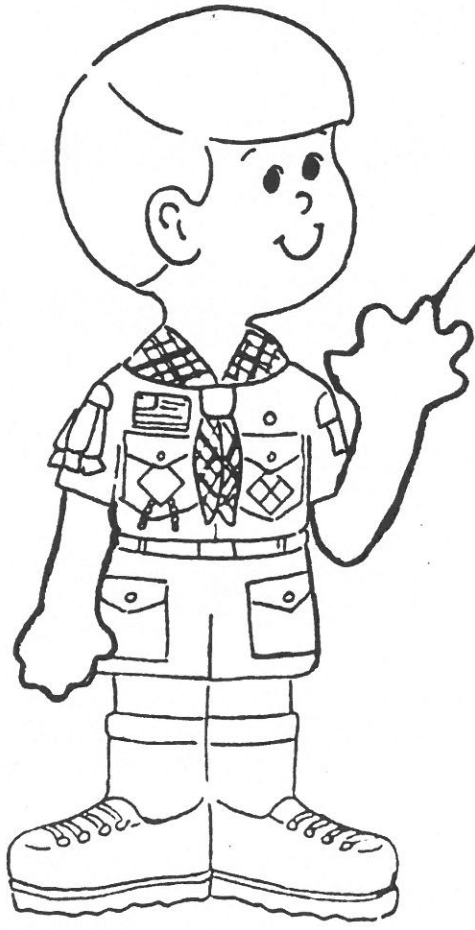
a kitchen
KNIFE RACK

CONSTRUCTION

1. Make saw cuts $1/2"$ deep in one end piece as shown.
2. Nail end pieces to base.
3. Sand well; varnish. Set rack in drawer to hold and/or knives.



MAY -



WHEELS

WINGS

3

RUDDERS

Gathering

One den of Cub Scouts acts as taxi cabs, wearing yellow TAXI signs on their caps and holding cardboard steering wheels. As people arrive, the den chief calls for a cab. One of the taxis 'drives' guest to a seat, as the guests puts his hand on the taxi's shoulders.

Pinewood Derby Opening

Cubmaster: At the beginning of the Indianapolis 500 or other car races, the announcer says, "Gentlemen, Start Your Engines". Tonight we will have our Pinewood Derby. I will ask 13 boys to come forward to help me give you a reminder.

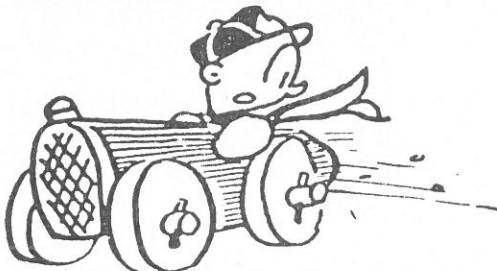
- S - Smile, even if you hurt inside.
- P - Pardon those parents who may show poor manners.
- O - Ooze with enthusiasm for your car and fellow den members.
- R - Respect the feelings of other Cub Scouts.
- T - Try your best and (next letter) be
- S - Satisfied with yourself.
- M - Master the art of self-control.
- A - Anger has no place in our meeting.
- N - Notice that only one car can win.
- S - Success in "Doing Your Best" will be present for every Cub Scout.
- H - Hush those words of bragging.
- I - Insert your "Congratulations" to the winner.
- P - Play the "derby game" for FUN.

(Boys hold up letters while Cubmaster explains each one.)

Cubmaster: Let us remember the word sportsmanship throughout our Pinewood Derby tonight.

PINEWOOD DERBY CLOSING THOUGHT

Cubmaster: At the conclusion of our Pinewood Derby night, I would like to say that we were all winners here tonight. Dad has more respect for his son whether he was a humble winner or a graceful loser. Mom was proud of her son whether she gave him a hug of congratulations or comfort. The boys gained a better knowledge of competition; how to win, how to lose, how to be happy for his friend who is taking home the trophy he himself wanted so badly. The leaders, in the pride they felt knowing each of their boys had done their best. Building the car helped bring Dad and Son closer together and cheering for our den members helped bring the den closer together. No, there are only winners here tonight. Thank you all for helping to make the Pack go and the Cub Scouts grow. Good Night and CONGRATULATIONS TO ALL US WINNERS!!!



THEME CRAFT

WHEELS, WINGS, RUDDERS

LE MOUSE 500 (Mousetrap Car)

This is a mousetrap on wheels with built-in propulsion - something so simple and inexpensive that every Cub Scout will want to make one.

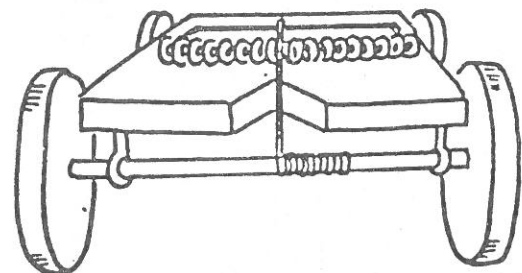
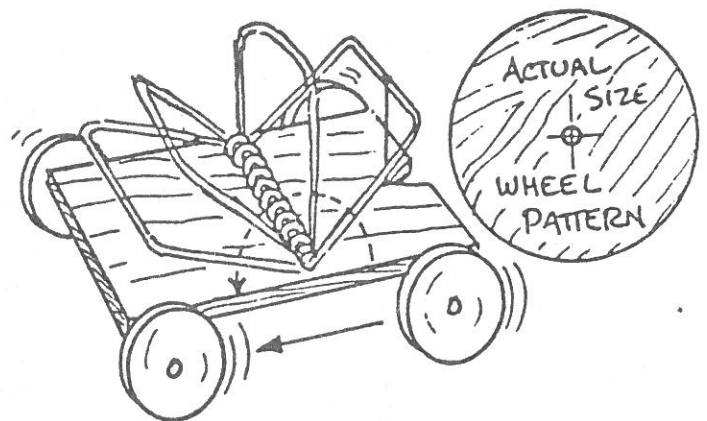
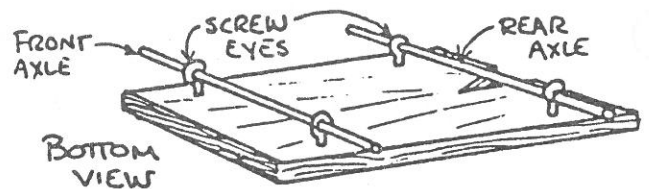
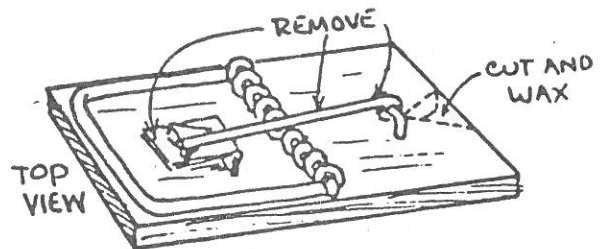
The simplicity of this racer fires the imagination. The greatest momentum can be obtained from 2-4" diameter wheels, but the mousetrap needs to be mounted on a board to prevent wobble. Rubber bands or sandpaper can be glued on the rear wheels for traction. Wind the cord the opposite direction and you have front-wheel drive.

Directions

1. Remove bait pan and hook arm from mousetrap.
2. Cut a 1/2" deep notch at the rear axle line for easy winding of the string. (This will be at the opposite end of the snapper, and the slot should be rounded slightly and waxed or soaped)
3. Carefully measure 1/2" in from each end for eyelets. The wood splits easily, so screw in the eyelets carefully.
4. Insert wire axles through eyelets. Coathanger wire may be used. Sand wire if necessary for easy turning in eyelets. Be sure to roughen the axle where the cord will be wound to give it grip.
5. Make wheels from wood - 1 1/4" diameter by 3/16" thick. They can be sawed from thin wood, or better, sliced from a dowel. Locate and drill center holes. The more accurate this is, the better the racer will run.
6. Knot string onto snapper. Do not tie string to axle.
7. Pull snapper back to its full extent and hold with thumb.

8. Wind the string onto the rear axle until tight. (Best cord is nylon, as it is springy. Cut with a hot soldering iron to prevent raveling)
9. Set the racer on a rough surface (not a waxed floor) and release.
10. Racer should go over 8 feet. Perfect it until it does. Try winding cord backwards for front wheel drive.

You might want to mark off a board for a race track and let the boys have a race. Do not paint the track, as this will make it too slick.

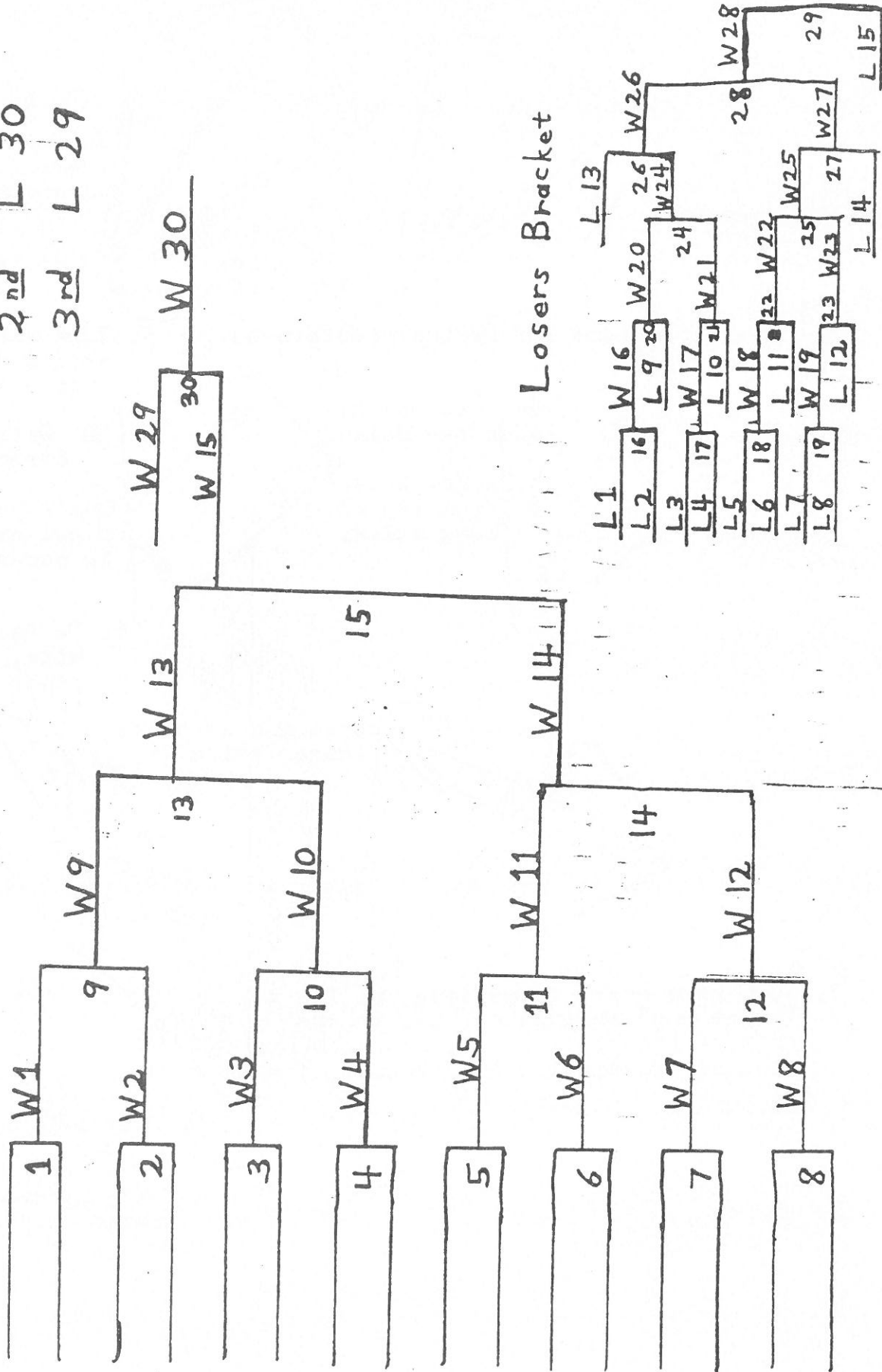


PINEWOOD

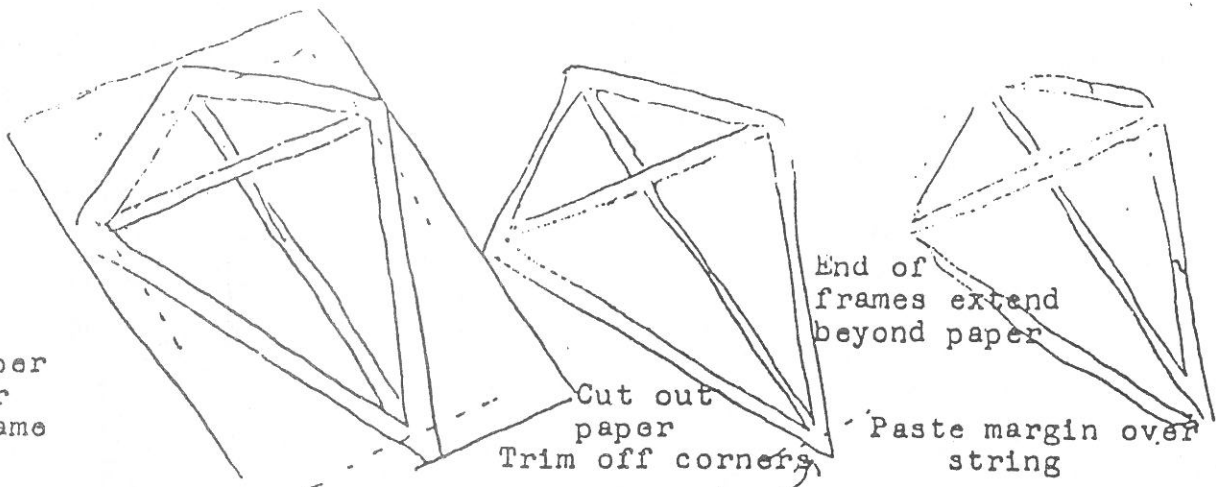
DERBY

W1 = Winner of Race 1
 L2 = Loser of Race 2

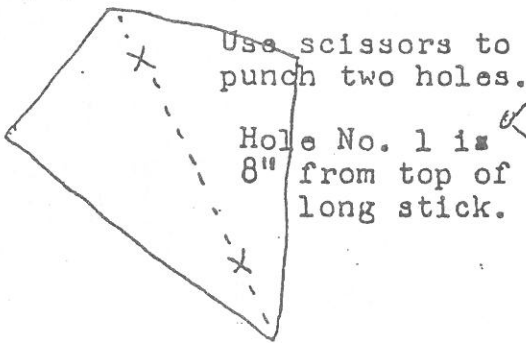
1st W 30
 2nd L 30
 3rd L 29



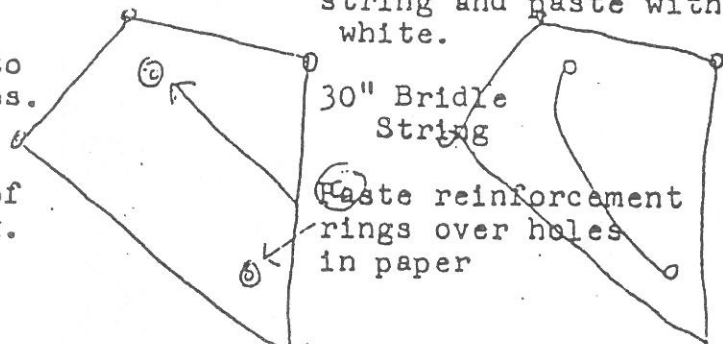
Make paper
1" wider
than frame



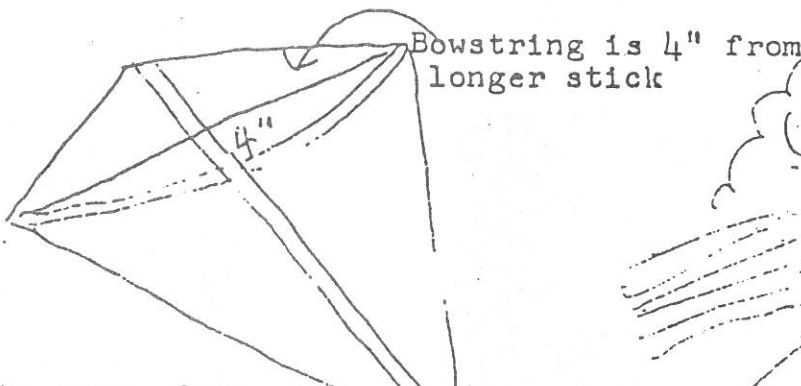
4. Use kite frame for marking pattern on kite paper.



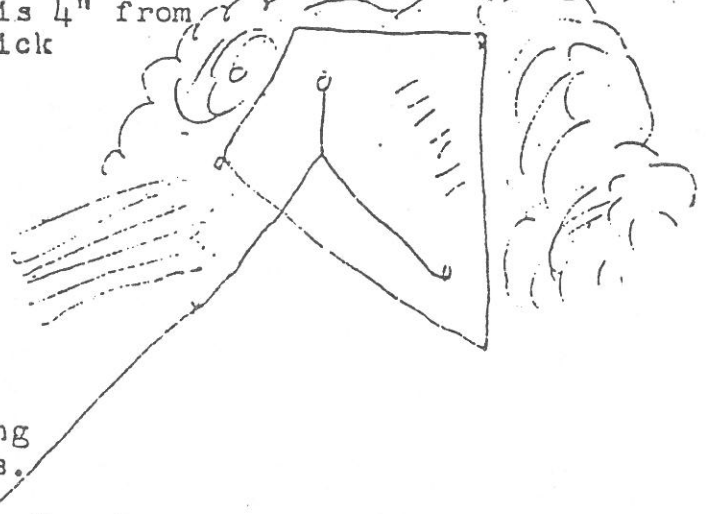
5. Turn margins of paper over string and paste with egg white.



6. To fasten bridle string to kite, punch two holes in the paper and tie a 30" string to the longer string.



7. Turn kite over, frame side up. Tie a "bowstring" through notches at the ends of the cross-stick. Draw bow-string taut so cross-stick bows about 4 inches.



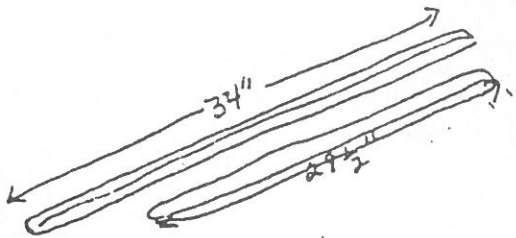
8. Tie ball of string to bridle about 1/3 of the distance from the top. No tail is needed for flying the kite in a moderate wind.

HOW TO MAKE A HIGH-FLYING KITE

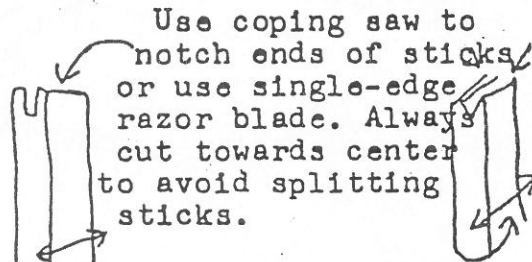
You will need:

Two kite sticks
Ball of strong string
Sheet of strong, lightweight paper, 36 by 34 inches
Coping saw or single-edge razor blade
Scissors, pencil, and ruler
The white of an egg for pasting

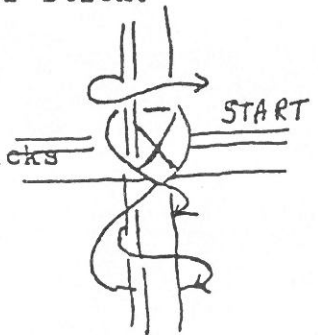
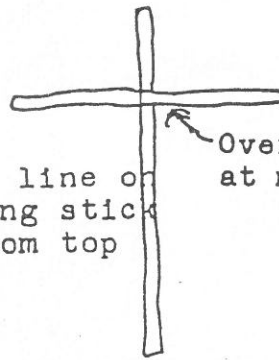
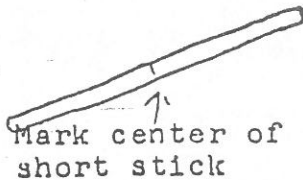
Kite sticks must be lightweight and flexible--but strong. If you don't have kite sticks, you can purchase 1/8 inch dowel sticks or strips of flat, narrow screen molding at your lumberyard for 10 or 15 cents. A large laundry or dry-cleaning sack makes a good kite paper.



1. Cut the two kite sticks to size, then notch ends.

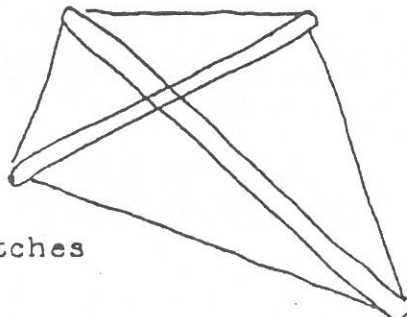


Cut notches parallel to wide side of stick.

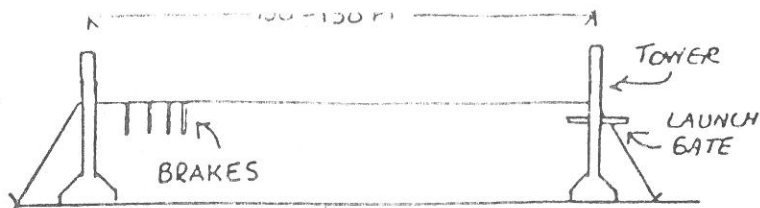


2. Tie the two sticks together as shown here.

String outer edge of the kite frame slipping string through notches at the ends of sticks, then tie.



SPACE DERBY LAUNCHER



Outdoors - attach guy ropes to stakes, trees or fences.
 Indoors - attach ropes to wall, hooks, or columns.
 Brakes - hang strips of cloth over guide lines near finish tower.

Towers:

- A 4 3/4"x3 1/2" x 72" pine
- B 2 3/4"x3 1/2" x 40" pine
- C 2 3/4"x1 3/4" x 40" pine
- D 4 1/2"x12"x24" plywood

Fastenings:

- 1 2 2 1/2" butt hinges
- 2 4 1/4"x5" carriage bolts
- 3 4 1/4"x4 1/2" wing nuts &
- 4 8 1/4"x2" washers

Launching Gate:

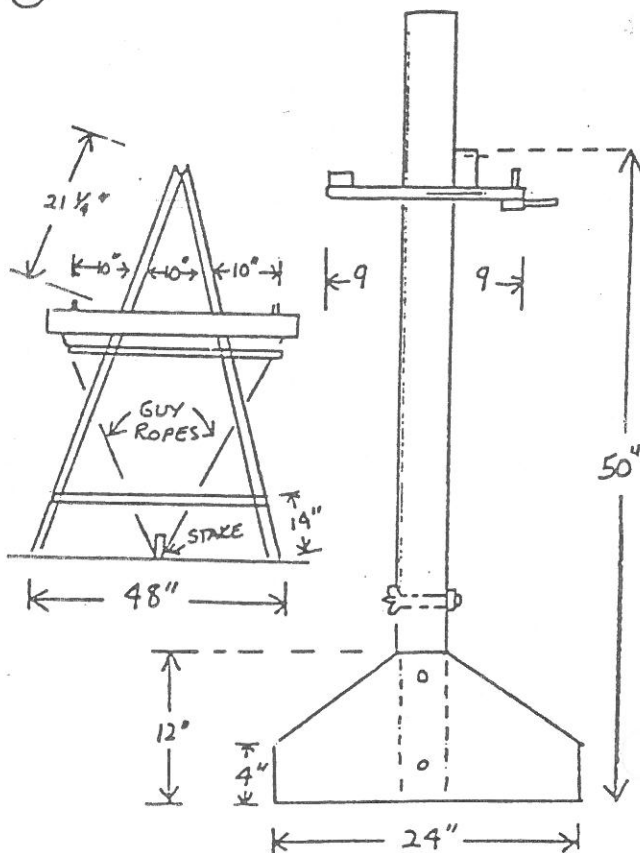
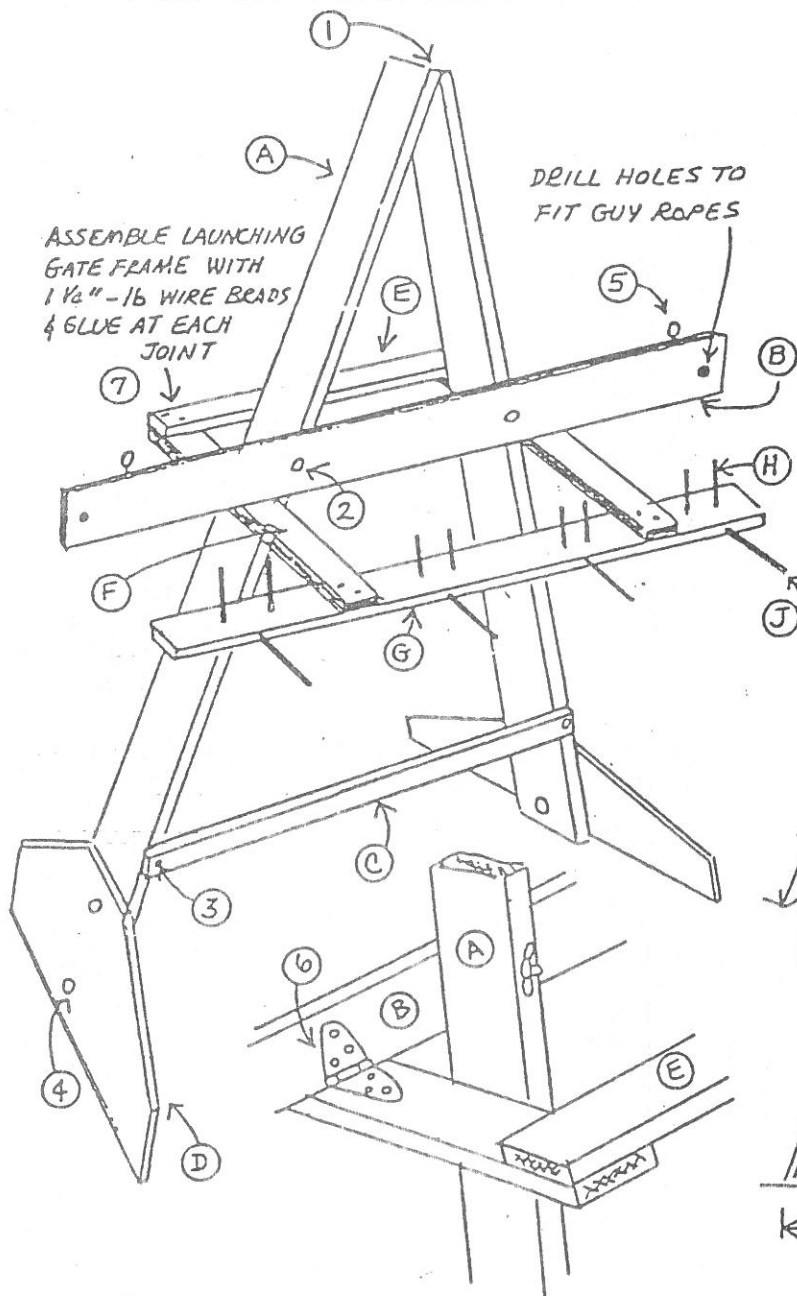
- E 1 3/4"x1 3/4"x 24" pine
- F 2 3/4"x 1 3/4"x18" pine
- G 1 3/4"x 1 3/4"x 36" pine
- H 8 1/4"x 3" wood dowels
- J 4 1/4"x 5" wood dowels

Fastenings:

- 6 2 2" strap hinges
- 7 8 1/4" - 16 wire brads & white glue

Miscellaneous:

- 600 ft. 50 Lb. test monofilament fishline; 3/17" or 1/4" rope -guy ropes

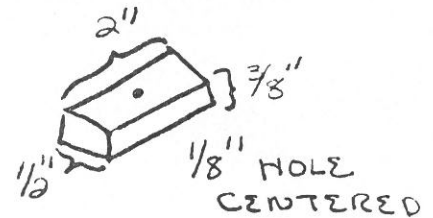
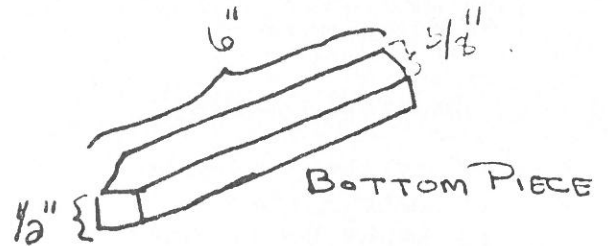


DETAIL OF LAUNCH GATE HINGE INSTALLATION. ADD WEIGHT TO BAR "E" TO HOLD FRAME HORIZONTAL (USE A SMALL C-CLAMP)

Cubamaron

SUPPLIES NEEDED:

- 1-6"x1/8" wood dowel
 - 1-2"x3/8"x1/2" wood piece
 - 2-6"x5/8"x1/2" wood bottom
 - 1-2"x5" sail (cardboard or stiff paper)
 - 2-3/4" #19 gauge brads (nails)
 - hammer
 - glue
 - paint
 - markers
- } OPTIONAL FOR DESIGN ON SAILS

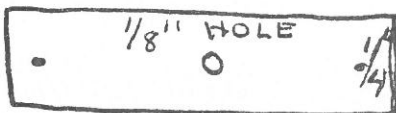


CONSTRUCTION:

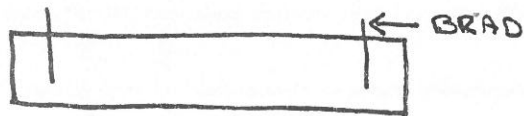
1. Place both bottom pieces parallel to each other.



2. Take cross piece and place a pencil mark 1/4" from each end.



3. Take the brads and pound in at pencil marks, being careful not to pound them all the way through.



4. Turn cross piece upside down and place a drop of glue on each end.

5. Place cross piece across center of parallel bottoms.



6. Finish pounding in the brads through bottoms.

7. Insert wooden dowel into pre-drilled 1/8" hole on cross piece. (does not have to be glued)

8. Paint boat. (Optional)

FOR SAIL:

1. Punch 2 1/8" holes (fig. 1) Decorate if desired.
2. Put on wooden dowel.

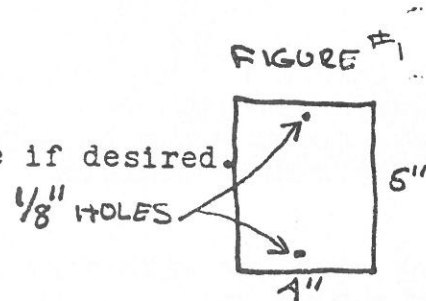
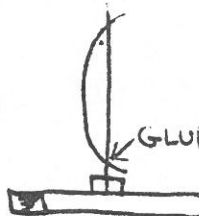


FIGURE #2



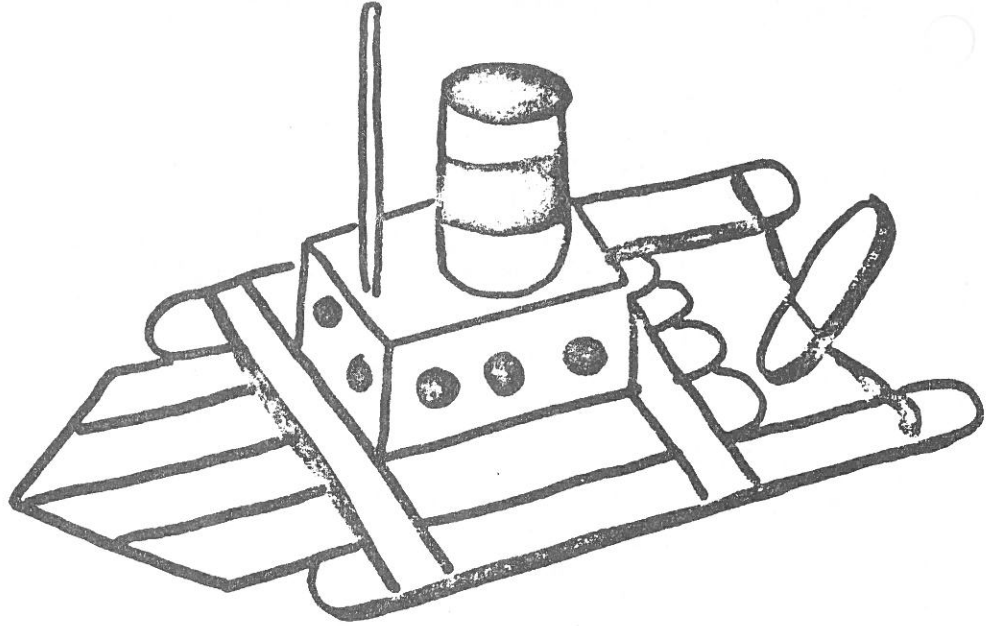
3. Place drop of glue on dowel (fig. 2) to stop sail from twisting while cubby blows on sail.

Can be used for WOLF, Elective 5 (model boats) and BEAR, Elective 5, (big boats).

PADDLE BOAT

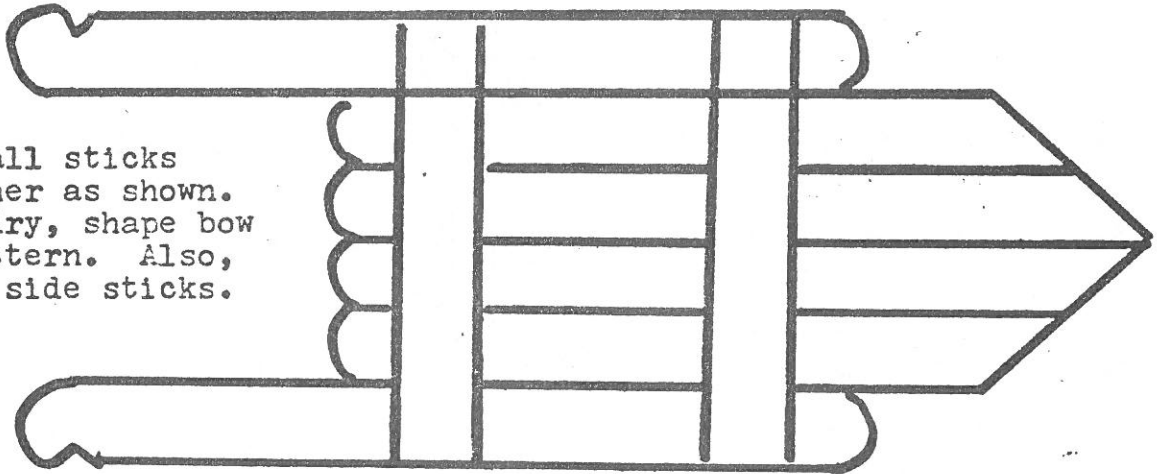
Materials needed:

9 popsicle sticks
1 rubber band
1 penny match box
1 toothpick
1 paper tube 1 x 1½
scissors and glue



PADDLE PATTERN

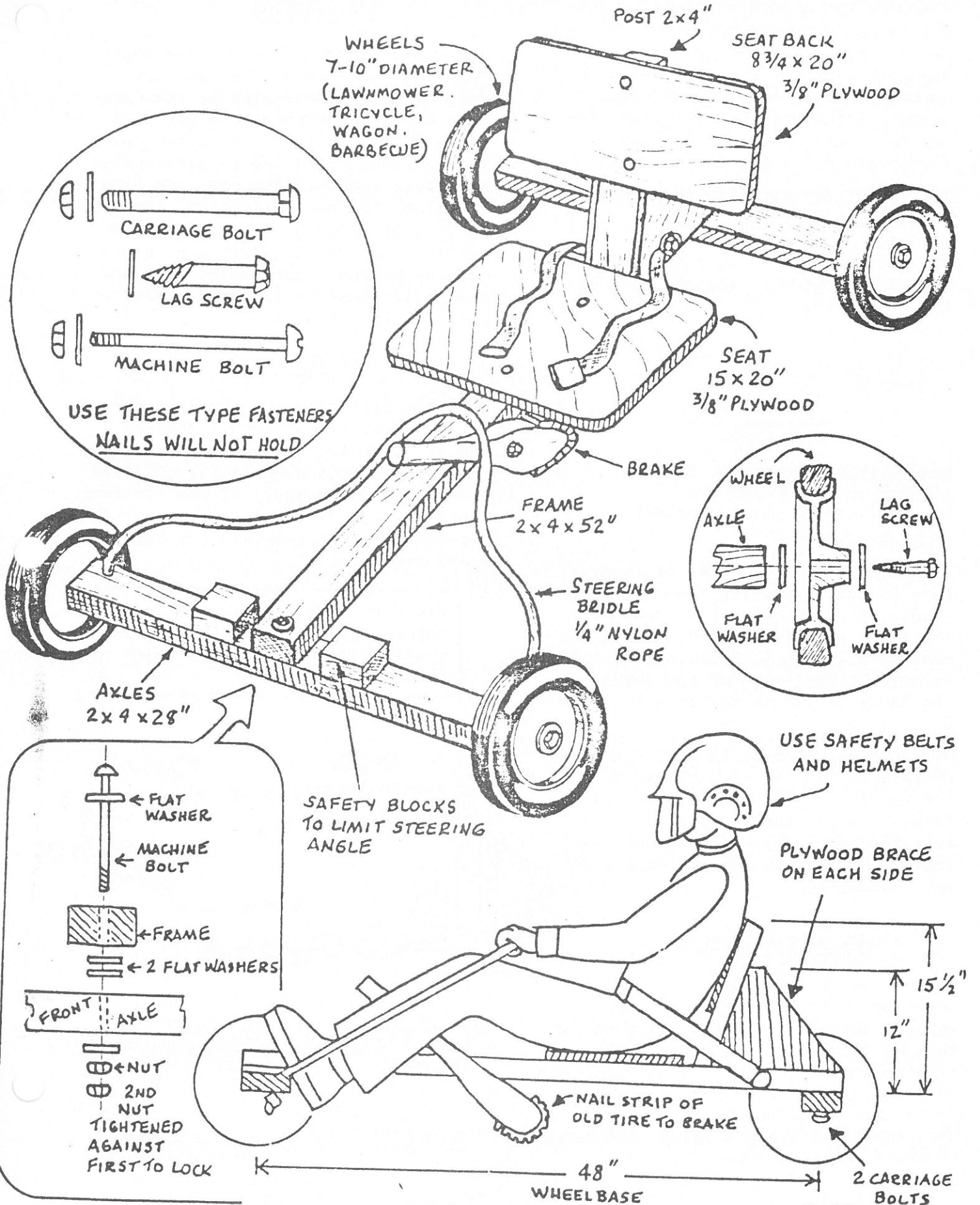
Glue all sticks together as shown. When dry, shape bow to pattern. Also, notch side sticks.



Cut paddle to size and use a small rubber band to hold it suspended between the side sticks. Use match box as a cabin, toothpick for a mast, and a paper tube for a funnel. Glue all these in place and decorate with enamels.

To operate boat - wind rubber band tightly by turning paddle. Hold from slipping with fingers and set into water. Release paddle and watch boat go!

CUBMOBILE DERBY



WHEELS
7-10" DIAMETER
(LAWNMOWER,
TRICYCLE,
WAGON,
BARBECUE)

POST 2x4"

SEAT BACK
8 3/4 x 20"
3/8" PLYWOOD

SEAT
15 x 20"
3/8" PLYWOOD

FRAME
2 x 4 x 52"

STEERING BRIDLE
1/4" NYLON ROPE

AXLES
2 x 4 x 28"

USE SAFETY BELTS
AND HELMETS

PLYWOOD BRACE
ON EACH SIDE

SAFETY BLOCKS
TO LIMIT STEERING
ANGLE

NAIL STRIP OF
OLD TIRE TO BRAKE

48"
WHEEL BASE

2 CARRIAGE
BOLTS

CARRIAGE BOLT

LAG SCREW

MACHINE BOLT

USE THESE TYPE FASTENERS
NAILS WILL NOT HOLD

WHEEL

AXLE

FLAT WASHER

LAG SCREW

FLAT WASHER

FLAT WASHER

MACHINE BOLT

FRAME

2 FLAT WASHERS

FRONT AXLE

NUT

2ND NUT

TIGHTENED AGAINST FIRST TO LOCK

CUBMOBILE DERBY

Planning for a pack or district Cubmobile Derby should begin several months before the race date. Each boy participating should have an information sheet listing the rules, awards, procedure, building specifications, date, time, place, and registration fee (if any).

It is best for each den to make a car, and it is recommended that no more than 8 boys race the same car. Any boy racing his den's car should have contributed to the building of the Cubmobile.

THE TRACK

Get permission from the proper authorities to close the street selected during the derby.

If a city street is used, it is necessary to get permission from the city, county, or park authority, depending where the race is located. The track must be a smooth surfaced hill which is neither too long nor too steep. The lanes should be marked with chalk.

Crossing over from one lane to another will happen, especially with inexperienced drivers, but boys should be instructed to stay within their own lanes. Judges should observe entire race for any fouls. If a driver is fouled, he will be able to have a re-run, if desired.

RACING PROCEDURE

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

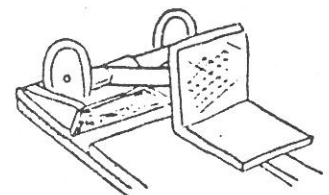
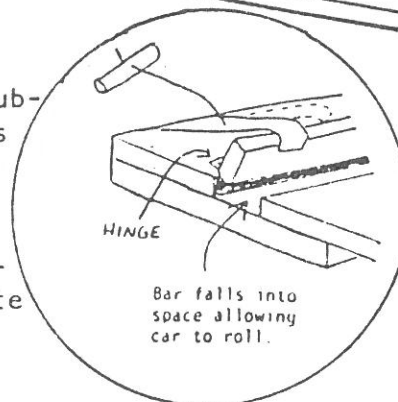
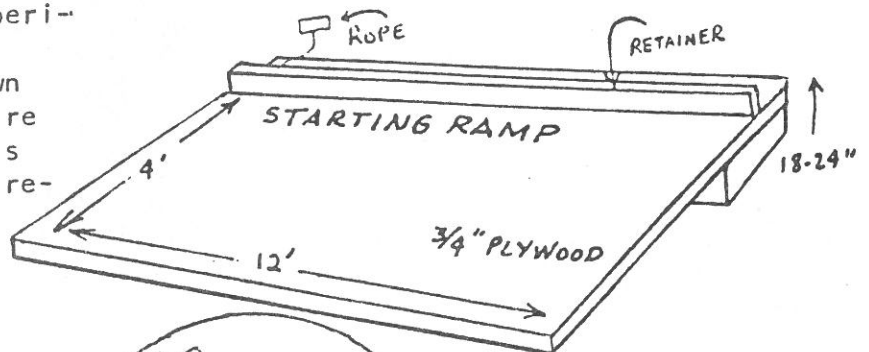
THE STARTING

The starting ramp should allow ample room for two cars at the same time. The ramp can be elevated at the back side with cement blocks to get more speed at the start. Cubmobiles start from a stand still and by gravitational force run down the ramp and down the slope to the finish line. No pushing or pumping with feet is permitted. All drivers must wear protective headgear during the race and seat belts must be fastened. Have a first aid kit handy.

PRIZES

Each boy participating should receive some type of recognition. Ribbons and trophies are available. Prizes are awarded according to the official time, not on the basis of who finishes first in each race. Trophies can be awarded for craftsmanship and best speed over all.

See "Cub Scout Activities" for information on planning, registration, inspection, and track operation.



CRAFT

crazy racing roller

materials and tools

Colored paper, paste, small marble.

procedure

1. Trace design on colored paper and cut it out (Fig. 1).
2. Fold flaps A and B toward the center strip.
3. To form the sides, place flaps A together and paste.
4. Insert the marble between the sides; then paste ends C and D together to form a bean-shaped roller with the marble on the inside (Fig. 2).
5. To operate the racer, release it on an inclined flat surface and it will roll down end over end with an erratic motion. Race the rollers against each other (Fig. 3).

average time required

20 minutes. When roller is used in a racing game, it can be adapted to higher age levels. When using larger marbles, adjust the size of the paper pattern.

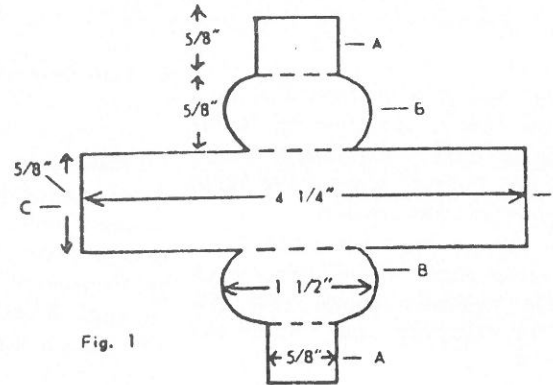


Fig. 1

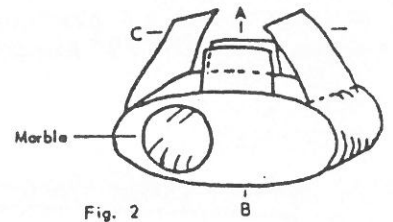


Fig. 2

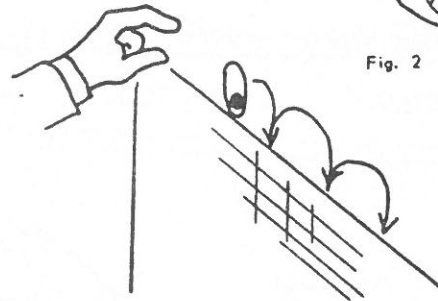


Fig. 3

the whirligig

materials and tools

A light piece of cardboard or sheet of heavy construction paper 7 by 2 1/2 in., paper clips.

procedure

1. Draw design of the Whirligig on the heavy paper and cut it out. Cut along the line that divides flaps A and B (Fig. 1).
2. Fold on dotted lines. Be sure to fold flaps A and B in opposite directions (Figs. 2 and 3).
3. Fasten two or three paper clips to the folded edges of flaps C and D for weight and to secure the fold (Figs. 2 and 3).
4. To operate, toss the Whirligig into the air and it will whirl and flutter as it falls to the ground.

average time required

15 minutes if the pattern is provided. Older participants should make their own patterns. A gaily colored Whirligig is very effective and adds to the fun of making the project.

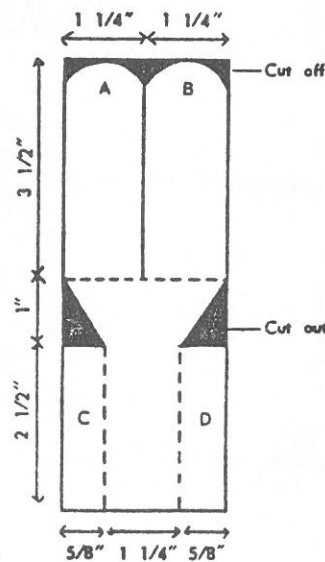


Fig. 1

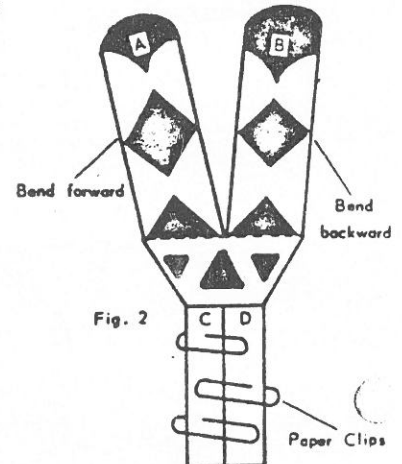


Fig. 2

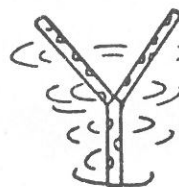


Fig. 3

CRAFT

Racing cars go very fast. But they break easily, too. Racing teams keep their cars in garages when they're not racing. They move them to races in special trailers.

Build this garage for your Pine-wood Derby racer. It will keep your car safe between races, and it's handy for carrying your car to the race.

YOU WILL NEED:

- one 1/2" x 7 1/4" x 6' pine board
- two 1/4" x 1 3/8" x 7 1/4" pieces of pine lattice strip
- four 1/2" nails
- 25 1" nails

- six inches of string
- two 1" x 1 1/2" loose pine hinges with screws, or two 1" x 1 1/2" pieces of thin leather
- three screw hooks
- wood sealer
- blue and gold enamel paint
- 16 inches of braided clothesline cord, 1/4" diameter

TO MAKE GARAGE:

Cut board as shown. Drill two 5/16" holes in top. Cut 16-inch length of cord. Pass ends through holes; tie knot in each end to make handle.

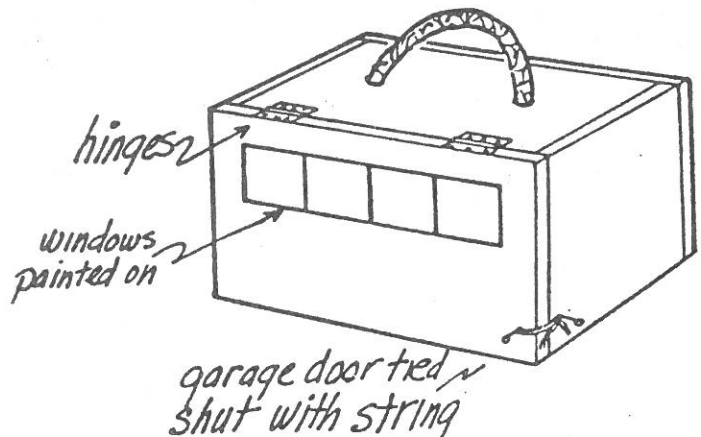
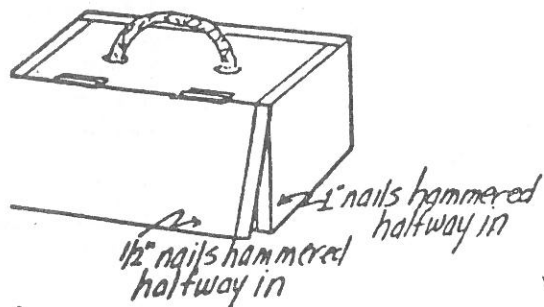
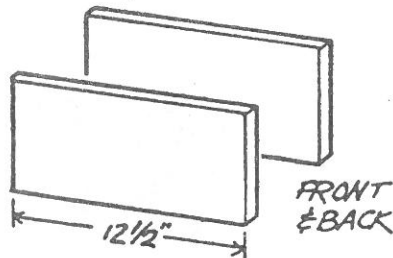
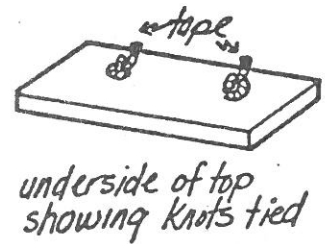
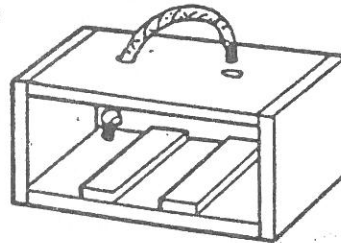
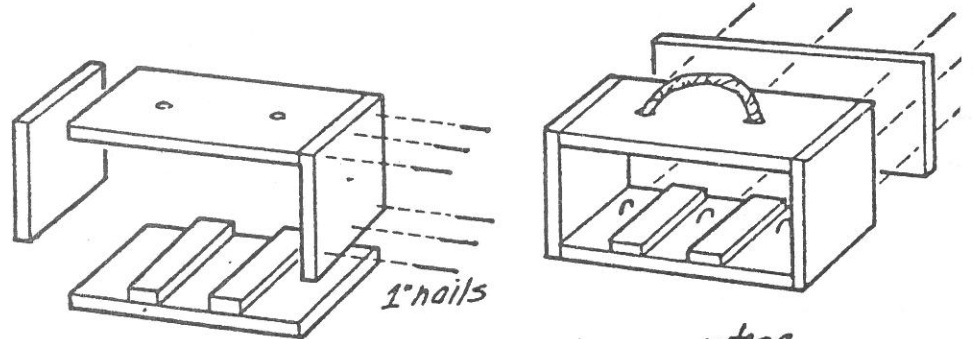
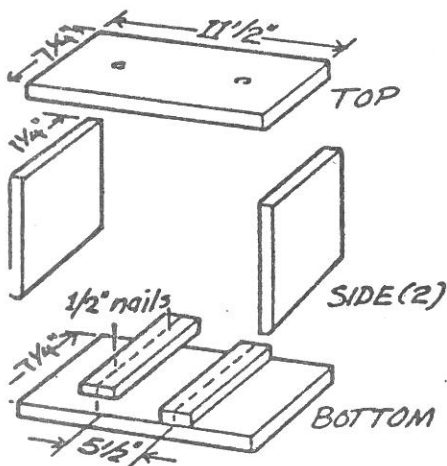
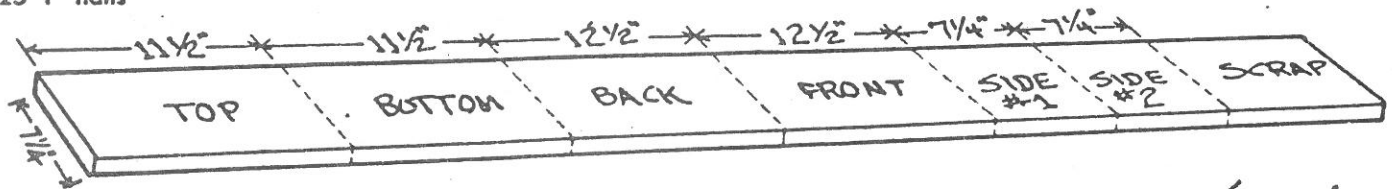
Nail lattice strips to bottom piece. Screw hooks inside bottom.

Nail sides to top and bottom pieces. Nail back to top, bottom, and side pieces.

Hammer latch nail into front and side pieces. Tie latch string to latch nail. Attach front piece to top piece with hinges.

Brush on wood sealer; let dry. Paint blue and gold; let dry. Paint "windows," plus your name and den number, too. Decorate with racing stickers and decals.

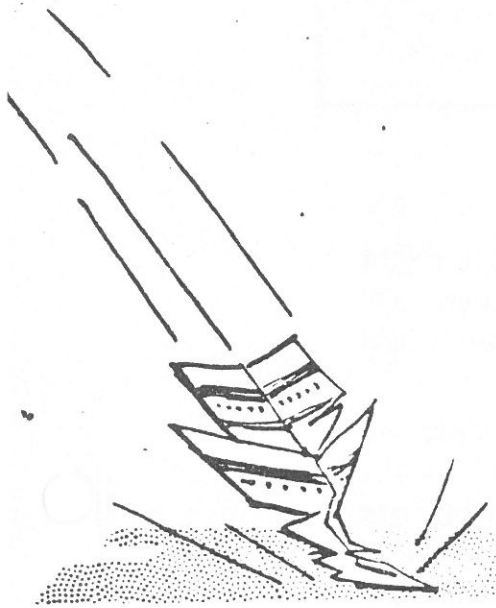
Use a rubber band attached to hooks to hold cars in place.



CURES FOR PLANES THAT DON'T FLY STRAIGHT

The chances are good that many of the planes you make are not going to fly straight the first time. Because paper airplanes are so light, any number of little things will affect the way they behave in the air. The most important thing is to make your plane carefully in the first place. Be sure all the creases are even and straight. Wings need to be the same size. If one side of a plane is larger than the other, the plane will curve, and maybe not even fly at all.

When you launch a plane and it does not glide evenly, you can tell by what it *does do* exactly what is wrong. Here are some of common problems, and what to do about them.

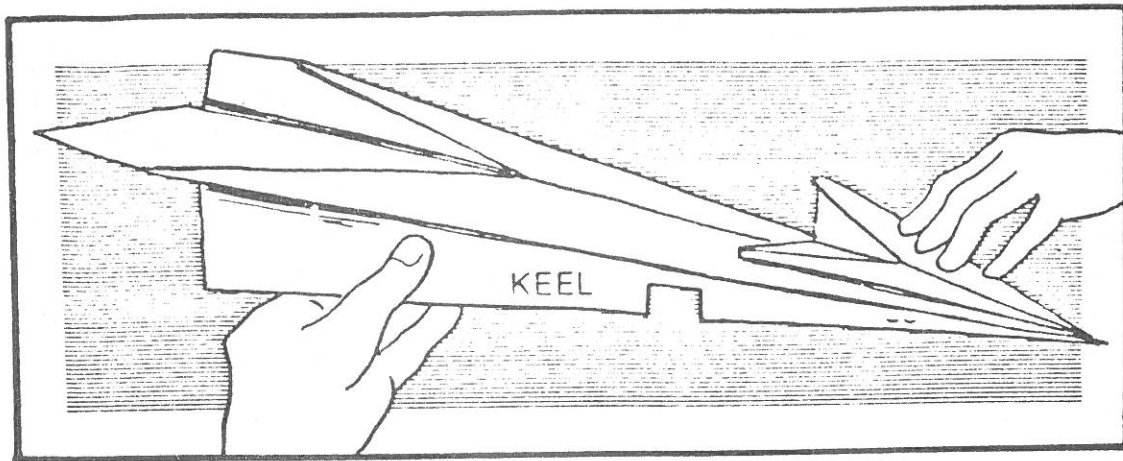


If the plane dives to the ground when you launch it, this may mean it is too heavy for the size of its wings. If there are clips or staples in the nose, try taking one of them out. If not, give the rear edge of the front wings a downward curl. If the plane has only one large wing, like a dart, try cutting small flaps in the rear edge of the wing, one on each side.

If the plane noses up when it is launched, try putting a staple or paper clip onto the front of the plane. Remember, though, that the plane needs to be balanced from side to side. Either put the clip in the exact middle, or else use two clips evenly spaced.

If the plane flies, but always curves to one side, check to see that all the wings are even. If they are, but the plane still curves, try bending down the rear edge of the front wing on the side toward the curve. (Don't bend it down very much, or you will make the problem worse.) Then turn down the edge of the rear wing on the opposite side.

If the airplane rolls over, the wings droop too much. You can try bending them up, but often this means that you will have to make a new plane.



Piggyback Darts

Instead of using flaps to improve the way a dart flies, you might want to try combining two separate planes into one. For this you will need one basic dart, made out of a sheet of $8\frac{1}{2}$ " x 11" paper. You'll also have to make one other plane to add on.

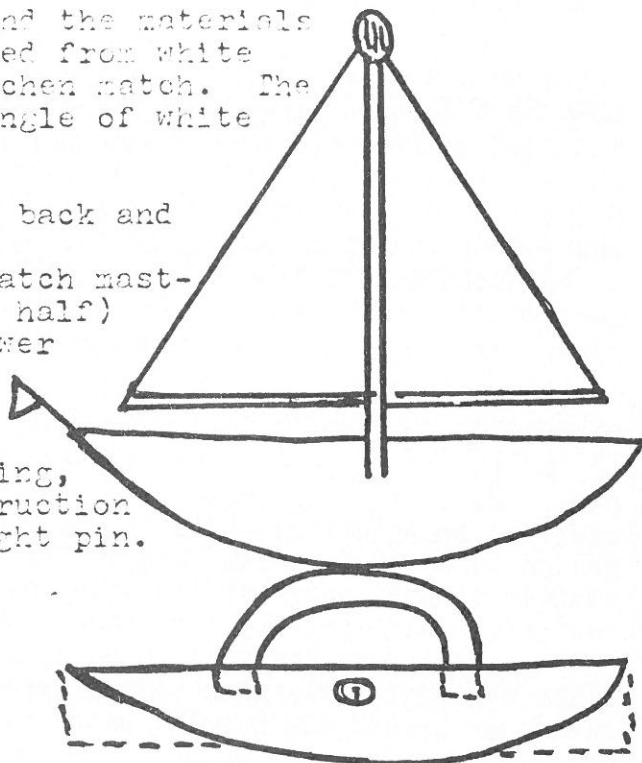
The best method is to make a tiny dart and staple it onto the nose of the larger plane. Cut out a rectangle of paper, about 3" x 4", and make a little plane out of it in the normal way. When you are done, slip the keel of the tiny plane into the groove in the middle of the larger one, right up at the tip of the nose. Fasten it with a staple through the larger plane's keel. If you point the nose of the little plane up slightly before you staple it, the whole plane will glide much more smoothly.



Yacht Tie Slides

Here's a slide any Cub Scout can make--and the materials are easy to come by. The hull is whittled from white pine or balsa. The mast is a burned kitchen match. The boom is a toothpick. The sail is a triangle of white or red construction paper.

1. Whittle and sand hull (it is flat on back and curved on front)
2. Drill three holes - one in top for match mast - two in back for plastic ring (cut in half)
3. Glue mast in place. Glue boom to lower edge of sail.
4. Glue sail and boom to mast, and let glue dry.
5. Glue ring in place. While it is drying, make small flag for stern from construction paper triangle (tiny) glued to straight pin.



TOP VIEW

SONGS

When you Travel

Tune: Clementine

When you travel, don't unravel!
Plan your trip ahead of time.
Those who go around in circles,
Never leave and stay behind.

RACE YOUR DERBY (try as a round)

Tune: Row, row, row your boat

Race, race, race your derby,
Quickly down the track.
Try to put it in reverse
And go back up the track.

Also see CUB SCOUT SONGBOOK for:

Pinewood Derby Song
Space Derby Song
Train Song
Cub Scout Traveler
Down by the Station
John Brown's Ford

Race Your Car

Tune: Row, Row, Row Your Boat

Race, race, race your car,
Swiftly down the track,
If we don't place first this
year,
Next year we'll be back!

Pinewood Derby Car

Tune: My Bonnie

My car is hung up on the race
track,
The darn thing won't move up
or down,
If only I'd followed instructio
I'd have the best race car in
town.

Chorus:

Bring back, Bring back
Oh bring back Pinewood Derby
again, again
Bring back, Bring back
Oh bring back the race, cause
next time I'll win.

GAMES

"GRAND CENTRAL STATION, ALL CHANGE": Line up chairs facing each other, have boys seated facing each other, and tell them they are now in a subway. Add four or five standees to the car and they are ready for the ride. The conductor shouts "Grand Central Station, All Change". Whereupon everybody dashes out of the "car" from one side and re-enters it from opposite side, and rushes to get a seat. When all have re-boarded the car, the next stop to be announced is "South Ferry", "Everybody Transfer:" This means that the passengers simply exchange seats with passengers sitting on the opposite side. The folks who are standing try to get seats.

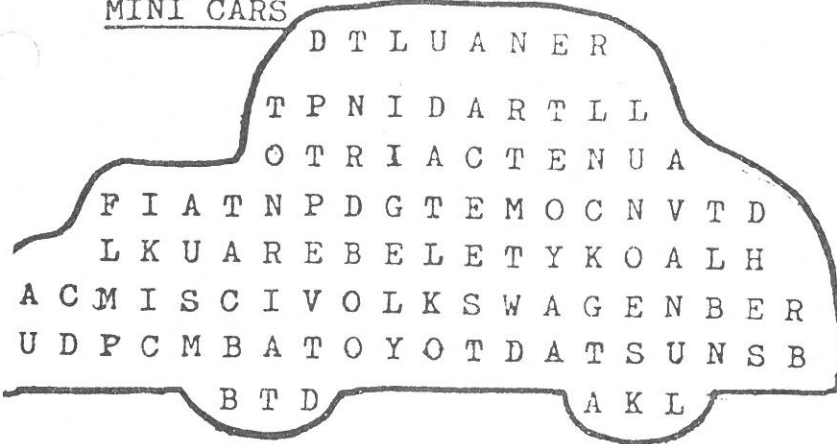
MY SHIP IS SAILING: Seat your boys in a circle and have the first member of the circle say, "Our ship is sailing, what is its name?" The second person must then designate a name which begins with the letter A. He may say, for example, "Our ship is the Albatross." Then turning to the next person in line, he asks, "Who is its captain?" That person must give the captain's name, which starts with the next letter in the alphabet, the letter B. He might say for example, "The captain's name is Barnacle." "On what sea does she sail?" He asks this question of the next person in line, who must reply with some answer beginning with the letter C. This continues around the circle, using each letter of the alphabet. It is well for your boys to devise their own questions, as this adds originality to the game. However, you might suggest before starting the game the questions such as these might be asked:

1. What is my ship's name?
2. Who is the captain?
3. On what sea does she sail?
4. Who is the pilot?
5. What is the cargo?
6. Under what flag does she sail?
7. What is our destination?
8. What do we see as we sail along?
9. What do we find in the ship's hold?
10. What great adventure do we meet on our trip?

AUTOMOBILE RACE: You need three or four small toy cars, wind up or otherwise. Each "driver" holds his car at the starting line and at the signal to begin releases it. Give each car a number and let the driver select his car by drawing from a hat. You may set these up on an elimination to determine the champion racer of your group. This could be set up on a shuttle relay basis, with two "drivers" for each car - one at goal, the other at the opposite goal. The first "driver" starts the car across the racing area and tries to start it in a way so that it will go directly to the opposite "driver" who, when he receives it, returns it back across the direction from which it came. If the car goes off its course, the "driver" who last handled it must go to wherever it is, and start it back in the opposite direction. If he gets into the way of any other car, however, so that its progress is hindered, he must be disqualified.

PRE-OPENERS

MINI CARS



Each word below can be found in the diagram. Words read forward, backward, up, down, and diagonally.

- | | |
|--------|------------|
| Pinto | Volkswagen |
| Opel | Datsun |
| Vega | Dart |
| Toyota | T-Bird |
| Nova | Simca |
| Fiat | Renault |
| Capri | Comet |
| Rebel | |

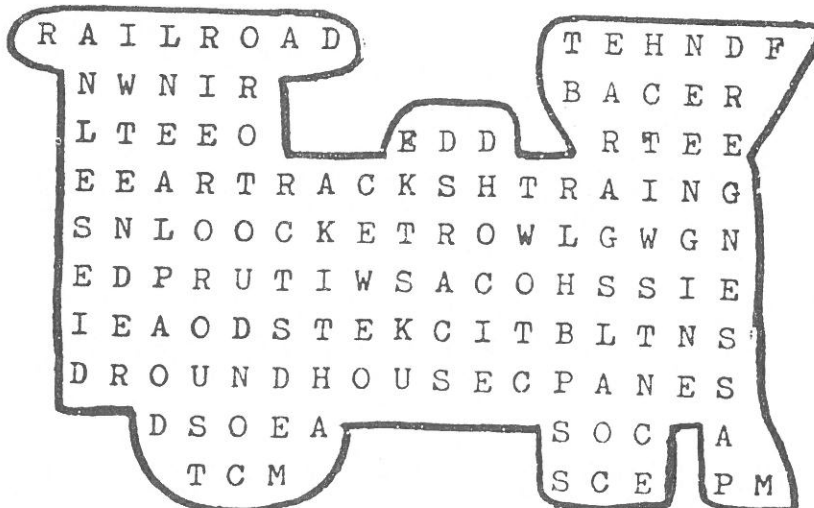
DO YOU KNOW YOUR CARS? The definitions below describe a type of car. Identify them.

- | | |
|--------------------------------------|------------|
| 1. First colony in New England | (Plymouth) |
| 2. Our 16th President | (Lincoln) |
| 3. City in Michigan | (Pontiac) |
| 4. Theatre in which Lincoln was shot | (Ford) |
| 5. A young horse | (Colt) |
| 6. A spotted horse | (Pinto) |
| 7. A motherless calf | (Maverick) |
| 8. A stinging insect | (Hornet) |
| 9. A shootin star | (Comet) |
| 10. A bullfighter | (Matador) |

WHEELS SCRAMBLE Unscramble the following words of things with wheels.

- | | |
|------------------------|---------------------------------|
| 1. niart _____ (train) | 5. elcryootm _____ (motorcycle) |
| 2. rac _____ (car) | 6. ngawo _____ (wagon) |
| 3. kbie _____ (bike) | 7. ktcru _____ (truck) |
| 4. sbu _____ (bus) | 8. craemp _____ (camper) |

LITTLE ENGINE

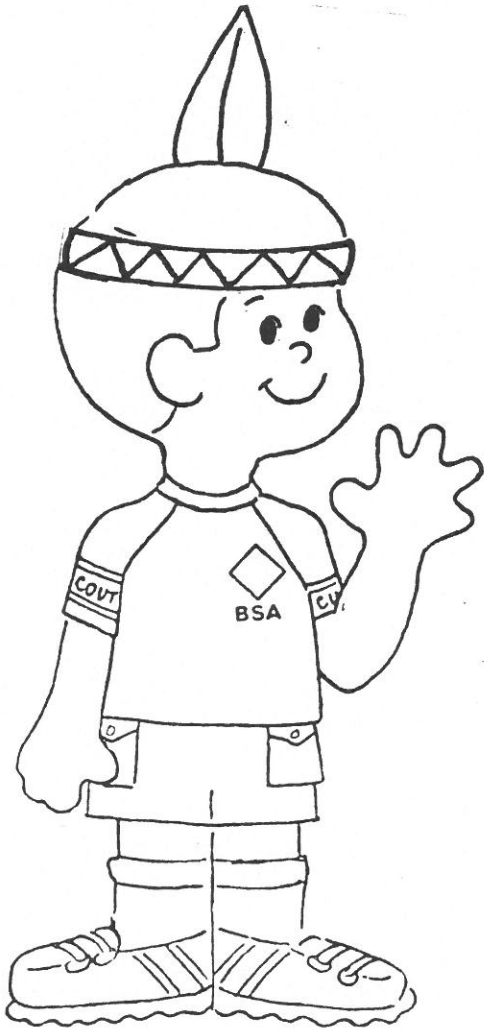


Each word below can be found in the diagram. Words read forward, backward, up, down, and diagonally.

- | | |
|---------|------------|
| Engine | Passenger |
| Train | Roundhouse |
| Coal | Railroad |
| Tender | Caboose |
| Crew | Conductor |
| Freight | Tracks |
| Cars | Switch |
| Steam | Tickets |
| Depot | Diesel |

JUNE -

AKELA'S COUNCIL



OPENING:

(Cubmaster, Den Chiefs, Assistant Cubmasters) Cub Scouts may be seated around an artificial council fire. Indian Chief holds up both hands until all are quiet. Then he speaks loudly and clearly.

INDIAN CHIEF: Oh, Great Father in the sky, listen to Thy people.

(Each Indian Chief or Brave raises both hands and gives his prayer in turn. Lines can be pasted to back of shields.)

FIRST BRAVE: We thank Thee, Great Creator, for the light of the sun each new day.

SECOND BRAVE: We thank Thee for the beauty of this world and the plants and animals we enjoy.

THIRD BRAVE: We thank Thee for the night and the rest it brings.

INDIAN CHIEF: Oh, Great Father of all Cub Scouts, bless us and be with us today.

MEDICINE MAN: (Jumps up, shakes rattles and, as tom-toms beat, shouts) "Rise up, all you braves, rise up, our white brothers. (ALL STAND) We lower our tribal totems to honor the great flag of our white brothers."

DEN CHIEF: (Presents flag to INDIAN CHIEF) This is the most beautiful flag in the world. It stands for freedom, liberty, and happiness. Take it, honor it, respect it and love it always as it is yours and mine. (He leads all in pledge of allegiance).

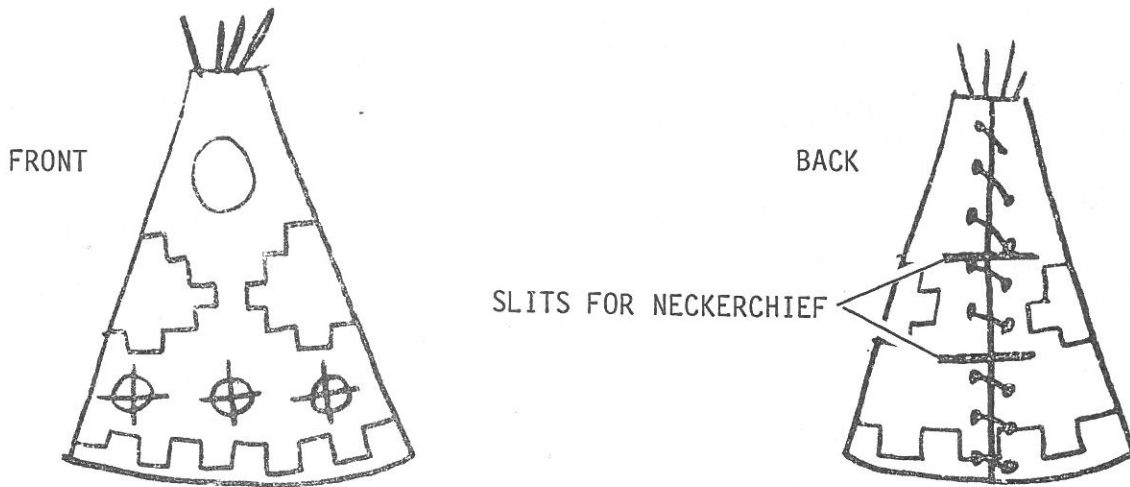
CLOSING:

INDIAN PRAYER

Oh, Great Spirit, whose voice I hear in the winds and whose breath gives life to all the world, hear me. I come before you, one of your many children. I am weak and small. I need your strength and wisdom. Let me walk in beauty and make my eyes ever to behold the red and purple sunset; my ears sharp so I may hear your voice. Make me wise, so I may learn the things you have taught my people; the lessons you have hidden under every rock and leaf.

CRAFT: Tepee Neckerchief Slide

From leather, vinyl or stiff paper, roll half a circle into a cone. Overlap and lace edges together. Insert toothpicks inside at top and glue in place. Decorate with Indian designs, using acrylic paints or colored marking pens. Make two horizontal slits on back to pull neckerchief through.



INDIAN CRAFT IDEAS

RATTLES: Make an opening in the lid of a small coffee can. Make a small hole in the bottom of the can. Attach bells on the outside of the can by stringing through the holes and tying on the inside of the can. Place pebbles in the can after a dowel has been nailed to the inside of a handle. Tape stick in place and decorate.

PEACE PIPES AND MEDICINE STICKS: Peace pipes can be made of dowels or small sticks attached to thread spools and decorated with colored string, yarn tassels, beads, ribbons, corks and feathers.

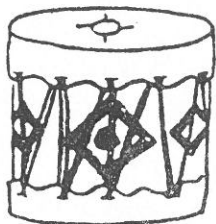
Medicine sticks are similar. Any small circular box or pill box filled with beans or stones will make a nice medicine stick when attached to the top of a stick and trimmed with bells, ribbon and feathers.

INDIAN VILLAGES: These may be made on heavy cardboard. The houses or tepees can be made of small boxes or heavy brown paper like shopping bags. The scenery can be painted on the cardboard, and small trees and Indians and horses can be added to the scene. Prepare the ground with a coat of glue sprinkled with sand while it is still wet. Be sure to add realistic touches as lake, campfire, etc.

JEWELRY: Any small object from around the house that can be punched and threaded onto string can be used for Indian jewelry. Small plastic caps of all types, bottle caps, buttons, bits of wood, plastic shapes cut from bleach bottles, bones, and many other similar items can be painted to complete necklaces. With the addition of feathers, acorns, berries, popcorn, unstrung beads, etc. These necklaces are very colorful and attractive.

HOW TO MAKE A TOM-TOM

Materials needed:

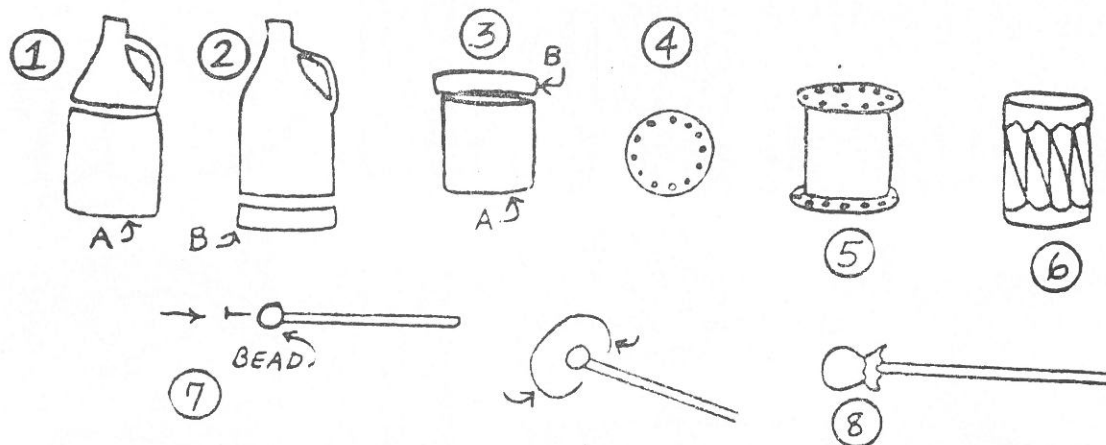


Large coffee can or 2 large plastic bleach bottles
Leather thong, plastic lacing or twine
2 wood dowel sticks $\frac{1}{2}$ " X 10" (for beaters)
2 large wooden beads
Leather or old inner tube
Bright colored paint - acrylic or enamel
Feathers
Felt or art foam (to cover beaters)

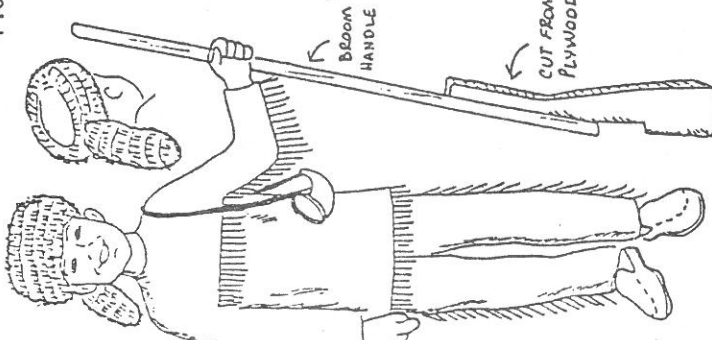
Directions:

- 1) Tom-Tom may be made from either a large coffee can or two large plastic bleach bottles. When using bleach bottles, cut top off one bottle, leaving $6\frac{1}{2}$ " to 7" height (see figure 1). You will find that the plastic cuts more easily if it is warmed first by filling bottle with hot water. Pour out water and cut with sharp knife or razor blade while plastic is still warm. Now take the second bottle and cut off bottom $1\frac{1}{2}$ " (figure 2). Discard top and use only short bottom piece. Force this over the open end of the other cut-off bottle, so you have a drum with both ends covered (figure 3).
- 2) Draw Indian designs on the sides of the drum. Paint and let dry.
- 3) Cut two circles of leather or old inner tube about $\frac{1}{2}$ " larger than top of tom-tom. Make holes with a leather punch or ice pick, around the edge of both pieces of leather (figure 4). Be sure they match up and you have the same number of holes in each piece of leather.
- 4) Place drum between two circles of leather or inner tubing (figure 5). Loosely weave lacing up and down through the holes in the leather. After you have it all laced together, tighten the lacing gradually all the way around so that it is not lopsided (figure 6).
- 5) Beaters: Fasten wooden bead to one end of dowel stick with a small tack and glue to secure (figure 7). Now place a piece of felt or art foam over the bead and fasten the ends by wrapping with a wire or chenille stem (figure 8).

-Indian Crafts



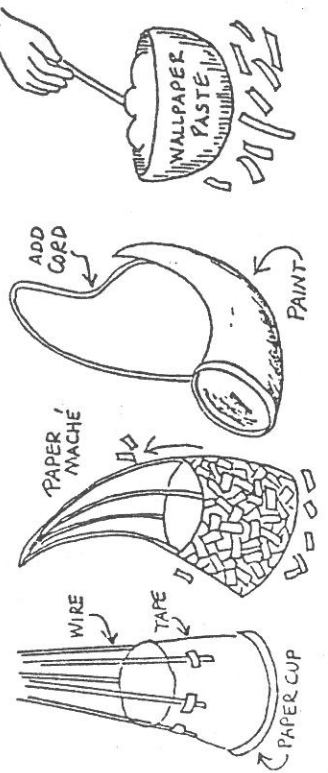
PIONEER COSTUME



Powder Horn

Tape six wires around a paper cup as shown in illustration. Cover with strip paper mache. Let dry. Paint brown.

Add a cord or thong so it can be hung around the neck.



Coonskin Cap - Can be made from old fur pieces or crepe paper. For crepe paper hat, cut a 4" band of brown mat paper long enough to go around boy's head. Overlap one inch. Cut 2" wide strips of brown, grey and beige crepe paper across fold. Slash one edge into a 1 1/2" deep fringe. Paste alternate rows of three colors across band, starting at top. Keep rows close together. Overlap ends of band and paste to form cap.

For tail, cut off 8" length of brown crepe 10" wide. Twist into rope. Cut 2" wide strips of brown, grey and beige crepe. Cut into fringe as for cap. Put a little glue on tip of rope and wind with brown fringe for about an inch. Then switch to grey and beige together and wrap another inch, gluing as you wrap. Continue alternating colors to end of strip. Staple tail to back of cap. (See p. 1-41 for another idea)

Shirt - Use an old shirt dyed brown. Sew or glue on yarn or fabric fringe as shown in illustration.

Pants - Use old brown slacks. They can be worn plain, or a fringe added down legs.

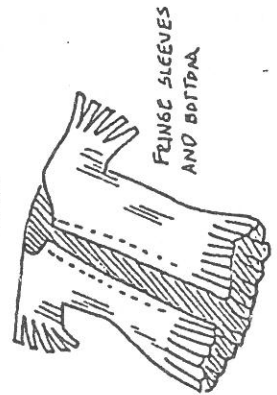
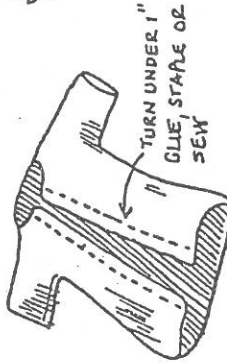
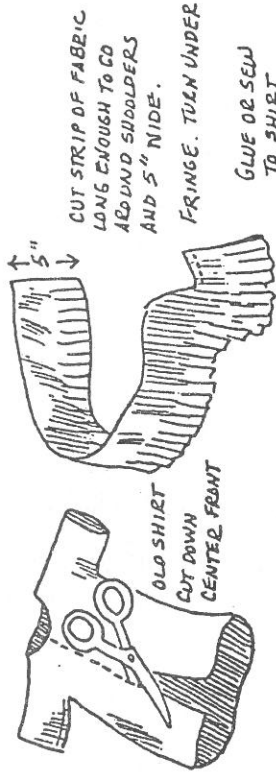
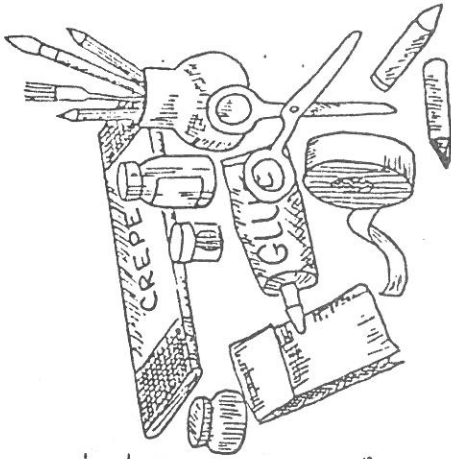
Musket - Musket is a broomstick, nailed to a handle which has been cut from 1/2" plywood.

Note: The pioneer's vest can also be made using the same method as described for the Indian costume - with leather-like crushed and ironed brown paper.

Sometimes a simple sign is all the identification needed for characters or scenery. Props such as a cardboard mus-tache, eye patch, bandana, cardboard sword make a pirate. Simplicity is the key.

Remember to keep costumes and props at the Cub Scout age level. The boys will give their best performance if they are made to feel that the skit is theirs, including the costume making.

The illustrations on the following pages show a wide variety of costume possibilities. Develop your own costumes to fit a particular character, using the guidelines mentioned here.



SEE-AND-DO-IT SHOW - SONGS

PADDLE SONG

My paddle's clean and bright,
Shining like silver,
Swift as the wild goose flies,
Dip, dip and swing,
Dip, dip and swing.
(Repeat)



AKELA'S COUNCIL

(Tune: Clementine)

When Akela holds his council
And the campfire's all aglow;
We will form a friendship circle,
As we sing so sweet and low.

O Akela, brave Akela,
True and fair Cub Scouts we'll be.
To our Promise and the pack Law
We will pledge our loyalty.



TEN LITTLE CUB SCOUTS

(Tune: Ten Little Indians)

One little, two little, three little
Cub Scouts,
Four little, five little, six little
Cub Scouts
Seven little, eight little, Indian
Cub Scouts
Eight little Indian chiefs.

Dressed up in headbands, breechcloths
and war paint,
Smoking the peace pipe, pounding the
drums.

Dancing around a blazing campfire,
Eight little Indian chiefs.

Eight little Indians washed off their
war paint,
Put away their headbands, breechcloths
and peace pipe,
Put on their uniforms, neckerchiefs
and then they were
Eight little Cub Scout boys.

CUB SCOUT INDIANS

(Tune: On Top of Old Smokey)

Down in the basement
Of the den leader's house,
The Cub Scouts were working
As still as a mouse.
They made bows and arrows
And headdresses, too.
They were going to be Indians,
Creek, Blackfoot and Sioux.

They painted their headbands
In red, green and blue,
And some of the Cub Scouts
Had painted arms, too.
They made shields and breechcloths,
And moccasins, too.
And a big Indian tepee
Large enough to walk through.

Pack meeting night came.
They arrived on the scene,
All dressed up like Indians,
Painted red, blue and green.
They danced and sang war chants
Around the campfire,
They had Indian contests;
No one seemed to tire.

The room was all filled
With excitement and noise.
No one could believe
Those wild Indians were boys.
When the wild Indians got home,
The parents all said
They were glad that their boys
Were now Cub Scouts instead.

INDIAN TAPS

(Tune: Taps)

Great spirit come
With beat of drum,
Journey now,
With each one,
Great spirit please.
Till each one
Of your tribe
Reach their tepees.

AN INDIAN STORY

CHARACTERS: Seven boys--one acts as Narrator and stands to side. One is Chief and should be dressed as such or wear a sign around his neck. Four should be dressed as Indians. The last one is "PROP BOY".

PROPS: Three signs - "TIME PASSES", "7 SUNS", "WATCH OUT FOR FALLING ROCKS".

NARRATOR STANDS TO SIDE. CHIEF AND FOUR INDIANS SIT IN SEMI-CIRCLE ON STAGE. PROP BOY FOLLOWS STAGE DIRECTIONS.

NARRATOR: This is the story of how a chief was chosen between the two sons of the old and dying Chief Thundercloud. Both of the sons are young warriors, strong and brave and wise in the ways of the red man.

CHIEF: I call a council of my tribe so we may decide which of my two sons--Falling Stars or young Falling Rocks--will lead you as Chief, for I am old and must soon go to the happy hunting grounds.

BRAVE #1: Young Falling Rocks! Young Falling Rocks! He is wise and brave. Let us choose young Falling Rocks.

BRAVE #2: Young Falling Stars! Young Falling Stars! He is brave and strong. Let us choose young Falling Stars so that he may lead us bravely in battle against our enemies.

CHIEF: We must choose wisely, both are good and brave. My sons, go forth alone, armed only with your hunting knives, one toward the rising sun and one towards the setting sun. Return with the full moon and we shall decide.

SONS GET UP AND LEAVE IN DIFFERENT DIRECTIONS. PROP BOY CROSSES THE STAGE WITH THE SIGN "TIME PASSES".

BRAVE #2: It is the time of the full moon and Falling Stars has returned with many stories of his achievements and bravery; but Falling Rocks has not returned.

BRAVE #1: We would choose Falling Stars for our Chief.

CHIEF: We must be fair, we wait seven suns for Falling Rocks. Then we choose.

NARRATOR: Seven suns pass. (PROP BOY crosses stage with "7 SUNS" sign). Falling Rocks did not return, and even though this happened many, many years ago, the Indian tribe is still looking for him. That is why today, as we ride along the roads in the mountains, we see this sign (PROP BOY crosses stage with sign, "WATCH OUT FOR FALLING ROCKS").

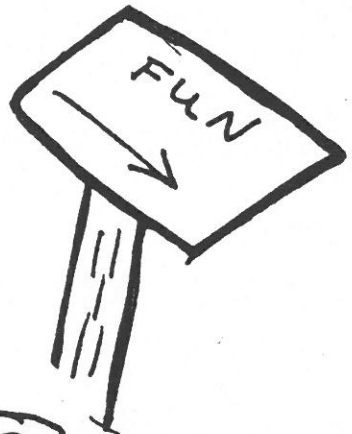
INDIAN TAPS (Tune: Taps)

Great Spirit come
With beat of drum
Journey now
With each one
Great Spirit please,
Till each one
of your tribe
reach their tepees.

JULY

TRAILS

TRIPS



TRIPS

AUGUST

OUTDOOR

FESTIVAL



NATURE SCAVENGER HUNT

1. Pine cone
2. Yellow flower
3. Snail shell
4. Fossil
5. Feather
6. Oak leaf
7. Maple leaf
8. Turtle
9. Daisy
10. Clover leaf
11. Berry
12. Hickory nut
13. Walnut
14. Earthworm
15. Moss
16. Fern
17. Hedgeapple
18. Spider (dead)
19. Toad
20. Violet
21. Mushroom
22. Acorn
23. Wild strawberry
24. Buckeye
25. Deer, rabbit, squirrel
(Just see one of these)

The fall is a wonderful time to take the Cubs on a hike in the woods--just before all the leaves have fallen. Divide the boys up in teams--or let each boy go on his own to gather the items for a scavenger hunt. Give them like 30 minutes and see who has found the most items to be the winner.

NO---don't throw the items away----use them! You can think of many ways to put them to use--dry the items that need drying, put the items that need watering in water, etc. This collection could be used like a "genius kit"--let the boys take their own items and make something of it. Also they could make a nature picture and put it in a frame, they could make an ecology box with the items. You can think of many way to use them.

Song: CUB SCOUTS ALL
Tune: Three Blind Mice

Cub Scouts all, Cub Scouts all,
Bobcats, Wolves; Boycats, Wolves;
And all the Bears and the Webelos,
The boys who see that the Cub Pack goes.
They all live up to the Promise and Law
As Cub Scouts all.
(Can be used for opening--sit in circle.)

What is 40 feet long
With lots of hairs,
It loves a good song
And always eat pears?

Answer: A 40 ft. hairy, song
loving pear eater!

PUZZLE; As I was walking to the school, I met a mother with 7 children. The children had 7 bags, and in the bags were 7 cats and the 7 cats had 7 kittens. How many were going to the school?
Answer: One, just me. I met the mother on the way--I did not pass her

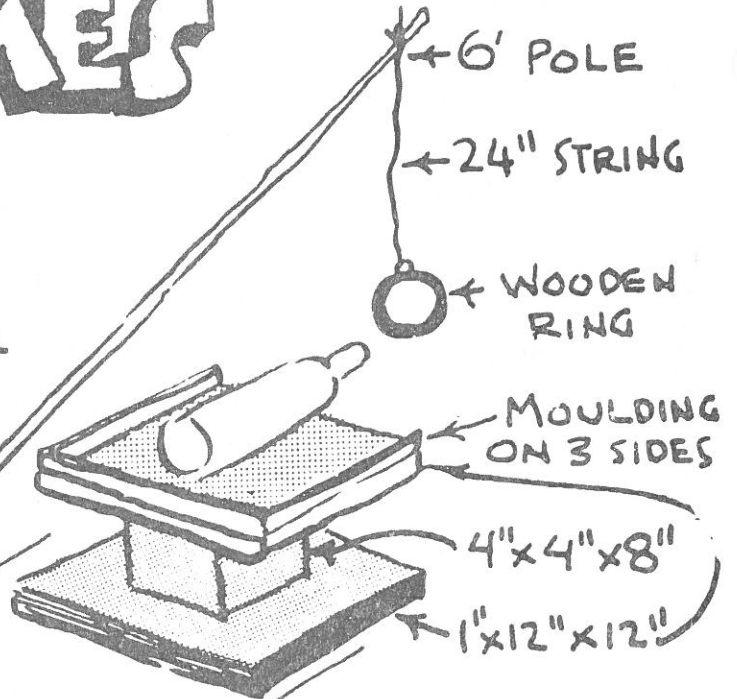
Use any 5-lettered word in the top--see how many blanks you can fill.

	W	O	R	L	D
FLOWER			Rose	Lilac	Poppy
TREE	walnut	Oak		Locust	
BIRD	Wren	Ostrich	robin	hawk	
METAL STONE		Opal	RUBY	Lead	diamond
ANIMAL	Wolf	octopus	Rabbit	Lion	Deer

BOTTLE GAMES



SIT ON A BOTTLE
PLACE FEET
AS SHOWN -
THREAD
NEEDLE OR
WRITE YOUR
NAME IN A
STRAIGHT
LINE.



LOOP RING
OVER NECK
OF BOTTLE
AND STAND
IT UP -

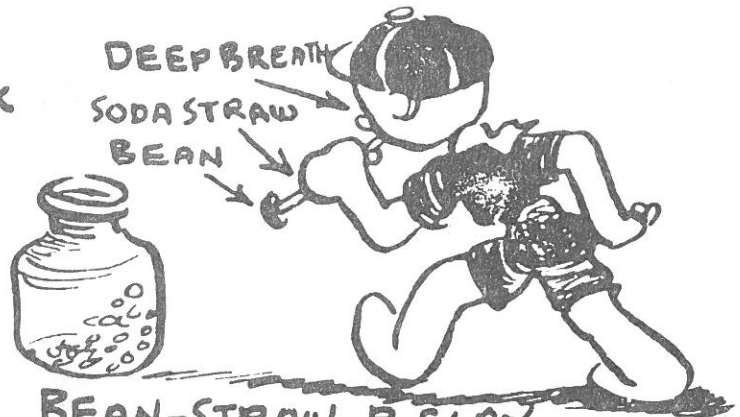
By
BENNETT



LOOP RING OVER BOTTLE
NECK - JUST DROP IT ON -



BOUNCE STICK ON FLOOR
DROP ONE END IN BOTTLE
WORKS FINE - SOMETIMES -



BEAN-STRAW RELAY.
CARRY BEAN ACROSS ROOM DROP
IN BOTTLE OR JAR.

BOY SCOUTS OF AMERICA
FAMILY CAMPING ASSOCIATION

The Boy Scouts of America offers your family six great reasons to join in the Family Camping Association:

- Experience new and exciting opportunities to involve your family in the great outdoors.
- Take advantage of excellent Scout camping facilities, and make new friends.
- Enrich your family life and renew the enjoyment of working and playing together.
- Spend quality time with your family, apart from the distractions of your home environment.
- Teach your children new skills and introduce them to new interests.
- Benefit from an abundance of informative Scouting literature that covers basic through advanced camping skills.

Along with your new Family Camping Association membership, you will receive the following items:

- Council Camp Directory #3680 (Nationwide)
- Family Camping Equipment Catalog
- Membership cards for your whole family
- A special decal for your family vehicle
- A family camping patch
- A thought-provoking semi-annual newsletter packed with new ideas and information.

Now, new campers can benefit from the experience of the best campers in the country - the Boy Scouts of America. Introduction to Family Camping, No. 3820. This book has informative, easy-to-read pages filled with pictures, sketches and art. Eight not-to-be-missed chapters offer detailed tips on making your first camping trip a memorable one. To order this book, simply contact your local Boy Scout office or your Scout outfitter at 1/800-323-0732.

The Family Camping Association encourages you to take your family camping. It's a wonderful way to make new friends and bring your own family closer together.

FAMILY CAMPING AT ITS BEST!

In 1983, more than 60 million Americans locked up the house and headed for the great outdoors. They realized, like so many families, that camping is an excellent way to relax, have fun, and really enjoy being together. In fact, according to a recent survey, camping now exceeds the popularity of such standard sports as bowling, boating, jogging, softball, tennis, skiing, hunting, golf, ice skating, soccer, billiards and even physical conditioning. Isn't it time you discovered family camping?

FAMILY CAMPING ASSOCIATION

The demand for campsites in many state and federal forests has doubled in recent years forcing many families to abandon plans for camping trips. Recognizing this, the Boy Scouts of America formed the Family Camping Association - an organization which provides its members access to excellent Scouting facilities not available to the general public. Many local Scouting council camps throughout the U.S. have areas that can be used for family camping. And the operations of some campsites will be extended beyond normal closing dates, making the facilities available to Family Camping Association members. Membership in the Family Camping Association entitles you and your family to use these Boy Scouts of America camping facilities.

For more information write:

Family Camping Association
Boy Scouts of America
1325 Walnut Hill Lane
Irving, Texas 75038-3096

Yearly membership = \$10.00 per family

- OPENING/CLOSING CEREMONIES

OPENING

Have a Cub Scout read the narrative, or pass out cards so the entire audience can read the pledge in unison:

This is my country. I will use my eyes to see the
beauty of this land.

I will use my ears to hear its sounds.

I will use my mind to think what I can do to make it
more beautiful.

I will use my hands to serve it and care for it.

And with my heart, I will honor it.

Then ask the audience to stand and join in the Pledge of
Allegiance.

CLOSING

Cub Scouts, it wasn't long ago that we heard some people say:
"The sky is the limit." That meant that a man could make
anything of himself that he wanted ... at least on earth. Well,
that limit is now off. There is almost no limit to what you can
aspire to do, either on earth or in space. Our astronauts have
showed us that.

Colonel "Buzz" Aldrin, the second man to walk on the moon, was a
member of Troop 12 in Montclair, New Jersey. He said to a group
of Scouts: "Set your goals high and settle for nothing less
than accomplishment. Don't settle for mediocrity."

How well you perform as a man will depend on how you accept the
new challenge which says, "The sky is NOT the limit." A Cub
Scout who does his best in everything he undertakes now is
preparing himself for that new challenge. If you want to aim
for the stars, you must remember that you are building your
launching pad right now by your willingness and initiative in
every task you tackle ... at home, in church, in school, and in
Scouting.

THE TREE HOUSE

(Tune: Clementine)

In the backyard, in the backyard,
In a great big tall oak tree,
That is where we built our tree house,
Hidden, so no one can see.

Secret codes and secret meetings,
Just a few friends can belong.
No one knows our secret password
Or our secret Cub Scout song.

If you're old enough, you can join us
In our tree house, with the rest.
You can also be a Cub Scout
If you always do your best.

IN THE BACKYARD

(Tune: Clementine)

In the backyard, in the backyard,
You will find your summer's fun,
If you look at what's around you,
You'll have fun till day is done.

After sunset, watch the stars shine,
Nature's wonders you can see.
Mother Nature's backyard's endless,
Always there for you and me.

Did you ever watch an ant work?
Have you listened to the bees?
Have you watched birds build their
nests high?

And been thankful for the trees?

If you'll just look all around you,
Many new things you will find.
If you'd only realize it,
They were right there all the time.

A NUTTY SONG

(Tune: Clementine)

I'm an acorn, small and round,
Lying on the cold, cold ground.
No one wants to pick me up,
'Cause I'm such a little nut.

BACKYARD CAMPOUT

(Tune: Are You Sleeping?)

We are sleeping in the backyard
Jim and Mark, Spot and me,
Sure is dark outside
Think I'd like to hide,
Come here Spot, sleep with me.

Are you sleeping, are you sleeping
Jim and Mark, Jim and Mark?
Thought I heard a noise,
Didn't sound like boys,
I am scared, I am scared.

Come back Spot, where'd you go?
Jim and Mark, wake up please,
Let's go in the house,
Did you see that mouse?
Hear that sneeze? Hear that sneeze?

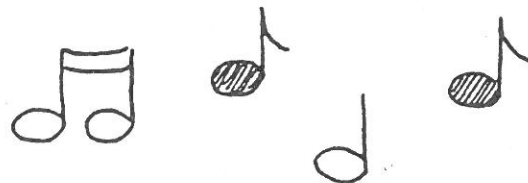
ANTS' MARCHING SONG

(Tune: Johnny Comes Marching Home)

The ants come marching one by one,
Hurrah, hurrah,
The ants come marching one by one,
Hurrah, hurrah.
The ants come marching one by one,
The little one stops to shoot a gun,
And they all go marching
Down to the earth .. to get out of
the rain.

Boom. Boom. Boom. Boom. Boom. Boom

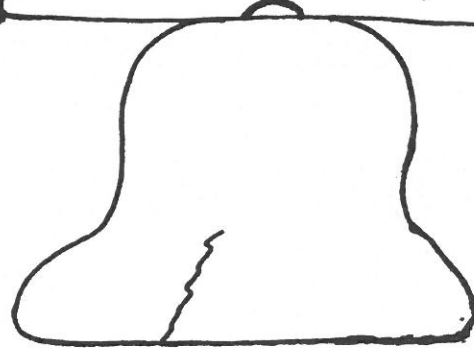
Two by two ... to tie his shoe (etc)
Three by three .. to climb a tree
Four by four ... to close the door
Five by five ... to wave good-bye
Six by six ... to pick up sticks
Seven by seven .. to look at heaven
Eight by eight .. to shut the gate
Nine by nine .. to tell the time
Ten by ten .. to say 'The End'.



SEPTEMBER - OUR AMERICAN HERITAGE



LIBERTY



- OPENING/CLOSING CEREMONY



OPENING

My name is Litter Bug Lou,
And, oh, what us litterbugs do!
We clutter the country with papers and trash,
At making a mess, we're really a smash.
The roadsides and parks are scenes of our folly,
We really enjoy it and think it quite jolly,
To leave behind garbage, bottles and paper,
As little mementos of our daily labor.

I'm Tidy Bug Ted of the Tidy Bug clan,
We work to keep things spick and span.
We pick up the litter together we are,
And always carry litter bags in our car.
We'll K. O. Lou and all of the band,
And make America a beautiful land,
Free of litter, trash and clutter,
Won't you help us, dear Fadder and Mutter?

Props: Two boys dressed in paper sack costumes and the other boys used as color bearers for the flag.
Or you might dress all the den as litterbugs - half as Litter Bug Lou and half as Tidy Bug Ted.
(Be sure then to change the pronoun I to we.)

CLOSING

A Cub Scout Farmer's Garden of Thoughts

Personnel: 8 Cubs dressed in farmer hats, shirts, levis, scarves, etc. with garden tools. Also you will need large cut-outs of vegetables.

- 1st Boy: We're Cub Scout farmers who've come your way to share with you, our garden of thoughts for the day.
- 2nd Boy: (holds up carrot) Take care at all times, remembering to do your best each day.
- 3rd Boy: (holds up lettuce) Let us always give a smile to others as we travel down life's way.
- 4th Boy: (holds up turnip) Be sure to turn up at meetings and participate in the pack activities.
- 5th Boy: (holds up bean) Learn not to put things off - for it's not fun being late.
- 6th Boy: (holds up beet) In life's game, you can beat if you strive to work with everyone.
- 7th Boy: (holds up large package of seed) And now that we've planted some seeds of thought, we'll say good night, for our meeting is adjourned.

RED RIVER VALLEY

From this valley they say you are going.
I will miss your bright eyes and sweet
smile.
For they say you are taking the sunshine
That sure brightens our pathway a while.

See "Cub Scout Song Book" for
'She'll Be Comin' Round the
Mountain' and 'Home On The
Range'.

O SUSANNA

I came from Alabama with my banjo on
my knee,
I'm g'wan to Louisiana,
My true love for to see.
It rained all night the day I left,
The weather it was dry,
The sun so hot I froze to death;
Susanna, don't you cry.
Oh! Susanna,
Oh, don't you cry for me.
I've come from Alabama with my banjo
on my knee.

DOWN IN THE VALLEY

Down in the valley, valley so low,
Late in the evening, hear the wind blow,
Hear the wind blow, love,
Hear the wind blow,
Late in the evening, hear the wind blow.

Roses love sunshine, violets love dew,
Angels in heaven know I love you.
Know I love you, dear,
Know I love you.
Angels in heaven know I love you.

Send me a letter, send it by mail,
Send it in care of the Birmingham jail,
The Birmingham jail, love,
The Birmingham jail,
Send it in care of the Birmingham jail.

OLD OAKEN BUCKET

How dear to my heart are the scenes
of my childhood,
When fond recollections present
them to view.
The orchard, the meadow, the deep
tangled wildwood
And ev'ry loved spot which my in-
fancy knew.
The wide spreading pond and the
mill that stood by it,
The bridge and the rock where the
cataract fell,
The old oaken bucket, the ironbound
bucket,
The moss covered bucket that hung
in the well.

BRAVE PIONEERS

(Tune: Battle Hymn of the Republic)

Who were the fearless pioneers
Who helped carve out our land,
Who traveled down the rugged trails,
They were a fearless band.
They braved the weather and the wilds,
Those men and women bold,
Their story should be told.
(Chorus)

Buffalo Bill and Daniel Boone
Two of the very best;
Zebulon Pike, Kit Carson,
And Jim Bridger and the rest.
Brave pioneers who risked their lives
To make this country grand.
We thank you for our land.
(Chorus)

Chorus

Traveling to an unknown land,
A very brave and daring band,
Pioneers, we think you're grand,
For lending us a hand.



- SONGS

THE WOODPECKER

(Tune: Turkey in the Straw)

The woodpecker pecked out a little
round hole,
And made him a house in the telephone
pole.
One day when I watched, he poked out
his head,
And he had on a hood and collar of red.
When the streams of rain pour out of
the sky,
And the sparkles of lightning go flash-
ing by,
And the big, big wheels of thunder roll,
He can snuggle back in the telephone pole.

See "Cub Scout Song Book" for
'Itsy Bitsy Spider', 'A Garden-
ing We Will Go'.

A WORM'S EYE VIEW

(Tune: Home On the Range)

Oh come see my home,
Where I live all alone,
Munching onions and spinach all day.
Now you may think a worm
Doesn't deserve his turn,
But without me the gardener would play.

Chorus

Home, home in the squash,
Where I live and I sleep and I eat.
The gardener may try
To blow me sky high,
But I'll hide safely inside a beet.



WATCH THEM GROW.

(Tune: Three Blind Mice)

Three tiny seeds, three tiny seeds,
See how they grow, see how they grow,
With soil and water and lots of sun,
The seeds will pop up, one by one,
Watching them grow can be so much fun,
Three tiny plants.

Three big plants, three big plants,
See how they bloom, see how they bloom,
The buds appear, one by one,
They turn into flowers warmed by the sun,
Flowers, enjoyed by everyone,
Three blooming plants.

WE ARE PLANTING

(Tune: Are You Sleeping?)

We are planting, we are planting,
Garden seeds, garden seeds,
Vegetables are growing,
Vegetables are growing,
Hoe the weeds, hoe the weeds.

A GARDEN

(Tune: Reuben, Reuben)

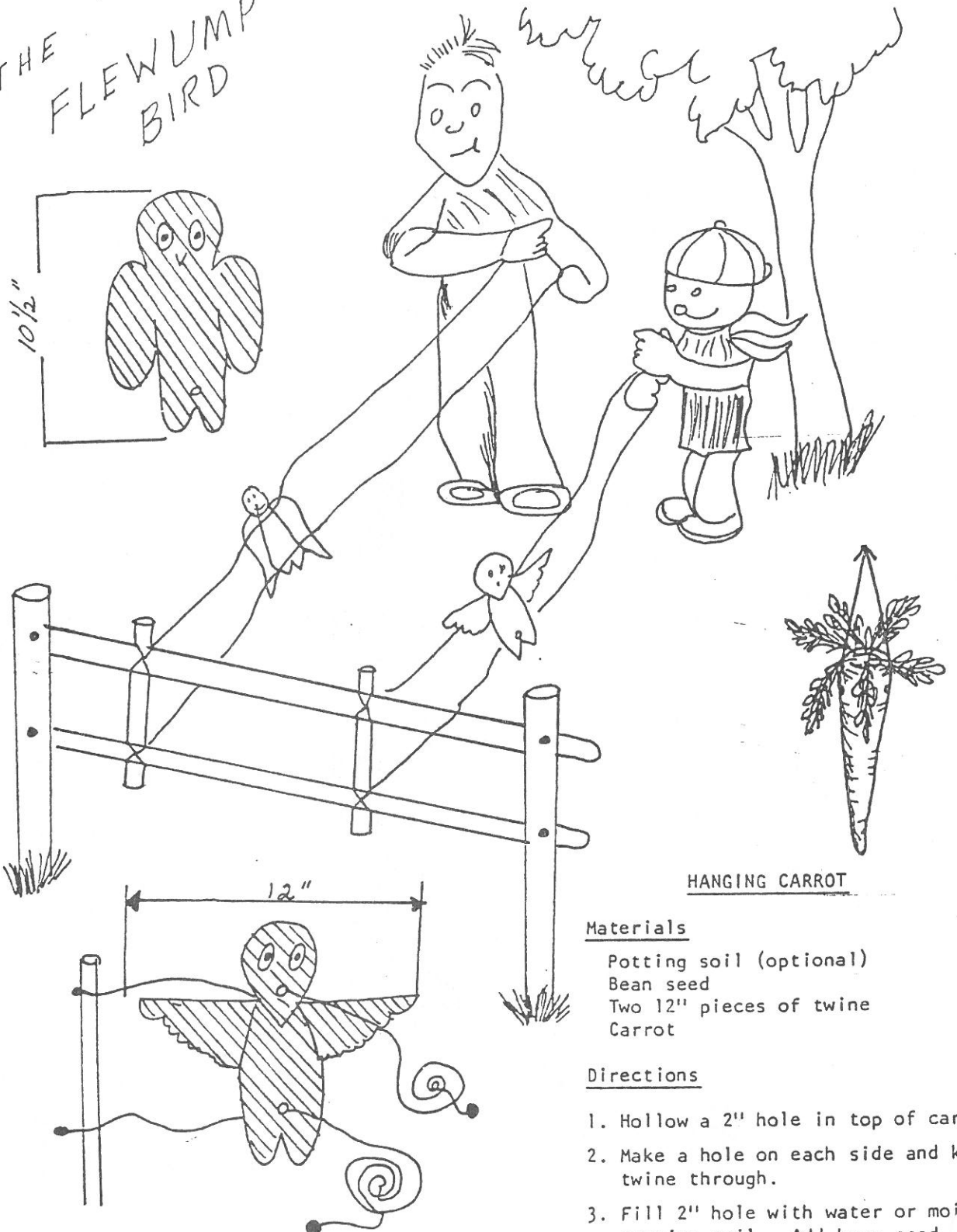
A garden is a wonderful thing,
It provides a home for bugs,
Squirmy worms and ants with wings,
And a thousand slimy slugs.

FIDO

(Tune: Reuben, Reuben)

I have a dog; his name is Fido.
I have raised him from a pup.
He can stand up on his hind legs
If you hold his front legs up.

THE FLEWUMP BIRD



HANGING CARROT

Materials

- Potting soil (optional)
- Bean seed
- Two 12" pieces of twine
- Carrot

Directions

1. Hollow a 2" hole in top of carrot.
2. Make a hole on each side and knot twine through.
3. Fill 2" hole with water or moist potting soil. Add bean seed.
4. Hang carrot in sunny window. Water it every day.

FLYING CRITTERS

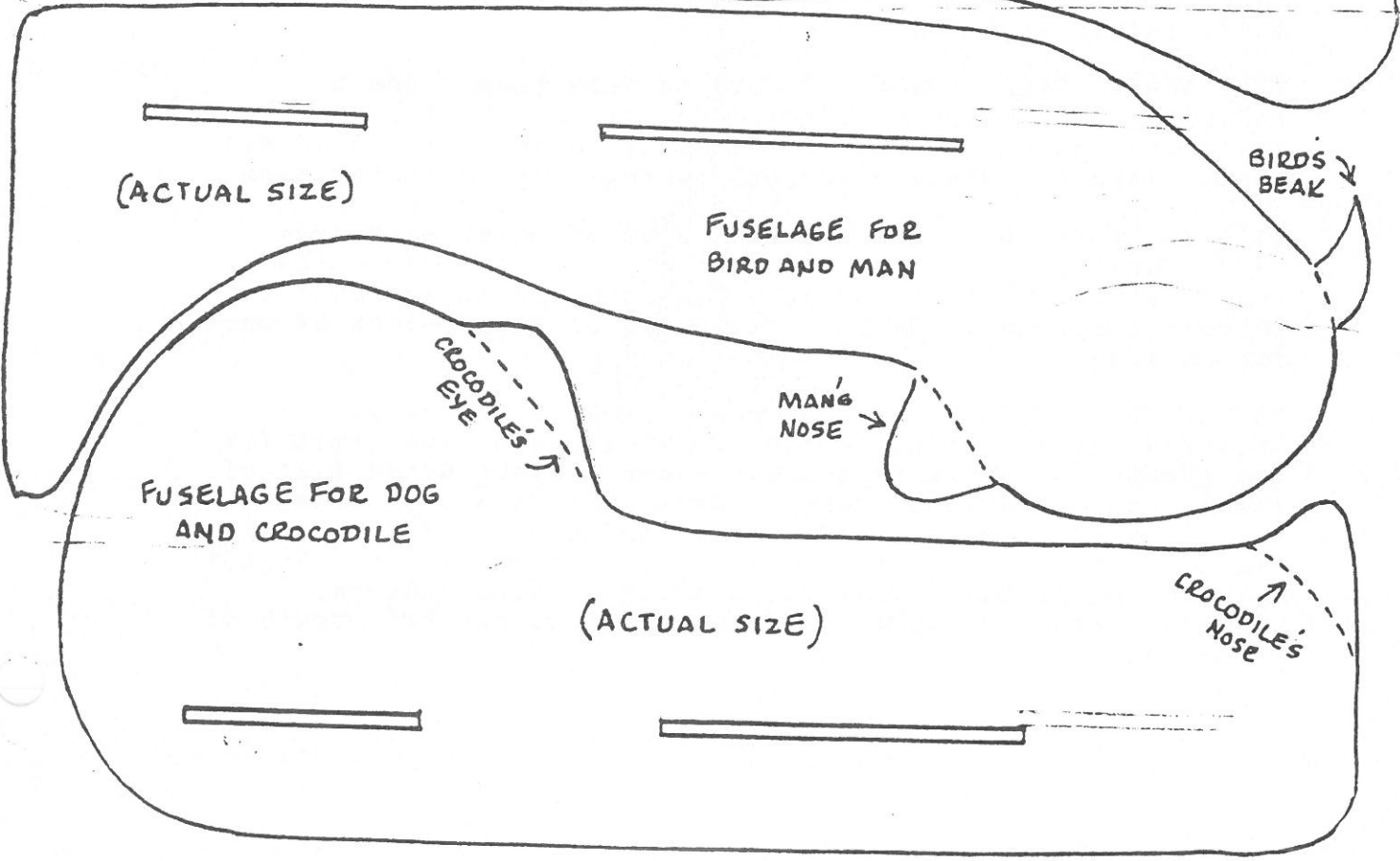
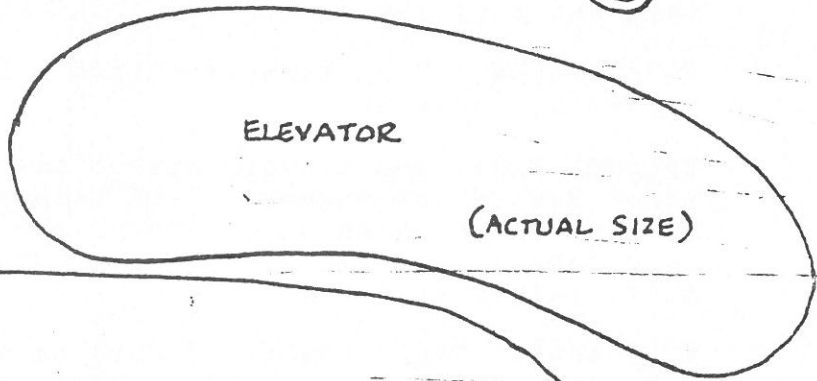
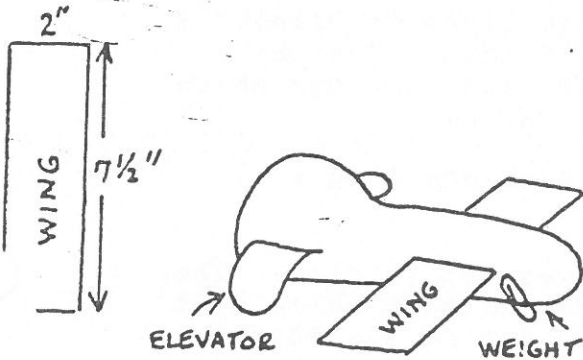
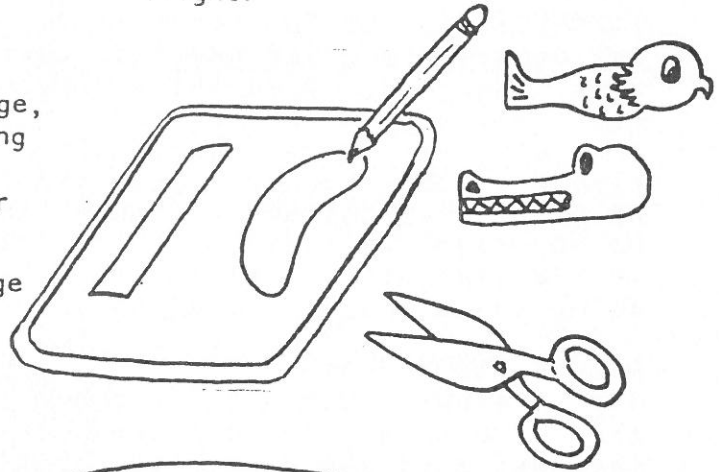
Materials

- Foam or pulp meat trays
- Scissors
- Felt tip pens, crayons or paint
- Paper clips or hair clip (weight)

Directions

1. Using patterns below, cut fuselage, elevator and wings for each flying critter from meat trays. Wings and elevator pattern are same for all; fuselage is different.
2. Cut snut-fitting slots in fuselage to insert wings and elevator.

3. To weight the critter for smooth flying, attach a hair clip or two or three paper clips near the bottom front. Adjust the weight until you are satisfied with your critter's flight.



OUTDOOR - GAMES

NOSE AND TOE TAG: A player is exempt from being tagged as long as he holds his nose with one hand and one of his feet with the other.

TURKEY RUN: One Cub Scout is chosen the turkey catcher. All the others are given names of turkey parts such as neck, wing, leg, etc. When the turkey catcher calls the name of a part, all players having that name run to a designated base or nest. All those caught before they can reach the nest are placed in the "turkey cage", and remain there until released by the turkey catcher. Change turkey catchers frequently. Do not keep the players in the "cage" too long. Release all in the cage after five has been caught. As a variation, allow those caught to assist the catcher.

DISCUS THROW: An Olympics would not be an Olympics without a discus event. Use a paper plate for the discus. Tie the arms of each pair of contestants together, and then see which team can hurl the discus the greatest distance.

SQUAT THROW: Boys throw a softball for distance from a squatting position.

BALANCE TAG: Two players start, one chases and is "it". The other one is the runner. Give both players a book which must be carried or balanced on top of the head during the chase, this game results in some funny postures. Players walk real fast, rather than run.

KEEP-AWAY: Equal number of Cubs on each team. Use a softball or other soft object and toss in the air. The Cub that gets the object tries to toss it to another Cub on his team. When the other side gets it they try to do the same.

NAIL DRIVING: With a 2 x 4 and nails of equal size, see which Cub can drive the nail entirely in the wood in the fewest strokes. Alternative: Each contestant attempts to drive a large nail (8-12d) into a log or large block of wood set on end.

NATURE TREASURE HUNT: Provide each team or group with a prepared list of items to look for and set a time limit for the groups to return from their hikes. A suggested list of items: a feather, an acorn, a seed pod, an animal bone, a fossil, a stone with a hole in it, an animal track, an oak leaf, a forked stick, a bit of clay, an insect, etc. Do not specify things which call for picking of wild flowers, cutting trees and bushes or disturbing the natural growth of the area.

OVERLAP SPLATTER PAINTING

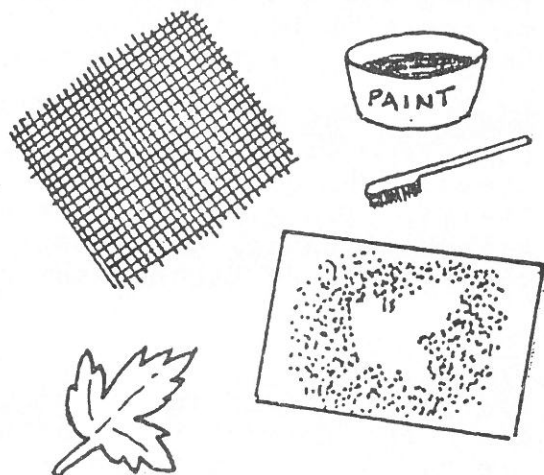
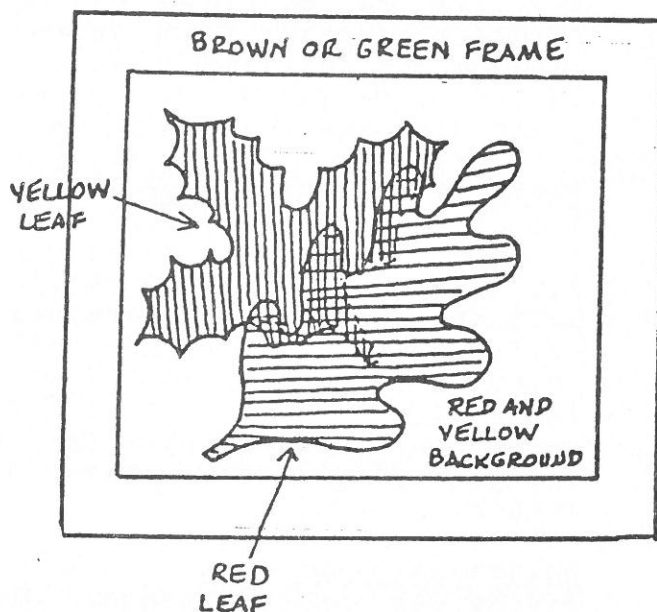
A NEW IDEA!

Materials

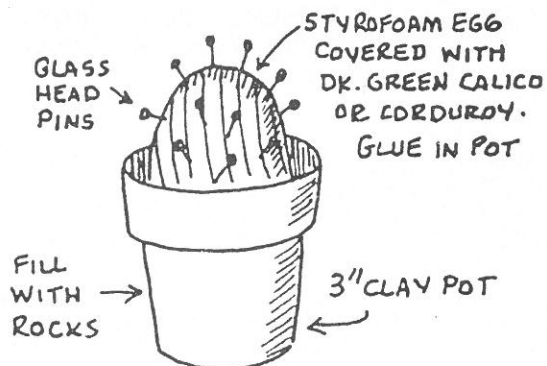
- Paints, poster or tempera, in red and yellow
- Two old toothbrushes
- Old newspapers
- Old piece of screen or splatter screen made for this project
- Two different kinds of leaves, such as maple and oak
- White paper

Directions

1. Cover work area with newspapers. Wear an old shirt or smock.
2. Lay leaf on top of paper.
3. Dip toothbrush into jar of red paint. Hold screen over paper and rub toothbrush across until white paper is lightly covered with a splatter design.
4. Lift leaf carefully.
5. Wash screen so no red paint is left.
6. When first print is dry, place second leaf on paper, overlapping first leaf design.
7. Using another clean toothbrush, splatter the paper with yellow paint. Lift leaf and allow to dry.
8. Make a cardboard frame or place on a slightly larger brown or light green sheet of construction paper.



CACTUS PINCUSHION



- GAMES

Learn the World

This game can be played by two or more players. The "Starter" names a place (city, state, country, etc.). The next person must name a place which starts with the last letter of Player No. 1's place. The next player must start a place with the last letter of Player No. 2's place and so on.

Earth, Air, Fire, Water

The leader suddenly points to one of the boys and says, "earth" and then counts to ten as fast as he can. (He may say "Air", or "Fire" or "Water"). If he says "Earth" the boy must name an animal before the leader ends the count. "Air" calls for a bird, "Water" calls for a fish, but if he says "Fire" the boy must remain silent. If he fails to do so he loses his turn and 1 point. If he names an appropriate animal, he then has the right to name one of the elements for the next player. The player with the lowest score is the winner.

Nature Alphabet Game

Divide den into two teams. Give each team player paper and pencil and ask them to list a nature object for each letter of the alphabet (such as "ant for A"; "bear for B", and etc.) Set a time limit. Longest list wins.

Snake by the Tail

Boys line up with each one grasping the waist of the boy ahead. The object is for the "head" of the snake to tag the "tail". The other boys of the snake try to prevent this without breaking the snake. When the "head" manages to touch the "tail", he becomes the new tail and the line moves up.

Turtle Tag

One Cub Scout is "it", the others are turtles. "It" may not tag a turtle who is on his back with all four feet in the air. But turtles must hop up and run at least 10 steps by the time "it" counts to 10. Then they can again assume the safe position or continue moving.

Story Telling

Have one Cub start telling an imaginative story about anything -- a trip around the world -- going on a Safari -- anything at all, but make it thrilling. When he reaches an exciting point, in a short time, stop him and have another Cub continue with the story. The more fantastic the better -
- it's real fun.

LOG ROLL - Players lie on the ground parallel to the starting line and roll to the midpoint and back.

SUITCASE SHUFFLE - The first Cub must drag an old suitcase, shuffling his feet to the midpoint where the suitcase must be emptied of its silly contents. (You fill the suitcase before-hand with things like old clothes, old neckties, a bunch of books, an old shoe or a baby rattle.) That Cub then shuffles back to tag player two who must shuffle to the mid-point, repack the suitcase and return it to player three. Play continues in similar fashion until the last person packs the suitcase and drags it back to the starting line. No player may lift a foot off the ground while shuffling along to victory. In teams having an uneven number of Cubs, the first player must race again to retrieve the suitcase after the last player has left it at mid-point.

EGG HOP - Players race carrying a hardboiled egg on the back of his hand. Any player dropping an egg must replace it before continuing the race. Don't race too fast, or you're bound to lose your egg!

SACK SLALOM - Set your course with brightly painted red and blue shoe boxes, milk cartons or plastic milk bottles. Place the markers in pairs with red always being on one side and blues on the other. Then the racer will know that he is to stay in between the cartons. This is a timed event made more challenging by the fact that the racer is jumping through the course (in a burlap sack, plastic garbage bag or old pillowcase if you like). The Cub steps into the bag, holds on to the top of the bag with both hands and sets off jumping. One player goes through the course at a time. Players who are not racing can take turns timing those who are and can call off time totals. NOTE: If you have enough space, you might want to have several different courses, some more difficult than others. Then players can decide which course they want to compete on, or can start with the easier courses and move up to the more difficult ones.

IT'S IN THE BAG - Before your Backyard Olympics, fill enough bags with funny costume pieces so that every player will have one bag. You might include things like hats, long underwear, jewelry, scarves, raincoats, or boots. Before Cubs leave the starting line they must take everything out of the bag and put it on. They must then run with the bag to the finish line, take all costume pieces off and put them back into the bag. The player with everything back in the bag first wins. NOTE: This race may also be run as a relay. Use only one bag per team. Each player must refill the bag at mid-point and return to pass the bag to the next player. Each bag has the same number of objects inside.

YOU'RE THE WINNER

When you play this game, everybody wins. All you need is a big sheet and a balloon or foam rubber ball. Players stand around the outside of the sheet. The ball is placed in the middle of the sheet. Everyone takes hold of the sheet and lifts it together, trying to keep the ball on the sheet. Players must cooperate to keep the ball from rolling off. Once you get good at keeping the ball on the sheet, bounce it into the air -- and catch it again. See how long you can keep the ball on the sheet.

BACKYARD OLYMPICS

The Modern Olympic Games began in 1896. They were modelled on the games in ancient Greece. They encouraged a quest for excellence as participants developed physical and mental skills and developed strength of character. The athletic competition is exciting, the ceremonies surrounding the events thrilling.

You can bring some of that excitement and challenge to your own backyard as you plan a Backyard Olympics. Practice some traditional events or try some of the following fun activities.

You will want to have medals for each event. Traditionally the first place winner gets a gold medal (3 points), the second place a silver (2 points), and the third place a bronze medal (1 point). Each player is assigned to a team. You may want to provide a participation medal for each Cub competing in your Olympics.

To make medals, cut cardboard circles; punch a hole at top of circle; string yarn or ribbon through circle; tie to winner's neck; use marker or crayon to color medal gold, silver or bronze.

Before your games start, get together all the materials you will need. Mark off your playing area. Decide who will keep score, judge the events, and serve as official timekeepers. Use an old egg timer or a watch with a second hand. Ask your Den Chief, Den Dad and parents to be officials. Provide badges for the officials made from cardboard or paper.

TRIATHLON

Players run, jump and throw their way to victory in this three part event. Mark off the playing area. You might put a chalk or tape line at the start and finish line for the running portion of the race. Or mark the spot with colorfully painted cardboard boxes. Then place several obstacles that players must jump over for the jumping portion. You might use shoe boxes, plastic milk bottles or milk cartons painted red, white and blue. Use five to seven obstacles and place them six to nine feet apart. Add five seconds for each marker knocked over. One player completes his run, jump and throw before the next Cub begins.

Both the running and jumping are judged by time, while the throwing will be judged by distance. Use a bean bag for throwing because it won't roll. If you don't have enough bean bags for each player, mark each Cub's throw with a stick or dowel to which a flag bearing the Cub's name has been glued. Fastest run, jump and farthest throw get 3 points, second, 2 points; third, 1 point.

INSTANT RELAY

Divide players into teams so that four or five boys are on each team. The first Cub in each team lines up at the starting line. The second lines up behind the first, and so on. At a signal, the first Cub in each team runs to a given point and returns, tagging the hand of the second player who then continues the race. Play goes on in similar fashion until all the players have completed the race. The team whose players finish first wins. You can run, jump, crawl or hop. Or try some of these unusual variations:

SCORING

TEAM SCORES:

GOLD 3 PTS SILVER 2 PTS BRONZE 1 PT

TRIATHLON

INSTANT RELAY

LOG ROLL

SUITCASE SHUFFLE

EGG HOP

SACK SLALOM

IT'S IN THE BAG

YOU'RE A WINNER

----- EVERYONE GETS A GOLD MEDAL HERE! -----

CREATURE FEATURE

IT'S IN THE BASKET

BELL BALL

WALL BALL

UP AND AWAY

OVERALL WINNING TEAM: -----

CREATURE FEATURE

Do the Spider Crawl for an unusual and fun race. Cubs line up at the starting line with hands and feet touching the floor. They must race to the finish having at least one hand and one foot on the floor at all times. Or try the Turkey Waddle. Cubs must stand at the starting line, bend over and grasp their knees. They must race to the finish in this position. In the Frog Hop, Cubs must start in a crouched position and hop to the finish line. In the Rabbit Run, everybody jumps three times in place, then takes off running, to jump in place three more times at the finish line before they're done.

IT'S IN THE BASKET

This game gets more challenging with each round you play. You decide how challenging you want your game to be. Start out shooting a basketball, foam ball or tinfoil ball with both hands. Each player gets three tries. Then use your right hand. Next your left hand. Now try to shoot backwards. You can also vary the distances you stand from the basket when shooting. Score the game by adding up the total number of baskets. NOTE: If you don't have access to a basketball hoop, use a bushel basket or wash basket and a foam rubber ball as a substitute.

BELL BALL

Keep all eyes on the ball with this great game. Hang a bell from a hula hoop or a length of garden hose taped together with electrical tape. Then tie the hoop to a tree limb four or five feet from the ground. Players stand about twelve to sixteen feet from the hoop and try to toss a ball through the hoop without ringing the bell. Each player gets five tries. The player with the highest score wins.

WALL BALL

You need a wall and a ball to play this one. Whoever volunteers to be IT bounces the ball so that it will hit the wall and bounce back, while at the same time calling out the name of another player. The player whose name is called must catch the ball after it bounces off the wall and before it touches the ground. If the player catches the ball, he is it. If not, he is out of the game. The player who is able to eliminate all others is the winner. The last one out takes second place and next to he last one out takes third.

UP AND AWAY

No Olympics is complete without team sports and your Backyard Olympics is no exception. Play balloon volleyball for a fun change of pace. The game is played just like the usual variety except that players can hit the balloon any number of times to keep it in the air and each team gets an unlimited number of tries to get it over the net. Servers may stand anywhere but right next to the net (which might be a blanket thrown over a clothesline strung between two trees. Scoring is the same as in regular volleyball.

PERFECT POSTURE

A Round

(Tune: Are You Sleeping?)

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

See "Cub Scout Program Helps" for
'Germ Song'.

See "Cub Scout Song Book" for
'Head and Shoulders', 'One Finger,
One Thumb', 'Are You Sleeping',
'Cub Scout Marching Song' and
'I'm Happy When I'm Hiking'.

KEEPING HEALTHY

(Tune: Clementine)

Strong and healthy, growing bodies,
That's what we will try to keep.
Proper food and lots of sunshine,
Exercise and lots of sleep.

Brush and floss our teeth each day,
See the dentist twice a year;
Bubble gum and sticky candy
Causes cavities, we fear.

Have a check up by the doctor,
Try to follow his advice.
He's a friend who keeps us healthy,
And he's always very nice.

Healthy food and not that junk food
Helps to keep our bodies strong.
We hope you'll try to stay healthy.
That's the end of our nice song.

BRUSH YOUR TEETH

A Round

(Tune: Row, Row, Row Your Boat)

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

SOAP AND TOWEL

A Round

(Tune: Row, Row, Row Your Boat)

Soap, soap, soap and towel,
Towel and water please.
Busily, busily, busily, busily,
Scrub your dirty knees.

A STRETCHING WE WILL GO

(Tune: A Hunting We Will Go)

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

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

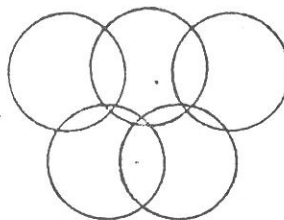
Now let us stomp our feet,
But please don't take your seat,
Before you're down,
Please turn around,
And then you'll take your seat.

CLEAN YOUR PLATE

(Tune: Are You Sleeping)

Eat your spinach,
Eat your green beans,
Clean your plate. Clean your plate.
Drink that glass or milk,
Grow up strong and healthy,
You'll look great. You'll look great.

PHYSICAL FITNESS - GAMES



SIT STAND

All Cub Scouts sit on the floor. On a given signal they see who can stand the quickest without using his hands to touch or push himself off the floor.

BALLOON KANGAROO RACE

Contestants stand in an even line, each with a 6-inch inflated balloon held between the knees. On the signal, they move along by hopping with both feet together, hands on hips, for a distance of 40 feet. If the balloon breaks, the player is disqualified. If he loses it, he can pick it up, run back to the starting line, and start again.

BALLOON STEEPLECHASE

With balloons and a few backyard obstacles, you have a steeplechase. For obstacles, use boxes to jump over, bells to ring, automobile tires to jump through, lines to walk and water to carry. The trick is that contestants must keep their balloons in the air as they run the course. If a balloon breaks, the player gets a new one and continues from that point.

DUST DEVIL DERBY

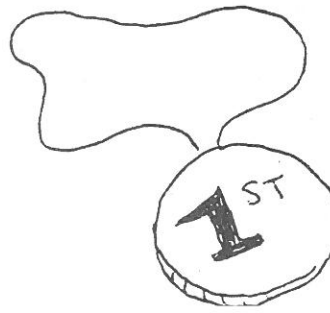
Divide den into two teams and give each player a paper bag. Each team has a broom. On signal, the first player on each team blows up his bag and twists the opening as tight as he can to keep it inflated. He then places it on the floor and uses the broom to sweep it into a box lying on its side 12 or 15 feet away. When his bag is in the box, he runs with the broom to the second player. Continue until all bags are in the box.

ONE FOOT UP

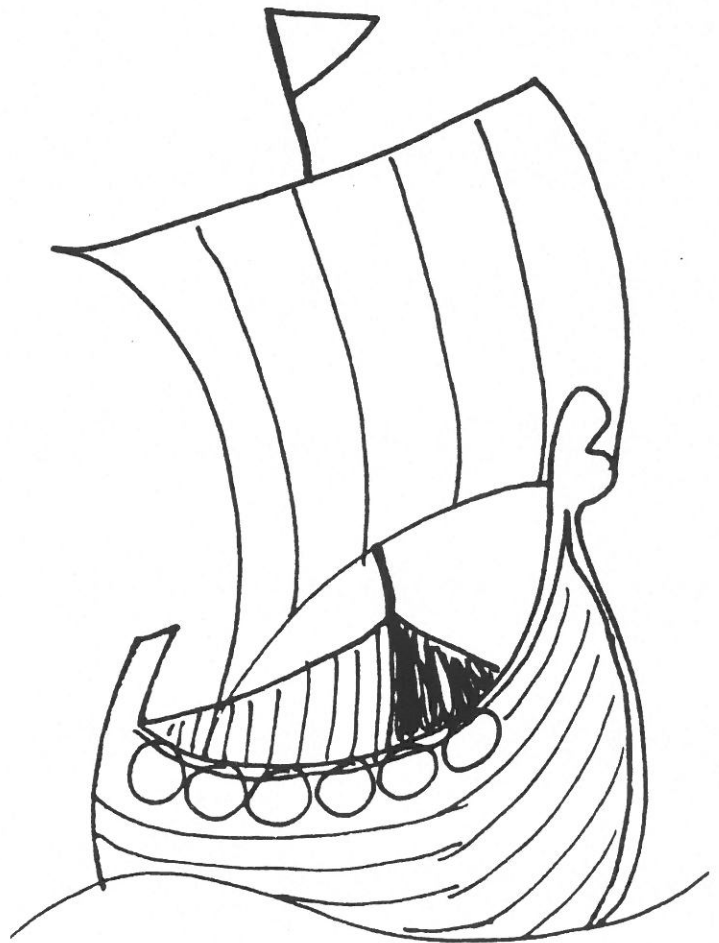
Players are divided into two teams. Two goal lines should be drawn about twenty feet apart. Each team stands behind its own goal line. At a signal, both teams advance hopping on one foot. The object is for the player to reach and cross the opposing team's goal line without setting his other foot on the ground. The boys try to unbalance one another by butting with their shoulders. The team that gets the most players over the opponent's goal line wins.

JAVELIN

Each competitor in turn places his elbows at the edge of the table (or the floor). He then tosses a toothpick as far as possible without lifting his elbow. The official distance is measured from the edge of the table to the point where the toothpick first touches the table or floor.



OCTOBER - VIKING DISCOVERIES



PUMPKIN CAROLS

I'M DREAMING OF THE GREAT PUMPKIN

I'm dreaming of the Great Pumpkin
Just like I do this time each year.
When he brings nice toys
To good girls and boys
Who wait for him to appear.

I'm dreaming of the Great Pumpkin
With every Pumpkin card I write.
May your jack-o-lantern burn bright
When the Great Pumpkin visits you tonight.

PUMPKIN BELLS

Dashing through the streets
In our costumes bright and gay
To each house we go
Laughing all the way.
Halloween is here
Making spirits bright
What fun it is to trick-or-treat
And sing Pumpkin carols tonight!
Oh, Pumpkin Bells, Pumpkin Bells
Ringing loud and clear,
Oh what fun Great Pumpkin brings
When Halloween is here!

I HEARD THE BELLS ON HALLOWEEN

I heard the bells on Halloween
Their old, familiar carols scream,
And wild and sweet the words repeat
The Pumpkin season's here again.

Then pealed the bells more loud and strong
Great Pumpkin comes before too long,
The good will get, the bad will fret
The Pumpkin season's here again.

PUMPKIN WONDERLAND

Screech owls hoot, are you list'nin'?
Beneath the moon, all is glist'nin'
A real scarey sight, we're happy tonight,
Waitin' in a pumpkin wonderland.

In the patch we're watching for Great Pumpkin
We've been waiting for this night all year.
For we've tried to be nice to everybody
And to grow a pumpkin patch that is sincere.

Later on while we're eating,
What we got trick-or-treating,
We'll share all our sacks of Halloween snacks
Waitin' in a pumpkin wonderland.

THE TWELVE DAYS OF HALLOWEEN

- 1-a hoot owl in a dead tree
- 2-two trick-or-treaters
- 3-three black cats
- 4-four skeletons
- 5-five scarey spooks
- 6-six goblins goblin
- 7-seven pumpkins glowing
- 8-eight monsters shrieking
- 9-nine ghosts a-booing
- 10-ten ghouls a-groaning
- 11-eleven masks a-learing
- 12-twelve bats a-flying

DECK THE PATCH

Deck the patch with orange and black
(Fa la la, etc. as usual)
Take along your goody sack
Don we now our gay apparel
Troll the ancient Pumpkin carol.

See the Great One rise before us
As we sing the Pumpkin chorus
Follow him as he ascends
Join with true Great Pumpkin friends.

GREAT PUMPKIN IS COMING TO TOWN

Oh, you better not
shriek,
You better not groan,
You better not howl,
You better not moan,
Great Pumpkin is
coming to town.

He's going to find out
From folks that he
meets
Who deserves tricks
And who deserves treats
Great Pumpkin is
coming to town.

He'll search in every
Pumpkin patch
Haunted houses far and
near

To see if you've been
spreading gloom
Or spreading lots of
cheer.

(Repeat first verse.)

THE ADVENTURES OF ICKY CRANE

CAST: Icky Crane (a Cub Scout in uniform), Headless Horseman, and any number of boys dressed as trees in the forest.

(Boys pantomime actions as narrator reads the story below.)

"Twas a dark and gloomy Halloween in Sleepy Hollow Land,
The moon cast eerie shadows that fell across the sand.
This Cub Scout's name is Icky Crane, and he is not afraid
of witches, ghosts, or goblins, whether alive or dead.

Wait! What is that sound I hear? Hoofbeats drawing near...
Surely it is just a friend...there's not a thing to fear;
But since he's not so sure of that...it may or may not be,
He decides to hide behind the most convenient tree.

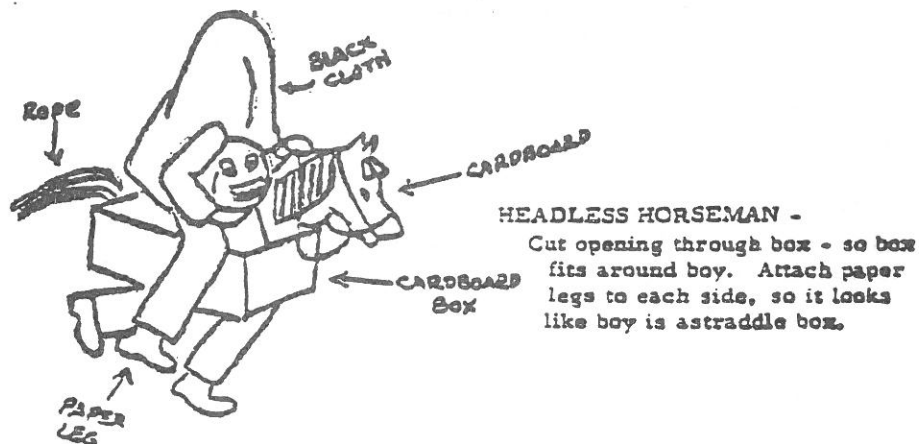
But there is one thing very wrong: what kind of man is he?
For there is nothing on his neck where his head should be!
The mighty stallion rears up high, the horseman gives a shout
"Who is the crook who stole my head? Where is that thieving lout?"

The rider spots our Cub Scout, crouching in the night.
And Icky knows he must be brave...he tries with all his might.
He stands up tall on shaking legs to meet this gruesome foe,
With a heart so full of courage, a Cub Scout head to toe.

The horseman points his finger at him, shouts, "Are you the heel?"
And Icky answers strong and true, "A Cub Scout would not steal!"
The rider stomps and shakes his fist, acts like a spoiled kid;
Our Cub just cannot help but laugh at this nut who's flipped his lid.

"Could it be it was your temper, sir; good manners aren't a bother,
And if some patience you could learn, perhaps you'd grow another."
He climbed back on his mighty steed, rode slowly through the night,
and Icky sighed with great relief, that he was still all right.

So all you Cub Scouts far and wide, remember what I've said,
Try to have good manners or you, too, may lose your head!



WITCHES' BROOM RIDE: An old broom is needed for each team. Players line up in couples. One player is the rider and sits on the brush part of the broom as near the end as possible, placing his feet on the broomstick and holding with his hands. The other player is the WITCH and holds the handle either between his legs or to one side. The team must race to the goal and back, tagging the next couple.

VARIATION: One player is the rider to the goal and the other on the return trip.

WITCHES'S HUNT: Cut out a number of cardboard bats, cats, owls, etc., and hide them around the room. The players march around in a circle while music is played. When the music stops, they scatter and try to find the cutouts, as many as they can. When the music resumes, they must stop hunting and march in a circle again. The game continues until all cutouts are found. Cats count one point, bats three points, and owls are five points. Person with the highest score wins.

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

FIRE EXTINGUISHER SCAVENGER HUNT: Divide participants into small groups of two to four. Assign ten houses in the neighborhood of the meeting place to each of the groups. Participants must visit each house and inquire if the family has a fire extinguisher and where it is located. The group that finds the most extinguishers wins.

VARIATION: A similar procedure may be used, without visiting houses, to look for fire hydrants. If participants are familiar with the neighborhood, it may be fun to see who can correctly state the locations of the greatest number of fire hydrants or fire alarm boxes. Then go out to see. Good citizens should familiarize themselves with the locations of these important devices.

FOLLOW MY LEADER - A leader is chosen and all who join in the game must go where he goes, dance as he dances and move arms, hands and feet as he does. Skipping and dancing must be in time with the song that all must sing: "Follow my leader, wherever he goes; what he'll do next, nobody knows" (Chant as an Indian would..)

LEARN THE WORLD - This game can be played by two or more players. The "Starter" names a place (city, state, country, etc.). The next person must name a place which starts with the last letter of player No. 1's place. The next player must start a place with the last letter of player No. 2's place and so on.

FOUR

ONE



WEIBLOS

ACTIVITIES

