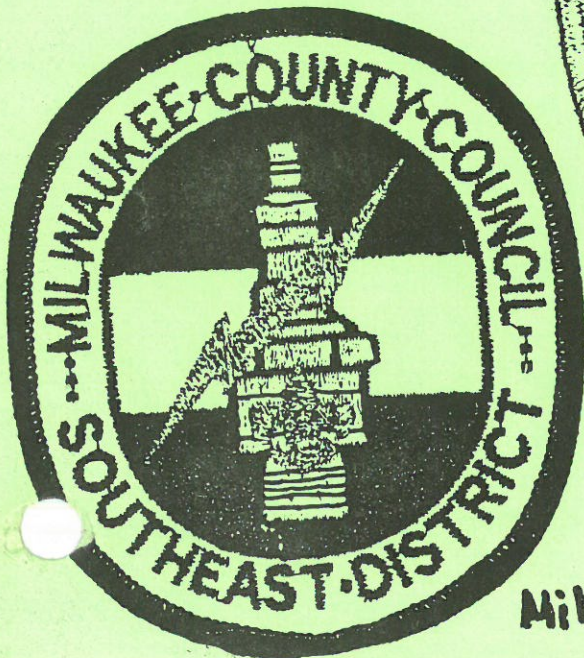
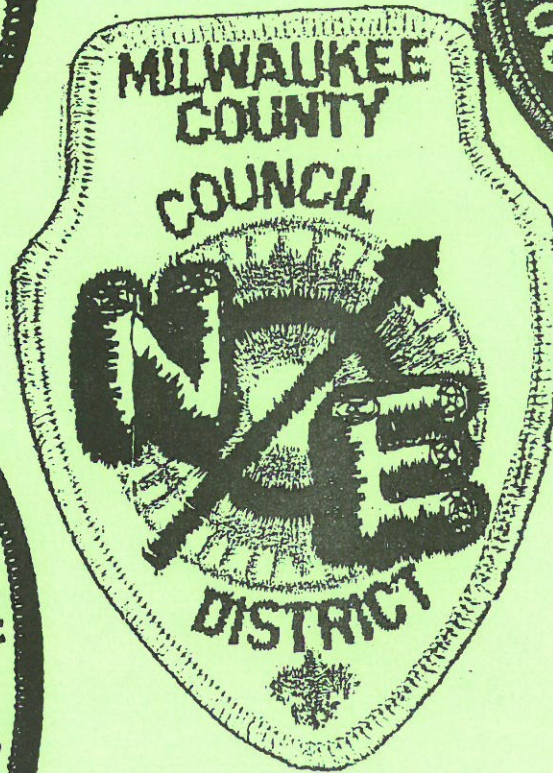
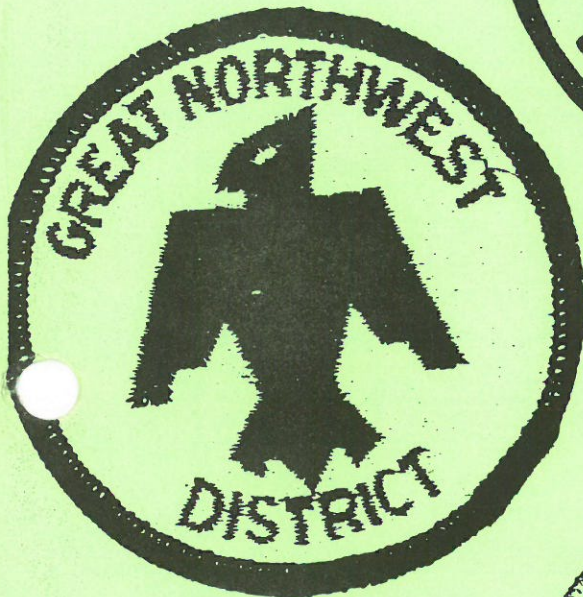
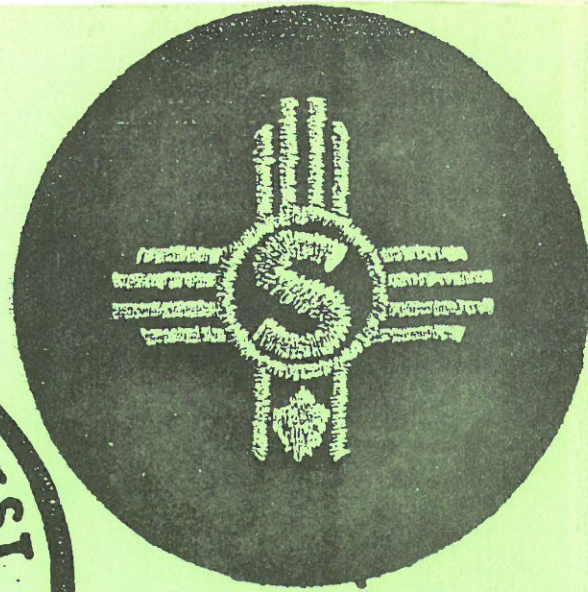
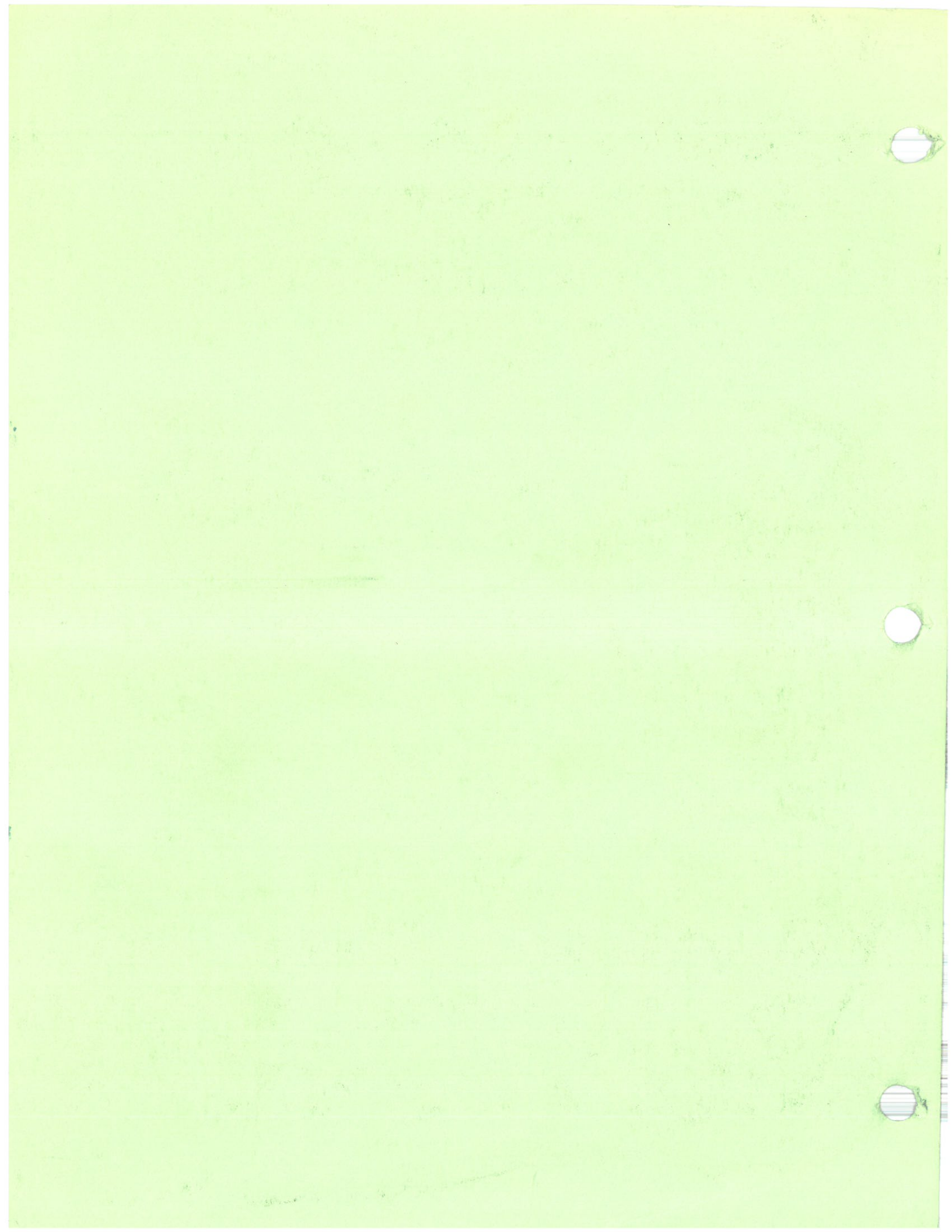


EACH ONE
REACH ONE



88 Pow Wow
Milwaukee County
Council





EACH ONE REACH ONE
88 Pow Wow

This book is dedicated to you . . . the volunteer leaders in the Scouting program. For without you, Scouting wouldn't happen. And now, more than ever, boy, do we need Scouting!

To those of you who are attending this years' Pow Wow and to the many staff workers and council advisors, I express my sincere thanks.

Each one of you has Reached out and touched the life of another person. Today is an example of how Great Scout Leaders are. So I offer you this little paragraph to let you know just how special you are to me for coming to 88 Pow Wow and how special and important you are to the boys who benefit from your time and effort.



Volunteers are like Dial soap . . .
They care more, don't you wish everyone did?

Volunteers are like VO5 hair spray . . .
Their goodness holds in all kinds of weather

Volunteers are like Hallmark cards . . .
They care enough to give their very best

Thank you,
Sandra Franklin, Chairman

Sandra Franklin

Volunteers are like GE . . .
They bring good things to life

Volunteers are like AT&T . . .
The right choice

Volunteers are like Chevrolet . . .
The heartbeat of America

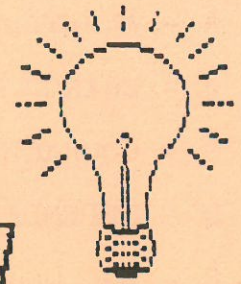
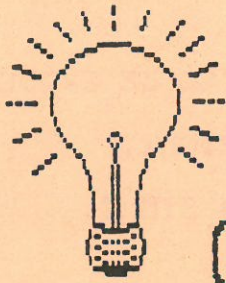
Volunteers are like Ford . . .
They have better ideas

Volunteers are like Coke . . .
They're the real thing

Volunteers are like Pepsi . . .
They've got a lot to give

Volunteers are like Standard Oil . . .
You expect more and you get it

But most of all . . .
Volunteers are like Frosted Flakes . . .
They're GRRRRRRRRRHEAT!

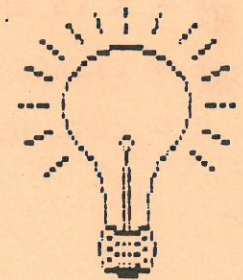
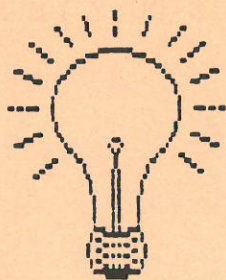


88 POW WOW

PACK UP

**LOTS OF GOOD
STUFF.**

READ ON



A B C's OF GOOD LEADERSHIP

- A - ADAPTABLE IS THE WAY A GOOD LEADER SHOULD BE.
- B - BRINGS ABOUT THE BEST PROGRAM HE CAN WHICH WILL BE EVIDENT TO .
- C - COURAGE TO STAND UP FOR WHAT HE BELIEVES IS RIGHT.
- D - DEPENDABLE AND FOLLOWS THROUGH WITH A GOAL IN SIGHT.
- E - ENCOURAGING TO OTHERS IN ALL THAT THEY DO.
- F - FINDS SATISFACTION IN WORKING WITH OTHERS TOO
- G - GRATEFUL HE IS TO THOSE WHO HELP OUT.
- H - HELP HE GIVES TO OTHERS -- KNOWING THAT'S WHAT LIFE'S ABOUT.
- I - INDUSTRIOUS ENOUGH TO DO THE BEST JOB HE COULD.
- J - JUSTICE IS FOUND IN ALL LEADERS WHO ARE GOOD.
- K - KEEPS HIS TONGUE UNDER CONTROL WHILE WORKING WITH OTHERS.
- L - LOYAL TO THE CAUSE AS TO THEIR CHILDREN ARE MOTHERS.
- M - MEETINGS AT WHICH HE SHOULD BE, HE ALWAYS ATTENDS.
- N - NOTICES AND ACKNOWLEDGES TO OTHERS, THE TALENTS OF FRIENDS.
- O - OBEYS THE RULES THAT HIS ORGANIZATION SETS DOWN.
- P - PATIENCE WITH OTHERS -- A VIRTUE ALL GOOD LEADERS HAVE FOUND.
- Q - QUICK TO RECOGNIZE HIS OWN SHORT COMINGS AND TRIES TO CHANGE.
- R - RESOURCEFULNESS HELPS HIM HAVE A GOOD HOLD ON THE REINS.
- S - SATISFACTION HE GAINS FROM DOING HIS BEST.
- T - TRYING ALWAYS TO IMPROVE --PUTTING HIS OWNSELF TO THE TEST!!
- U - UNITED IN CAUSE HE WORKS WITH HIS FELLOWMAN.
- V - VICTORY ALWAYS HIS GOAL AS HE DOES THE BEST HE CAN.
- W - WELCOMES SUGGESTIONS FROM THOSE WITH WHOM HE WORKS.
- X - X IS THE MARK HE SCORES AGAINST HIMSELF IF HIS DUTY HE SHIRKS.
- Y - YIELDS HIS TIME ONLY TO THINGS WORTHWHILE.
- Z - ZEAL HELPS HIM CONQUER HIS TASKS WITH A SMILE.

SETTING PACK GOALS

A human being is always working toward goals, either consciously or subconsciously. The skillful use of this built-in capability is one of the characteristics of an effective leader.

The person who has not set a specific goal will frequently tend to move toward whatever is uppermost in his mind, even though it may be a negative goal and not at all the kind of target he would set intentionally. Failure can even become a goal when a person has this foremost in his mind.

As you carry out your responsibilities in your pack, if you have Cub Scouting purpose uppermost in your thoughts, then things may work out O.K. But if other pack leaders are concentrating on pack money-making or winning popularity contests, the chances are that there will be a conflict of goals and the results may not be all you had hoped for.

People tend to move toward whatever they dwell on, and they become like the things they think about. This is the reason it is a good idea to pinpoint a specific constructive goal and program it into your system. It is equally important that your pack goals fit together and support each other, otherwise there will be a conflict of purposes.

There are a few things to keep in mind when setting pack goals. Goals should be:

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

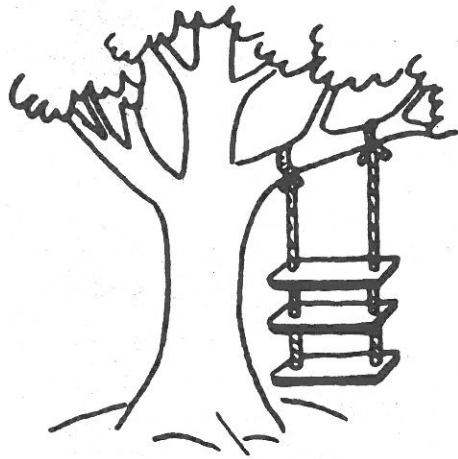
CONSTRUCTIVE... Pack goals should represent improvements in your present pack or den operation. They should be aimed at providing better Cub Scouting for the boys. They should be relevant to the program in order to be significant.

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

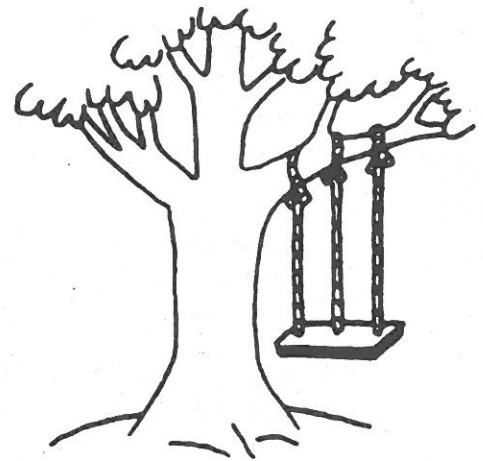
CLEARLY DEFINED... Your goals should be readily understood by everyone. Be sure all pack leaders have a clear image of your goals. Concrete goals are easier to evaluate than intangible ones, but often the intangible goals are important and worthwhile even though it is difficult to measure their success.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

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

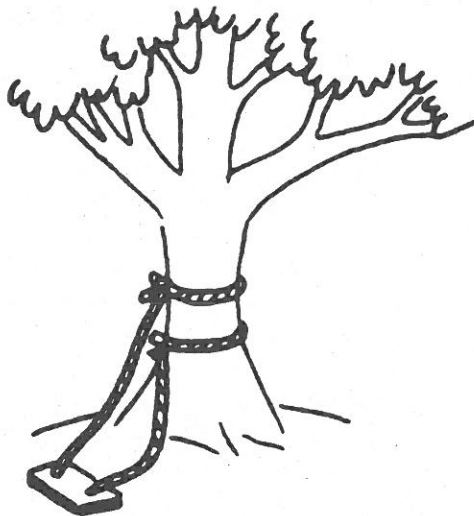
HOW WELL DOES YOUR PACK COMMUNICATE?



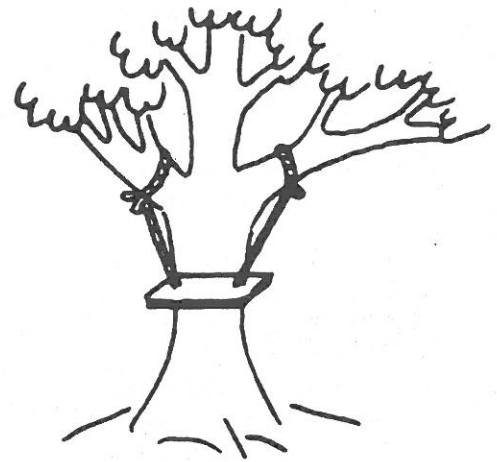
1. How the Committee Discussed It



2. How the Cubmaster Designed It



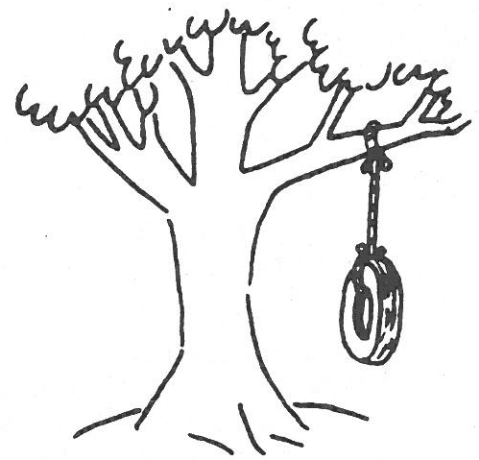
3. How the Den Leader Coach Presented It



4. How the Den Leader Planned It



5. How the Den Chief Built It



6. What the Cub Scouts Really Wanted

GUIDELINES TO SUCCESSFUL PACK OPERATION

The following guidelines have been followed successfully by many packs. We suggest you use this as a check sheet to determine where your pack operation could be improved:

1. Required parent participation.
2. Trained Den Chiefs are desirable in the operation of the den.
3. There is a very definite emphasis on complete official uniform.
4. The hand clasp, salute, motto are used repeatedly.
5. The recommended length of the den meeting is one hour.
6. There is variety in our monthly pack meetings.
7. Each den has an active den dad.
8. Den leaders are two deep in each den. In other words, a den leader and an active assistant den leader. Each leader in the den is definitely scheduled as to when he or she will be an assistant leader and a leader.
9. The Cubmaster is the executive officer of the Cub Pack and is responsible for the operation and meetings of the pack and den.
10. One assistant Cubmaster is responsible for recruiting and training Den Chiefs.
11. Our pack holds monthly pack leaders' business meetings.
12. The Cubmaster and assistant Cubmaster, if possible, are correctly uniformed and wear their uniforms to each pack meeting.
13. Our Cubmaster has completed his basic training. Our pack requires that our Cubmaster complete training immediately after he has taken over the job as Cubmaster.
14. Our pack has a pack secretary who keep our records.
15. Our pack has an elected treasurer to handle the financial affairs and keeps the financial records of our pack.
16. Our pack uses ceremonies in the induction of new boys and their parents and in the advancement of each boy as he advances in rank. We have graduation ceremonies for all 11-year-old Cub Scouts.
17. We have at least one Webelos den in our pack.
18. The leadership and performance of our parents in the pack are recognized regularly.
19. Our pack presents advancements in rank to parents; and then the parents recognize their own sons by presenting them the awards.
20. Only the mother and the dad or guardian can pass their son on the Cub achievements and electives. The Webelos leader or someone assigned by him passes Webelos activity badges.
21. We are encouraging our Cubmaster and pack committee to serve two years or longer.
22. Our pack operates on the Pack Thrift Plan and all the parents have a voice in determining the budget of the pack.
23. We try to hold to the formula that the maximum membership in any den is no more than eight boys.
24. We encourage all our adults to attend training courses and Roundtables so they'll be better prepared to give direction and guidance in the operation of the Cub program in our pack.

"B U T"

A GOOD WORD FOR EVERYONE'S VOCABULARY

The most important word in the following is the conjunction "BUT".

We may not have as many talents as another, or as much money as still another, BUT we do possess something of infinite worth; our unique, personal individuality.

We may have many problems, BUT it's good to be alive and solving them. We may have more than our share of adversities, trials and tribulations. BUT we have many blessings for which to be grateful.

We may be getting older, BUT we are probably getting wiser. We may not achieve fame and fortune, BUT we probably have a few loyal, priceless friends we can always depend on.

Live on the right side of "BUT". REMEMBER: A bee can never be an eagle, BUT it can make honey.

WINNING IS GIVING

Winning is giving your best self away
Winning is serving with grace every day
You'll know that you've won when your friends say it's true.
"I like who I am, when I'm around you.
You look for the best in the others you see
Any you help us become who we're trying to be."

Winning is helping someone who's down
It's sharing a smile instead of a frown.
It's giving your children a hug by the fire
And sharing the values and dreams that inspire.

It's giving your parents the message "I care.
Thanks, Mom and Dad for being so fair."
Winners are willing to give more than get
Their favors are free, you're never in debt.

Winning is giving one hundred percent
It's paying your dues, your taxes, your rent
It's trying and doing, not crying and stewing.

Winners respect every color and creed
They share and they care for everyone's need.

The losers keep betting that winning is getting
But there's one of God's laws that they keep forgetting
And this is the Law you can live and believe
The more that you give, the more you'll receive.

12 LAWS FOR PACK LEADERS

1. A Cub leader is RESOURCEFUL. He is a leader with imagination, initiative, and fresh ideas. Because of his many plan, projects, and creative imagination he feels a kinship with Victor Hugo, who said: "I need a thousand years to do what I have in mind." A Cub leader is ever conscious of the Biblical warning: "Where there is no vision, the people perish." Likewise, he is fully confident that where there is vision, originality and resourcefulness on the part of Cub leaders, the pack will surely prosper and progress.
2. A Cub leader is PERSISTENT. He takes heart in the words of Thomas Buxton; "With ordinary talent and extraordinary perserverance, all things are attainable." He knows that persistence is the forerunner of success, the father of victory, and the ancestor of accomplishment. A Cub leader is constantly aware of the truth that "failure comes from following the line of least persistence." When he is tempted to give up, a Cub leader gets his second wind; he "keeps on keeping on."
3. A Cub leader is DEPENDABLE. His word is his bond; his duty is a sacred trust, and his acceptance of a position is always a forerunner of a job well done. When he accepts a Scouting job, he is more concerned with shouldering responsibility than with receiving honors, more interested in serving than in seeking. He can always be counted on, never counted out. He is consistently a man of his word.
4. A Cub leader is PATIENT. He reflects the sage advise of William James; "The art of being wise is the art of knowing what to overlook." He realized that "A reaper is never hitched onto a plow," that patience is not only a virtue but a daily necessity; not an elective but a required course in the school of Scouting. He is patient with others because he is first patient with himself. He remembers that the mushroom appears overnight; the giant redwood requires the strength and patience of centuries.
5. A Cub leader is MATURE. He takes his Scouting job seriously, but he is able to laugh at himself, his mistakes, and his shortcomings. A Cub leader knows that a sense of humor is the pole that adds balance to his steps as he walks the tightrope of life. He has learned to react maturely to the immature actions of others. He measures up favorably to Dr. Menniger's six criteria for the emotionally mature person. He....
 - a. Finds greater satisfaction in giving than receiving.
 - b. Finds satisfying and permanent loyalties in give-and-take relationships.
 - c. Uses his leisure time creatively.
 - d. Contributes to the improvement of home life and to community activities like, church, school and other organizations.
 - e. Learns to profit from his mistakes and successes.
 - f. Is relatively free from fears, tensions and anxieties.
6. A Cub leader is ENCORAGING. He is generous with well-deserved praise, prompt with well-earned commendation, and ever alert to recognize and appreciate the best efforts of everyone. He knows that an ounce of sincere praise is worth a pound of fault-finding. He remembers the advise of Goethe: "Correction does much, but encouragement does more. Encouragement after censure is as the sun after the shower." He inspires others to rise to new heights of achievement, to outdo themselves, to stretch, to stand on tiptoe, to break new records of advancement.

12 LAWS FOR PACK LEADERS (CONT)

7. A Cub leader is ADAPTABLE. He has a plan and works his plan, but he is always wise enough to change his course or adjust his sights when necessary. He is unafraid of difficulties and detours that may delay him. He frequently uses blueprints and booklets as guideposts, but he never lets them use him. He is guided by the lessons of experience, but he is not a slave of tradition. He has learned that to bend with the breeze is not always the same as compromise, and even compromise can often be the first step towards understanding and cooperation.
8. A cub leader is GRATEFUL. He never takes for granted the responsibilities and opportunities that have been given to him; rather, he is grateful for the privilege of influencing the personality and character of those who will be the citizens of tomorrow. Like Cicero, a Cub leader recognizes the fact that "a thankful heart is not only the greatest virtue, but the parent of all other virtues." He is grateful to his God for the gift of life; to his fellow Scouters for the blessings of friendship; to the boys for the challenge and joys of leadership.
9. A Cub leader is OPTIMISTIC. He has a reason for every success, not an excuse for every failure. He goes out and rings the bell, never gives up and wrings his hands. He turns the impossible into the possible, never the possible into the impossible. He pleasantly ponders how high his kite will fly, never woefully wonders how soon his kite will fall. He is confident that opportunity is now here, not afraid that opportunity is nowhere.
10. A Cub leader is DEDICATED. He throws himself wholeheartedly and unreservedly into his Cub Scouting responsibilities, and can say with Nicholas Murray Butler, "The 40 hour week has no charm for me. I'm looking for a 40 hour day." He is conscientious but never contentious; determined but not dictatorial; dedicated but not demanding.
11. A Cub leader is ENTHUSIASTIC. He employs the magic of enthusiasm to inspire others to believe in him, to work with him, and to follow him. He walks with a spring in his step, he works with a sparkle in his eye, and he speaks with a note of confidence in his voice. He knows that Cub Scouts and Cub Scouters are in the same boat with Emerson, who wrote: "What I need most is something to make me do what I can." The "something" that can cause boys to do what they can and ought to do is a Cub leader with the most contagious quality in the world.... Enthusiasm!
12. A Cub leader is COURAGEOUS. He stands for what he believes to be right, even in the midst of conflict and criticism. His physical, mental and moral courage is contagious. He dares to be an individual whose honor and integrity are respected and admired by all who know him. He represents strength to the weak, faith to the faint of heart and confidence to the fearful. He believes in and personifies the words of Andrew Jackson: "One man with courage makes a majority."

THROUGH A BOY'S EYES

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

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

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

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

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

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

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

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

A boy is such a special gift---
Why don't you realize.
It only takes a little time
To put some sunshine in his eyes.

A SCOUTER'S PRAYER

Build me a Scout, 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 Scout whose wishes will not take the place of deeds; a Scout 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 Scout whose heart will be clear, whose goals will be high. A Scout who will master himself before he seeks to master others, one who will march into the future, yet 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 wisdom, and the meekness of true strength . . .

Then I a Scouter who knew him, will dare to whisper, "I have not lived in vain."

A revision (to Scouting terms) by Gregg Watkins of "A Father's Prayer" by Gen. Douglas MacArthur.

CUB SCOUT LEADER ROUNDTABLES



DO YOU NEED SOME HELP? Sure you do! Attend your district Roundtable. It is held once a month and runs approximately 2 - 2-1/2 hour. Your attendance will keep you up-to-date with the program and provide you with many ideas which will enable you to have the best program possible. The Roundtable gives you information on themes one month in advance and enables you to prepare ahead for next month's meeting. The Roundtable features theme-related ceremonies, crafts, songs, skits and games.



Do your boys take part in pack opening and closing ceremonies? If not - they should! Do they always have a flag ceremony? The Roundtable will teach you a variety of den and pack ceremonies using songs, poems and other theme-related ideas.



Do boys like to sing? They certainly do! - - their parents do also. Bring the group together with a theme-related song or an action song. The Roundtable suggests many ideas for den and pack meetings.

Do you have trouble coming up with ideas for crafts? This will not be a problem if you attend Roundtables. The Roundtable staff is prepared to show many theme-related crafts and explain how they are made. The staff also gives attention to upcoming holidays and appropriate crafts.

Has your den ever put on a skit at a Pack Meeting? If not - why? The Roundtable staff will show you the easiest way to get boys on stage and have fun besides. You will have an opportunity to learn how simple it is through your participation in skits at Roundtables.



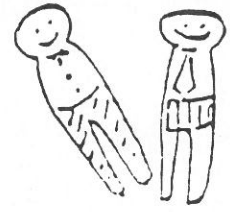
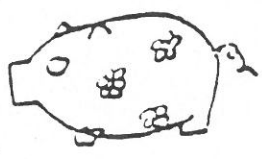
Do you have a game at every Pack Meeting? Do you make parents part of the fun? Are games part of your Den Meeting? They can make the difference. They use up excess energy if things are getting out of hand. They can liven up the group if things are getting dull. At the Roundtable you can play the games and see how they work. It is fun!



Do your den and pack meetings have that extra-sparkle? This can be achieved through a variety of ice-breakers, stunts and cheers, all of which can be learned at the Roundtable.

Do you know what's going on outside your pack? The Roundtable keeps you informed of all district and council activities and events for leaders and for boys. The Roundtable also provides a forum for leaders to exchange ideas, solve problems and share successes.

Whether you are a new leader or an experienced leader - - whether you are a Den Leader, Cubmaster or Pack Committee Member, you have much to gain from attendance at Roundtables and you will have FUN!!!



APATHY

Apathy has a lot going for it. It is easy to catch and is painless. You can ignore it and nothing happens. The stronger it gets the less you feel you need to do about it.

It becomes most noticeable when it begins to spread over a large group. When it spreads, the individual usually feels it belongs to someone else. Another appalling thing about apathy is the warm glow of nothingness it gives.

It may be hard to get a confirmed apathetic to take the cure, and the cure isn't always permanent. The temptation is to leave apathy alone and it will go away, but apathy demands a special treatment for it will not go away alone. The treatment starts with a good dose of involvement, followed by long periods of action.

Apathy has a lot going for it, but action is more fun. It must be. Have you ever heard anyone say, "Let's go where the apathy is?"

INSTANT MEN

A Cub has Grimy hands and nails; and cowlicks in his hair.

A Cub has questions: How? and Why? and Who? and When? and Where?

A Cub has freckles on his nose and big teeth in his grin.

A Cub has grass stains on his pants; his shirttail won't stay in.

But Cubs aren't all exuberance and energy and noise;

They're "INSTANT MEN" condensed and packaged up in little boys.

Just add some thoughtful guidance - mix with spirit (that's the key)

Set the timer, say a prayer serves one community.

TRANSFER APPLICATION

(YOUTH MEMBER)

PROCEDURE FOR TRANSFER

1. Unit leader issues transfer application to each member transferring to another unit in the same or another council.
2. Unit leader approves transfer application and includes complete Scouting record.
3. Member presents transfer application to unit leader of unit being joined.
4. Leader of the new unit registers member on proper application.

INFORMATION FROM UNIT THAT MEMBER IS LEAVING

Please transfer _____ from _____ No. _____
Pack, troop, or post/ship

of _____
City and State

He is registered in this unit until _____ Expiration date Boys' Life subscription expires _____

Reason for transferring _____

REGISTRATION RECORD

Type of Unit	No.	City and State	From	To

SCOUTING HISTORY

<p>CUB SCOUT RECORD</p> <p>Bobcat _____</p> <p>Wolf _____</p> <p>Bear _____</p> <p>Webelos _____</p> <p>Arrow of Light _____</p>	<p>EXPLORER RECORD</p> <p>Joined _____</p> <p>Eagle _____</p> <p>Palms _____</p> <p>SEA EXPLORER RANKS</p> <p>Apprentice _____</p> <p>Ordinary _____</p> <p>Able _____</p> <p>Quartermaster _____</p>	<p>ACTIVITY BADGES, SKILL AWARDS, AND MERIT BADGES GIVE AWARD AND DATE</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p>OFFICES HELD AND OTHER HONORS SECURED INCLUDING ORDER OF THE ARROW</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>
<p>BOY SCOUT RECORD</p> <p>Scout _____</p> <p>Tenderfoot _____</p> <p>Second Class _____</p> <p>First Class _____</p> <p>Star _____</p> <p>Life _____</p> <p>Eagle _____</p> <p>Palms _____</p>	<p>CAMPING HISTORY</p> <p>Number of days _____</p> <p>Long term _____</p> <p>Short term _____</p>	<p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>

I hereby certify to the correctness of the above record.

_____ Unit Leader

SEE OTHER SIDE FOR LEADERSHIP TRANSFER NOTICE

LEADERSHIP TRANSFER NOTICE

Mail this form direct to the individual's new council or, if this is not known, mail the form to Registration and Subscription Service, Boy Scouts of America, 1325 Walnut Hill Lane, Irving, Tex. 75062-1296.

Region	Council No.
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CHECK

- This individual, registered in this council, has rendered valuable service and is now moving to your area. I would recommend a contact by a Scouter in your council to provide the opportunity to continue Scouting.
- OR
- This individual, applying for registration, has indicated previous registration in your council. Please complete this form and return it to the address at the bottom of this page.

Name _____

New Address _____

Former address _____

Occupation _____

Present Scouting position _____ Expiration date _____

Highest youth rank achieved _____

Circle Individual's Strength

Boy leadership, supervisory leadership, district commissioner, unit commissioner, administrative positions, training, finance, Cub Scouting, Boy Scouting, Exploring, camping, special events, unit organization, other (specify) _____

ADULT REGISTRATION RECORD

Position	Unit	Local Council	From	To

TRAINING COURSES COMPLETED AND SPECIAL AWARDS RECEIVED

Name of Training Course or Special Award	Date

Date _____ Signed _____
Scout Executive

New council name _____

Address _____ ZIP Code _____

INSURANCE COVERAGE FOR VOLUNTEERS

Listed below are brief outlines of insurance coverages provided by or through the local council:

Comprehensive General Liability Insurance

This coverage provides protection for the council, all Scouting officials, directors, officers, professional and non-professional employees; also, currently registered Scouting units, their chartered organizations, and volunteer Scouters (whether or not registered) with respect to liability claims arising out of negligence in the performance of their duties in Scouting.

Coverage is for \$1,000,000 per occurrence for bodily injury and property damage, plus high limits of Umbrella Liability Insurance. Boats over 40 horsepower or 26 feet in length must be specifically listed by the council with Risk Management Service at the national office in order that proper coverage be provided. There is no automatic coverage for boats 50 feet and over.

This insurance does not take the place of any volunteer's personal liability insurance under a homeowners or automobile liability insurance policy, nor does it provide medical payments for injuries. BSA coverage is excess over other valid and collectible insurance carried by volunteers. Chartered organizations, however, are provided primary coverage as respects liability arising out of their sponsorship of any Scouting activity (as of January 1, 1984).

Non-Owned Aviation Liability Insurance

Coverage extends to the same people as shown under the General Liability section above. This policy covers orientation flights in single and dual engine aircraft as well as gliders (soaring planes) and helicopters. Experimental, homebuilt aircraft and hot air balloons are no longer covered. Also, as of March 1, 1985, all powered aircraft pilot training or pleasure flying is no longer recognized as an authorized Scouting activity; therefore, coverage will not apply. Pleasure flying is defined by Aviation Exploring.

Limits of coverage under this policy are \$23,000,000. This coverage is excess over other valid and collectible insurance carried by the aircraft owner.

Automobile Liability Insurance

Every person who drives a car in connection with a Scouting activity should carry (but is not required to carry) a minimum of \$50,000/\$100,000/\$25,000 of Automobile Liability limits on their vehicle. The council's Automobile Liability Insurance is excess of the insurance the owner of the auto carries, but does protect the owner above his limits for the council's \$500,000 limit of coverage plus the high limits of Umbrella Liability. A tour permit or a council short-term camping permit is required when units leave their immediate area. National tour permits are required for all trips more than 500 miles. These permits should list the drivers' names and limits of Automobile Liability Insurance carried.

(Over)

Unit Accident Insurance Plan (Mutual of Omaha)

Unit Accident Insurance is available through the council; information is sent to units each year in their charter renewal kits, and the coverage must be applied for by the unit. This plan provides coverage for accident medical expenses and accidental death and dismemberment while participating in any approved and supervised Scouting activity, including going to and from meetings. New members are automatically covered under the plan until the renewal date. Non-Scouts attending scheduled activities (including group travel to and from such activities) for the purpose of being encouraged to participate in Scouting are also automatically covered. However, the plan does not cover parents, siblings or other guests.

Camper's Accident and Sickness Insurance Plan (Mutual of Omaha)

This Accident and Sickness Insurance is provided for all Cub Scouts, Boy Scouts, Explorers, adult volunteer leaders and all other persons registered and attending official council events (i.e., summer camp, day camps, wood badge courses, etc.). It is purchased for specific events of the council and provides coverage for medical expenses for accident and sickness and accidental death and dismemberment. Additional information on coverage, limits, etc., may be obtained by contacting the council office.

ALL SERIOUS INCIDENTS, ACCIDENTS AND/OR SICKNESS, OR IF A SUMMONS IS SERVED ON A VOLUNTEER, PLEASE REPORT TO THE COUNCIL SERVICE CENTER IMMEDIATELY.

Call MILWAUKEE COUNTY COUNCIL, phone number 774-1776, and speak to NORMAN BOETTCHER if you have a question related to insurance.

7/25/86

DID YOU KNOW . . . ?

- . . . that you are part of a worldwide organization with members in 150 countries and territories of the free world?
- . . . that you are part of the largest boys' organization in the world-- the Boy Scouts of America?
- . . . that there are nearly 1-1/2 million Cub Scouts in the United States?
- . . . that there are more than 50,000 Cub Scout packs in the United States?

COUNCIL

We belong to _____ Council, which is part of _____ Region.

There are _____ packs and _____ Cub Scouts in our council.

There are _____ districts in our council.

DISTRICT

We belong to _____ District.

There are _____ packs and _____ Cub Scouts in our district.

Our district chairman is _____.

Our district Scout executive is _____.

Our district roundtable meets at _____ on _____.

PACK

We belong to Pack _____ which is chartered to _____.

Our Scouting coordinator is _____ Phone _____

Our unit commissioner is _____ Phone _____

Our pack committee chairman is _____ Phone _____

Our Cubmaster is _____ Phone _____

Our den leader coach is _____ Phone _____

SUSTAINING MEMBERSHIP ENROLLMENT

Scouting, like everything else worthwhile, costs money. Most local councils receive a portion of their operating budget from the United Way. The balance of their operating funds must be raised from other sources.

Sustaining membership enrollment is a major source of income which supports Scouting. Many volunteers who are registered on the council, district, and unit level are sustaining members. Also, many citizens who are interested in Scouting, even though not registered as volunteers, are sustaining members.

The local council of the Boy Scouts of America and the district in which your pack is located is organized to serve units and help youth members receive a quality program. Chartered organizations provide meeting place facilities and volunteer leadership to work with youth. These volunteer leaders depend upon the local council to provide program, camping and outdoor facilities, trained staff direction, and office services.

The council is led by outstanding volunteer leaders. They employ a professional staff to handle implementation of all phases of Scouting. The full-time professionals train volunteer leaders, help organize units, and maintain liaison with chartered organizations, such as religious institutions, service clubs, PTA's, and other community organizations.

The local council also operates a service center where Scout leaders can obtain literature, insignia, advancement badges, and other materials. The service center also maintains permanent unit records, provides information about Scouting, and produces various program aids for leaders.

We are using in our training sessions with you, literature and materials which have been developed by the Boy Scouts of America. Members of your pack will probably be using the council's day camp facilities; your leaders will attend training courses; they will receive program help at Cub Scout leaders' roundtables, and participate in numerous council and district activities.

These services are available because concerned parents and friends of Scouting provide support through sustaining membership enrollment, commonly called SME. A successful SME makes possible a strong Scouting program attractive to more youth members.

The family enrollment is conducted by the pack committee and parents within the pack. It is recommended that a pack SME chairman be appointed when the pack is chartered. Annually, during charter renewal, a parent should be named to coordinate the SME campaign in the pack.

Usually, during the month of March, the Family Enrollment campaign has its kickoff. Parents of Cub Scouts are informed about the SME campaign; enrollment cards are provided for them; and they enroll as sustaining members.

While SME participation is a voluntary commitment for parents, many of them will enroll at a level in keeping with their ability and interest. We hope you will all support our council financially through the sustaining membership enrollment.

WHAT THE ADVANCEMENT PROGRAM DOES FOR THE BOY

A boy's experience with achievements, electives, and activity badges will do more than help build his self-reliance. It will also help him toward the discovery that he is now old enough to assume certain responsibilities toward other people. This is necessary as a foundation for good citizenship.

The advancement program gives a boy the recognition that he needs so much. Boys sometimes develop behavior problems in seeking recognition. If they receive proper recognition, they may not need to do so many exasperating things in trying to gain it.

Many of the advancement projects are things the entire family can enjoy together. This brings a boy and his family closer together.

HOW FAST SHOULD A BOY ADVANCE ?

Generally speaking, a boy should advance one rank per year. The important thing is to see that he earns the rank for his grade (or age). If necessary, allow the boy an extra month or two to earn the badge.

A Cub Scout's advancement progress depends on his own motivation for learning new skills, on the encouragement and help he gets from his family, and on his need for recognition.

These factors will vary in each boy. The overachiever will progress rapidly, especially if his family encourages him. An underachiever may not progress at all without an occasional push. Den leaders can provide this push by stressing advancement work during den meetings and by providing quick rewards and recognition. One way to do this is by having graphic evidence of each den member's progress at the den meeting place. Another way is by using the Immediate Recognition Kit.

Parents should be encouraged not to rush their boys through the required achievements for each rank. Normally, it should take a boy about 6 months to complete the requirements for Wolf and Bear rank. There is no hard and fast rule, however: if the boy rushes through the requirements, it may be difficult to hold his interest with electives through the rest of the year. He may not begin working on the requirements for the next rank until he reaches the age or grade requirement.

Some Webelos Scouts earn all of the activity badges during their time in the Webelos den. If one badge is covered each month in den meetings and the boy works on his own at home on others, this is possible. But what he learns while earning badges is more important than earning them all.

ADVANCEMENT CHECKLIST

1. Do the Cubmaster and pack committee give den leaders and families guidance in using the advancement program effectively?
2. Do family members really understand their part in the advancement program? Are they using achievements, electives, and activity badges to suggest activities for the boy's free time?
3. Do family members recognize that advancement requirements can be completed naturally during a boy's play activities? Do they periodically check to be sure he has been given credit for what he has accomplished?
4. Do den leaders talk to parents about boys who are not advancing?
5. Do den leaders try to keep den meetings filled with the kind of activities that carry over into a boy's free time and also contribute to his advancement?
6. Are accurate advancement records kept in the dens and the pack? Do boys receive prompt recognition?
7. Do pack advancement ceremonies create an incentive for advancement? Are wall charts and den doodles used in den and pack meetings? Does the pack have an advancement ladder or chart?

HOW THE ADVANCEMENT PROGRAM WORKS

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

CUB SCOUT DEN LEADER

The Cub Scout den leader has these responsibilities related to advancement:

To stimulate interest in advancement by providing opportunities for boys to practice advancement requirements at den meetings. The den chief can be especially helpful.

To help parents understand the advancement plan and use it intelligently.

To keep an accurate record of achievements and electives earned by Cub Scouts. Turn in the Den Advancement Report promptly so boys will receive badges at the next pack meeting.

Keep an eye on boys who are not advancing and find out why. This may indicate weaknesses in the den or pack program.

Provide incentives for advancement at den meetings by using the Immediate Recognition Kit, and special ceremonies. Use the Cub Scout Den Advancement Chart and den doodles.

Cub Scout den leaders should be aware of the advancement information which appears each month in *Cub Scout Program Helps*. This alerts leaders of certain achievements and electives which may be passed as the boy participates in the month's den and pack program.

HOW THE ADVANCEMENT PROGRAM WORKS

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CUBMASTER

The Cubmaster has these responsibilities related to advancement:

Provide a quality year-round program full of action, fun, and boy-appeal. See that den and pack activities are planned so passing achievements, electives, and activity badges is a natural outcome of the month of fun.

Provide incentives for advancement at pack meeting such as colorful and exciting induction, advancement and graduation ceremonies. Encourage display of den advancement charts and den doodles at pack meetings.

Make certain that boys who have earned awards receive them at the next pack meeting. Don't let them get discouraged by having to wait for recognition.

Work with the pack committee to provide help and training to families on the Cub Scout advancement program.

See that den leaders are trained and know how to use the advancement program effectively.

See that high advancement standards are maintained.

Work with the pack committee to see that accurate advancement records are kept. Follow up on boys who aren't advancing and find out why.

HOW THE ADVANCEMENT PROGRAM WORKS

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

WEBELOS DEN LEADER

The Webelos Den Leader has these responsibilities related to advancement:

Plan den meetings around activity badge areas. Provide good instruction, using activity badge counselors wherever possible to stimulate boys' interest.

Encourage and assist Webelos Scouts in earning the Webelos badge and Arrow of Light Award. This helps prepare them to become Boy Scouts. The Webelos den chief can be a big help here.

Keep accurate advancement records and turn in Den Advancement Reports promptly so boys can be recognized at the next pack meeting.

Help parents understand the Webelos advancement plan and how it differs from Cub Scout advancement.

Use advancement incentives in den meetings such as the Webelos Den Advancement Chart and den doodles.

See that impressive graduation ceremonies are conducted at pack meeting, involving the Scoutmaster and troop junior leaders.

Keep an eye on boys who are not advancing and find out why. This may indicate weaknesses in the den or pack program.

HOW THE ADVANCEMENT PROGRAM WORKS

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

PACK COMMITTEE

The Pack Committee members have these responsibilities related to advancement:

Help train leaders and parents in the proper use of the advancement program.

Collect Den Advancement Reports at each monthly pack leaders' meeting. Fill out the pack Advancement Report and send or take it to the Council Service Center so badges may be obtained. See that badges are presented at the next pack meeting.

Help plan advancement and graduation ceremonies for pack meetings.

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

HOW THE ADVANCEMENT PROGRAM WORKS

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

FAMILIES

The advancement plan brings Cub Scouting directly into the home. It is a boy-family experience. Advancement gives families an excellent opportunity to get to know their own sons better. It's an avenue of understanding between a boy and his family.

Cub Scouts may prepare for and practice achievements and electives during the weekly den meetings with the help of the den leader and den chief, but the real test comes at home when a family member signs the boy's book. When a parent signs the boy's book, the requirement is approved and should not be questioned. That's why it's important that the family understands the correct interpretation of the advancement program.

In some cases where a Cub Scout completes certain requirements during den meeting, the den leader initials the boy's book in the space indicated and the parent signs for the achievement when all of the requirements have been met.

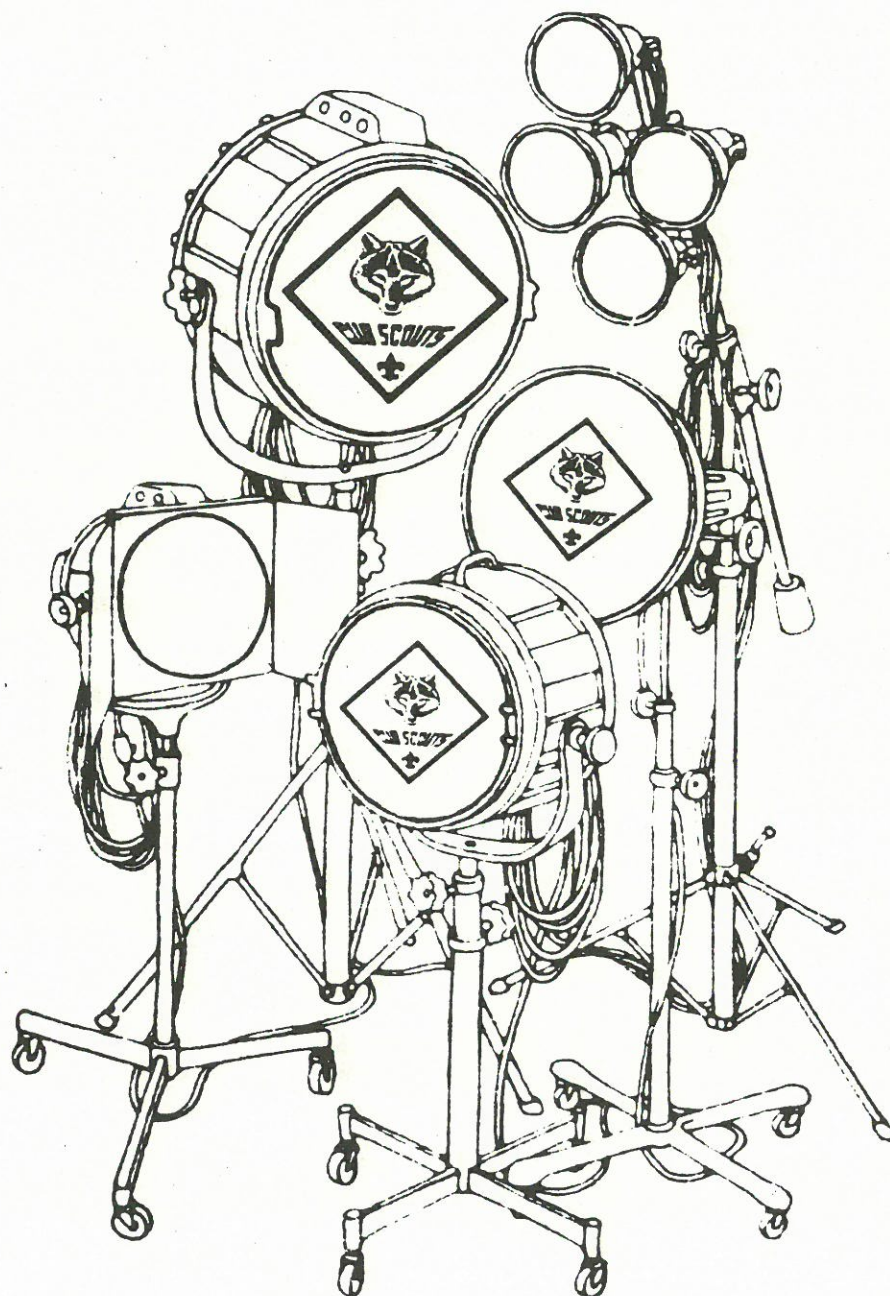
Den leaders should have a frank discussion with parents, pointing out the dangers of expecting too little or too much. One of the most important things for parents to learn is that the emphasis is on doing - not getting. The experience the boy had in completing the requirements is the important thing, not the badge. Most achievements, electives, and activity badges are fun in themselves. The only reason for the badge is that a boy desires recognition for what he does. Parents should be careful not to overemphasize the badge so that the boy loses interest in the activity itself.

Families should be encouraged to study the parents' guide in the *Wolf*, *Big Bear*, and *Webelos Scout Books*. This will help them do a better job of helping the boys with advancement.

Although Webelos Scouts pass advancement requirements to the Webelos den leader or activity badge counselor, families should be encouraged to help the boy at home as he practices and prepares the requirements.

The Spotlight's on . . .

PACK MEETINGS !



HUMOROUS RECOGNITION

The following list of awards can be mounted on cardboard and covered with a sheet of tissue paper, wrapping paper or construction paper. These are designed to add a bit of laughter to the awards ceremony and at the same time, recognize adults or boys for a job well done!

1. Udderly Ridiculous (blown up plastic glove)
2. Well Done (burnt slice of bread)
3. Nuttiest (bag of nuts)
4. Added A Spark to Meeting (4th of July sparkler)
5. Enlightening (flashlight, candle, matches, light bulb)
6. Corniest (corn on cob, popcorn, popcorn seeds)
7. Expanded our Knowledge (elastic, large rubberband)
8. Best Foot Forward (12" ruler, sock with a hole)
9. Heartfelt Thanks (heart cut from felt)
10. Eye-opening Experience (box of toothpicks)
11. Most Noteworthy (note pad, matchbook cover with small sheets stapled to it)
12. You Stuck To It (scotch tape dispenser, bottle of glue)
13. Eggs words printed on hardboiled eggs; ie., Eggsciting, Eggscellent
14. Banded Together (bunch of rubberbands)
15. Fan-Tastic (bamboo fan, fan-folded sheet of paper)
16. Thanks a Million (\$1 million in play money)
17. Covered the Topic (plastic lid)
18. Full of Hot Air (blown up empty bag)
19. Write-On (pencil, pen)
20. Kept Us In Stitches (needle and thread)
21. Really Tacky (mounted thumbtacks)
22. Shell of a Good Job (seashell)
23. Hang In There (hangman's noose)
24. Bright Idea (lightbulb, flash cube)
25. Berry or Bear-y Good Job (strawberry or small bear)
26. Marbelous JOB (bag of marbles)
27. Worked Like a Dog (dog biscuit)
28. Tee-rific Job (gold tee) or Tea-rific Job (tea bag)
29. Dime'n Pin Award (dime glued to safety pin)
30. Round Toit Award (circle cut from cardboard with Round Toit printed on it)
31. Plunged Right In (mini plunger found at craft stores)
32. Raisin Pay (box of raisins)
33. Rose to the Occassion (artificial or ribbon rose)
34. N'Ice Job (box of N'ice cough drops)
35. Had a Ball (any size, kind of ball)
36. It's Bean Wonderful (bean bag)
37. Bag of Tricks (Trix cereal in a bag)
38. Record-breaking Performance (pieces of broken record in bag)
39. Welcome Aboard (small piece of wood)
40. Knock Yourself Out Award (small hammer)
41. A Real Card (deck of cards)
42. A Real Cutup (scissors, cookie cutter)
43. A Stake in Boys' Future (piece of meat, tent stake)
44. Charged Up Award (battery)
45. Mirr-aculous (mirror)
46. Bee-utiful Job (small craft bee)
47. Tickled Our Funny Bone (feather)
48. Shinning Example (flashlight)

PACK MEETING TIPS

BE PREPARED!

PRACTICE AHEAD OF TIME!

HAVE ALTERNATIVE PLANS AND ACTIVITIES IN CASE SOMETHING GOES WRONG.

HAVE PLENTY OF SPARKLERS, STUNTS, OR ONE-LINERS READY IN CASE THERE IS IS A LAG IN THE PROGRAM.

MAKE THE COMPONENT PARTS OF THE PACK MEETING SHORT ENOUGH AND INTERESTING ENOUGH SO THAT YOU DON'T LOOSE YOUR AUDIENCE'S INTEREST.

KEEP MOVING! HE WHO HESITATES IS LOST!

USE PROPS AND MAKE SURE THEY ARE THERE.

DELEGATE SOME RESPONSIBILITIES TO OTHERS SO AS NOT TO BURN OUT YOUR REGULARS AND TO MAKE EVERYONE FEEL NEEDED AND IMPORTANT.

INVOLVE THE BOYS - THE PACK MEETING IS FOR THEM AND ABOUT THEM.

HAVE DECORATIONS TO ILLUSTRATE THE MONTH'S THEME.

USE NAMETAGS AND GREETERS SO PEOPLE KNOW ONE ANOTHER AND FEEL WELCOME.

IF YOU ARE HAVING TROUBLE GETTING OUT NEWSLETTERS, DISTRIBUTE THEM AT THE PACK MEETING.

HAVE A PRE-OPENING ACTIVITY IN CASE PEOPLE COME EARLY.

HAVE DESIGNATED SEATING FOR EACH DEN.

(BOYS SIT WITH THEIR DENS, PARENTS AND SIBLINGS BEHIND)

BABYSITTING IS A NICE OPTION FOR A LONG MEETING. (Girl Scouts have a badge for babysitting).

BE PUNCTUAL! STATE A STARTING TIME AND BEGIN THEN.

GIVE AWARDS AND RECOGNITION TO BOYS AND ADULTS FOR ACCOMPLISHMENTS IN THE PACK AND IN THE COMMUNITY.

MAKE THE MEETINGS FUN WITH SONGS, STUNTS, SKITS, SPARKLERS, COSTUMES, ETC. MAYBE GIVE IT A SPECIAL OR EVEN A PARTY ATMOSPHERE.

FOSTER ENTHUSIASM - PUMP SPIRIT INTO EVERYTHING.

PROMOTE UNIFORMS BY HAVING INSPECTIONS AND AWARDS.

INSPECTION MAY BE CONDUCTED BY A PERSON WHO WEARS A UNIFORM IN HIS WORK.

MIX A LITTLE OF THE UNEXPECTED INTO THE ROUTINE.

IF A BADGE IS MISSING, QUIETLY MAKE A TEMPORARY AWARD FOR THE PACK CEREMONY. (IT'S A GOOD IDEA TO HAVE SOME LITTLE AWARDS MADE UP TO HAND OUT JUST IN CASE).

PACK MEETINGS ARE A FAMILY AFFAIR - INVOLVE THE ENTIRE FAMILY, NOT JUST THE SCOUTS.

AUDIENCE PARTICIPATION IS IMPORTANT.

THE GATHERING PERIOD:

People never arrive at meetings all at one time. Usually it takes 15 to 20 minutes for a group to gather. DON'T WASTE THIS TIME!

Provide something interesting for the boys and families to do. (This makes good use of time AND prevents confusion and noise.)

1. Greeters can welcome people as they come in. (Greeters should be boys and adult leaders.) Make people feel welcome - LET THEM KNOW YOU'RE GLAD THEY CAME.
2. Provide name tags for everyone. (Provide pins and pens if necessary)
3. Den leaders should act as hosts and hostesses in welcoming den families and making them feel at ease. Make introductions of new people and see that everyone knows where to sit.
4. Ask participants to sign in as they arrive. (Have pens handy)

EXHIBITS AND DISPLAYS:

The purpose of exhibits and displays is to help introduce a theme or subject, to HELP SET THE TONE OF A PACK MEETING, to give ideas and information.

These provide an interesting and informative pre-opening activity for a pack meeting.

Cub Scouts and Webelos take their exhibits to the den assistant, den leader, den chief, or whoever is setting up the exhibit table.

Encourage participants to view the displays. Someone (adult or boy) should be on hand to answer questions about the displays.

Consider:

1. Where do you put the exhibit? Where people will pass by it to get to where they are going.
2. Consider the background. If possible, use more than just table surface. Use walls, ceiling, floor - whatever is appropriate.
3. Make it stimulating and challenging. Create an atmosphere with signs, streamers, color. Use attention-getting devices such as pulling a string, a flashing light, peepholes, to get the audience involved.
4. Make the material self-explanatory whenever possible by labeling parts with cards, etc.
5. Keep it simple and attractive.
6. Use colorful posters and exhibits. The color and interest provided by posters and exhibits contribute much to spirit of the occasion.

PRE-OPENING

A preopening game, stunt, or trick is good to help people feel welcome and keep the boys occupied until the meeting begins.

You might try a get-acquainted mixer to help families feel relaxed.

The Den leaders may need to meet briefly with the den to cover last-minute details of each den's part in the pack meeting.

RESOURCES: Den Chief Handbook, Cub Scout Program Helps, and Boy's Life

BEFORE THE MEETING:

Checklist:

Room arrangement

- * Is the door unlocked, lights on, restrooms open? Are ventilation and lighting good?
- * Are the chairs in place? Are den sections marked?
- * Are the US Flag and pack flag properly displayed?
- * Is the awards table in place?
- * Are tables set up for den exhibits? Are they marked with den numbers?
- * Cubmasters table in place?

Materials and Equipment

- * Are badges, pins, and other awards ready?
- * Is ceremony equipment or props ready?
- * Is preopening activity equipment or material ready?
- * Are game equipment and prizes ready?
- * Have you decided who does what and when?

THE MAIN PART OF THE MEETING

The Opening Ceremony:

Can be led by the Cubmaster, other pack leader, or a den may be assigned the responsibility.

Suggestions: A Patriotic Song, Pledge of Allegiance, a ceremony related to the monthly theme (see Cub Scout Program Helps and Staging Den and Pack Ceremonies for ideas. The monthly Roundtable is also a resource). Plan the ceremony carefully in advance. PRACTICE. Have materials and equipment ready.

Welcome and Introductions:

The Cubmaster introduces and recognizes visitors and makes them feel welcome.
E
(This includes new families, head of the chartered organization, unit commissioner, Scoutmaster, or the other visitors in attendance, and Pack leader)

A proper introduction will help establish prestige and confidence in your staff.

Give staff member's full name.

Tell about the staff member's scouting experience and position.

When making introductions, give the participants the feeling that

they are the important ones at the meeting.

Audience Participation Stunt:

An icebreaker or stunt will help get the meeting into high gear.

Involve the WHOLE audience.

The Cubmaster can lead this stunt or the responsibility may be assigned to another leader or parent.

Den Stunts and Skits

Usually related to monthly themes.

All dens may not have time to participate at every pack meeting, so they'll take turns.

Boys should be preparing for this activity all month, so parents will have a hint of what's to come.

Recognition Period

At most pack meetings there will be badges, arrow points, and Webelos activity badges to be presented.

There may be new families for inductions, Arrow of Light presentations, graduations, and other recognitions to be given to the boys and leaders.

Each reason for recognition represents a great deal of time and effort on the part of the boys, family, and leaders, and should be presented in a special ceremony.

The presentation should be worthy of the award and the work that went into it.

IMPORTANT: the boy's family should take part. - they are called forward with the boy, and a parent or other family member receives the badge to be pinned on the boy's uniform.

One of the responsibilities of a PACK Mtg. is to inspire people to do a good job and to acquaint them with the ideals of the Scouting movement.

CEREMONIES ARE GOOD FOR INSPIRATION.

Webelos Den Demonstration

The Webelos dens give a demonstration of things learned during the month on the activity badge area.

Games

Provide most of the action in pack meetings. Relay races between dens, parent-son competitions, skill competitions, or events such as Pinewood Derby, Rain-gutter Regatta or Space Derby are good for Pack Meetings.

Simple homemade prizes can be awarded to winners, if desired.

Announcements

Brief and to the point- written if possible.

Mention any special events or activities, the theme for the next month, and the date of the next pack meeting.

You might like to use the Announcements song.

Attendance Award

Most packs give an attendance award.

Can be a parent attendance ribbon, a trophy (like Cubby) or some other type of award given to the den having the best parent attendance at each pack meeting

This is an incentive to other dens to get their parents in attendance.

Closing

May be assigned to a den or the Cubmaster may give an inspirational closing thought.

It should be short no matter what it is. **AND ALWAYS END ON TIME.**

After the meeting

Refreshments are nice - to be furnished by different parents each time.

Put the meeting room back in order. Scouts always leave a place as good or better than they found it.

Different dens can be assigned to do this.

REMEMBER TO MAKE GOOD USE OF ALL RESOURCES!!!

Cub Scout and Webelos Scout Program Helps
Cub Scout literature
Boy's Life
Scouting
Round Table
Pow Wow Books
Cub Scout How To Book
Staging Den and Pack Ceremonies
Cub Scout Song Book
Cub Leader Book
etc.

Elements of a good pack meeting:

1. Meeting lasts no longer than 1½ hrs.
2. Conducted by Cubmaster, with responsibilities delegated to other leaders.
3. Welcoming committee to greet people as they arrive.
4. Good seating arrangement.
5. Exhibits and displays by den.
6. All equipment and materials on hand before the meeting begins.
7. Cub Scouts, Webelos, and leaders in clean, neat uniforms with proper insignia.
8. Detailed, well-planned, written program conducted without delays. Copies of the agenda in the hands of all people on the program.
9. An orderly meeting, opened and closed on time.
10. Meeting planned to climax den preparation and include each Cub Scout and Webelos den participating in some way.
11. Advancement awards presented to parents or other family members who in turn, present them to the boys.
12. Impressive induction, advancement and graduation ceremonies.
13. Family involvement in meeting activities such as games, songs, stunts.
14. No excessive speechmaking or lengthy announcements on the program.
15. Adequate, safe, clean place to meet.

OPEN ON TIME! CLOSE ON TIME! KISMIF. (Keep it simple; make it fun).

16. BE ENTHUSIASTIC! (IT'S CONTAGIOUS!)
17. Den achievement charts or den doodles should be on display.
18. New Scouts should be awarded Bobcat badges early in meeting.
"If it's not for the boys, it's for the birds".

PACK MEETING PARTICIPATION CHART

	SEPTEMBER	OCTOBER	NOVEMBER	DECEMBER	JANUARY	FEBRUARY	MARCH	APRIL	MAY	JUNE
DEN 1	-	C	D	E	F	G	A	B	C	D
DEN 2	-	D	E	F	G	A	B	C	D	E
WEBELOS 3	-	E	F	G	A	B	C	D	E	F
DEN 4	-	F	G	A	B	C	D	E	F	G
DEN 5	-	G	A	B	C	D	E	F	G	A
WEBELOS 6	-	A	B	C	D	E	F	G	A	B
WEBELOS 7	-	B	C	D	E	F	G	A	B	C

** A SET-UP (ROOM ARRANGEMENT)

* B. FLAG CEREMONY (FLAGS FROM SCOUT RM)

C. SONG, SKIT, GAME, OR MAGIC TRICK

D. CLOSING CEREMONY

E. CLEAN-UP

F. REFRESHMENTS (COFFEE AND JUICE AND NAPKINS)

G. REFRESHMENTS (COOKIES, ETC.)

Fur with the Alphabet—Give each player or team a sheet of paper with the alphabet and information they must fill in for each letter.

- A = Name a season
- B = Name a toy
- C = Name a pet
- D = Name a car
- E = Name an animal
- F = Name a sport
- G = Name a country
- H = Name a part of the body
- I = Name a state
- J = Name a famous person
- K = Name a president
- L = Name a vegetable
- M = Name a town or city
- N = Name a boy's name
- O = Name a tree
- P = Name a kind of a dog
- Q = Name a measure
- R = Name a flower
- S = Name a garden tool
- T = Name a number
- U = Name a musical instrument
- V = Name a kind of meat
- W = Name a bird
- X = Name something used in a hospital
- Y = Name a kind of boat
- Z = Name a public place to visit

After a time limit, the winner is the one with the most correct answers.

A Smell-y test—On a table display several objects wrapped in tissue paper. Articles should be numbered. On a signal, players walk around the table smelling of the objects and then writing on a piece of paper their guess, from the smell. Their answers should be numbered to correspond with the number of the object. The one who has the best "smell-y" wins. Suggested articles: soap, banana, cinnamon, onion, orange, chocolate, perfume, clove, etc.

Rainbow Colors—A large number of colored squares of construction paper should be hidden everywhere over the play area. Some squares should be numbered. On a signal, everyone starts hunting for rainbow colors. After the players find the colors they may trade them to other players for different colors or numbers—trying to obtain the ones they think will be the luckiest. After a time limit has elapsed for the hunting and trading, the color values and the meaning to the numbers are announced. The player with the highest total score is the winner.

Colors: Red — 10 points Yellow — one point
 Blue — 2 points Purple — 5 points
 Green — 5 points Pink — 3 points

Numbers on colored squares: 7 — 20 points
 13 — 50 points
 21 — doubles total score.

- I What letter is an organ of the body? I
- T What letter is a beverage? T
- J What letter is a bird? J
- P What letter is a vegetable? P
- C What letter is a body of water? C
- U What letter is a sheep? U
- G What letter is a slang expression? G
- MT Containing nothing MT
- CD Poorly dressed CD
- IC Condition of winter pavement IC
- IV A creeping vine IV
- T? An Indian's home T?
- EZ If it is not hard to do, it is EZ
- AT A number AT
- SA A theme SA
- KT or LN A girl's name KT or LN
- JL Prison JL
- QT A pretty girl! QT
- OK Correct OK
- LM A tree LM

Storybook Characters—The game may be played in teams or individually. Give each team or each player a paper with the following questions.

- Who lived a long time all alone on an island? (Crusoe)
- Who lost her slipper? (Cinderella)
- Who found the cave of the forty thieves? (Ali Baba)
- Who fell down and bumped his crown? (Jill's brother Jack)
- Who stole a pig? (Tom, the Piper's son)
- Who had a blackbird pie for his dinner? (The King)
- Who had a playmate named Minnehaha? (Hiawatha)
- Who liked to smoke and listen to his fiddlers? (Ole King Cole)
- Who fell off the wall? (Humpty Dumpty)
- Who took a nap for twenty years? (Rip Van Winkle)
- Who lost their mittens? (Three Little Kittens)
- Who could eat no fat? (Jack Spratt)
- Who put the pussy cat in the well? (Little Johnny Green)
- Who lost her sheep? (Little Bo-Peep)
- Who went to sleep in the haystack? (Little Boy Blue)
- Who ran up a clock? (The mouse)
- Who lived in a shoe? (The Old Woman)
- Who put the kettle on? (Polly)
- Who had fleece as white as snow? (Mary's lamb)
- Who kissed the girls and made them cry? (Georgie Porgie)
- Who went to the cupboard for a bone for her dog? (Mother Hubbard)
- Who had a flower garden? (Mary, Mary Quite Contrary)
- Who was frightened by a spider? (Little Miss Muffet)
- Who jumped over a candlestick? (Jack)
- Who sat in a corner eating his pie? (Jack Horner)

There should be a time limit and the player or team with the most correct answers wins.

Decorate for Christmas—May be played as a team or by individual players. Give each a paper with the scrambled words pertaining to Christmas. They are to unscramble the words in a time limit.

- | | |
|--------------------|-----------------|
| 1. LEBSL | Bells |
| 2. DALNSCE | Candles |
| 3. TIHGLS | Lights |
| 4. SAGRALND | Garlands |
| 5. NITSLE | Tinsel |
| 6. PCROPNO SGTINSR | Popcorn strings |
| 7. RAST | Star |
| 8. ALNEG | Angel |
| 9. MARNTONSE | Ornaments |
| 10. CDNAY NECAS | Candy Canes |
| 11. OSWN | Snow |
| 12. TRWAHE | Wreath |
| 13. LOYHL | Holly |
| 14. SMEIETOLT | Mistletoe |
| 15. TNAPTOEIS | Poinsetta |

Lucky Number—Give each player a card with six rows of numbers. Players are to circle adjacent numbers in each of the rows that total 13. As many as two, three, four, or five adjacent numerals may be encircled to total 13. Once a number is circled it cannot be used as a part of another combination. There should be a time limit and the player wins who can find the most combinations of numerals that total 13.

Suggested rows of numbers:

- 37856921465876912356781968521348729
- 92153678921354687921349768213463215
- 63586541298567421397865347129134567
- 56479831234215876592314536478965347
- 34526187957135698342196784532126382
- 91324158724697483156248695231984562

Signatures—During a time limit players are to obtain the signatures of sixteen friends, each fitting one of the following descriptions:

Has freckles	Parts hair on right side	Has a crew cut	Owens a cat
Has birthday in October	Has brown eyes	Owens a bike	Has curly hair
Owens a dog	Is 12 years old	Has blue eyes	First name begins with B
Last name begins with S	Is wearing something red	Is wearing white socks	Has on brown shoes

The player who succeeds in getting these sixteen signatures first is the winner, or the one who gets the most signatures in a certain amount of time.

THE BIG SHOT SAYS—

On arrival, the girls are given even-numbered cards; the boys, odd-numbered ones. On each is written: "These are the Big Shot's orders; be sure to carry them out," followed by an amusing order, such as:

1. Find 6 and get her aid in selecting the handsomest man.
2. Find 11 and get his aid in listing all the jewelry worn.
3. List all the bald-headed men.
4. List the favorite pastimes of all the married women.
5. Find 8 and get her aid in listing the brands of cigarettes being smoked in the room.

YES AND NO

On arrival, each guest is given ten peanuts, beans, or similar counters. The guests are given a specified time in which to collect counters from the others, by getting one from each guest who answers "Yes" or "No" to any question. The one getting the largest number wins.

LOTTO OR KENO MIXEP

Each guest is given a sheet of paper marked with as many squares as there are guests—thirty (6 x 5), twenty (4 x 5), etc. Each guest must get the autographs of the others, one in each square: or each may fill in his own squares with the names. When the squares are filled, the leader draws the names from a bowl, one at a time, and announces them. The one who first checks off a complete horizontal line calls "Lotto" or "Keno" and wins.

The guests in rotation may each call off a name for the checking.

ODD OR EVEN

Provide the guests with varying numbers of peanuts, and instruct the girls to get as many as possible from the boys, and vice versa. A boy, concealing the peanuts in his hand, approaches a girl and says, "Odd or even?" If she guesses correctly whether he holds an odd or even number, she gets his peanuts, if not, he gets hers. The one getting the most in a specified time wins.

Melody Mixer

Choose several well-known songs. Write the name of each song on several slips of paper. As soon as each child receives a slip, he starts around humming the tune that is written on his paper, and attempts to locate other persons humming the same. Next, each group sings its song. Then as a grand finale all groups sing their songs at the same time.

SCAVENGER HUNT

Look through the newspaper to find examples of the following:

- 1 - a picture that catches your eye
- 2 - an advertisement for something you'd like to buy
- 3 - a crisis situation
- 4 - a how-to-do-it story or item
- 5 - a colorful adjective
- 6 - your first name
- 7 - weather report
- 8 - a word new to your vocabulary
- 9 - the first letter of your last name - in capital
- 10 - a number over 100
- 11 - the number of your age plus 13
- 12 - a newspaper error
- 13 - a picture of an animal
- 14 - your favorite cartoon
- 15 - the name of a car you'd like to buy
- 16 - a word that describes you
- 17 - someone's opinion
- 18 - a fact
- 19 - a picture that describes you
- 20 - a food you'd like to eat
- 21 - a TV show you'd like to watch tonight
- 22 - an unusual verb on the sports page
- 23 - an abbreviation
- 24 - a word with strong emotional appeal
- 25 - exaggerated punctuation
- 26 - a one word summary of a front page story
- 27 - a person to whom you'd like to write a letter
- 28 - a movie you've seen or would like to see
- 29 - a classified ad for a job you might enjoy

IMPROBABLE HEADLINES

Each of these imaginary newspaper headlines describes a well-known children's story, verse, or song. When you have figured them out, write in the answers to each, then choose one of the headlines and write the news story on the back side that might have accompanied the headline.

1. Youngster Vanishes in Freak Storm _____
2. Clever Builder Outwits Sly Adversary _____
3. Poor Bargain Brings Ultimate Wealth _____
4. Hoodlum Osculates Unwilling Maidens _____
5. Friends Eager to Assist in Painting Project _____
6. Unique Individual Mortally Injured in Fall _____
7. Odd Pair Embarks on Ocean Voyage in Chartreuse Vessel _____
8. Remote Country Home Vandalized _____
9. Continued Prevarication Elongates Proboscis _____
10. Friendless Waif Adopted by Group of Miners _____
11. Youthful Negro Annihilates Feline Foes _____
12. Enormous Woodman Performs Astonishing Feats _____
13. Browbeaten Girl Courted by Royal Heir _____
14. Serious Overcrowding Discovered in Unique Dwelling _____
15. Couple Suffering Dietary Allergies Reach Agreement _____
16. Two Youngsters Involved in Accident, One Sustains Injury _____
17. Retarded Youth Encounters Pastry Vender _____
18. Musical Feline, Amused Canine Witness Lunar Leap _____
19. Rural Homemaker Terrorized by Sightless Rodents _____
20. Lovely Somnambulist Wakened by Royal Caress _____

THE WILD WEST MELLERDRAMA

When Scouting began back in 1910, boys of that day liked to read about cowboys. Things haven't changed much over the years. Only now you don't have to read! So Den _____ would like to show you our idea of what a cowboy story on TV is like. (The reading and action should be dramatically exaggerated. Check prop locations before opening.)

READER: Our purty lil' gal is called Antimacassar and she is riding her favorite painted pony across the prairies one day when suddenly she is stopped by a rustler. He leaps out and grabs her, pulling her off the horse. She struggles with him, crying "Unhand me, rascal!" When he does, she cries, "Please don't take my horse. I love him so. Oh, sir, I appeal to you!" He answers, "I've been watching this horse for a long time and now he's mine. Your appeal is fruitless!" "But my daddy's the sheriff!" "That don't scare me none," he yells and forking the saddle he rides off on the painted pony. Meanwhile, back at the ranch, daddy, the sheriff, is talking to one of his cowpokes named Harry, when our lovely little Antimacassar sweeps into the room. "Daddy, daddy" she cries. "A nasty rustler has taken my beautiful painted pony. The sheriff tries to calm her down, but she is beside herself with grief. The hairy hero, I mean Harry, the hero, says, "Boss, I know where that rustler is hiding. I'll get your daughter's horse." He crosses the floor toward the door, but the sheriff says, "Wait, man, this guy may be a gunman. You can't go out there alone." "Why not?" says Harry, "I'M the fastest draw in the country." "OK, let's see you draw" says the sheriff. Harry draws and the sheriff is impressed. Out in the wilds again, the hero stalks the rustler. When the rustler's back is turned, Harry gets the drop on him and cries, "Don't move, I gotcha covered!" "Don't shoot" says the rustler. "I'll come quiet." "Give me your .45" says Harry, and the rustler does so. "Where's the hoss?" says Harry. The rustler stamps his feet in rage and says, "Over there!" As soon as Harry looks away, the rustler assaults him, and a rough-and-tumble battle starts. Just then, the sheriff comes in and pins down the rustler. "Your goose is cooked" says our heroine. "String him up" says Harry. And he puts his arms around the heroine who is crying, "Oh, my poor horse. He's so thirsty, please water him." Harry runs to obey her command. Then he turns to her and says softly, "Now will you be mine?" Antimacassar nods shyly. The scene fades as the sheriff says, "Folks, this one's on me!"

ACTIONS.

"RIDES" PAINT-SPLASHED
SAW HORSE, STAGE RIGHT

WEARS "CHAPS" OF NEWS-
PAPER STRIPS THAT RUSTLE
PULLS OFF HER GLOVES

SHE PEELS BANANA

HE EATS BANANA
STICKS FORK INTO BLANKET
ON SAW HORSE, CARRIES IT
OFF STAGE LEFT, SHE EXITS
ENTER SHERIFF AND HERO
HARRY POKES PICTURE OF COW
"SWEEPS" IN WITH BROOM
SHE JUMPS BACK AND FORTH

MAKES CHALK X's ON FLOOR

DRAWS ON LARGE PAD WITH
BLACK MARKER, ALL EXIT

HARRY ENTERS CARRYING A
CELERY STALK, PAN AND
BLANKET

DROPS PAN WITH CRASH
THROWS BLANKET OVER HIM
COUNTS \$45 PLAY MONEY

PUT POSTAGE STAMPS ON SHOES
PULLS OUT SALKSHAKER, SHAKES
AT HERO

HOLDS HUGE PIN
ENTERS WITH ROASTING PAN
SHERIFF WINDS STRING AROUND
RUSTLER

GRABS WATERING CAN AND
DOUSES SAWHORSE

SHE LEAPS INTO HIS ARMS

POURS WATER OVER HIS HEAD

SONGS

GREEN FROG

Umm, Ahh went the little green frog one day
Umm, Ahh went the little green frog.
(Repeat - when singing Umm purse lips tightly
when singing Ahh stick out tongue)
And all his friends went Vodo dee odee O,
Vodo dee odee O, vodo dee odee O.
(when singing Vodo, circle index fingers of
both hands in the air)
And all his friends went Vodo dee odee O,
And the little green frog went Umm Ahh,
Umm Ahh, Umm Ahh Ahh.

PEANUT BUTTER/JELLY

Pea-nut, peanut butter. Jelly.
Pea-nut, peanut butter, Jelly.
First you pick the peanut, then you pick it,
you pick it, you pick it pick it pick it.
Then you mush it, you mush it,
you mush it mush it mush it.
Then you spread it, you spread it,
you spread it spread it spread it.

Pea-nut, peanut butter. Jelly.
Pea-nut, peanut butter. Jelly.
First you pick the berries, then you pick it,
you pick it, you pick it pick it pick it.
Then you mush it, you mush it,
you mush it mush it mush it.
Then you spread it, you spread it,
you spread it spread it spread it.

Pea-nut, peanut butter. Jelly.
Pea-nut, peanut butter. Jelly.
You put it all together and you eat it,
you eat it, you eat it eat it eat it.
Then you chew it, you chew it,
you chew it chew it chew it.
Then you swallow it, you swallow it,
you swallow swallow swallow it.

(Hum Peanut butter/jelly lines.)

ACTIONS

Pick out of thin air

Rub palms together

One hand with back and
forth motion on other palm

When singing chorus of pea-
nut butter, bring both arms
in up and down motion to
your left. When singing
jelly, point both arms to
floor sharply to your
right.

Make motion of putting in
mouth

Make chewing motion

Pretend to swallow

Can't sing; mouth is full!

BANDANA SKIT

All the boys have a large square bandana in their back pocket except for two, they have a banana. March boys onto stage, military fashion, in a straight line. Call them to attention. Explain to the audience that your troops will demonstrate how to properly fold a bandana. Turn to boys and command them to remove their bandanas. All will do so, except for the two boys on the far end of the line who take a banana out of their pocket. Face the audience again as you begin to give commands; shake out the bandana, smooth out the wrinkles, and begin folding. Give each command slowly, so audience will have a chance to laugh each time the two boys begin folding their banana. End the skit by finally noticing the two with the banana. Reprimand them. They reply, "We thought you said banana!" All exit.

RAISIN SKIT

This is a sing-song skit. All the "raisins" are dressed in a large, dark garbage bag. They huddle in a circle, and begin to sing: "We are the raisins that make the Raisin Bran so raisiny; the raisins that make the Raisin Bran so raisiny....." Suddenly, a boy runs on stage carrying a very large spoon (make of cardboard) and chases one of the raisins and pushes him off stage, with the spoon. The other raisins huddle again and begin to sing. Again, the boy with the spoon comes on stage and chases another raisin off. This continues until only one raisin is left. That one crouches in a corner and sings; "Oh, I wish I were an Oscar Mayer weiner!"

GAMES

"SCOUTING" Hold up a large card with the word Scouting written in large, bold letters. Divide the group by dens, give each a sheet of paper and pencil. You will give clues and the groups will have to figure out the answer, using only the letters in the word "Scouting". No letter may be used more than once in a word. First den to have all the correct words wins. Or you may supply den leaders with the clues in a sealed envelope. First den to turn their list into you, wins.

- | | | | |
|-----------------------|--------|----------------------|----------|
| 1. A small bed | - cot | 8. Something bees do | - sting |
| 2. Something to spend | - coin | 9. BB | - guns |
| 3. A useful metal | - tin | 10. Pack activity | - outing |
| 4. Poem set to music | - song | 11. Price you pay | - cost |
| 5. What birds do | - sing | 12. Slice | - cut |
| 6. To do wrong | - sin | 13. Burst of wind | - gust |
| 7. Above a store door | - sign | 14. 1, 2, 3, 4 . . . | - count |

LAUGH-IN TYPE JOKES TO USE FOR SPARKLERS

DRY COWS ARE UDDER FAILURES.

WORMS ARE FOR THE BIRDS.

GUILLOTINE OPERATORS GET SEVERENCE PAY.

My husband once said my breath could melt Mt. Rushmore and you know what I did? (Other person keels over).

Scientists say in a few more years people won't suffer from air pollution.

Oh, good. You mean there'll be no more pollution?
No, we'll all be dead.

(Indians talking)

What you want'um for this?

Pilgrims leave to discuss.

What you wantum for this?

Pilgrims: "We'll take Manhattan, New York, and Staten Island..."

• The mission of the church is to cleanse the soul, but that's no reason to refer to Sunday service as a 1-hour cleaning service!

Stunt men are fall guys.

Interview with a famous architect:

Why does the leaning tower of Pisa lean?

The architect is leaning to one side - "It looks okay to me."

The new micronmini cars are not only economical on gas and oil, but they can also be worn as cufflinks!

Spell "weather."

W-A-E-T-H-E-R...

That's the worst spell of weather we've had in a long time!

(Parent and Teacher at Conference)

..."A stick of chalk, an eraser, and an entire box of crayons!" (TEACHER)

(PARENT)"Isn't that funny! At home we can't get hime to eat anything!"

I crossed a chicken with a guitar.

What'd ya get?

I don't know; it plucked itself to death!!

ANNOUNCEMENTS

ANNOUNCEMENTS, ANNOUNCEMENTS, ANNOUNCEMENTS
WHAT A TERRIBLE DEATH TO DIE
WHAT A TERRIBLE DEATH TO DIE
WHAT A TERRIBLE DEATH TO BE TALKED TO DEATH
WHAT A TERRIBLE DEATH TO DIE
ANNOUNCEMENTS, ANNOUNCEMENTS, ANNOUNCEMENTS.

YOU KILLED MY COW
YOU KILLED MY COW
SO THERE'S NO NEED
FOR YOUR BULL NOW

SO PILE IT IN THE CORNER, PILE IT IN THE CORNER,
PILE IT IN THE CORNER, IT MAKES THE FLOWERS GROW.
IT MAKES THE FLOWERS GROW, IT MAKES THE FLOWERS GROW.
SO PILE IT IN THE CORNER, PILE IT IN THE CORNER,
PILE IT IN THE CORNER, IT MAKES THE FLOWERS GROW.

ANNOUNCEMENTS, ANNOUNCEMENTS, ANNOUNCEMENTS.

SPEAK MOUTH.

WORDS OF WISDOM

WORDS OF WISDOM, WORDS OF WISDOM.
HERE THEY COME, HERE THEY COME
MIGHTY WORDS OF WISDOM, MIGHTY WORDS OF WISDOM.
DUM, DUM, DUM, DUM, DUM, DUM.

GAMES

- FIRE:** Have boys remove their shirts, neckerchief and slide, shoes and socks. Tell the boys to neatly fold their clothes and place them on top of their shoes. Then each boy lies down next to his pile. When the leader yells "Fire" all the boys jump up and dress as quickly as possible. The first boy dressed neatly and properly is the winner.
- TENNIS THE MENACE:** At one end of the room, have tennis balls balanced on top of soda bottles, one ball and bottle per team or den. Give the first person on each team a tennis ball. They can toss it or bounce it and have three tries to knock the tennis ball off of the bottle. Have parents as setup people to replace the tennis ball on the bottle. The score can be to see which team knocks the ball off the bottle the most times.
- TURKEY GOBBLE CONTEST:** This is always fun. You could vary the contest each year by having dads do it one year, moms do it the next year and the boys do it another year. Really adlib this production so that it's done like a Miss America pageant. First have the contestants do a Turkey Strut then have them perform the gobble. Winner can be determined by applause and can be awarded a feather.
- HAT EXCHANGE GAME:** As a preopening activity, have group make paper hats as described in the Cub Leader How To Book and use these hats to play the Hat Exchange Game.
- STUNTS:** There are several good stunts that can be found in the Group Meeting Sparklers Book using parents as the participants. This is especially fun for the boys to see their parents having a trick played on them. One not found in the book is entitled: The Candy Store. Have two or three parents holding a blanket behind you. You describe this as the wall of the candy store. Have a table set up in front of you, this is your counter. The den boys come in one at a time and ask for a particular kind of candy; A Mars bar, A Giant Tootsie Roll, etc. Each time a boy comes in and asks for candy, you reply; "Sorry, we're all sold out". When the last boy comes in and asks for candy and you give the reply, he in turn asks, "Well, what do you have?" You answer, "Just these two suckers back here" (pointing to the parents holding up the blanket).

NAME TAGS

This project can be assigned to a den as part of their participation in the Pack Meeting instead of an opening, game, etc. Or a group of parents, who for reasons of time commitments cannot participate actively, can be assigned this task. It can be done at their leisure and yet they are helping at the Pack Meeting. The list suggested here by monthly themes can be expanded upon which allows the group to add its own creativity.

Nov - See and Do It	Hammer, Glasses, Science Beaker
Dec - Holiday Magic	Tree, Candy Cane, Star
Jan - Knights	Shield, Sword, Dragon Head
Feb - Strong America	US Flag, US Map, Cub Silhouette
Mar - Alaska	Igloo, Whale, Totem pole
Apr - Handyman	Hammer, Screwdriver, Bolt
May - Wheels, ect.	Car, Boat, Plane
Jun - Akela's Council	TomTom, TeePee, Hatchet
Jul - Trails, etc.	Hiking Boot, Train, Stop Sign
Aug - Outdoor	Baseball, Fish, Tennis Raquet
Sep - Amer. Heritage	Eagle, US Flag, Liberty Bell
Oct - Vikings	Shield, Sword, Horned Helmet

Categories—Give each contestant the following chart.

	S	M	A	R	T
Movie Stars Men					
Baseball Players					
Presidents					
TV Stars					
Movie Stars Women					

A player scores five points for each name he has listed under any category that no one else has listed. He scores three points if only one other player has listed the same name. He scores one point if only two other players have listed the same name. The winner is the one with the highest score.

TASTE-TESTING: Prepare several babyfood jars (or similar containers) with various liquids, putting one liquid per jar. Use such things as; coffee, water, tea, pickle juice, cherry juice, orange juice, milk, etc. Use food coloring to disguise some of the liquids. Ask participants to dip a toothpick into the liquid and write down what they think it is. Provide a clean toothpick for each liquid. Also make sure liquids are edible. Person with the most correct answers is the winner.

Geographical Squares—Each contestant is given a card with the following on it.

	M	A	P
CITY			
STATE			
COUNTRY			
RIVER			

ELEMENTS OF A GOOD PACK MEETING

Use this checklist to see how your pack is doing.

- 1. Conducted by Cubmaster, with responsibilities delegated to pack committee members, assistant Cubmasters, den leaders, and den chiefs
- 2. Adults outnumber Cub Scouts. Both parents, as well as leaders and committee members, in attendance.
- 3. Good attendance of Cub Scouts and Webelos Scouts
- 4. Welcoming committee to greet people as they arrive
- 5. Good seating arrangement
- 6. Exhibits and displays by dens
- 7. All Cub Scouts, Webelos Scouts, and leaders in clean, neat, complete uniforms with proper insignia
- 8. Detailed, well-planned, written program (with time schedule) conducted without delays. Copies of the program in the hands of all persons participating in program.
- 9. An orderly meeting, opened and closed on time, and run without delays
- 10. Meeting planned to climax den preparation and include each Cub Scout and Webelos den participating in some way
- 11. Cub Scouts and Webelos Scouts appear enthusiastic. Parents appear enthusiastic.
- 12. Parent participation in meeting activities such as games, stunts, and songs
- 13. Awards made to a large number of Cub Scouts and Webelos Scouts. Evidence of parent participation in awards ceremonies. Den achievement charts or den doodles on display.
- 14. New Cub Scouts awarded Bobcat badges early in meeting.
- 15. Well-conducted ceremonies for opening, closing, awards, graduation, induction, and recognition of boys and leaders
- 16. Evidence of activities planned toward Cub Scout ideals and purposes
- 17. No excessive speechmaking or lengthy announcements on the program
- 18. Adequate, clean, safe place to meet

IF IT'S NOT FOR THE BOYS,
IT'S FOR THE BIRDS.

PACK MEETING PLANNING SHEET

Pack _____ Theme _____ Webelos Activity Badge _____

Month _____ Date of Pack Meeting _____

BEFORE THE MEETING

PERSON IN CHARGE

Room Arrangement

Materials and Equipment

THE GATHERING PERIOD

Greeters

Den Exhibits

Preopening Activity

MAIN PART OF MEETING

TIME

Opening Ceremony

Song

Welcome and Introductions

Bobcat Induction

Group Participation Stunt

Den Stunts and Skits

Recognition (advancement,
induction, graduation)

Webelos Demonstration

Game

Leader Recognition

Announcements

Attendance Award

Closing Ceremony

AFTER THE MEETING

Refreshments

Cleanup

PACK MEETING CHECKLIST

Date _____ Time _____ Place _____

Room Arrangements

- Chairs in place
- U.S. flag and pack flag properly displayed
- Cubmaster's table in place
- Tables for den exhibits set up
- Other (door unlocked, lights on, restrooms open, posters in place)

Gathering Time

- Greeters

After the Meeting

- Refreshments
- Meeting room put back in order

Materials and Equipment

- Props for ceremonies
- Badges and pins for advancement
- Other awards (including attendance award)
- Preopening activity equipment or materials
- Game equipment
- Other

PACK MEETING PLANNING SHEET

Before the Meeting

- Room Arrangement
- Recognitions and Awards
- Game and Ceremony Equipment

In Charge

The Gathering Period

- Greeters
- Den Exhibits
- Preopening Activity

In Charge

Main Part

- Opening Ceremony
- Song
- Welcome and Introductions
- Recognize New Bobcats
- Group Stunt
- Den Stunt or Skit
- Webelos Demonstration
- Game
- Den Stunt or Skit
- Awards Ceremony
- Den Stunt or Skit
- Leader Recognition
- Den Stunt or Skit
- Attendance Award
- Announcements
- Closing Ceremony

Time

In Charge

HOW GOOD IS YOUR PACK?

Program

1. Are the Cub Scouts and families having fun?
2. Are Cub Scouting's purposes being realized in your pack?
3. Do parents and other family members take part in Pack Meetings, outings and special activities?
4. Do you have an effective Webelos-to-Scout transition plan?
5. Did your pack conduct at least one service project for your chartered partner or community last year?
6. Do the den meetings prepare each den for the monthly pack meetings?
7. Did your pack earn the National Summertime Pack Award? Honor Unit Award?
8. Did your pack participate in Cub Scout summer camp?
9. Do your dens and pack make good use of resources available?
10. Did your pack hold an annual planning conference? Plan for 12 months?
11. Are regular monthly pack leaders' meetings held?
12. Are regular monthly den leader-den leader coach meetings held?
13. Do den leaders meet regularly with den chiefs?

Leadership

1. Is your pack administered by the pack committee? Is work shared by all leaders?
2. Are den activities directed primarily by den leaders and den chiefs?
3. Does your pack have a den leader coach?
4. Does every den have a den chief?
5. Does your pack have two-deep leadership in all areas?
6. Are all registered pack leaders trained?
7. Do pack leaders regularly attend monthly roundtables?

Advancement

1. Do a high percentage of boys advance one rank each year?
2. Are boys recognized promptly and properly for advancement?
3. Do parents or other family members work on achievements with their boys?
4. Do you have activity badge counselors?
5. Are impressive advancement and graduation ceremonies held?

Management

1. Does your pack have a Tiger Cub group?
2. Does your pack have a Webelos den or dens?
3. Does your pack have impressive induction ceremonies for families? For new leaders?
4. Do you have a year-round recruiting plan? Fall membership drive? Spring membership drive?
5. Do you have a plan for training parents? Once only? Yearly?
6. Do all pack families receive Boys' Life magazine?
7. Does a high percentage of boys who join at age 7 or 8 remain and graduate into a troop?
8. Does your pack use the Pack Budget Plan?
9. Do the boys and leaders wear their uniforms and insignia properly?
10. Do you have an annual membership inventory and uniform inspection?
11. Does the pack recharter on time?
12. Are all Cub Scouts and leaders registered?
13. Do all the dens meet weekly? Once a month during summer?
14. Does the pack committee make an annual report to the chartered partner?

Areas needing improvement _____

A LOSS TO TOUCH US ALL

We were saddened to learn this week of the death of one of our members Someone Else. Someone's passing creates a vacancy that will be difficult to fill. Else has been with us for many years. Someone did far more than a normal persons share of the work of keeping our Committee active growing and strong.

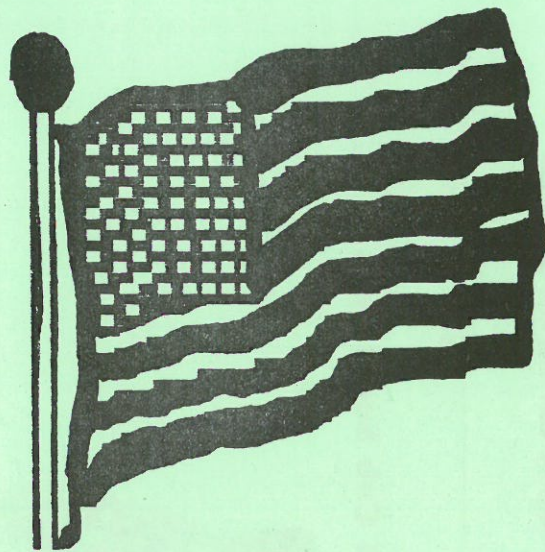
Whenever there was a job to do , or a meeting to attend , one name was on everybody's list. Someone Else."Someone Else will do it". It was common knowledge that Someone Else was among the most active supporter's of our pack. Whenever there was a need, everyone just assumed that Someone Else would respond to that need. Someone Else was a wonderful person, sometimes appearing super-human, but a person can do just so much. Were the truth known, everybody expected too much of Someone Else.

Someone Else has served as a leader for years. Someone Else also served The Pack in every position on every committee necessary to make every event possible. Now Someone Else is gone. What are we going to do? Someone Else left a fine example to follow, but who is going to do all the things that Someone Else used to do?

If you see a need or if you are asked to help, please remember,
WE DON'T HAVE SOMEONE ELSE TO DEPEND ON- ANYMORE.

TIGER CUBS

88 FOW WOV



JUDY JURY

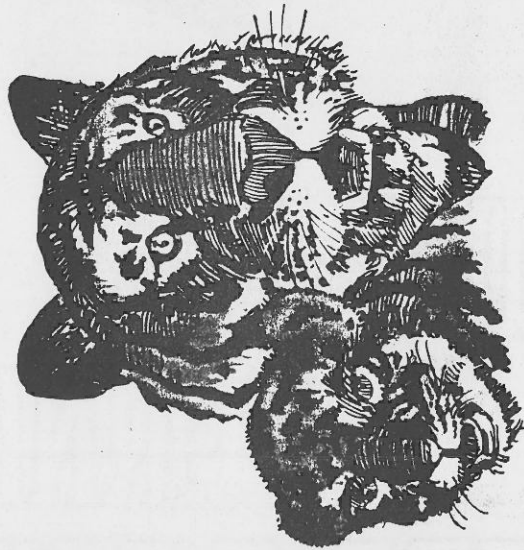
BONNIE SCHMITT

BARB SAROW

Tiger Cubs, BSA

Graduate

Name _____
became a member of Cub Scout Pack _____ on _____



Date _____

Tiger Cub Group Organizer _____

Cubmaster _____



WHY?

We should all know the words to the Pledge of Allegiance, and we say them without thinking of why we pledge allegiance.

I Pledge Allegiance to the Flag of the United States of America,
because we have the.....

1. Right to worship
2. Right to free speech
3. Right to peaceful assembly
4. Right to petition for redress of grievances
5. Right to privacy in our homes
6. Right to habeas corpus - no excessive bail
7. Right to a trial by jury
8. Right to move freely at home and abroad
9. Right to own property
10. Right to free election

Now that you know "Why", would you please join us. I Pledge.....

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.**

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.



What Tiger Cubs Wants For You and Your Boy:

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

How Does Your Tiger Cub Group Get Started?

1. At your organizational meeting, your Tiger Cub group organizer will introduce everyone and will introduce your boy as a Tiger Cub. If possible, please have the registration fee ready for the organizer at that time.
2. Next, your Tiger Cub group organizer will explain the **Tiger Cub 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.
3. 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.
4. Your group organizer will then explain the packet of materials that each Tiger Cub will receive. That packet includes:
 - a. A Tiger Cub wall poster activity chart.
 - b. Two iron-on Tiger Cub emblems.
 - c. Membership cards for your boy and you.
 - d. Activity sticker sheet.
 - e. Family Activity Book.
 - f. Evaluation forms.
5. And that is all there is to it. Your group 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.

6. Your group organizer will contact your Tiger Cub group about Big Idea No. 17 on Cub Scouts. Activities in that Big Idea include a parents' meeting, attendance at a Cub Scout blue and gold dinner or another Cub Scout activity and the all important graduation into Cub Scouting for your boy at the end of your time in Tiger Cubs.
7. For each family activity that you and your boy complete, give him one of the Tiger cub stickers contained in your **Tiger Cub Family Activity Book**. He can put the sticker on at home, or at your Tiger Cub group meetings. Either way is fine.
8. 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, recite 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.

Suggested First Meeting Format

(Use Big Idea No. 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 Promise.)

TIGER CUB GROUP ORGANIZATION MEETING

<u>TIME ALLOWED</u>	<u>SUBJECT</u>	<u>RESPONSIBLE</u>
30 min.	BEFORE THE MEETING Arrange the room/posters/chairs/displays	_____
15 min.	PREOPENING One or more people to greet boys and adults, register and have name tags available	_____
4 min.	OPENING Lead "Pledge of Allegiance", then teach Tiger Cub Promise using homemade poster	_____
10 min.	PROGRAM Review program using material from Tiger Cubs, BSA, Group Organizer Manual (#3923). Cover the following points: - Tiger Cubs are affiliated with Packs, but the two programs are different and operate differently - Team concept, boy and adult join and participate together - Objectives of the Tiger Cub program - Show the Family Activity Book (#3930) and explain the "Big Idea" concept - Explain how the Tiger Cub group operates with shared leadership. Each team hosts one or two Big Ideas during the year. - Review the relationship of the Tiger Cub group to the affiliate Pack. Emphasize that Tiger Cubs will graduate into Cub Scouts when they have completed first grade (May or June), so that they can participate in the summer activities. - Registration fees and the cost of the Family Activity Kit. - Answer any questions.	_____
3 min.	FORM TIGER CUB GROUPS Divide boy/adult teams into Tiger Cub groups of 4-8 teams. Explain that these are their new Tiger Cub groups.	_____
8 min.	REGISTRATION During this part of the program, Tiger Cub organizer(s) should circulate among the groups. Distribute packets, help set dates, assist with completion and collection of applications. - Distribute one Family Activity packet to each boy/adult team joining.	_____

TIME ALLOWED

REGISTRATION cont'd

RESPONSIBLE

- Have group set the date, time, location and host team for their first gathering.
- Ask each team to complete the Tiger Cub application #28-120, in packet.
- Have each team fill in the group roster page 9 of Family Activity Book.

5 min.

CLOSING

- Remind everyone of the dates that have been set for their first meeting.
- Thank them for coming and wish them a great Tiger Cub experience.

30 min.

TOTAL TIME FROM OPENING

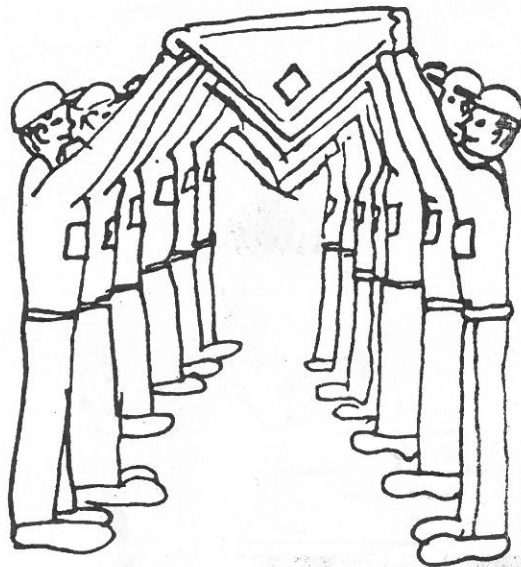
NECKERCHIEF ARCH CEREMONY

(Good for Graduation
all levels)

Boys form a line facing each other, remove their neckerchiefs (Wolf Cubs) and hold it in their right hands. At signal they hand the loose end of the neckerchief to the boy facing them. All neckerchiefs are raised to form the neckerchief arch. Inductee passes under arch (Tiger Cub graduating into Cub Scouting)

As the boys go through, the scarfs are placed on the boy, starting from the front.

This ceremony can be used for Wolf Cubs graduating into the Bear Rank, Bear Cubs graduating into the Webelos Rank and Webelos graduating into a Troop. (Arch formed by Boy Scouts)



See Staging Den and Pack Ceremonies Book for additional ideas.



Tiger Cubs, BSA Graduation Ceremony

This short ceremony is designed to graduate a boy and adult from Tiger Cubs, BSA, into Cub Scouting.

PERSONNEL

Cubmaster, group organizer, den leader, Tiger Cubs, and their adult partners.

EQUIPMENT

Four large candles set with three in front and one raised and behind, a Cub Scout neckerchief for each boy.



ARRANGEMENT

The Cubmaster recites this ceremony to the boys and their adult partners with assistance from the group organizer and the den leader. The room is darkened.

Cubmaster: (Calls boys and adults forward.) For the past few months you and your family have explored all sorts of new and exciting things and places. You have taken each part of the Tiger Cubs motto, "Search, Discover, and Share," and used it in your home, school, and neighborhood. (Lights first candle on left.)

You and your adult partner have searched in your home and community for new activities that have shown you how people work together and have fun together. (Lights middle candle.)

You and your adult partner have discovered that by doing things together with friends and family you feel you are part of a great family, community, and country. (Lights third candle.)

You shared the things you have searched out and discovered with your family, friends, and fellow Tiger Cubs, and that let them learn about you and the things you saw and did.

Now it is time to move along the Scouting trail to the next part of the program. (Lights last candle.)

In Cub Scouting your family is as important as it is throughout your whole Scouting experience. Support in earning each badge comes from your family as well as from your den leader. Your parents will help you each step of the way.

[Boy's name] and [adult's name], on behalf of Pack [number], I'd like to welcome you. [Group organizer's name] will bring your den leader, [den leader's name], forward to present your Cub Scout neckerchief and welcome you into the den. (The den leader presents the neckerchief to the adult who puts it around the boy's neck.)

PLACES TO VISIT FOR TIGER CUB GROUPS

The following places of interest in Milwaukee County have been toured by TIGER CUB groups. This list is by no means all inclusive. Members of your TIGER CUB group will have many more suggestions for tours and program possibilities. See also RESOURCES section of the Pow Wow book for more ideas.

<u>ATTRACTION</u>	<u>PHONE</u>	<u>INFORMATION</u>
Charles Allis Arts Library 1630 E. Royall Place 1801 N. Prospect Avenue	278-8295	Wednesday-Sunday 1pm-5pm Wednesday night 7pm-9pm Call for reservation for group tour. No age limit with adult. Cost for MC residents \$1.00. Tour is about 1 hour.
Performing Arts Center (PAC) 929 N. Water Street	273-7121	Group tours by appointment.
U.S. Postal Service 345 W. St. Paul Avenue	291-2380	Mon-Thur 8am-1:30pm 1st grade & up. Group size 40. 45 min. tour.
WMVS - TV 10/36 1036 N. 8th Street	271-1036	Monday-Friday 8am-4pm Kindergarten age and up. One week notice for group tour of 5 or more. 30min. - 1 hr. tour. Street parking or lot fee.
Miller Brewing Company 4251 W. State Street	931-2150	Tuesday-Saturday 11am, 12 noon, 1pm or 2pm. Under 21 must be accompanied by an adult. No strollers on tour.
First Wisconsin Bank 777 E. Wisconsin Avenue	765-4236	Monday-Friday 9am-4pm
Milwaukee County Zoo 10001 W. Bluemound Road	771-3040	Daily 9:30am-4:30pm. Free to MC residents weekdays only from 9am-11am (holidays not included). Call Education Dept. to tour new facility.
West Allis Historical Museum 8405 W. National Avenue	541-6970	Open to the public; Tuesday 7-9pm Sunday 2-4pm. Call during hours of operation for specific details. Off-time has just a recording.
Mitchell Field 5300 S. Howell Avenue	747-5325	Guided tours Thursdays only at 1pm, 3pm, 5pm, or 7pm. Sundays at 10am, 12noon or 2pm. Group size 10-25 people; no preschoolers. 1½hr. tour; reservations needed. Self-guided tours no restrictions.

ATTRACTIONPHONEINFORMATION

Animal Rehabilitation Center (ARC)
5800 N. Lovers Lane Rd

358-0144

Call Laura after 9am. First Sunday of the month free. 30-45min. tour; or will send educator to den or pack or Tiger meeting.

Police Training School
6680 N. Teutonia Avenue

935-7560

2hr. tour 7 days a week. 1-2 day advanced notice.

The following is a list of a few Pizza Parlors that give tours. Some are free and some charge for pizzas. In each case, call the location you wish to visit. Most require at least 1 weeks' notice.

Rocky Rococo's Pizza 2pm-4pm Free Tour kitchen; they make 1 large pizza for you; kids get hats.

Dominoes Pizza 3:30pm (earlier upon request) Some charge; some Free boys make own pizzas; lots of free souvenirs; tour kitchen.

Pizza Hut 2pm-5pm weekdays; 11am-2pm weekends Charge \$2.50 per person each makes own small pizza; soda included.

Little Caesars not all locations available for tours Free They make pizza for you. Come in before 4pm.

Chuck E Cheese Charge \$2.75 per person; tour kitchen Each person makes own small pizza; soda included; 5 tokens per person. Or, They make one large pizza for every 4 people; pitcher of soda for every 4 people; 20 tokens for every 4 people.

Add your own ideas to this list and keep for future reference.

11.

I'VE GOT THAT TIGER CUB SPIRIT

I've got that Tiger Cub spirit
Up in my head, Up in my head,
Up in my head,
I've got that Tiger Cub spirit
Up in my head, Up in my head,
to stay.

(Replace "head" with other words
in last four verses.)

I've got that Tiger Cub spirit
Deep in my heart, etc.

(Continue as in first verse)

I've got the Tiger Cub spirit
Down in my feet, etc.

I've got the Tiger Cub spirit
All over me, etc.

I've got the Tiger Cub spirit
Up in my head,
Deep in my heart,
Down in my feet,
I've got that Tiger Cub spirit
All over me,
All over me, to stay.

Motion

For more spirit, you can point to each
part of body as you sing.

12.

HAIL TO TIGERS

Tune: "On Wisconsin"

Hail to Tigers! Hail to Tigers!
Best game of them all.
We're a bunch of jolly Tiger Cubs,
Listen to our call --
Rah! Rah! Rah!
Ever onward, ever forward --
Bringing fun to all!
Here's to the game of Tiger Cubs,
Best of all!

13.

TIGERS WHISTLE WHILE THEY WORK

Tune: "Whistle While You Work"

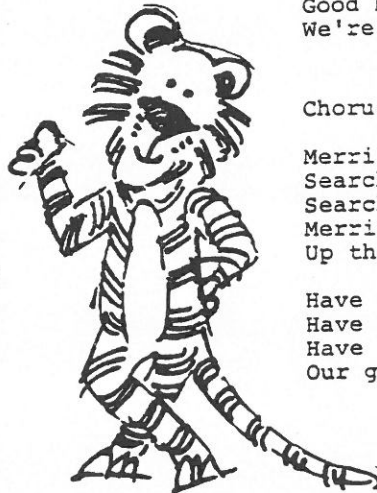
Tigers whistle while they work!
(WHISTLE)

They pitch right in, and laugh, and
grin,
And whistle while they work.
Tigers hum a merry tune!

(HUM)

They hum all day at work and play,
They hum a merry tune.
Before they join Cub Scouts,
They have to know the rule
Of being courteous and kind
In both their home and school.
Tigers whistle while they work,
(WHISTLE)

They do their bit, they never quit,
Tigers whistle while they work.



14.

THE TIGER WENT OVER THE MOUNTAIN

Tune: "For He's a Jolly Good Fellow"

The Tiger went over the mountain,
The Tiger went over the mountain,
The Tiger went over the mountain,
To see what he could see.

And all that he could see,
And all that he could see,
Was the other side of the mountain,
The other side of the mountain,
The other side of the mountain,
Was all that he could see...

Sing first using Tiger, then
"Wolf", "Bear" and finally
"Webe'lo."

15.

TEN LITTLE TIGERS

One little, two little, three little
Tigers,
Four little, five little, six little
Tigers,
Seven little, eight little, nine
little Tigers;
Ten little Tiger Cub boys.

Sing song through once and then reverse
the words on the next time through -
Ten little, nine little, eight little
Tigers, and so on to one little Tiger
Cub boy. For extra excitement, you
can give a Tiger roar after the
second verse.

16.

GOOD BYE, TIGER CUBS

Tune: "Good Night, Ladies"

Good bye, Tigers
Good bye, Tigers
Good bye Tigers
We're going to leave you now.

Chorus:

Merrily, we search, discover & share
Search, discover, and share
Search, discover, and share
Merrily, we have fun
Up the Tiger Cub trail

Have fun, Tigers
Have fun, Tigers
Have fun, Tigers,
Our group is leaving now.

SONGS FOR TIGERS

1.

HI THERE, TIGER CUB!

Tune: "Hail, Hail, the Gang's All Here"

Hi! Hi! Hi! there, Tiger Cub!
We are glad to meet you,
We are glad to greet you,
Hi! Hi!Hi! there Tiger Cub!
You are welcome to our group.

2.

HAIL, HAIL, THE GANG'S ALL HERE

Hail, Hail, the gang's all here
Never mind the weather
Here we are together;
Hail, Hail, the gang's all here
Sure we're glad that you're here, too!

Hail, hail, the gang's all here,
We're a bunch of live ones,
Not a single dead one;
Hail, hail, the gang's all here,
Sure I'm glad that I'm here, too!

3.

TIGER CUB WELCOME SONG

Tune: "Auld Lang Syne"

We welcome you to our Tiger group
We're mighty glad you're here.
We'll start the air reverberating
With a mighty cheer.
We'll sing you in, we'll sing you out,
For you we'll raise a shout.
Hail, Hail, the gang's all here (tonight)
(today)
You're welcome to our group!

4.

WE'RE ALL TOGETHER AGAIN

We're all together again,
We're here, we're here.
We're all together again,
We're here, we're here.
Who knows when
We'll be all together again,
Singing "All together again, we're here"

5.

WE'RE HERE FOR FUN

Tune: "Auld Lang Syne"

We're here for fun right
from the start,
So drop your dignity;
Just laugh and sing with
all your heart,
And show your loyalty.
May all your troubles be
forgot,
Let this night be the best;
Join in the songs we sing
tonight,
Be happy with the rest.



6.

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.

7.

HELLO: HELLO:

Hello, Hello, Hello, Hello,
We're glad to meet you, We're
glad to greet you.
Hello, Hello, Hello, Hello.

8.

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: Tiger Cubs, Den leaders,
Cub Scout, leaders, fathers,
mothers, sisters, brothers,
den chiefs, Webelos Scouts,
etc.

9.

WHERE HAS MY LITTLE TIGER GONE?

Oh where, oh where has my little tiger
gone?
Oh where, oh where can he be?
With his ears cut short and his tail
cut long,
Oh where, oh where can he be?

10.

TIGER CUB BOOSTER SONG

Tune: "Put On Your Old Gray Bonnet"

Pull off your coat and collar,
Get to work and push and hollar,
And we'll push Tiger Cubbing to
the top,
Every booster boostin',
Not a rooster roostin',
We will never, never stop.

TIGER CUB "QUESTIONS"

MEMBERSHIP

1. WHY ARE TIGER CUBS IN "GROUPS" RATHER THAN DENS?

Tiger Cubs—the 1-year Scouting program for 6 year-old boys in the first grade, and an adult partner, is the fifth part of Scouting, along with Cub Scouting, Boy Scouting, Exploring and Varsity Scouting. It's a unique kind of organization. Tiger Cubs are attached to Packs to provide an easy transition into Cub Scouting for boys and adults.

2. WHAT ARE MEMBERSHIP REQUIREMENTS?

Tiger Cubs must be 6 years old and in the first grade to be registered. The adult who participates with the Tiger Cub must be at least 18 years of age with no fee required.

3. ARE ADULTS, ALREADY REGISTERED IN A CUB SCOUT PACK REQUIRED TO SIGN A "TC" FORM IF THEY PLAN TO BE A "TC" PARTNER?

Adults participating in the Tiger Cub program must sign the formal application even though they may already be registered elsewhere in Scouting. "TC" affiliation does not jeopardize tenure or recognition earned in another responsibility.

4. WHAT ARE THE FEES FOR TIGER CUBS?

The Tiger Cub registration fee is prorated to the month that the affiliated Pack recharter. The one-year fee for Tiger Cubs is the same as that for Cub Scouts - \$7.00 or 60¢ per month. An additional fee of \$3.00 is required to purchase the kit. Don't forget that Tiger Cubs can subscribe to Boys Life Magazine at the reduced cost of \$6.60 per year.

5. HOW DO WE REGISTER IN TIGER CUBS?

A membership form is contained in the Family Activity Kit that is distributed at the Tiger Cub organizational meeting. The group organizer has each participant fill out the form and pay the fee at the end of that meeting. Fees and membership forms will then be forwarded through the council to the national office, the same as for other Scouting registration.

6. CAN BOYS JOIN AND TAKE PART WITHOUT AN ADULT PARTNER?

No. One of the keys to this program is to strengthen family bonds. The only way this can be accomplished is if the adult and boy join together and participate together. It is recommended that the adult that registers with the boy, remain with him throughout the program if possible. The adult partner can be a grandparent, aunt, uncle, older sibling, etc.

7. CAN GIRLS JOIN TIGER CUBS?

No. They will have opportunities to take part in activities where the entire Tiger Cub family is involved. Other youth organizations offer programs for 6 year old girls.

8. ONCE A GROUP IS ORGANIZED, CAN MORE BOYS JOIN IN?

It suggested that once a group is formed, it should be closed to future members. A group of 6-8 families constitutes a good sized group. You can form more than one Tiger Cub group if you receive additional members. Generally after the first meeting of the group, the entire years' calendar has been planned.

9. CAN A TIGER CUB AND HIS ADULT PARTNER TRANSFER TO ANOTHER "TC" GROUP?

Yes. By filling out a new application and paying the national transfer fee of 50¢, he and his adult partner can join a new or existing group.

10. WHAT ABOUT BOYS WHO JOIN A PACK DURING THE TIGER CUB YEAR?

No. Tiger Cubs work as a group throughout the school year. They should graduate as a group into the Pack in the spring of the year (May-June), to take part in the Council/District/Pack summertime activities. The Scouting program is geared to school grade with age as a backup.

11. WHY DO WE NEED OR WANT TO JOIN TIGER CUBS?

Many of the activities listed in the Family Activity Book are things that parents and children can do on their own. Somehow, they seldom find the time to do them. Tiger Cubs gives them the opportunity, the encouragement and the structure to make the effort and spend more time with their boys. In addition to making new friends, when boys are ready to join Cub Scouts, they don't find it so frightening because they know other boys.

12. HOW DO MEETINGS WORK?

At the first Tiger Cub group meeting, each boy-adult partner signs up for a month or two, depending on the size of the group. Each month, the team arranges to host the meeting or plan an activity. Details are outlined in the Family Activity Book. Aside from that, Tiger Cub groups are free to do whatever activity they wish, so long as it stays within the goals of the Tiger Cubs.

13. CAN TIGER CUB GROUPS MEET MORE THAN ONCE A MONTH?

Yes. While Tiger Cub groups should meet at least once a month, there is nothing wrong if the entire group decided to meet more often.

ADMINISTRATION

14. HOW MUCH SUPPORT DOES A PACK ORGANIZER GIVE TO THE TIGER CUB GROUP?

After the first meeting, monthly phone calls should be made. This lets the Tiger Cub group know that the organizer is there to help, but that the parents are responsible for the success of the Tiger Cub experience.

15. HOW LONG ARE TIGER CUBS REGISTERED?

Tiger Cubs and partners are registered until they either transfer into the Pack or until the Pack recharter. The adult partner must pay the adult leadership fee when joining the Pack.

16. WHERE DO WE GET THE REGISTRATION MATERIALS?

There is a registration form in the Family Activity kit you can purchase when you join a Tiger Cub group. The kit contains the necessary materials for registration and program planning.

17. ARE MEMBERSHIP CARDS PROVIDED?

Temporary registration certificates are in the kit for both individuals. Certificates and rosters are issued by the council at a later time and sent to the Cub Pack leadership.

18. ARE TIGER CUBS COVERED BY ACCIDENT INSURANCE?

Tiger Cubs insurance coverage is tied to Pack insurance coverage. BSA accident insurance carried by Packs is automatically extended to affiliated Tiger Cubs. Tiger Cubs should be asked to pay their share of the premium when the Pack recharter and renews the policy. Tiger Cubs are not covered if they are affiliated with a Pack that does not carry the policy. If your Pack's group coverage is with a company other than the BSA accident insurance, you should check on how your Tiger Cubs can be covered. Beginning January 1989, the Council will provide accident insurance for Tiger Cubs and Cub Scouts.

19. WILL OUR PACK RECEIVE A ROSTER OF TIGER CUB MEMBERSHIP?

A roster will be prepared in late November and again in April for use by the Cubmaster of the Pack with which the Tiger Cub group is affiliated. The Cubmaster recruits them into the Pack in May or June; or at the time the Tiger Cubs have completed first grade.

20. HOW INVOLVED IS THE TIGER CUB GROUP WITH THE PACK?

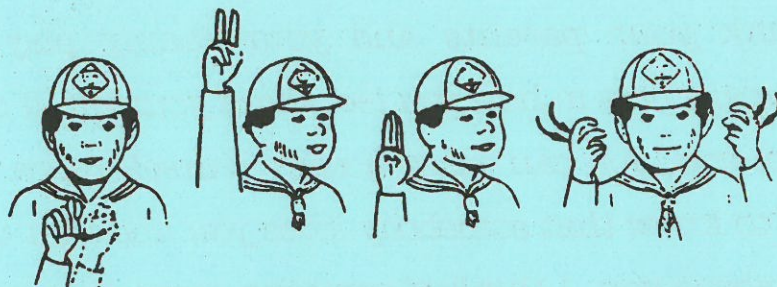
It is strongly suggested that the Tiger Cub group be invited to Pack activities periodically throughout the year, to join in the fun and excitement of Pack meetings. Such meetings as the Christmas party, Blue and Gold banquet, possibly the Pinewood Derby, Space Derby or Raingutter Regatta as examples. And most certainly the Graduation Ceremony during May or June.



*** A SURPRISE PICTURE ***

Color O orange
 Color B black
 Color G green





THE

CUB

SCOUT

MOTTO:



DO



YOUR



BEST

DEN HOW-TO'S

ALL KIDS NEED LOVE

I think your parents and your family play an important part in how you feel about yourself. If they accept you, you can easily accept yourself more. It's good to know that somebody loves you and that they care about you. I think if someone cares about you, you want to help yourself more, get better. You feel like working towards your goals. It gives you a peaceful feeling inside. It's important to have a good family -- to have love for everybody. To love yourself. That's the most important thing, to love yourself and accept yourself for what you are. If you can do that, you can accept anybody else.

(Written by a handicapped child)

What does it mean to be a Cub Scout Den Leader?

For each of you the answer will be different, because each of you are different. It can mean the smiling faces of boys working with you on their projects, the stimulation of new friends, the thanks of parents, the satisfaction of performing a worthwhile service, the dedication to the purpose of inspiring boys with the highest ideals of character, conduct, patriotism and service.

It can also mean long hours of preparation, late suppers and meetings to attend. This session may help you find resources, new ideas, a better way and things to make your job easier.

What do I do now?

First and foremost, get training. It helps you understand your role in Cub Scouting and the vital part you play in the lives of the boys in your den. Fast Start Training VCR tapes are available at the council service center and can be checked out on your signature only. Second, each district holds the Cub Leader Basic Training session in fall and again in spring. The Council-wide training session is held in winter. In addition, attending monthly Roundtables and the yearly event, Pow Wow, can add to your skills. To find out information on these events, call the Council Service Center at 774-1776.

You will also need certain books and materials that can be purchased at the service center. If your pack does not supply you with these materials, ask your Den Leader Coach for materials. If you must purchase them, remember they are tax deductible. The proper uniform and the Cub Scout Leader Book are the two top priorities. BUT, in order to perform any of these things, you MUST BE REGISTERED. If you have not already done so, please do. If the pack has registered you, check at the council office to make sure it was turned in. If you need help in filling out the new registration form, ask your District Executive; they'll be happy to help. Your unit commissioner can also be a source of help - don't hesitate to ask.

Next, visit another den meeting if you can, before you start. Contact your Den Leader Coach to set it up. If you have no DLC in your pack, make arrangements on your own with another Den Leader.

Get acquainted with your boys; find out their likes and interests. Set up an informal den meeting and invite the parents to attend. Talk with them to find out their home and work schedules so your den meetings can accommodate all concerned, including yourself. Make sure your den parents fill out the Parent Talent Survey sheet, one for each parent. Use this as a future resource.

Then, before you start, secure an assistant or ask your DLC or Cubmaster to get one for you. According to the Child Protection Guidelines set forth by the National Council of Boy Scouts of America, two adults are required at every meeting and every outing. Besides, having an assistant lessens the workload for you, as you both will share in the planning and executing of the den meetings.

Read on and together, we'll try to lighten the load. And thanks for volunteering - from the parents and boys whom you serve and work with!

WHY A BOY NEEDS SCOUTING

This question has been asked many times, mostly by uninterested parents, seeking to find justification for getting involved and then as a reason for staying involved.

You might as well ask yourself why does a boy need a mother? For direction, guidance, to cook and wash for him, to shelter and clothe him, to care for him and to be involved with him, but most of all to love him. Why does a boy need a father, sister or brother? Why does a boy need a minister or teacher. For the same reasons he needs a mother; to give him the opportunity that he deserves as a human being.

When parents afford the opportunity for a boy to join Scouting, they should be saying to themselves: "Here's an opportunity for a sound and wholesome, wonderful experience that we cannot give him alone." Think how many miles and man hours it would take to give a boy the total experience that Scouting can offer.

Do you recall when your boy became a world figure? The very day he was born! Wasn't that a grand feeling, and didn't you think at the time: "I am going to give him everything that I had and most everything that I didn't have". Didn't you even say to yourself, "One of these days he's going to be a great person, why he might even be President."

Why does a boy need Scouting? He needs it because Scouting develops character, personality, strength. Scouting gives a boy the right to learn by experience. It provides experienced people to help boys because they believe in high ideals and want to share them with others; people who can stand tall on today's world and reach out to boys with a helping hand.

Why does a boy need Scouting? Because he needs to belong to an organization, high in stature and strong the world over; because it opens doors for him as he progresses from childhood to being a man; because it helps the unfortunate, the needy, the bad, the good, the poor, the rich - in uniform, all Scouts are equal; because our world needs leaders and Scouting helps develop leaders. And we could go on and on.....

Why does a boy need Scouting? Because parents want the best for their son and Scouting provides the very best!

A HEAP OF WORKING

It takes a heap of working with a boy to make a man:
A heap of care and patience, and you've got to understand
That he won't be any better than you were as a lad,
Unless a spark is kindled to show him what is bad.

He looks to you for guidance, and he looks to you with pride.
It's up to you to demonstrate; you can't just let it slide.
For with that eager mind of his, he watches you each day,
And judges you by what you do, not just by what you say.

WHAT ARE PARENTS ???

Well past the innocence of babyhood, the delights of childhood, the trials of the teens, and the solemnity of marriage, we find a species known as PARENTS. Parents come in assorted sizes, weights and colors. All parents have one object in mind; to tackle the task of rearing children so that they will turn out as perfect as possible; that is, carbon copies of the parents. From the moment a child is born to them, they go about their job doggedly. Each parent knows secretly that his child, regardless of sex, will one day become President of the United States.

Parents are composites; teachers, nurse, doctor, minister, walking encyclopedia, an idol at all times in the eyes of their children. They must shower love on, administer discipline to, instill courage in, show sympathy for, and keep the respect of their children.

They must learn to slide on a roller skate on the steps, trip over a toy car left in the driveway, step on a ball and jacks in the middle of the night, and show no homicidal intent.

Parents are strange creatures who can hardly wait for the time when they can get away from their children for a few days, yet call them the minute they are three miles out of town. to tell them how much they miss them. They are frantic for school to begin in the fall, but are always waiting 30 minutes ahead of time for the school bus to bring them home. During the day they can't understand how they raised such "little stinkers", but at night when the kids are asleep, they marvel at their fabulous luck in having such little angels.

Parents are real experts in the art of excuses; for example, they are too busy right now, they will do something else instead of, they work, they have children, they don't drive, their car has a flat tire, the guy next door won't, they've never done that sort of thing, their parents didn't do it, or their spouse won't let them.

Parents are magical creatures. They can have the most beautiful house on the block, drive the newest car manufactured, or have the best job at the office; but when you want to see pride at its fullest, watch their eyes when they say, "THAT'S MY BOY."

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

CURING PARENT INDIFFERENCE

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

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

1. to serve as leaders in the pack and den when called upon.
2. to attend pack meetings regularly with their son.
3. to help their son progress in Cub Scouts achievements and electives.

SECURING PARENT COOPERATION IN THE DEN

1. Don't recruit in haste and repent in leisure.
2. What you don't know may hurt you...recruit den dads as well as den mothers.
3. Two hands are better than one...get acquainted with the parents.
4. There is strength in numbers...discuss den problems and plans at den parents' meeting.
5. A group that plays together, stays together...promote Cub Scout/parent outings in the den.
6. Sign on the dotted line...be sure parents are helping their sons on the advancement program and that they sign the boys' books.
7. Strut your stuff!!! Promote 100% attendance of parents at pack meetings.

Cub Scouts Learn What They Live

If a Cub Scout lives with criticism, he learns to condemn.

If a Cub Scout lives with hostility, he learns to fight.

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

If a Cub Scout lives with shame, he learns to feel guilty.

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

If a Cub Scout lives with encouragement, he learns confidence.

If a Cub Scout lives with praise, he learns to appreciate.

If a Cub Scout lives with fairness, he learns justice.

If a Cub Scout lives with approval, he learns self-esteem.

If a Cub Scout lives with acceptance and friendship,

He learns to find love in the world.

**** Keep Parents Informed ****

(This can help to keep them involved)

1. List of phone numbers
 - Den Leader Coach
 - Cub Master
 - Den Leaders
 - Asst. Den Leaders
 - Boys names & numbers

(A round robin method can then be used to call each boy)
2. Where, when and how often you will be meeting.
3. Tell them what their responsibilities are in the books; i.e., family, religion, woodworking and safety. Tell them when your pack would like to hand out the badges that the boys earn (some do it for Blue and Gold others for the end of the year-June.)
4. Let the parents know what is needed for their boy: uniform, badges, scarf, book and anything else they will need for the year. (Also what is the Pack requirement for uniform.)
5. **"Reminders"** about Pack activities:
 - Dates
 - Help Needed on What Activity
 - Treats
 - Upcoming Meeting Changes: Time, Location, and/or Date.
6. A letter to the parents can tell them about the monthly schedule and any requests. Use this to ask for help (woodworking, car-pooling for trips, treats and materials, etc.)

Meetings

You can have meetings set up with an opening, Pledge of Allegiance, meeting time, and a closing (with flags if you have them to gain experience for the Pack meetings.)

If possible, the meetings could be held outdoors and you have a park nearby and are willing to do this. A Pack Activity can take the place of a den meeting when all the boys are going to be taking part.

Miscellaneous

Do you want each boy to bring items for use at each meeting scissors, crayons, glue, or a box?

Use the Parent Talent Survey sheet to see who may have the skills, tools to help with a project.

Have an Assistant Den Leader. Ask for a Den Chief. Use a Denner.

*** GET HELP * ASK FOR HELP * USE HELP ***

Call the parents and ask for help, donated items, car pooling for outings or if you need an assistant for a day or someone to take a meeting for one time.

Always keep a simple game handy if only a few boys show up and you don't want to start a major activity. A survival bag is handy also if a project doesn't take as long as you think it will. The boys will amaze you and take longer on something you think will go really fast or zip through something you thought would take longer.

The pack likes to see things made by a den or a prepared skit at the meetings. The skits don't have to be elaborate the simpler the better.

A totem is a hanger that can have beads put on it when an achievement is finished. This shows how close to their badge they are.

WHO IS A DEN CHIEF?

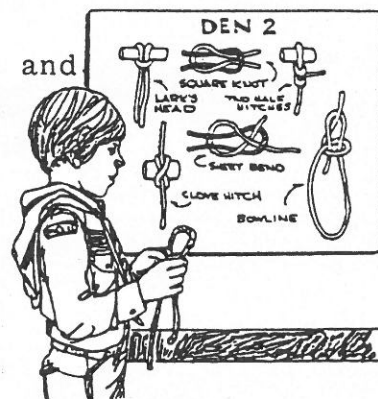
The DEN CHIEF Is a Boy Scout or Explorer. He wears his appropriate uniform PLUS the Den Chief Badge of Office and the appropriate shoulder cord:

CUB SCOUTS - 2 strands of blue and 1 of gold

WEBELOS SCOUTS - 2 strands of blue, red, and gold cord
After certain service training requirements have been met, he gets the Den Chief Service Award. This is usually gotten by the Den Leader and presented at the BLUE AND GOLD.

WHAT ARE THE QUALIFICATIONS TO BE A DEN CHIEF?

1. The boy must be a registered Scout or Explorer.
2. Previous Cub Scout experience helpful but not required.
3. He must be recommended by the Scoutmaster or Explorer Advisor.
4. He must then be approved by the Cubmaster and Committee.




WHAT ARE SOME OF THE RESPONSIBILITIES OF THE DEN CHIEF?

1. To Know the purpose of Cub Scouting.
2. To help the Cubs achieve the purpose of Cub Scouting.
3. Serve as the Activities Assistant at den meetings.
4. To serve as a good example in attitude and uniform.
5. To be a friend to the boys in the den.
6. Assist the den in Pack meetings and know the monthly theme.
7. Meet with the den leader regularly for den and pack plans.
8. To attend the Den Chief Training Conference.
9. To encourage Cubs to become Webelos.

THE WEBELOS DEN CHIEF HAS THE ADDED RESPONSIBILITIES OF:

10. Helping on the Webelos/Dad overnight.
11. Helping with Webelos/Boy Scout joint activities.
12. Helping with graduation ceremonies for Webelos.

HOW CAN LEADERS HELP THEIR DEN CHIEF?

- 
1. Talk to him about Cub Scouting, the den and what's expected of him.
 2. Encourage him to attend the Den Chief Training Conference.
 3. Meet with the Den Chief at least once a month to:
 - A. Share with him the monthly theme plans.
 - B. Outline his duties.
 - C. Explain any project or activity he is to run.
 4. After each den meeting, meet with him briefly to plan the next den meeting.
 5. Encourage him to be a resource and research person for new ideas, stunts, tricks, and puzzles.
 6. Help him understand you depend on him
 7. If he runs into a problem with a job you have assigned him, DON'T TAKE OVER! Help him out by making suggestions.

WHAT ARE SOME THINGS LEADERS SHOULD REMEMBER ABOUT THEIR DEN CHIEF?

1. They are busy too. They have:
 - A. Troop and Patrol Meetings.
 - B. Homework and possible school projects.
 - C. Participation in other civic or church activities.
2. Give him a reasonable amount of responsibilities. Too much is as bad as too little. The right amount can turn him into a good leader.
3. Develop a friendly relationship of trust.
4. NEVER be too busy to discuss his problems related to being a Den Chief.
5. Treat him with respect.
6. Build up the den chief in the eyes of the Cubs and Webelos so they will respect him. Praise him publicly, but criticize him privately, when needed.
7. Be patient with him and help him learn his job.
8. Teach him how to obtain good behavior by leading, not pushing, the younger boys.
9. Let the Scoutmaster know when he is doing a good job.

FOR A BETTER DEN, RELAX AND ENJOY IT

Most Den Leaders are much too ambitious! Bless their hearts, they plan and run errands and gather materials and tend to details...and wind up doing more than they should. They forget that the more people they can get actively involved, the more effective an activity will be.

Let the Boys Do It. Review each facet of your planning, and ask yourself: "Could the boys do it?" Do you plan all the crafts and projects? Introduce the theme, and let the boys talk about it. They'll come up with some ideas that can be simplified, adapted, and used. As a result of using their own ideas, they will be doubly enthusiastic and eager. Let Cubs bring some of the craft materials from home. This will save you time spent in gathering materials. Give your den-ner responsibility...in fact, give every Cub Scout responsibility...roll call, tricks, puzzles, storytelling. Make each boy feel necessary and important.

Let the Den Chief Do It. If you don't have a Den Chief, get one. Ask your Den Leader Coach to talk with the Cubmaster. He will talk to a Scoutmaster who will select a boy from his troop. Include your Den Chief in your planning session. Your Den Chief is another pair of eyes to see difficulties arising and another pair of hands to help the slow or awkward Cub complete a handicraft. For conducting uniform inspections and ceremonies, organizing games, demonstrating tricks and puzzles, helping with skits at pack meetings, your Den Chief is a valuable ally. Your reliance on him is flattering, so use him whenever possible.

Let the Den Dad Do It. One of the first-string helpers is your Den Dad. If you don't have one, ask your den parents to select one to help you and to represent your den on the pack committee. Although he usually can't attend den meetings, he can assist in preparation for den and pack meeting activities and can also stimulate other dads of the den to attend pack meetings.

Let the Parents Do It. Keep in close contact with the parents about den activities and pack meetings. Get a general idea of the interests and hobbies of parents (see talent survey sheet). Ask for specific help from parents. This helps make Cub Scouting part of family life...and, after all, that's what Cub Scouting is all about.

Just Ask! Conquer your reluctance to ask for help. You are paying those you ask - the Den Leader Coach, your Cub Scouts, the parents, your Den Chief - the highest compliment by saying, "Can you help me?"

Then sit back, relax, and enjoy it for a better den!

IN ITS SUBTLE WAY, THE UNIFORM
DOES MANY THINGS

.....FOR THE BOY

Reminds him to live and act in accordance with the Cub Scout Promise and the Law of the Pack.

Is the only proper place to wear his badges, the symbols of Cub Scout achievement.

Draws the attention of others, thus encouraging neat, correct appearance and good behavior.

Helps him to get more out of the Cub Scout program, and encourages graduating into Scouting.

.....FOR THE LEADER

Encourages you to undertake a wider program because your boys have better Cub Scouting spirit.

Captures parental interest in your job as a leader.

Develops institutional pride and helps you operate a better program.

Causes the boys to take more pride in their work and respect your leadership

.....FOR THE UNIT

Helps your unit attract other boys, many of whom join so they may wear the uniform.

Puts everyone on the same level.

ADVANCEMENT, AWARDS, ATTITUDES

The Cub Scout program is designed to strengthen family bonds. Each of the ranks of Wolf and Bear are developed for home use; that is, the boy and his family working together to complete the Achievements and Electives. Be sure parents understand their role in the advancement of their son. Most of the book work is done in the home with the parent signing the completed project. Boys bring their books to the den meeting and you, as Den Leader, record each completed project. Using the Cub Scout Advancement Chart, boys can color in each square for work done. The Immediate Recognition Kit is designed to give instant recognition for Achievements completed. Specific instructions are printed on box. In a case of a boy not advancing, talk first to the parents; maybe they did not understand how the advancement system works. It is strongly suggested that no matter what you believe, the parents' signature is never to be questioned.

Other awards are available besides the badges. A Perfect Attendance Pin and bars for 2, 3 or 4 years is available for purchase by the pack. Boys are awarded these pins in May for a perfect attendance at den meetings. You may have to decide whether an illness, etc., is considered as missing a meeting. World Conservation Award can be earned only once; as a Wolf, a Bear or a Webelos Scout. An application form is available listing specific requirements. The pack purchases the patch. The Recruiter Strip is presented to the Cub Scout who gets a new boy and his family to register in the pack. This strip is free. Another free patch is the Community Service Patch. This can be earned as a den or pack by performing a community service project. You must supply written information to the council to receive these patches. Service Stars can be purchased and awarded to all registered boys and leaders after one year's service and every year after that. Tiger Cubs included. National Summertime Pack Award is simply earned by having three summer events; one in June, July and August. Upon completion of the form, packs are awarded a certificate and ribbon to hang on their pack flag. Individual den ribbons can also be earned. Packs can also purchase summertime pins. Details for all requirements are clearly stated on the form.

Build den spirit by having the boys create their own den yell or den cheer. Use it whenever a member of your den receives an award or advancement. Using Den Doodles and displaying at pack meetings is another form of recognition for the boys. (See examples next page). Be sure to recognize boys and parents from your den for achievements done outside the Cub Scout program; a straight-A report card, first place bowling team, job promotion, etc. Involve parents whenever possible. Involve boys in the planning and ideas process. You'll be surprised at what a good attitude this builds.

TOUR PERMITS/PERMISSION SLIPS

For your own protection, always fill out a Tour Permit whenever taking a trip by car. Always secure parent Permission Slips whenever leaving the regular meeting place.

For complete information on all of the above, contact the Council Service Center. They will be happy to answer any questions and can supply you with the forms and information needed.

Den Activities

99 Ideas for Den Meetings, contd.

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 bikes (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 (half a dozen in town).
27. Conducted tour of Audobon 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 a 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 experience 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 the 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 takes 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 favorite 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.

DEN ACTIVITIES

99 Ideas For Den Meetings

by James R. Gregg

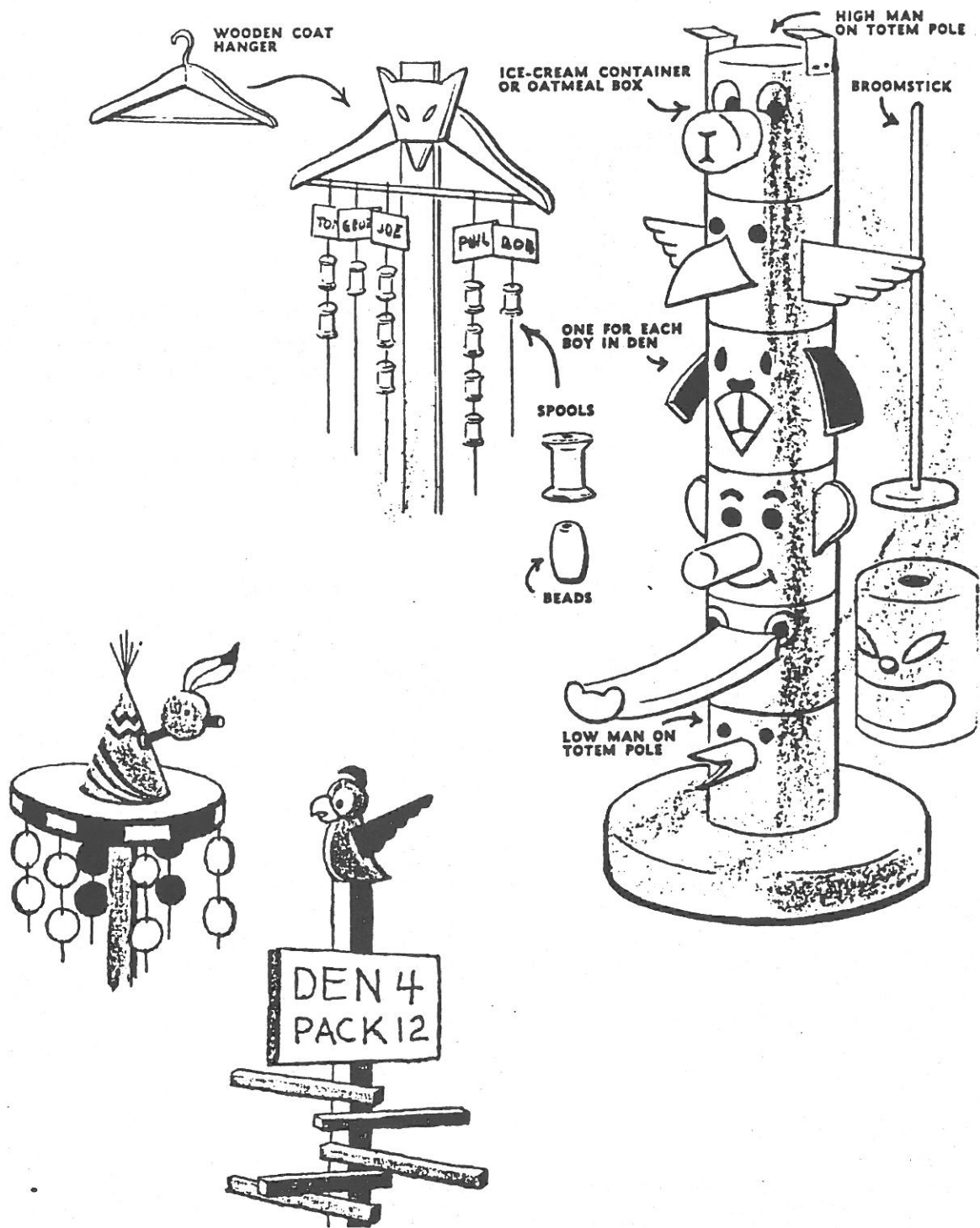
"WHAT CAN WE DO AT DEN MEETINGS?" How many times I heard that question as Cubmaster. Den Mother use up ideas at an alarming rate. We use the excellent plans and suggestions prepared by the National Council and couldn't get along without them.

At leaders' meetings, we discussed and planned den activities for the month ahead. Some mothers used the monthly themes enthusiastically, others used them much less. Each was good in doing certain things that came naturally to her.

I called in half a dozen experienced Den Mothers for a brainstorming session. I told them I wanted 99 ideas that would work in our pack. Once the groans died down, it turned out to be fun. We could have listed 199 by tossing in every one that came up, but we confined the list to those we felt had real merit. It turned out to be one of our most valuable tools.

Here is the list we came up with. Each pack needs its own to fit its needs and opportunities. Using this as a starter, have a planning session with Den Mothers who know the dens best. It can help make the Den Mother's job not only easier, but better too.

1. Boys put on sample den meeting for parents.
2. Indoor track meet (feather toss, straw thros, balloon heave, standing broad jump, foot race-measure foot lentgh)
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).



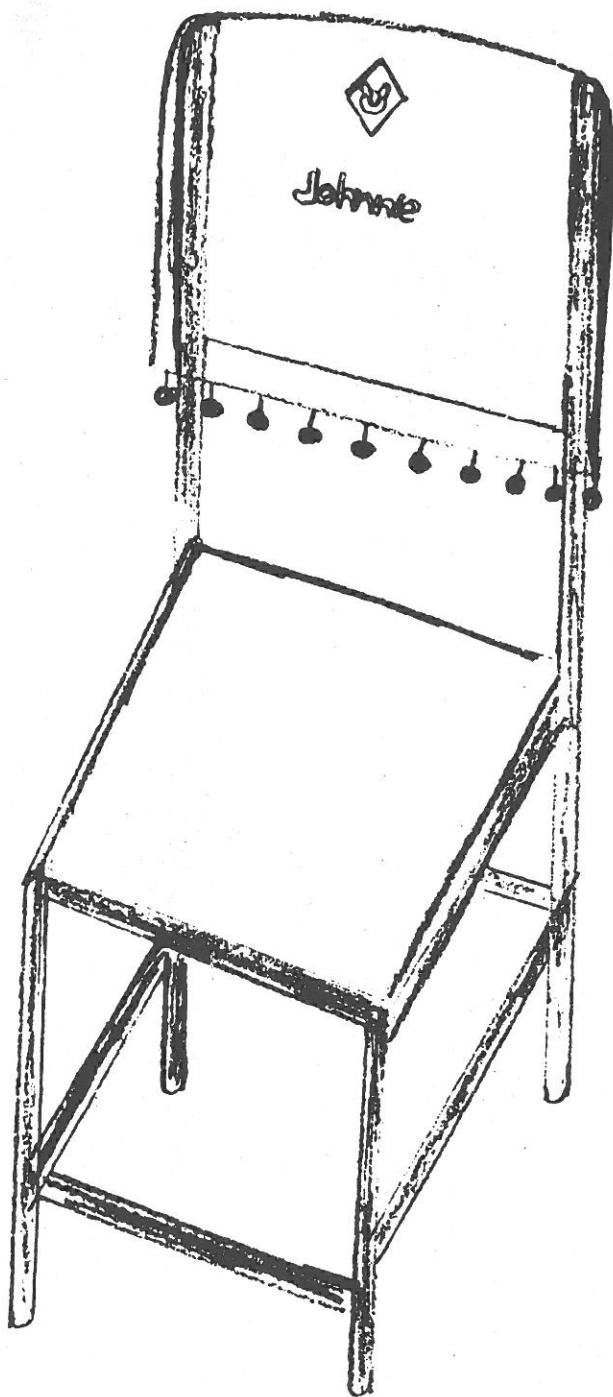
Den Doodles. A doodle is a graphic way for a Cub Scout to keep track of his advancement. It's much more personal than a mark on a Den Advancement Chart. Let the den members use their imagination to make your den doodle. A few ideas are shown here. For others, see page 136 of the *Cub Scout Leader Book* and pages 3-13 and 3-14 of the *Cub Scout Leader How-To Book*.

Den Activities

99 Ideas for Den Meetings, contd.

59. Local postman tells about his work.
60. Without a watch, each boys tries to walk around the block in an 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 a 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, minature 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 church or school.
88. Make den scrapbook or photos and souvenirs.
89. Plant a vegetable garden.
90. Cub Scout plan next month's activity.
91. Visit aquarium (planetarium, botanical garden).
92. In Boy Scout Week of fall roundup, boys in den to do program in their room at school to tell and show what Cub Scouting is.
93. Make neckerchief slides and slide holder.
94. Make Halloween costumes.
95. Build a paper-mache town, fort, Indian camp.
96. Lifeguard or Boy Scout talks and demonstrates water safety.
97. Tour two blocks and look for hazards to boys' safety.
98. Develop brand new den skit.
99. Cubmaster speaks to den about how it can operate to best advantage and most fun for all.

DEN CHAIR COVERS



SUPPLIES NEEDED: OLD MATERIAL;

OLD TABLECLOTH; SCRAP
PIECES OF YARN, SEWING
MATERIALS FOR DECORATIONS,
BALLS, ETC.; SCISSORS;
SEWING MACHINE AND /OR
NEEDLES FOR HAND SEWING.

DIRECTIONS: MEASURE AND CUT
A PIECE OF CLOTH WIDE
ENOUGH TO GO OVER THE
BACK OF THE CHAIRS YOU
USE FOR YOUR DEN MEETINGS.

SEW UP THE SIDES.

DECORATE THE FRONT OF
CHAIR COVER AS YOU WISH
MAKE SURE YOU LEAVE A
PLACE FOR THE BOYS NAME.

PLACE OVER THE BACK OF
THE CHAIRS BEFORE THE
DEN MEETINGS. THIS IS
PARTICULARLY GOOD IF
ONE BOY SEEMS TO BE LEFT
OUT. YOU CAN HELP BY
SWITCHING AROUND THE
COVERS EACH WEEK.

YOU CAN USE THE BACK
OF THE SEAT COVER FOR RECOG-
NITION OF ADVANCEMENTS. AS THE
SCOUT ADVANCES YOU CAN ADD
BADGES AND ARROW POINTS TO THE
COVER.

SPECIAL NOTE: AN OLD PLASTIC
TABLE CLOTH WORKS VERY WELL
FOR THE CHAIR COVER AND SCRAP
PIECES OF SELF ADHESIVE SHELF
PAPER ARE GOOD FOR THE DECORA-
TIONS.

DEN LEADER, DEN LEADER COACH'S HELPER

Would you believe that all the items listed below will fit in a 35 mm film can? This is easy to carry and will contain those often forgotten items which you need at meetings.

Inside

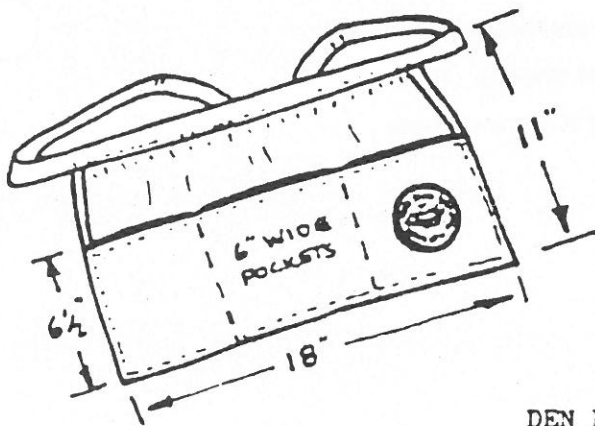
- 1 - Piece Chalk
- 4 - Paper Clips
- 1 - Stub Pencil
- 2 - Dimes
- 4 - Aspirin
- 2 - Antiacid Tablets
- 2 - 22¢ Stamps
- 6 - Straight Pins
- 2 - Safety Pins
- 2 - Thumb Tacks
- 1 - Black Crayon
- 1 - Red Crayon
- 1 - Bandaid
- 1 - Razor Blade
- 1 - Piece of String
- 1/3 - Book of Matches
- 2 - Kitchen Matches

Outside

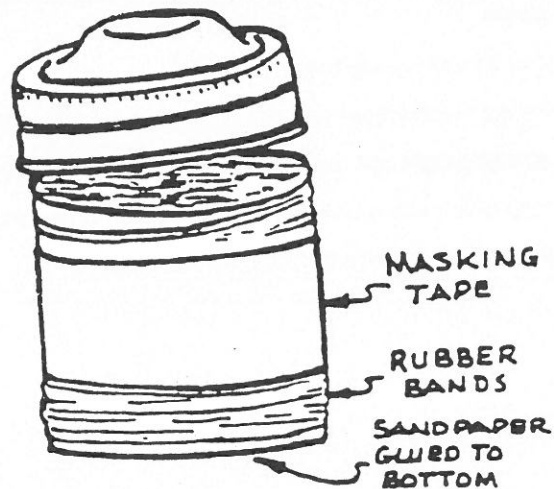
- 2 - Rubber Bands
- 1 - Piece of Masking Tape
- 1 - Piece of Sandpaper on bottom for striking match

And there will still be room for:

- 1 gallon of Good Humor
- 2 pounds of Laughter
- 1 yard of Twinkle (for the eye)
- 1 barrel of Fun
- 1 bushel of Patience
- 1 cubic foot of Wisdom
- 1 bucket full of Thankfulness for the Boy Scouts of America



DEN LEADER'S APRON



Have you ever noticed the carpenter's useful nail apron? This can be copied easily and will provide three handy front pockets for a den leader's thousand and one necessary items. The one pictured is made of a blue material and is decorated with a colorful day camp patch. These prove especially essential with the day camp uniform of tee shirt and shorts.

- Apron made by Jackie Ingram
Ocoee Day Camp 1980

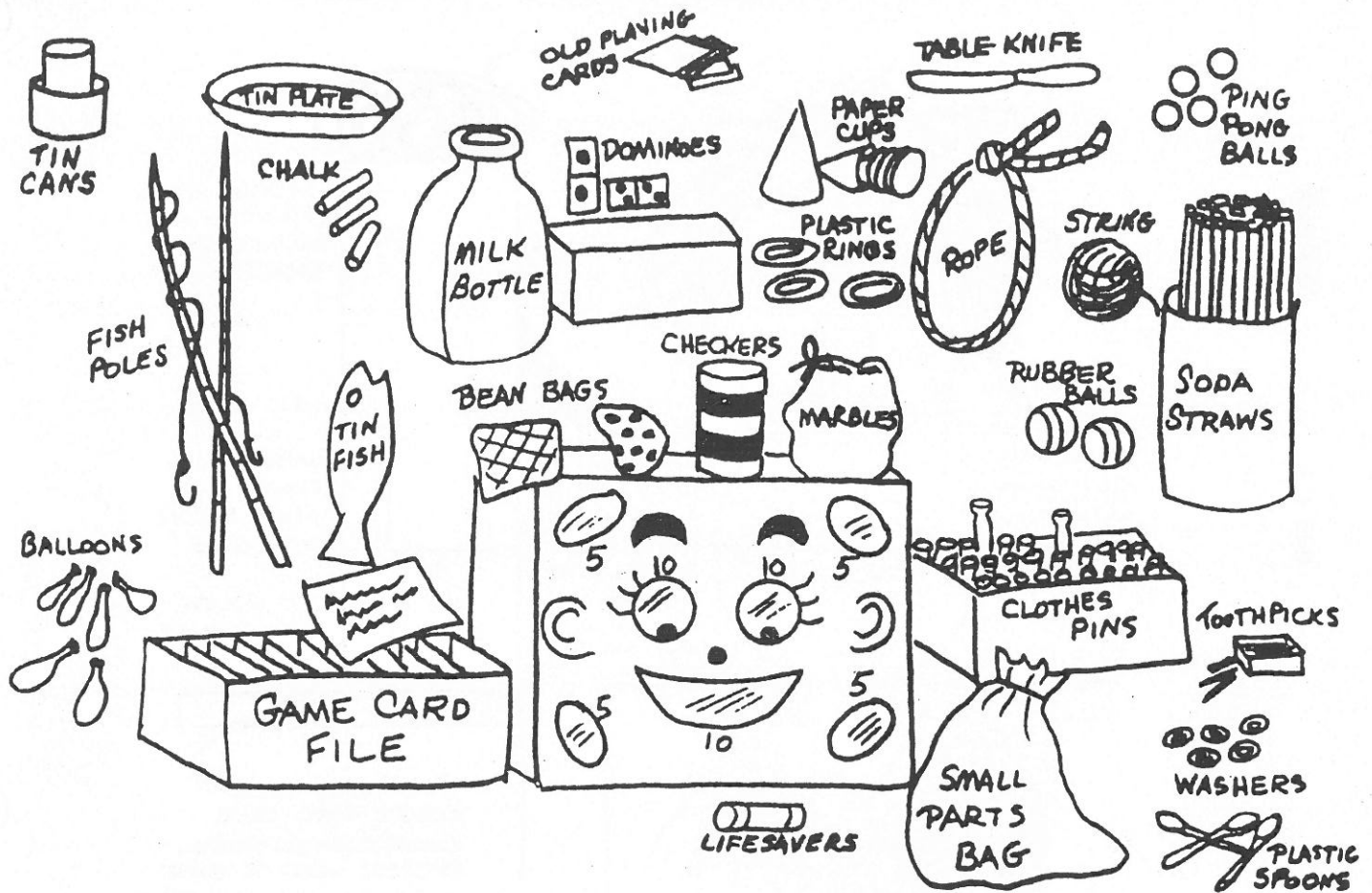
ELEMENTS OF A GOOD DEN MEETING

Den leaders or den leader coaches should use this checklist to see how dens are doing.

- 1. A meeting place where Cub Scouts feel at home
- 2. Led by a trained den leader
- 3. Assisted by a den chief
- 4. Assisted by an assistant den leader and den dad
- 5. Specific leadership assignments understood before the meeting
- 6. Meeting opened and closed on time
- 7. A well-planned, written program
- 8. Activities related to the next pack meeting
- 9. Activities and projects that encourage Cub Scout ideals
- 10. Crafts and projects related to a theme
- 11. Achievement and elective projects started, to be finished at home with parents' help
- 12. Activities that contribute to good sportsmanship, team spirit, and citizenship
- 13. Opportunities for self-expression through songs, games, tricks, puzzles, and crafts
- 14. Meeting planned to allow a change in pace, alternating loud and quiet activities, giving boys a chance to let off steam
- 15. Cub Scouts having fun
- 16. Parent involvement wherever possible (provide refreshments, supplies, transportation)
- 17. All equipment and supplies on hand and ready to use before the meeting
- 18. Inspiration and motivation through ceremonies and discussion of theme projects
- 19. Properly uniformed Cub Scouts and leaders

THERE IS NO END TO THE GOOD
WE CAN DO IF WE DON'T CARE
WHO GETS THE CREDIT.

GAME CHEST



Blocks of Wood
 Skittles
 Bowling
 Throwing Games

Clothespins
 Drop in Bottle
 Pitch Targets
 Wrestlers
 Clothesline Relay

Curtain Rod Rings
 Tossing Games
 Bottle Games

Soda Straws
 Bottle Pickup
 Bean Relay
 Ping-Pong Ball

Toothpicks
 Lifesaver Pass
 Stack on Bottle
 Pick up Sticks

Spoons
 Carry Ping-Pong Ball
 Snap Ball at Target

Marbles
 Rolling Games
 Tossing Games
 Pop Marbles

Paper Cups
 Tossing Games
 Blowing Relay

Tin Plate
 Spin the Plate
 Toss Cards Into Plate
 Toss Washers

Ropes
 Champ Nit Games
 Quilts
 Tug-of-War

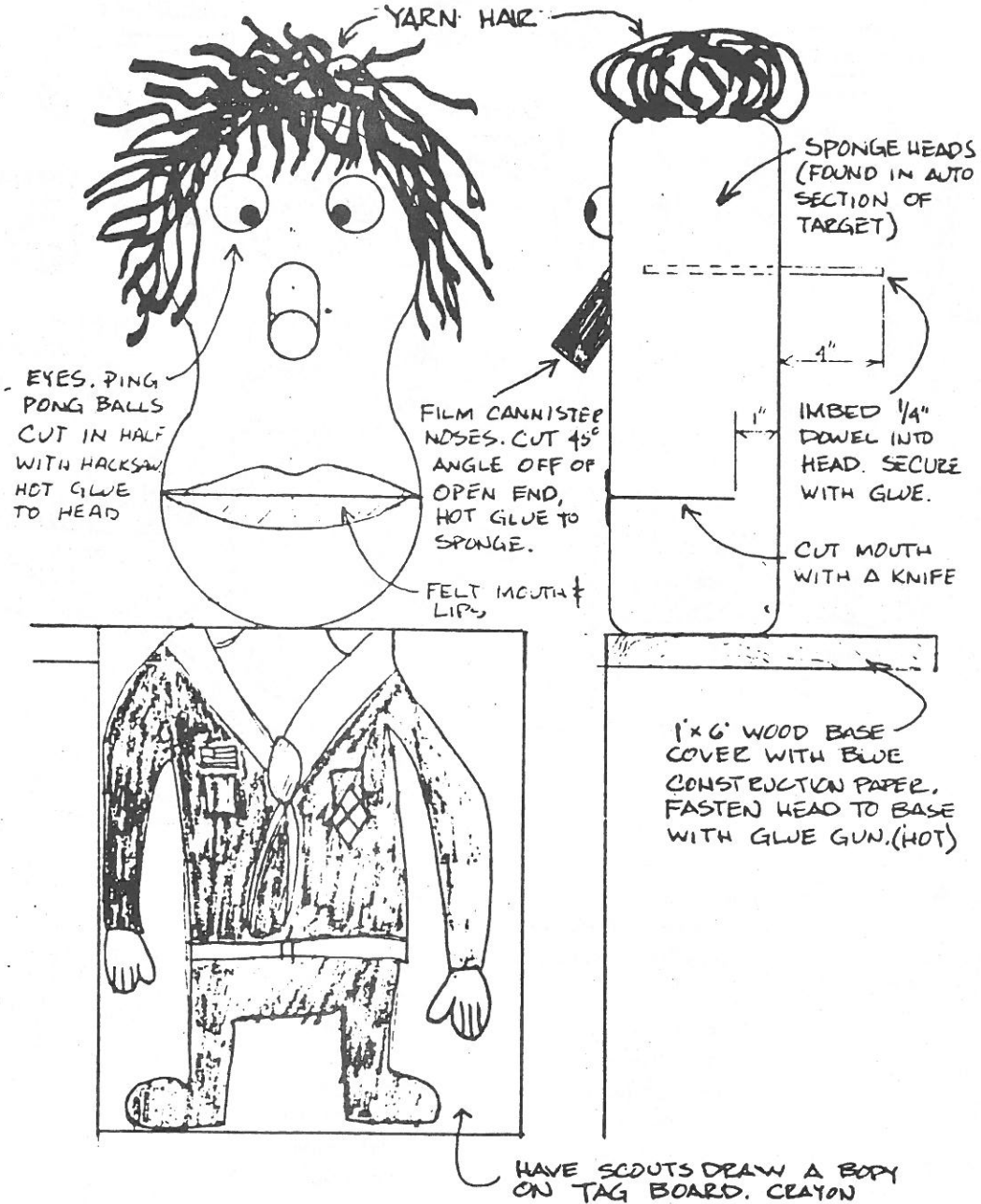
Rubber Ball
 Throw and Catch
 Ball Toss
 Spud Ball
 Pass Ball

Bean Bags
 Duck on Rock
 Toss Games
 Hot Potato

Balloons
 Balloon Burst
 Relay
 Water Balloon

Tin Cans
 Stacking
 Toss Games

Spongeheads



HAVE SCOUTS "LIP SYNCH" TO HARMONY SONGS SUCH AS "BY THE LIGHT OF THE SILVERY MOON", "GEORGE OF THE JUNGLE", OR "ELVIRA".

PLANNING HOMEMADE CEREMONIES

1. Who plans them? The assistant Cubmaster or a special member of the pack committee or ideas committee or a combination should do this job.
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.
3. Determine who will take part—the assistant Cubmasters, den chiefs, pack committee, or Den Mothers.
4. Set a time limit and stick to it.
5. Assign parts to each helper.
6. Make sure everyone has an outline of what he says and does. Using your own words as you follow an outline on 3x5 cards may work better than juggling scripts.
7. *Practice* makes a good ceremony.
8. Knock 'em dead!

A DEN CEREMONY

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

At the close of his last den meeting, BOB is asked by his Den Mother to stand in the center of the den circle. The DEN CHIEF lights each of the boys' candles from his own.

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

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

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

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

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

Good luck, Bob, and good Scouting.

(*Blow out candles.*)

ORIGINAL DEN CEREMONY

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

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

BIRTHDAY CEREMONY

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

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

ACHIEVEMENT CHART CEREMONY

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

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

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

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

MODELING DOUGH SNAKE TIE SLIDES

To make modeling dough: Mix $\frac{1}{2}$ cup flour,
 1 oz salt,
 $1\frac{1}{2}$ oz room temperature water.

Mix together with spoon until most of the wet water disappears. Then use your hands to handle the lump of dough, picking up all ingredients in the bowl. (The bowl should appear almost clean. If you leave flour residue, your dough will be too wet.) When all material is in the lump of dough, knead on a flat surface about 5 minutes, or until silky smooth.

This dough is great for making, lots of things, however, to make the snake tie slides, take a small lump of the dough and roll out into a snake shape about the circumference of a finger and about 5 or 6 inches long. Then cover a piece of $\frac{1}{2}$ -inch dowel with tin foil and carefully wrap your snake around this about 3 turns. Shape the face and tail, pinching off extra dough and place face up on another piece of tin foil.

Bake in a 250° oven for about 2 hours or so, until the piece appears hard, but before it turns brown. (This dough can also be air dried for several days, but it seems to flatten out too much when it sits so long, so I've always had better luck baking mine.)

When it comes out of the oven, carefully peel the piece from the foil. Take out the dowel, and carefully peel the foil from the inside of the snake.

These can be nicely painted with acrylic paint when they cool. You can also finish with a plastic coat for a longer lasting piece.

Leftover dough can be saved in an airtight plastic bag in the refrigerator for several days. Just work it a bit to soften it up again when you take it out.

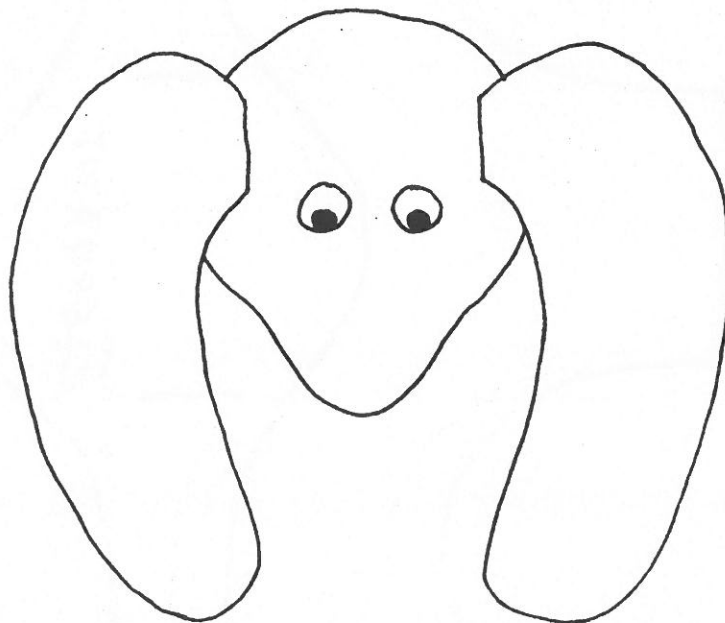
ANIMAL TIE SLIDES

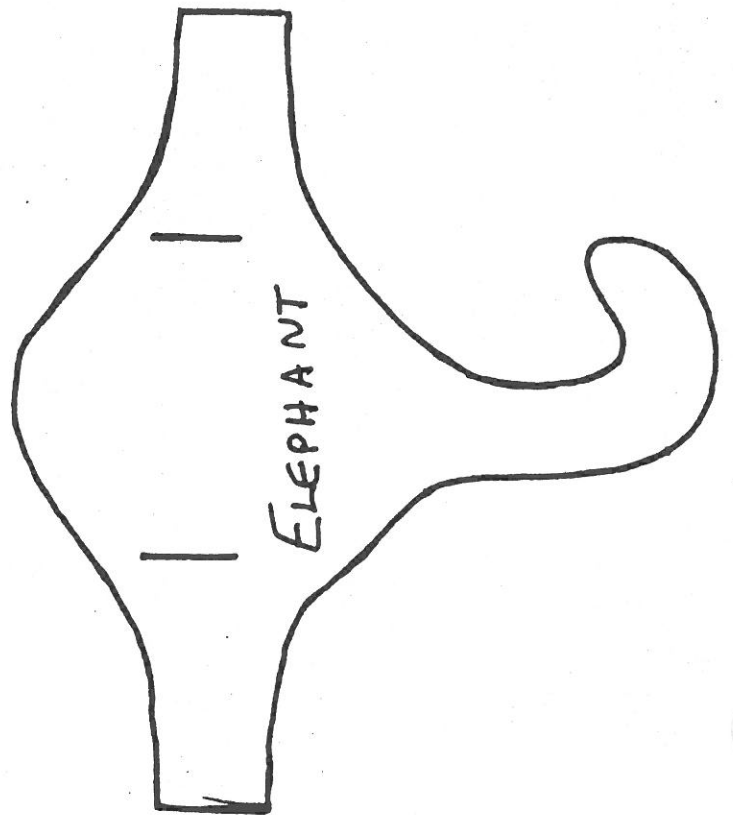
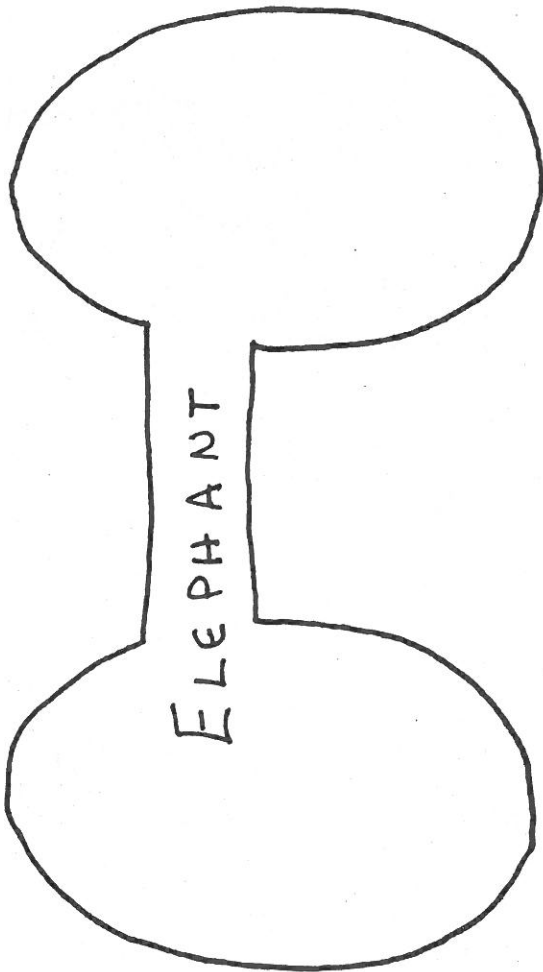
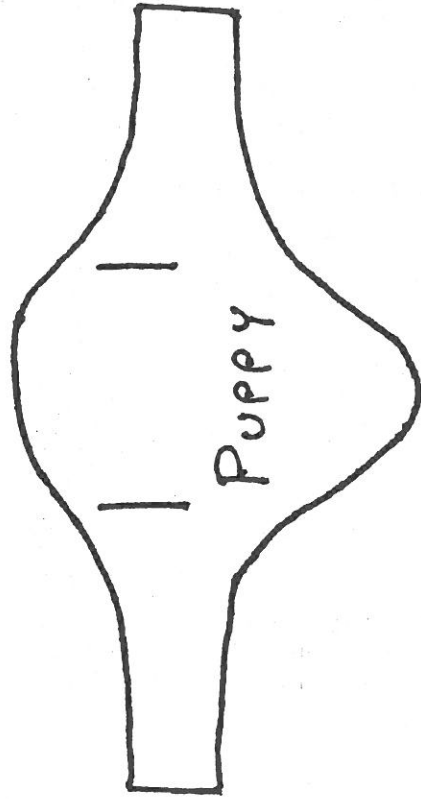
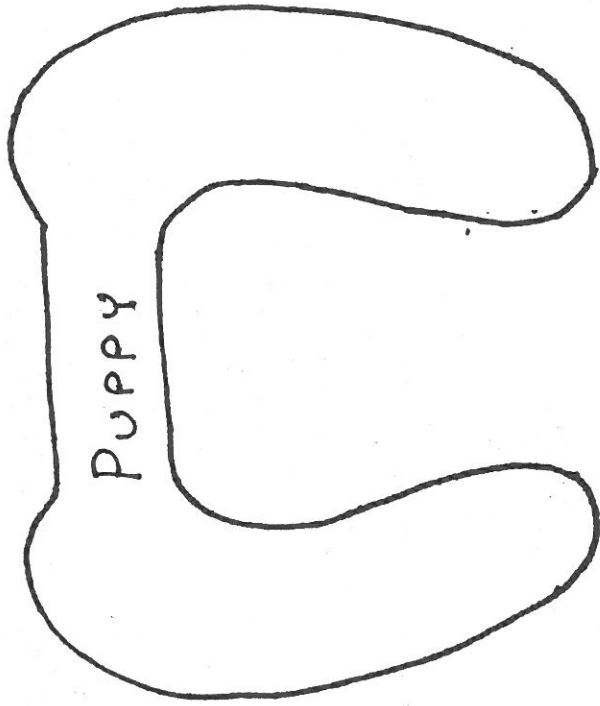
The next 2 pages have patterns for several animal tie slides. Note that each slide has two parts, a head and ears. Cut these two pieces separately. Then, using a razor (or exacto knife), carefully cut the ear slits. The scouts should be able to trace and cut the pieces themselves, but it is a good idea for the Den Leader to handle the slits.

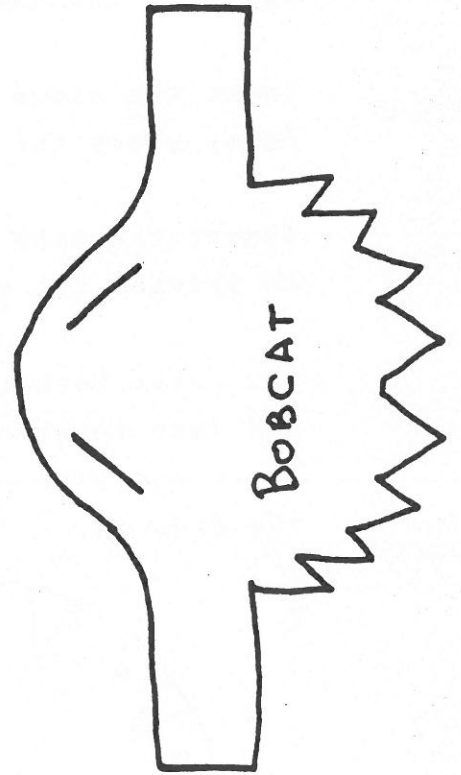
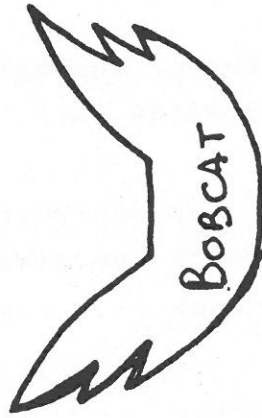
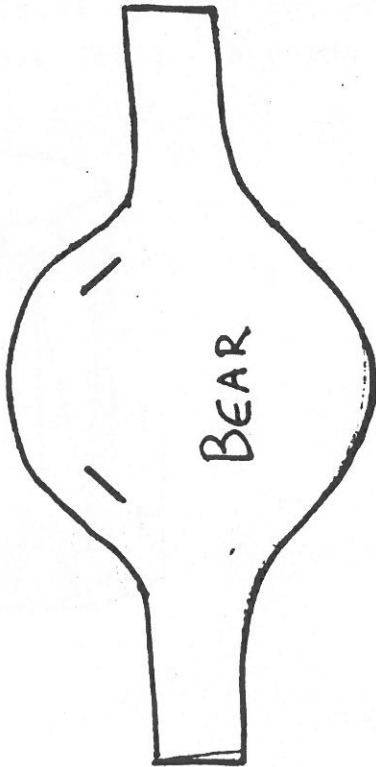
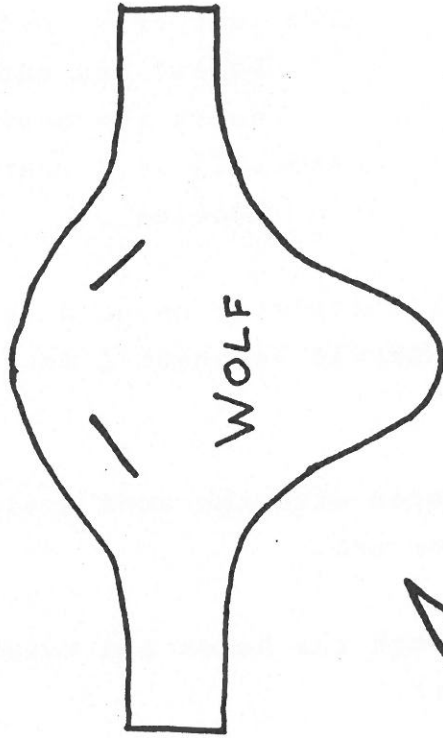
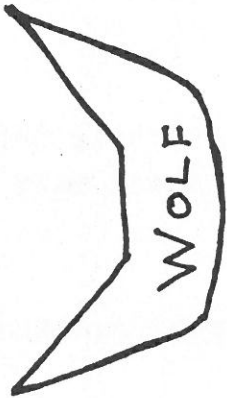
Carefully slide the ear-ends through the slits so that the ends are on the front of the slide and the band is at the back of the slide. Then use white glue to hold these two pieces together.

Use white glue to attach two wiggly eyes on the animal. (The white glue held on mine for over a year. Most of my boy's fell off within the first few weeks, so I attached new ones with hot glue. That solved the problem. I'm not sure whether they did not use enough of the white glue to hold, or whether their normal boy activity was too much for the white glue.)

Wait a few minutes for this glue to set, then wrap the ends in back to form the loop for the slide, and close with white glue.







DRUM TIE SLIDES

To make one slide, you need:

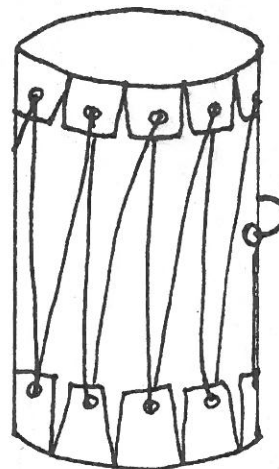
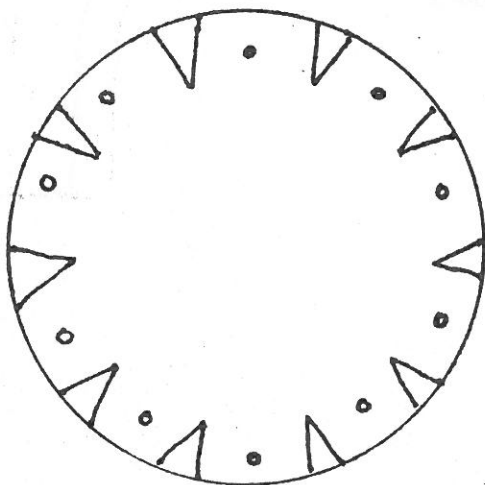
- 1 empty 35MM plastic canister
- Plastic sticky paper, wood grained
- A small length of pipe cleaner
- Two leather circles, with 10 punched holes, and cuts between the holes, as in the pattern below.
- About $2\frac{1}{2}$ or 3 feet of plastic or leather lacing

Punch two holes in the plastic canister using a regular one-hole paper punch, or awl. These holes should be about $\frac{1}{2}$ inch apart about half way down the canister.

Cover the sides of the canister with the wood grained paper, punching holes where the plastic holes are.

Insert the pipe cleaner through the holes and twist inside the canister to provide the tie slide part.

Now cover both the top and bottom of the canister with the leather circles and lace together with the plastic or leather lace, starting in the back where the pipe cleaner is. Tie the ends of the lace together and tuck the ends in.



* * * * *

BOY BEHAVIOR



Deal kindly and firmly with the
"I don't want to" Cub Scout.

WHY BOYS MISBEHAVE

I. They want attention!

Suggestion: Give attention when they least expect it.
In that way, they GET attention and don't have to demand it.

They seek Power by challenging authority.

Suggestion: Withdraw from the conflict. Enlist their help in some socially acceptable way. Help them use their power constructively, i.e. collect money, lead the pledge.

They seek Revenge: "You hate boys and I wish I weren't here!"

Suggestion: Avoid feeling hurt. Try not to get hooked into seeking your own revenge. Work to build a trusting relationship.

Display of Inadequacy: "I can't do it!"

Suggestion: Avoid criticism and pity. Encourage any positive effort.

II. Helpful assumptions about Misbehavior: Misbehavior stems from discouragement;

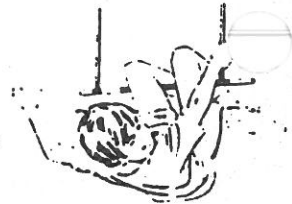
Boys are usually aware of the consequences of their behavior, but unaware of their goals.

Boys may change goals, depending on the situation.

Boys may use different misbehavior for the same goal, or the same misbehavior for different goals.

Boy Behavior (Cont.)

Attention, power and revenge can be pursued actively or passively.



In Cub Scouting, there are plenty of opportunities for boys to show off

III. Using "I" Messages

Suggestion: Always stress the behavior instead of the person.
"When it becomes noisy, I feel disappointed because we will not be able to finish our projects."

Use: "When _____, I feel _____ because"

IV. Points to Remember

We need to determine who "owns" the Pack Meeting or Den Meeting problems so all members take responsibility for their own behavior.

We can determine problem ownership by asking "Does this problem directly interfere with my purposes, my rights, or my safety? Does the problem jeopardize the rights or safety of this boy or the other boys?"

Your messages accuse, blame and criticize, i.e. "You'll fail if you don't hand this in." They reinforce goals of misbehavior. They invite hostile, defensive behavior.

"I" messages report the speaker's concerns and feelings quietly and respectfully, i.e. "When you interrupt, I get worried because we are running out of time and we need to finish."

DEN CODE OF CONDUCT

Each den should develop its own code of conduct. Avoid making too many rules. The rules should be simple and clear so they can be understood by the boys. The boys can help make the rules. Here are some suggestions that may help you develop your den's code of conduct:

- o Wipe feet before entering. Leave rain or snow boots on porch.
- o Go directly to den meeting room. No running or wrestling indoors.
- o Show courtesy and respect for other den members, leaders, and the den meeting place.
- o Bring den dues and handbook to each meeting.
- o If a boy disobeys more than three times in one den meeting, he will phone a parent or family member to pick him up immediately.
- o Always go directly home after den meeting.

Post the den code of conduct in the den meeting room to serve as a reminder. Boys need to know just how far they can go, and the den code of conduct will tell them this.

GOOD CONDUCT CANDLE

Some dens use a good-conduct candle. This is a large candle that burns during den meetings. When the code of conduct is broken by any boy, the candle is extinguished for the remainder of the meeting. After several den meetings, the candle will be burned down, and a special treat or trip is planned for the den. The sooner the candle burns down, the sooner the boys receive their treat. In this way, the candle serves as an incentive for good behavior. It takes approximately 4 hours for an 8-inch candle to burn down.

GUIDELINES FOR MAINTAINING DISCIPLINE

- ... Establish your rules, and then stick to them.
- ... Be fair. Don't permit one boy to get away with something you'd discipline another boy for doing.
- ... Be consistent. Don't be a rigid disciplinarian one week, and let anything go the next. Boys won't know where they stand.
- ... Treat each boy as an individual. Get to know him. Find out why he acts the way he does. Get to know his parents. Establish friendly communication with them.
- ... Don't send a boy home from the meeting unless he oversteps the disciplinary line you have drawn and previously announced to the boys. If you do, immediately call the boy's mother to tell her what happened.
- ... Don't warn and threaten and announce several times that this is a boy's last chance. Take action quickly, quietly, and in a matter-of-fact way.
- ... Boys are testers. They'll test you to see how far they can go. Each time you retreat, they'll advance another step. Pretty soon you'll be beyond help. The boys will be in control.
- ... Remember, your Cub Scouts are at your meeting because they want to be, not because someone is forcing them to attend. They respect you very much for making Cub Scouting possible for them. They want to please you. It's just a little hard after a whole day of being quiet in school.

-
1. By carrying on a reasonable conversation with them at all times.
 2. By letting them finish a sentence -- equal time.
 3. By making sensible inquiries about their games and other activities, allowing them to give you information.
 4. By accepting their peers, since nobody wants to play with an adult person by himself.
 5. By being the duffer you are, and asking their advice on how to improve something they know more about.
 6. By contributing what you are in a position to contribute -- transportation--zoo trip, etc.
 7. By acting the same age. Either act as if they were your age (which is easier and they rise to it) or constituting yourself their age.
 8. By being properly respectful of their thing. If they collect something let them tell you about it. Don't you tell them.
 9. By expecting a short attention span. The child will tire before you do.
 10. By thinking of yourself as a human being instead of a parent, and of the child as another human being, instead of someone you have absolute power over.



WORLD OF WEBELOS

WELCOME TO THE WONDERFUL WORLD OF WEBELOS . . .

Many exciting changes have brought the Webelos program to the forefront. Webelos Leaders and Assistants can be either male or female. Training requirements for Webelos Leaders and Assistants is the same. Webelos Leader Fast Start Training tapes, Cub Leader Basic Training and Webelos Leader Outdoor Training is the first and most important requirement for new leaders or leaders who have not received the full training. Supplemental training is offered at monthly Roundtable meetings and Council Pow Wow once a year.

Boys now in fourth grade are part of the new 2-year Webelos program. Boys now in fifth grade remain on the 1-year program. Requirements for both programs are clearly defined in the Webelos Scout Book. It is strongly suggested that these two age groups meet as separate dens as the programs are set up differently. If that is not possible, careful planning is a must so that requirements can be met for both 4th and 5th grade groups.

It is necessary under the Child Protection Guidelines that there be two adults conducting each meeting. If a permanent assistant cannot be recruited, invite a parent to attend each meeting, spreading the responsibility among all the parents of your den group. Having a Den Chief will add to your program and serve as a link between Webelos Scouts and Boy Scouts.

Activity Badge Counselors are parents, friends or relatives with a particular skill relating to the Activity Badges outlines in the Webelos Scout Book. Parents in the pack should fill out the Parent Talent Survey sheet; from these, you can invite a parent to conduct your meetings based on that Activity Badge. The Assistant Scout Master can also be invited to some of your den meetings and may provide program assistance. Your Webelos Den Coach (similar to the Cubs Den Leader Coach) can also be a resource.

Resources in the form of literature are; Cub Leader Book, Webelos Scout Book, Cub and Webelos Program Helps, Boy Scout Program Helps, Den Chief Handbook, Cub Leader How To Book, Webelos Den Activities, Official Boy Scout Handbook, Boys Life Magazine, Cub and/or Boy Scout Song Book, Group Meeting Sparklers and the public library.

The Webelos Program Helps suggests Activity Badges for a 12-month program. You can develop your own 12-month plan, but be sure to include all the required Activity Badges so that the boys are not denied advancement. No matter what grade a boy is in when he first joins Cub Scouts, his first required badge is the Bobcat Badge. The Webelos Badge can be earned in three months; the Fitness Activity Badge must be included as one of the three badges needed to earn the Webelos Badge. Two others must be taken from the three remaining categories: Mental Skills, Community or Technology. Fitness Activity Badge is listed under Physical Skills. Fourth grade Webelos Scouts can continue earning Activity Badges; and the next four badges earned, he can be presented with the Compass Badge. Each four badges earned after that, he is presented with a Compass Point which can be placed on the Compass Badge in either the East, South or West position. The Compass Badge is worn suspended from the button of the right pocket. The Arrow of Light Award is earned during the second year of Webelos, suggested by January.

Boys currently in 5th grade will earn the Webelos Badge and the Arrow of Light Award in the same year using the old requirements found in the Webelos Scout Book.

WEBELOS TO SCOUT TRANSITION

A SOURCE OF NEW BOYS IS VITAL TO THE CONTINUANCE OF THE SCOUT TROOP -- and troop leaders are looking to your Webelos den! The troop is in constant need of new members. Your graduating Webelos Scouts are exactly the kind of prepared, active and interested members they want.

Troop leaders can appreciate that you have needs too. You can use help from troop leaders on father/son overnights, with Webelos badge and Arrow of Light award advancement, for a more active program of joint activities, for outdoor skills, for den chief assistance, etc.

YOU AND THE TROOP LEADERS CAN WORK TOGETHER.....When the Webelos-to Scout Transition program is used, Webelos Scouts want to join Boy Scout Troops. As a part of this program, Boy Scout leaders give you help and support, participate in joint meetings and camp-outs with you, supply a den chief and a troop Webelos resource person, and establish a pack-troop relationship on a permanent basis.

THE TRANSITION PLAN utilizes key people in specific roles designed to attract Webelos Scouts into the Scout troop. It creates a team spirit for the Webelos den leader, the Cubmaster and the Scoutmaster -- and enhances the "Scouting family" concept both within and without the chartered organization.

NOW THE TRANSITION PLAN HELPS THE BOY

Many Webelos Scouts will go into Scouting with no help at all. But at least half of them need to know more about their opportunities for fun and adventure in the Scout troop.

That is really the purpose of the Webelos-to-Scout Transition Plan: to give the Webelos Scout a sampling of the troop program, troop leadership, personal advancement, a training and learning experience and an appreciation of troop organization and relationships.

It will be the boy's decision (and his family's) so we owe it to them to demonstrate some of the fun experiences and to let him know that he is wanted. Certain key Scouters are better able to show the Webelos Scout the various elements of Scouting. So we need to include everyone, starting with the Webelos Scouts themselves -- and that makes the Transition Plan an unlimited opportunity.

The Webelos badge and Arrow of Light award reach into the requirements bordering on Scouting skills, giving him a view of Scouting advancement. He sees boy leadership at work and senses his own potential as a junior leader. He becomes more confident and enthusiastic about the patrol method, a district camporee, about summer camp and maybe even a National Jamboree.

In short, the Webelos Scout's desire for troop membership is the result of the gradual change to troop oriented activities.

NOW THE TRANSITION PLAN HELPS LEADERS

For the Webelos leader, it means fulfillment. It means direct help in advancement and on father/son overnights as well as a pleasant association with a

Scout troop. The time spent with a boy is productive, since it develops a desire to continue.

To the Cubmaster it means assurance of a stable Webelos den, more graduations and better ceremonies, a ready source of den chiefs, and Pack meetings that have a lively Webelos den.

For the troop leader, it means more boys -- boys who are already versed in Scout and Tenderfoot requirements -- boys whose families have been active in Pack activities.

POSSIBLE PACK-TROOP ACTIVITIES

1. Webelos den visits a troop Court of Honor
2. Scoutmaster and Junior leaders visit a Webelos den meeting
3. Webelos den and Scout troop share an evening campfire
4. Joint attendance at Scout Sunday or Sabbath services
5. Pack-troop service project
6. Webelos den on a day hike with the Scout troop
7. Webelos den and Scout troop on a field trip
8. Christmas, Halloween, etc. party for the Webelos den and troop
9. Troop leaders assist on a father/son Webelos den overnighiter
10. Troop invite Webelos/Dads to join a winter cabin campout
11. Webelos den invites Troop leaders as guests at Pack Blue and Gold dinner
12. Webelos den visits Klondike Derby with Troop as hosts
13. Webelos den visits or participates in district camporee with troop as host
14. Pack-troop Good Turn for the chartered organization

TRANSITION PLAN CHECKLIST

WEBELOS DEN LEADER & CUBMASTER

The first things to do -----

- ___ Get the name adress and phone number of the leader of a Boy Scout troop in your neighborhood.
- ___ Call the Scoutmaster and arrange for both to sit down together with him to share mutual needs and set up a plan for regular communication through the den chief, Scoutmaster or other resource person.
- ___ Secure assistance from the troop for your next Webelos/Dad overnighiter with equipment or leadership help.
- ___ Ask the Scoutmaster to recruit a Webelos Den Chief.
- ___ Let the Scoutmaster know when your Webelos will graduate and invite him to attend.

Now that things are moving, here are some more things that might be done.

WEBELOS LEADER

- ___ Check the Parent Talent Survey sheets to locate potential Activity Badge Counselors.
- ___ Complete the Webelos Leader training as soon as possible
- ___ Recognize the Webelos Den Chief at the Pack meeting.
- ___ Work with the Cubmaster to conduct effective graduation ceremonies at the Pack meeting.
- ___ Attend Cub Scout Roundtables.

WEBELOS DEN CHIEF

- _____ Receive training from the Webelos Leader. Get the Den Chief Handbook.
- _____ Participate in the yearly Webelos program planning meeting.
- _____ Be familiar with the Webelos badge and Arrow of Light requirements in order to assist Webelos Scouts to advance.
- _____ Attend all Webelos den meetings.
- _____ Assist with all Pack/Troop activities and participate at Pack meetings with Webelos Scouts in skits, songs, demonstrations, etc.
- _____ Assist with Webelos/Dad overnights, showing Webelos the proper use of troop equipment.
- _____ Serve as a communications link between the Pack and Troop.

CUBMASTER

- _____ Complete the basic Cub Leader Training at earliest opportunity.
- _____ Discuss with Webelos leader and Scoutmaster ways to improve Webelos graduation ceremonies.
- _____ Assist in planning and conducting stimulating graduation ceremonies, involving parents, Scoutmaster, Den Chief, Webelos Leader, boys from the Troop.
- _____ Conduct Webelos den induction ceremonies and Arrow of Light ceremonies.
- _____ Support the Webelos leader in Pack/Troop activities.
- _____ Help establish and maintain strong Pack/Troop relationships.
- _____ Encourage high advancement standards for the Webelos Scouts.
- _____ Include Webelos den participation in Pack meeting.
- _____ Attend Cub Scout Roundtables.
- _____ Recognize the Den Chiefs at the Pack meeting.
- _____ Support the year-round Webelos den program.
- _____ Help to recruit Activity Badge counselors from the Pack.

PACK COMMITTEE

- _____ Help recruit and support the Webelos leader and provide resources for the Webelos dens.
- _____ Promote the Webelos-to-Scout Transition through the chartered organization.
- _____ Keep informed of Webelos den progress and needs.
- _____ Help bring families together at joint Pack/Troop activities.
- _____ Promote and support strong Pack/Troop relationships, sharing with the Troop committee the need for graduations into the Troop.
- _____ Work closely with the Unit Commissioner in effecting a smooth flow of boys into the Troop.

ACTIVITY BADGE COUNSELOR

- _____ Provide Activity Badge instruction at the Webelos meeting.
- _____ Be familiar with the Webelos Scout book in presenting Activity Badge information and certifying advancement.
- _____ Help recruit other Activity Badge counselors.
- _____ Lead field trips related to Activity Badges.
- _____ Provide help and encouragement on collections and specimens.
- _____ Hold to the time schedule for Activity Badge instruction.

WEBELOS DEN LEADER COACH

- _____ Coordinate activities between Webelos Dens and the Pack.
- _____ Coordinate Webelos/Dad overnights and campouts between Webelos dens in the Pack.
- _____ Work closely with the Troop Webelos resource person.
- _____ Plan for Pack meeting participation by the different Webelos dens.
- _____ Help recruit Activity Badge counselors.
- _____ Aid in training Webelos leaders and Den Chiefs.
- _____ Assist with parent orientation in Webelos den operation.

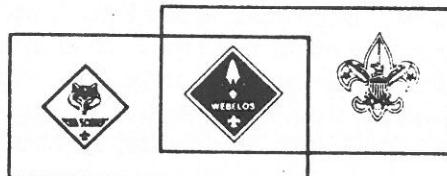
JOB DESCRIPTIONS OF SOME OF THE KEY LEADERS IN THE TRANSITION PLAN

WEBELOS DEN CHIEF: A registered Scout, active in the troop and selected by his Scoutmaster to serve with the Webelos den as a program assistant to the Webelos leader. He is trained either by the Troop leaders or by the Webelos leader. He should be at least a Second Class Scout and skilled in conducting ceremonies, leading songs, teaching skills, giving demonstrations, leading games and helping to prepare the Webelos in advancement for the troop experience ahead.

TROOP WEBELOS RESOURCE PERSON: A registered male on the troop committee (or an Assistant Scoutmaster). He is appointed to be liaison between the troop and the Webelos den. He helps the Webelos leader to plan joint Pack/Troop activities including exciting graduation ceremonies. His principal job is to ensure smooth transition of Webelos Scouts into the troop.

WEBELOS DEN LEADER COACH: In Packs having more than one Webelos den, he is the coordinator between dens in planning activities, use of resources, contacts with Scoutmaster, participation of Webelos dens at Pack meetings and is the person to keep the Cubmaster informed.

ACTIVITY BADGE COUNSELOR: This adult is usually a family member of a Webelos Scout and has knowledge in one of the Activity Badge areas. Recruited by the Webelos leader or the Webelos Den Leader Coach, this person serves as a den helper at various times of the year. Not to be confused with Merit Badge Counselors in the Scouting program, they help the Webelos Scouts to gain self confidence in dealing with new subjects and adults.



Webelos Activity Badges

Aquanaut

Use Parent Talent Survey sheets to find a parent that can teach swimming, snorkeling or boating skills. Contact affiliate Boy Scout Troop for two or three boys who may be willing to help. They should be skilled in Life Saving, Canoeing, Boating and Scuba Diving. Contact local pool for possible instructors. Contact local high school for possible instructors. Make this a two or three week program; it will help the boys practice what they've learned, become more at ease in the water and playing water games will help develop strength and confidence.

Related Boy Scout Skill Awards and Merit Badges:

Swimming Skill Award	Small Boat Sailing	Canoeing
Swimming Merit Badge	Life Saving	Motorboating

Artist

Objective: To allow Webelos to experiment with different art mediums. To give boys a sense of pride and accomplishment in their work. To familiarize Webelos with color schemes and color wheels. To introduce Webelos to various art mediums and art supplies.

Resources: Local art supply companies
Local craft stores for ceramic and pottery
Commercial artists

Art teachers
Architects

Boy Scout Merit Badges:

Architecture	Drafting	Art
Painting	Sculpture	Pottery
Model Design and Building		

Athlete

Objective: To teach boys that a strong and healthy body is important for sports, games and a good life. Eating well-balanced meals, regular exercise and plenty of rest will help you cut down on diseases and prepare you for the rough outdoor life of Boy Scouting. Webelos should keep a record of their scores in their notebook. Find a suitable area to exercise, encourage boys to exercise at home, consider starting each meeting with warmup and stretching exercises to start a pattern of continuous exercising. Encourage boys to earn their Cub Scouts Sports Pin for Physical Fitness. See also Webelos Program Helps for homemade equipment. Some of the dual contests found in the Webelos Scout Book can be used any time in place of a game at your den meeting.

Boy Scout Skill Awards and Merit Badges:

Hiking Skill Award	Sports Merit Badge
Physical Fitness Skill Award	Personal Fitness Merit Badge

Citizen

This activity badge is required for the Arrow of Light Award and is a stepping stone to the Citizenship Skill Award to earn Tenderfoot rank in Boy Scouts and also the several Citizenship Merit Badges required for the rank of Eagle Scout. Working on this activity badge will be a good opportunity to teach flag etiquette and respect for the flag, care and handling and the proper display of the flag, as well as the history of the flag. You, as a leader, may be the instrument for developing good citizens of your den group - remember to set a good example for them to follow.

Resources: Marine Corps pamphlet on flag etiquette
Flag book sold at local council office
Encyclopedia or other library books
Community leader, politician or policeman can help with requirements 6, 7, 8, 11, 12, 13, 14 and 15
Milwaukee County Court House conducts tours and can arrange an interview with a politician
Visit a courtroom, city council meeting, polling place

Additional Boy Scout Skill Awards and Merit Badges:

Community Living Skill Award	Handicap Awareness	Law
Personal Management Merit Badge	American Heritage	

Communicator

Many of the things done in this and other activity badge areas should be kept in a notebook and used for future reference when Webelos become Boy Scouts. This activity pin can be a lot of fun at den meetings. The Body Language Game, Story Telling, Sign Language, Signaling and Secret Codes are a fun, learning experience. Hopefully, you or one of the parents in your den or pack will have a computer (wave of the future) and would be willing to instruct the boys on the uses, etc. An excellent time for some field trips. Plan them with a specific purpose in mind, make a game of it when visiting the library, for instance. If you plan to invite a handicap person to your den meeting, make sure that enough preplanning and thought has gone into the activity. It is important to ensure that everyone has a good experience from this visit.

Boy Scout Merit Badges and Skill Awards:

Computers Merit Badge	Handicap Awareness Merit Badge
Public Speaking	Communications Skill Award and Merit Badge

Craftsman

Objective: To introduce boys to possible life-long hobbies. To increase boys proficiency in the handling, terminology, safety and care of tools. To develop Webelos creativity and skill using many types of materials. Boys must complete 10 craft projects, so plan your meetings well in advance. You can encourage boys to get help at home to finish projects; then, bring the completed project to the den meeting for credit. Be sure to display these projects at the pack meetings. Stress care and safety. Require that they Do Their Best; avoid being too critical, offer help as needed. It is suggested that Craftsman activity badge be at least a two-month project; or do a few projects at a time so boys don't get too discouraged and the fun of doing is left out of the meeting plan.

Craftsman cont'd

Resources: Tandy Leather Co.
Craft books and magazines

Local metalworking companies
Furniture and woodworking companies

Boy Scout Merit Badges:

Leatherwork
Metalwork
Painting

Pottery
Woodwork
Machinery

Model Design and Building
Wood Carving

Engineering

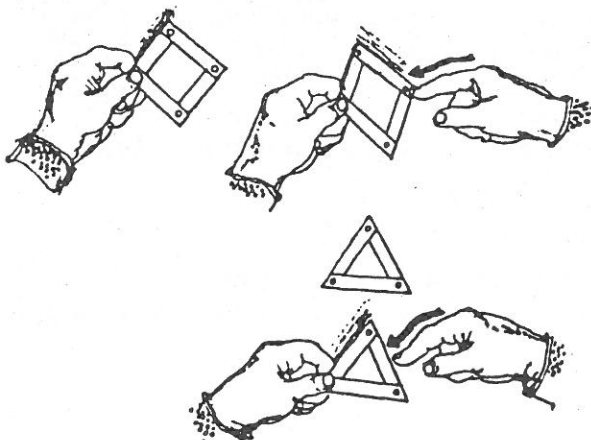
One of the purposes of Cub Scouting is "fostering a sense of personal achievement by developing new interests and skills" in boys. The Engineer Activity Badge probably does this more than any of the other activity areas. And, unless you are an engineer, you may gain some knowledge along the way. Engineering is one of the most exacting of the professions and the badge includes projects that will give insight into many kinds of engineers. The library is probably your best resource, besides knowing an individual in the profession. Books on turbines, electric motors, windlass, etc., will be helpful in supplying you with simple projects for your den meetings.

Boy Scout Merit Badges:

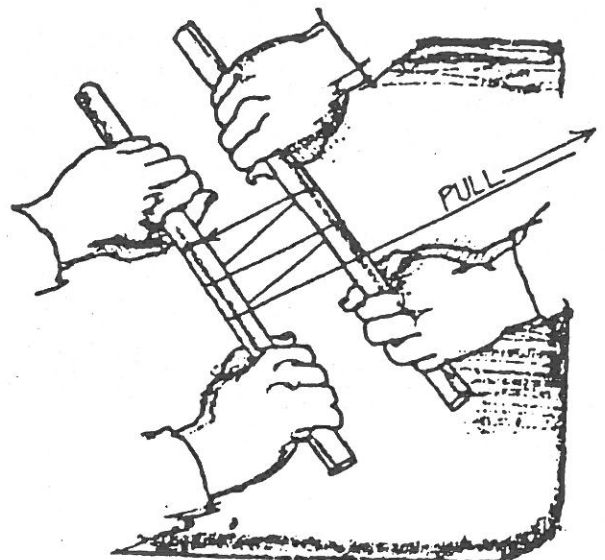
Chemistry
Electricity

Engineering
Metals Engineering

Architecture
Drafting



DEMONSTRATING TRIANGLE'S STRENGTH. For Webelos Engineer activity badge. This shows why the triangle is the basis for many bridges. Using heavy cardboard strips and paper fasteners, make a rectangle as shown. Demonstrate how easily it can be collapsed by pushing on a corner. Now construct a triangle. Is it easy to collapse? Which is the stronger form—rectangle or triangle?



BLOCK AND TACKLE POWER. For the Webelos Engineer activity badge. This is a demonstration of how a block and tackle increases pulling power. Staple or tack a length of clothesline to a dowel of broomstick diameter. Wrap the line two or three times around the two sticks as shown. Ask two of your bigger Webelos Scouts to hold the sticks, and have the smallest den member pull on the line. He should be able to pull the two sticks together, no matter how hard the bigger boys resist.

Family Member

One of the newest activity badges to be added to the Webelos program. It is a real incentive to encourage Webelos to continue in Boy Scouts because almost all the requirements, when completed, will aid in earning the Family Living Skill Award in the troop. Webelos should be encouraged to keep good records and notes in their notebook for future reference. If they were in Cub Scouts for the last two years, much of what is in this activity badge has been touched on while working in the Wolf and Bear books. The tasks are a bit more challenging for Webelos. Try having the boys fix a snack for themselves or prepare an outdoor meal and invite parents for an informal gathering. Take your den grocery shopping just before a campout, have them prepare the menu and shopping list. Most of the work will be done in the home; remind parents/guardians to initial completed requirements.

Boy Scout Skill Awards and Merit Badges:

Cooking	Cooking Merit Badge	Personal Fitness
Physical Fitness	Food Systems	Public Health

Fitness

Objectives: To make Webelos more aware of things that can harm their bodies and things that can help them stay healthy. To help Webelos start a physical fitness program that they can maintain, hopefully for the rest of their lives. Local councils have excellent pamphlets on Drugs, as well as a VCR on "Drugs: A Deadly Game".

Den related activities:

1. Have a dietician come to a den meeting and talk about a balanced diet
2. Have a doctor come to a meeting and discuss drugs, alcohol, tobacco and their effects on the human body
3. Visit a hospital
4. Have a coach visit a meeting and discuss the benefits of being physically fit. Have him/her suggest exercises boys might use.
5. Have each boy bring a nutritious snack to share with others
6. Start a bicycle club in your neighborhood
7. Start a jogging club in your neighborhood
8. Invite speakers to your meeting from Alcoholics Anonymous, American Cancer Society, Heart Association or state or local drug abuse centers

Boy Scout Merit Badges:

Cooking	Personal Fitness	Physical Fitness
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*See chart next page for earning Fitness Pin

Forester

Den related activities:

1. Collect leaves for identification; mount them or make leaf prints
2. Bring a log to the meeting or find a tree stump; have boys count rings to determine age. See if they can tell something about the type of weather the tree lived through by looking at the rings
3. Visit a lumber yard or saw mill; most places will furnish scrap wood or saw dust; mount and identify wood samples; make sawdust clay and do a project for display at the pack meeting

CUB SCOUT PHYSICAL FITNESS

How to earn the physical fitness pin for Physical Fitness

Participate in the fitness activities of this sport until you accumulate a total of 75 points within any 90-day period. Cub Scouts earn one point for every 15 minutes of exercise, practice, or training; adult teammates earn one point for every 30 minutes of exercise, practice, or training. Earning more than one point a day is permissible; however, earning more than five points a day is not allowed.

- ★ Cub Scouts and their teammates may earn one physical fitness pin for each sport in which they participate.
- ★ Cub Scouts must keep up-to-date records of the points earned by themselves and their teammates.
- ★ Adult family members are encouraged to participate and to qualify for the physical fitness pin.
- ★ Cub Scouts who have handicapping conditions may select their own activities and design their own exercise program with the help of a physician.

Date	Points	TDP*	Date	Points	TDP*	Date	Points	TDP*	Date	Points	TDP*

*Total Points to Date

I hereby affirm that _____ has fulfilled the requirements
for the _____ PHYSICAL FITNESS PIN.

Adult teammate's signature

When you have completed the requirements for this physical fitness pin, have your adult teammate sign above. Be sure to show this record to your den leader so that your pins can be ordered.

Forester cont'd

4. Check with local forester for advice on planting projects
5. Plant a tree
6. Make a tree survey in your area
7. Ask a fireman or forest ranger to tell boys about wildfire and how to prevent and control it
8. Teach the boys to measure tree diameter and height
9. Teach the boys how to identify live trees and why not to use a knife or ax on them
10. Teach the difference between green and dry wood; tell which is best for campfires
11. Attend Webelos Long Term Camp and earn the activity badge while at camp

Boy Scout Skill Awards and Merit Badges:

Conservation Skill Award	Camping Merit Badge	Pulp and Paper
Cooking Skill Award	Forestry Merit Badge	
Environment Skill Award		

Geologist

Those who live in the Milwaukee County area have two unique opportunities to learn about rocks and minerals. The excellent stone quarries in our area, such as Halquist Stone Quarry, can get guided tours plus collect a sample of many different kinds of rocks (bring an egg carton with you). The second opportunity you should take advantage of is the Milwaukee Public Museum (free to Milw. County residents the first Sunday of each month). They have an excellent display of rocks and minerals, and understandable explanations of plate tectonics, with relationships to earthquakes, volcanoes and mountain building. Rock and mineral specimens can be purchased at the museum, as well as various rock shops. Great activity badge for a den outing. Also try making a volcano out of paper mache.

Boy Scout Geology Merit Badge

Handyman

Just following the requirements for this activity badge can provide fun and exciting den meetings. Look for an auto mechanic in your den or pack parent group to help with car care and maintenance. Yard care and care of tools and simple home repair jobs can be done with parent help. Be prepared to offer assistance in the event a boy does not have facilities. Have boys bring their bicycles to a den meeting and cover requirements relating to it. Plan a den bike rodeo for one of the meetings using simple games found in the Cub Leader How To Book under Games: Bicycle Games. Woodworking projects could be accomplished as part of your meeting plans or done at home with a parents' help. Boys should bring completed projects to den meeting and, of course, displayed at the pack meeting.

Naturalist

Objectives: To increase boys' awareness of animal behavior. To kindle a love of nature. To teach wildlife conservation. To introduce boys to animal kingdom classifications.

Resources: Audubon Society
Ranger Rick magazine
National Geographic World magazine
Nature centers publications
4H County Extension Office publications

Den related activities:

1. Check Milwaukee Public Museum for special programs
2. Check Nature centers for special hikes or animal programs
3. Have Webelos build an ant farm
4. Take a trip to the Milwaukee County Zoo (free admission to Milw. County residents from 9:30-11:30am daily, except holidays)
5. Contact Conservation Department for pamphlets, speakers, posters
6. With the help of troop members, set up a nature trail, with stations along the way; identify trees, identify insect homes, etc.
7. Visit the Timberwolf Preservation Society or the ARC
8. Build birdhouses, terrariums and a waterscope
9. Earn the World Conservation Award (if not previously earned as a Cub)

Boy Scout Skill Awards and Merit Badges:

Conservation Skill Award	Beekeeping	Environmental Science
Environment Skill Award	Bird Study	Fish and Wildlife Management
Community Living Skill Award	Insect Life	Mammals
	Nature	Reptile Study

Outdoorsman (next several pages)

Readyman

There are several places you can check into for help with this activity badge; The American Red Cross, local fire department, local police department, Explorer Post, affiliate Boy Scout troop or parents in the den or pack. Excellent joint Webelos/Boy Scout activity as older Boy Scouts may have already earned many of the Skill Awards and Merit Badges relating to this activity badge. They could be instrumental in setting up a disaster, especially if one of the Boy Scouts is earning the Emergency Preparedness Merit Badge.

Boy Scout Skill Awards and Merit Badges:

Family Living Skill Award	Emergency Preparedness	First Aid
First Aid Skill Award	Safety	Swimming
Swimming Skill Award	Lifesaving	

OUTDOORSMAN ACTIVITY BADGE



Many people say that Webelos is the bridge between Cub Scouting and Scouting. If this is true, then the Scouting end of the bridge must be supported by the Outdoorsman Activity badge. In this badge, the Webelos Scout will receive a preview of the fun he will have in Scouting.

The best way to work on this badge is on a Father-Son overnight campout. Policies of the Boy Scouts of America encourage one or two Father-Son overnights during the year when a boy is a Webelos Scout. This is not full-fledged Scout camping...only a taste of what is to come when the boy joins a troop. After a boy becomes a Scout he will become proficient in handling himself in the woods. As a Webelos Scout, he should not be expected to master any of these skills...only to have a little fun in the woods. And speaking of fun...it's sometimes hard to tell who has the most fun...the boys or the fathers.

DEN ACTIVITIES:

1. Make a tent. (See Webelos Scout handbook)
2. Make a den first aid kit.
3. Have a den cook-out.
4. Learn aluminum foil cooking techniques.
5. Have a campout planning session with the boys. Make a list of items they will need for backyard camping and for father-son overnight.
6. Practice camping in the backyard.
7. Show boys how to make an improvised sleeping bag or bed.
8. Make sure they are familiar with fire safety principles which include no flame lights in tents or liquid fire starters.
9. Go on a father-son campout.

PACK ACTIVITIES:

Exhibit: Homemade tent; first aid kit; improvising sleeping bag; posters or charts on safety.

Demonstrate: Oral report from father and son on overnight campout; show how to make tent or sleeping bag; explain contents of first aid kit.

Your activities on the Outdoorsman badge should all point towards the father-son campout. If you are working on this badge in spring or summer, you might dispense with regular den meetings and concentrate on outdoor activities such as cooking practice, fire building and safety and hiking. As a preliminary to working on this badge, read chapter 7 "The Outdoor Program" in your Webelos Den Leaders book. This covers the essentials of outdoor program with emphasis on the father-son overnight.



OUTDOORSMAN ACTIVITY BADGE

RECIPES

Bundle Supper: Use 1/4 lb. ground beef; 1/2 thinly sliced carrot; 1/2 thinly sliced potato; slice of onion, salt, pepper, 1 tablespoon water. Add salt and pepper to beef and shape into pattie. Place on 10" square of heavy foil. Place vegetables on top. Add water and more salt. Seal packet. Cook about 20 minutes.

Baked Apples with Raisins: Use apples, cinnamon, raisins, sugar. Wash and core each apple. Fill hole with 2 tablespoons sugar, a dash of cinnamon (or a few redhot candies) and raisins. Wrap in buttered foil. Fold foil and twist ends. Bake 30 mins.

Campfire Cocoa: (This recipe makes 40-50 cups) 1 lb. Quick; 1 lb. powdered sugar; 1 lb. dry non-dairy creamer (such as Pream); 1 8-quart box powdered milk. Mix all ingredients together and store in large container. Fill cup 1/2 full of mixture, then add hot water to top. Stir and serve.

Hamburger With Gravy: (For 2) 1/2 lb. hamburger, 1 can mushroom soup, instant rice. Crumble beef and brown in skillet. Pour off excess grease. Add 1 can mushroom soup and 1/2 can water. Simmer for a few minutes and serve on cooked rice.

Corn on the Cob: Select a good ear of corn and cut off the top end to where it can be inspected. Leave the husk and silk on. Wrap securely and place on grill or coals. Turn corn frequently. Cook about 30 minutes. Husk and serve with salt, pepper and butter.

Fruit Cobbler: (Serves 8-10) Use three #303 cans sliced peaches or 5 regular cans sour cherries (sweetened cherries with 2 cups sugar); 1/2 box white or yellow cake mix; 1 stick margarine. Place peaches or sweetened cherries in dutch oven. Add cake mix, sprinkling it over top of fruit. Do not stir. Slice margarine in thin slices and dot the top of the cake mix. Place lid on dutch oven and put in hot coals. Shovel some coals onto the lid. Bake about 30 minutes.

Jerky: (Make up your own at home. It's delicious to nibble on) 1 flank steak (about 1 1/2 pounds); 1 teasp. seasoned salt, liquid smoke or barbeque salt; 1/3 teasp. garlic powder; 1/3 teasp. black pepper; 1 teasp. Accent; 1 teasp. onion powder; 1/4 cup Worcestershire sauce; 1/4 cup soy sauce. Trim fat off steak. Semi-freeze it so you can slice it with the grain into 1/8" slices. Marinade overnight in glass dish in sauce, covered. Lay strips of meat on oven rack with foil underneath to catch drips. With oven door open slightly, roast at low temperature (125° to 140°) for 8 to 12 hours. Makes 1/2 lb. jerky.

Favorite Recipe: Use 1 Elephant (medium size), 2 Rabbits (optional), salt, pepper. Cut the elephant into bite size pieces. This will take about 2 months, so plan ahead. Brown. Add enough brown gravy stock to cover meat. Cook uncovered at 465° for about 4 weeks, adding more liquid if necessary. This recipe serves 38,000 people. If more people are expected, add the two rabbits, but only if necessary, because most people don't like to find a hare in their stew.

CAMPOUT PREPARATION FOR WEBELOS LEADERS

I. MAKE RESERVATIONS

1. If you decide to use a privately-owned campsite, arrangements should be made with the owner.
2. If you plan to use Scouting facilities, make reservations through the Scout Service Center.
3. In either case, a Local Tour Permit is required. Turn this in to the Scout Service Center at least two weeks prior to campout.

II. PREPARE THE BOYS

Preparing the boys goes beyond informing them that a campout has been planned. This period of preparation for the campout offers many opportunities to introduce materials which will be helpful to the boys in their Webelos training. Some of the opportunities are:

- A. Discuss and plan the campout with the boys. This is one of the requirements of the Outdoorsman Activity badge... "With the family or den, plan and participate in an evening outdoor activity which includes a campfire".
- B. Discuss fire safety and its need. This is another requirement of the badge. "Know and practice the rules of outdoor fire safety". An excellent set of fire safety rules is contained in the Outdoor Code (Refer to P. 62 Scout Handbook). A review of the Outdoor Code will not only help prepare your Webelos Scouts to be good campers, but will help them complete one of the Arrow of Light requirements.
- C. Teach the boys the taut-line hitch. They will need to know this knot in setting up their tents.
- D. Include your Den Chief in the campout planning. His experience in Scout camping will be helpful. He could help teach the taut-line hitch and the basic rules of fire safety. Be sure that he goes along on the campout.
- E. About one week before the campout, send home an individual checklist for each boy, along with a letter giving final details as to when and where to meet, when you will return, etc.

III. PREPARE THE DADS

Preparing the dads is equally important as preparing the boys. The end result of this operation is a smoothly-run campout with everyone knowing what is expected. Properly informed dads will reduce the load of responsibility on the Webelos leader to a minimum and will make the campout more enjoyable for everyone.

Campout Preparation for Webelos Leaders (Continued)

A. Meeting With Dads

1. Held about two or three weeks prior to campout. This should give a fairly good estimate of how many dads will be going and is close enough to the actual date that last minute changes can be avoided. Probably 100% of the dads will not attend, so be sure that those who don't are contacted soon after the meeting and informed of its content.
2. This is a planning meeting for adults. More will be accomplished if the boys do not attend.
3. Cover these items at your meeting:
 - a. Date of Campout.
 - b. Location - cover in detail how to get there. Give the dads a map. Transportation will probably be on a father-son basis.
 - c. Time and place of rendezvous and estimated time of arrival back home. (This keeps Mom happy)
 - d. Schedule of events of campout. Plan activities you feel the boys would like to participate in. For example: nature walk, hikes, swimming, fishing, campfire program.
 - e. Menu for Webelos Scouts and dads. (See Webelos Leaders book, p. 65-66)
 - (1) Keep the menu simple, remembering that each dad and his son cook, eat and clean up together. (This satisfies the requirement "with an adult or your parents, help cook your own lunch or supper out-of-doors and clean up afterwards")
 - (2) Suggest that similar (not necessarily identical) meals be planned for all involved.
 - (3) At least two meals involving some cooking should be anticipated. (Saturday evening and Sunday morning) Or if you arrive earlier, you may be cooking Saturday lunch as well.
 - (4) A sack lunch would be sufficient for Saturday noon and a light snack for Sunday noon.
 - f. Equipment. Each dad should have a personal equipment checklist similar to his boy's. In addition to these items, a hand axe for preparation of firewood is necessary. (2 or 3 of these for the den are sufficient) Don't forget the First Aid Kit, even though you may not use it.
 - g. If firewood is in short supply at your campsite, make sure everyone knows to bring their own.
 - h. Remember...pressure gas stoves and lanterns (the Coleman type) cannot be used at Scout camps. This is a national regulation. Propane cylinder type stoves and lanterns are permissible.
4. This meeting with the dads can be an excellent time to get to know each other better. Don't overlook the leadership potential within this group. Give the dads an opportunity to participate in leading the activities.

IN SUMMARY: Aside from the fun your Webelos Scouts will experience on this campout, they should have satisfied the requirements for the Outdoorsman Activity Badge by the time they return home. In addition to this badge, certain requirements for Geologist and Naturalist could also be satisfied.

SAMPLE SCHEDULE



Saturday

- 8:30 a.m. Arrive at campsite.
8:30-9:15 Erect tents, prepare bedding, check cooking area and fuel supply.
9:15 Raise U.S. flag while all salute. Pledge of Allegiance.
9:20-10:20 Nature hike with a purpose (such as instruction on Forester, Geologist or Naturalist Activity badges)
10:20-11:30 Fishing
11:30-12:15 Father-son buddy teams prepare own lunch.
12:15-12:45 Lunch
12:45-1:15 Cleanup and dishwashing.
1:15-3:00 Fathers and sons work together on requirements for activity badges or tour Scout camp facilities.
3:00-4:00 Swimming and boating. (If the waterfront is unguarded, use Safe Swim Defense plan - see Webelos Den Leader's book. Even if it is guarded, use buddy system)
4:00-5:30 Free time
5:30-6:00 Father-son buddy teams prepare own dinner.
6:00-6:30 Dinner
6:30-7:00 Cleanup and dishwashing.
7:00-8:00 Games (see Webelos Den Leader's book or Games section of this book for ideas)
8:00 Lower U.S. flag while all salute.
8:00-9:30 Campfire program. (See following page...
10:00 Lights out and camp quiet.

Sunday

- 7:00 "Reveille"
7:00-7:15 Air bedding and clean up
7:15 Raise U.S. flag while all salute.
7:20-7:45 Father-son buddy teams prepare breakfast.
7:45-8:15 Breakfast
8:15-8:45 Cleanup and dishwashing.
8:45-9:30 Strike camp. Leave campsite in better condition than you found it. NOTE: Plan your camp schedule to take into account the religious duties of the boys. If your camp extends into Sunday morning, be sure that they have an opportunity to attend services at their own church back home, a church in a nearby town or at camp.

A planned program is necessary so that your Webelos Scouts do and learn as well as live in a camp setting. Your schedule should be flexible. The plan above may look rigid, but it should be used as a guide. If you have alloted 1 hour for a nature hike and the boys are enjoying it and learning, don't hesitate to extend the time. Cut short any period which isn't working out as planned.

WEBELOS/DAD CAMPING SUPPORT

There are two different aspects of overnight activities related to a Webelos Scout. One involves his work toward earning his Outdoorsman Activity Badge. This relates to camping around his own home with his family.

The other aspect is overnight camping for Webelos Scouts, their Dads and adult leaders under the following policies:

- 1) The program is conducted according to the plan outlined in Chapter 7 of the CUB SCOUT LEADER BOOK, and
- 2) Full consideration has been given to the health, safety, and general welfare of all participants.

COUNCIL SUPPORT:

- 1) Rental Camping Equipment is available at Camp Doerr (Indian Mound Reservation) and Camp Journal. A complete list of equipment is available upon request.
- 2) Tent Camping Reservations -
 - A. Camp Journal (located at the corner of County Trunk Q and Highway 83 in Washington County) contains 325 acres, and is available year-round. This is a hike-in camp and cars are restricted to the parking area.
 - B. Camp Doerr (Indian Mound Reservation - located just south of Oconomowoc on Silver Lake) has areas provided for Webelos camping. Toilets, water, and trash pickup are provided.
 - C. Reservations for overnight programs for individual Webelos/Dad camping must be made two weeks in advance with payment at the Scout Service Center.
- 3) Cabin Camping - While tent camping is strongly urged, some cabins are available at Camp Doerr (Indian Mound Reservation) during October, November April and May. The following facilities are available (check on current rental prices):

Pillsbury Cabin	16 persons
Sentinel Cabin	18 persons
Harnischfegar Cabin	22 persons

For larger groups, contact the Camping Service for larger cabin facilities. Cabin fees are payable with reservation and subject to change. All these cabins have heat, refrigerator, cooking facilities (no utensils provided) and a wood stove or fireplace (woods is not provided). Water and toilet facilities are provided.

- 4) Reservations - All reservations for facilities and equipment must be made through the Camping Office at the Scout Service Center, 3716 W. Wisconsin Avenue, 53208, phone: 344-6830.
- 5) Directions - Maps and complete set of regulations on camp use are available on request from the Camping Office at the Scout Service Center.

CAMPING SERVICE TO PACKS

Camp facilities are also available to Packs other than for Webelos/Dad camping, which is outlined on the opposite side. Some suggestions are:

1) Pack Picnic

At Camp Journal, facilities are available for Cub Packs for picnics. Tables (for 100-150 people), toilet facilities and water will be provided. Parking close by but no cars will be allowed in the picnic area. Each group will be responsible for clean-up of their area.

2) Pack Swim

Cub Packs may swim at Camp Doerr (Indian Mound Reservation), under the following procedures from May 1st, until summer starts, and after camp closes until October 1st.

A. Qualifications of leaders

1. Leader in charge must be over 21 years of age, have a current Red Cross Water Safety Instructor's Card, or have a qualified Scout or Explorer who has a Red Cross Water Safety Instructor's Card, or is a Scout Life Guard.

B. Permission slips are required for persons under 18 at time of swim.

C. Swim must be scheduled for not more than one hour.

D. All swimming must be done in the summer camp swimming area and in accordance with Safe Swim Defense Brochure.

E. Additional lifeguards must be provided on the basis of one per each 10 swimmers.

SOME GENERAL REGULATIONS ON CAMP USE

ARRIVAL TIME OR EQUIPMENT PICKUP

1. Arrival time for weekend camp use - no earlier than 5:00PM, nor later than 8:30PM on Friday, or earlier than 8:00AM on Saturday. Departure must be by 3:00PM Sunday, unless by special arrangement.
2. You must present your written permit on arrival at camp to the Camp Ranger.
3. Rental equipment for weekend use may be picked up between 5:00PM and 8:30PM on Thursday or Friday, and must be returned no later than 8:30PM on Monday. Time of return should be agreed upon with the Camp Ranger.

HEALTH AND SAFETY

The Health and Safety of each youth and adult participant in camp must be insured by adequate planning, training, proper instruction and supervision.

Some specifics are:

1. No liquid fuels used in camp for fire starting or cooking. Lanterns and stoves may be handled by adults only.

2. Proper instruction in handling of axe and knife.

3. No "moonlight" swimming.

4. Keep "horse play" to a minimum. More Scouts are injured in "horse play" than any other way.

Scholar

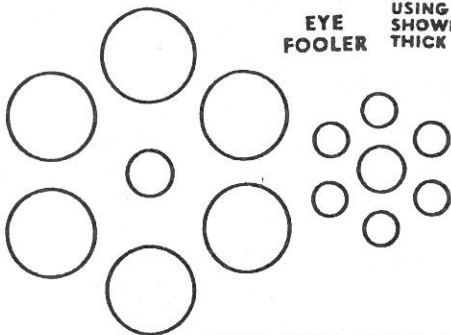
The Scholar activity pin is a good activity to be done as a group. If there are two or more Webelos groups in your pack, suggest that they do it together. Invite a principal, teacher or other school official to speak to your group, or make arrangements to meet with one at the school. Be sure to supply that person with the list of requirements you wish them to cover. Have a flip-chart or chalk board available for recording answers. The boys can then copy these answers in their notebooks. Requirements 1, 2, 7, and 9 may be done on an individual basis. 1. Have a good school record - maybe this would be an opportunity for the Webelos Leader to have a conference with each boy during a meeting; much the same as a Scoutmaster's conference; get them used to talking with an adult other than a parent. 2. Take an active part in school or service - boys can do this by being hall monitors, in the choir, crossing guards; do a service project for the school if it is your charter partner; conduct the opening ceremony at open house, hand out programs, help in the library; be sure to get permission ahead of time, public schools have some strict rules. 7. Ask your parents and five other adults . . . boys can do this on their own. 9. Help another student with homework . . . don't forget younger brothers and sisters count. Boys should be instructed to keep good notes in their notebooks for proper credit.

Scientist

Take your time on this one. It's probably the one that many boys will find lots of fun. Read through the entire section and plan your meetings carefully. Be sure to have all the equipment on hand for the experiments. It is necessary for the boys to understand what they are doing, why and how each of the principles they read about works. If one of the boys has a chemistry set, have him bring it to a meeting and do a few experiments of his own. A science teacher may be a valuable resource for ideas. The public library is another good resource for books and for special programs. In any case, be sure the boys read and follow directions carefully before doing experiments. Pick out your favorite ones and perform these at the pack meeting during the demonstration time allowed for your den. Contact a local eye specialist and invite to your meeting or pick up free materials relating to this subject from several organizations dealing with this subject. Another good source: American Science Center, Inc. 5430 W. Layton Ave. Greenfield, Wi. 281-2322 Mon-Fri 10am to 6pm Thur till 9pm Sat 9am to 5pm

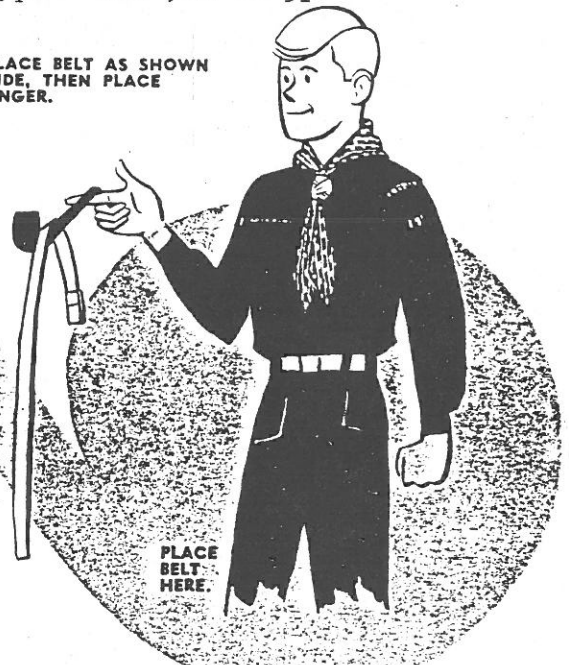
BELT BALANCE—PLACE BELT AS SHOWN ABOUT $\frac{3}{4}$ ON ONE SIDE, THEN PLACE THE END ON YOUR FINGER.

EYE FOOLER
USING THE PATTERN SHOWN, CUT FROM $\frac{1}{8}$ -INCH THICK WOOD.



WHICH INNER CIRCLE IS LARGER? (MEASURE THE CIRCLES FOR THE ANSWER.)

WW20



Showman

Objectives: To instill an appreciation of the fine arts. To expose boys to entertainment professions. To expand the imagination and creativity of Webelos. To increase boys' self-confidence in front of audiences.

Den related activities:

1. Attend a high school play or concert
2. Attend a performance by a little theatre group
3. Write, design and perform a puppet show at the pack meeting
4. If one of the boys plays an instrument, have him bring it to a meeting and perform a short number
5. Invite an adult with musical talents to your meeting and perform
o Christmas caroling in the neighborhood
o Christmas caroling at a nearby nursing home (prior permission needed)

Boy Scout Merit Badges:

Journalism
Theater

Sportsman

Objectives: To enable every boy to be sufficiently skilled to meet all the requirements of Sportsman. To instill doing his best. To help him achieve a sense of accomplishment. To develop team spirit and good sportsmanship.

Den related activities:

1. Invite a sports figure, coach or referee to your meeting from a local high school, college or professional team to discuss teamwork, fair play and sportsmanship
2. Participate in the Cub Scout Sports program; earn belt loops, pins or a sports letter
3. Attend a sports event; hockey, polo, baseball, football, bowling tournament; with boys and parents
4. Decide which two individual and two team sports boys want to do: allow enough meetings to learn the sports; get parents' help
5. Plan a demonstration for the pack meeting involving one of the lesser-known sports; shuffleboard, marbles, etc.

Boy Scout Merit Badges:

Archery
Sports

Traveler

Objectives: To interest Webelos in taking trips. To familiarize Webelos with road maps and timetables. To teach travel safety. To acquaint them with the expense of traveling.

Den related activities:

1. Take a bus or train trip
2. Visit a travel agency or motor club
3. Visit a bus terminal, train depot or airport
4. Have boys bring pictures, post cards, etc. of places they visited and tell about it

Traveler cont'd

5. Prepare pack meeting assignment; have Cub Scouts play relay game of packing and unpacking suitcases; have map symbols game for preopening activity; display car first aid kits

Boy Scout Skill Awards and Merit Badges:

Community Living Skill Award

Safety Merit Badge

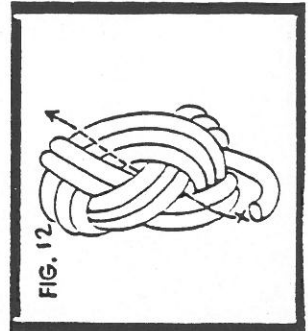
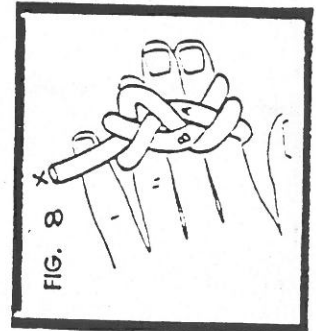
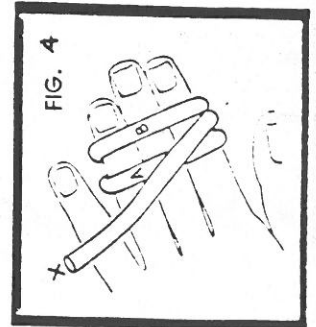
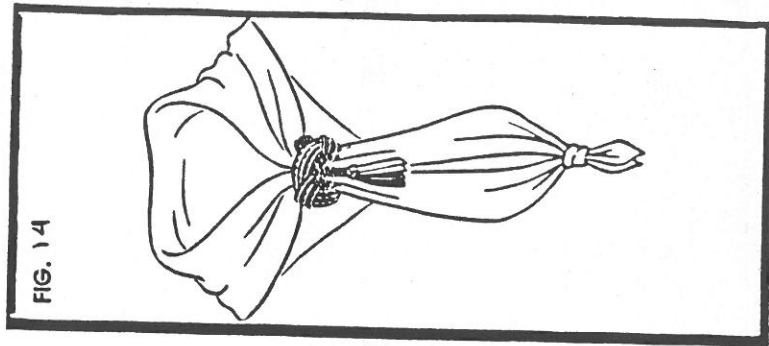
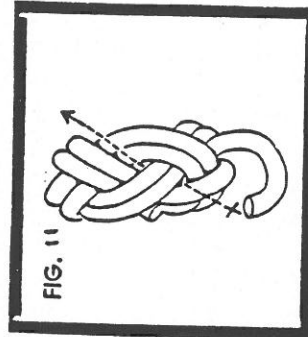
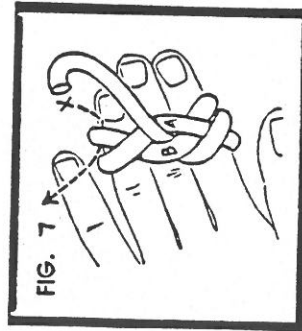
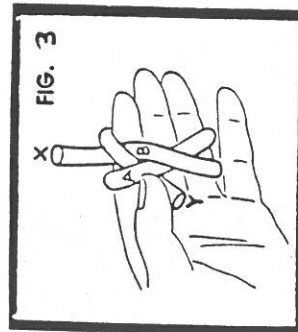
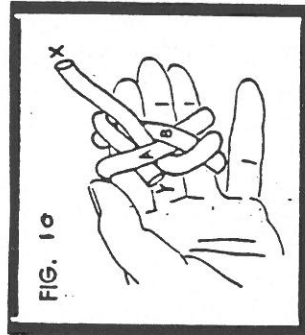
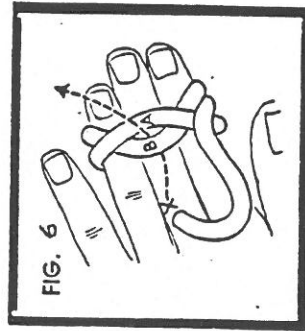
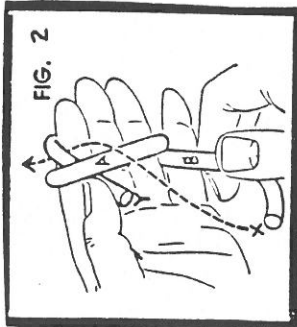
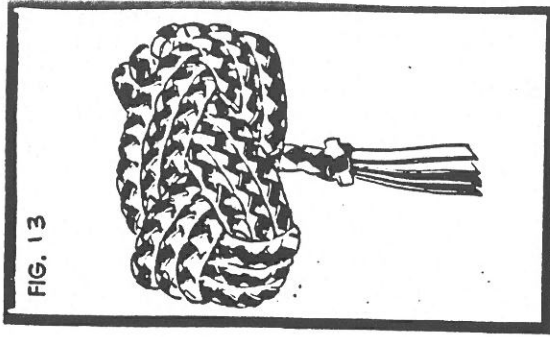
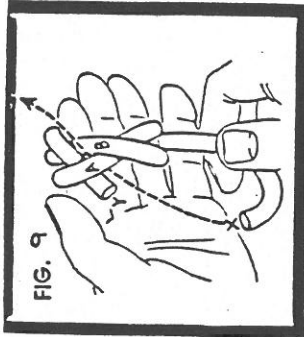
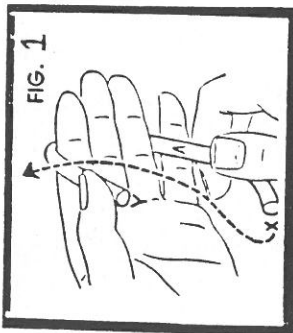
Aviation Merit Badge

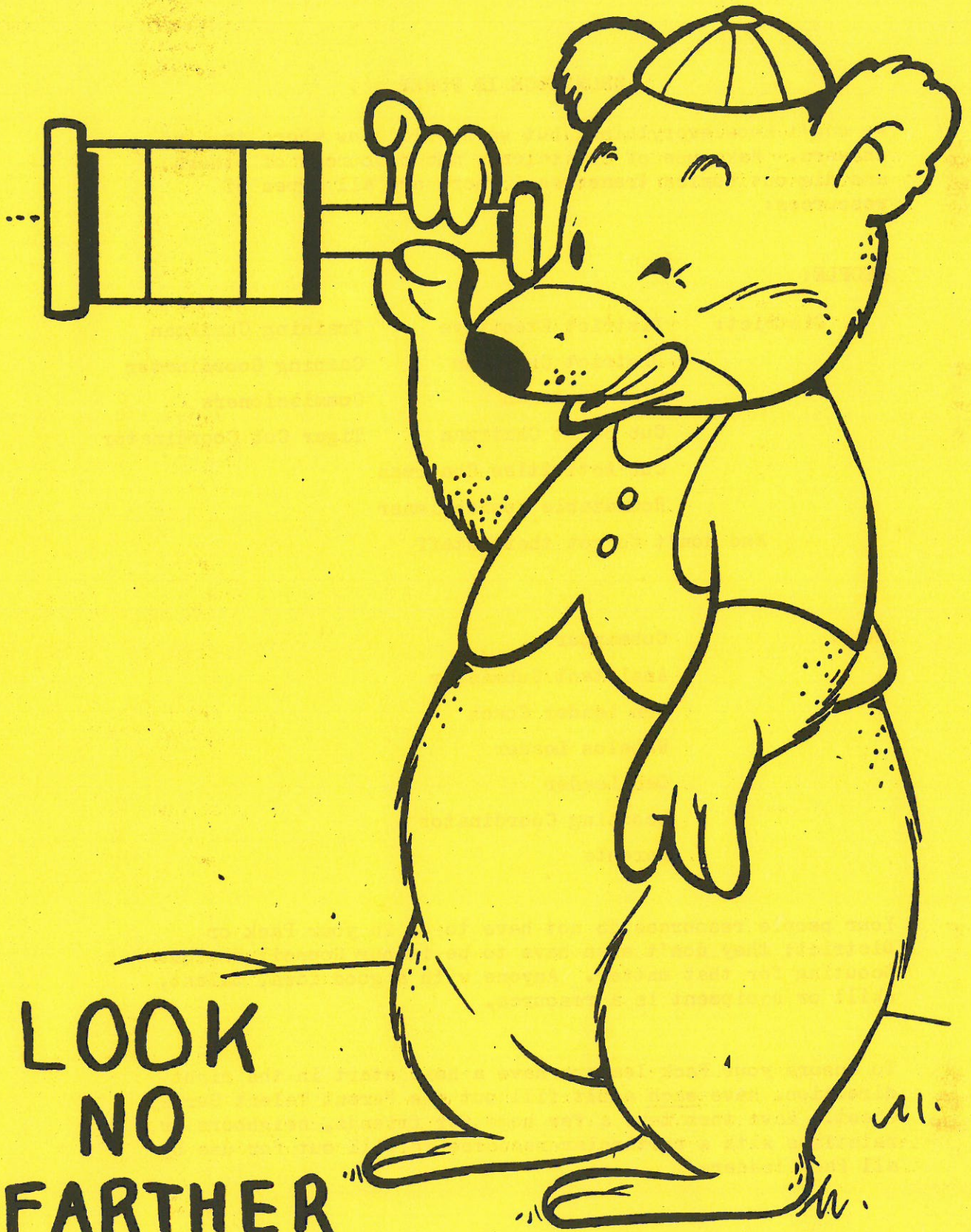
Traffic Safety Merit Badge

Railroading Merit Badge

NOTES

TURK "S" - HEAD NCKERCHIEF SLIDE





LOOK
NO
FARTHER
FOR GREAT RESOURCES

KNOWLEDGE IS POWER . .

We can't know everything, but we should know where to find answers. Make use of the talents and resources of others and dig out buried treasures. There are all types of resources:

PEOPLE:

District:	District Executive	Training Chairman
	District Chairman	Camping Coordinator
	Vice Chairman	Commissioners
	Cub Scout Chairman	Tiger Cub Coordinator
	Cub Activities Chairman	
	Roundtable Commissioner	

And don't forget their staff

PACK:

- Cubmaster
- Assistant Cubmaster
- Den Leader Coach
- Webelos Leader
- Den Leader
- Scouting Coordinator
- Parents

Your people resources do not have to be in your Pack or District; they don't even have to be in our Council or into Scouting for that matter. Anyone with a good idea, talent, skill or equipment is a resource.

To ensure your Pack leaders have a head start in the right direction, have each adult fill out the Parent Talent Survey Sheet. Have them take a few home for friends, neighbors or relatives with a particular resource to fill out for use by all Pack leaders.

LITERATURE;

Each pack committee should try to provide reference library kits, for its Cubmaster, Webelos Leaders, Den Leaders, and Den Leader Coach. Several of the key support booklets listed here make leaders' jobs easier and the program more worthwhile for the Cub Scouts.

Cub Scout and Webelos Scout Program Helps
(both past and present copies)

Cub Scout Leader Program Notebook

Boys' Life magazines (both past and present copies)

Scouting magazines (both past and present copies)

Big Bear Cub Scout Book

Cub Scout and Webelos Scout Uniform Inspection Sheet

Cub Scout Lead Book

Cub Scout Leader How-To Book

Cub Scout Songbook

Den Chief Handbook

Female Leader Uniform Inspection Sheet

Group Meeting Sparklers

Male Leader Uniform Inspection Sheet

Staging Den and Pack Ceremonies

Webelos Den Activities

Webelos Scout Book

Wolf Cub Scout Book

Your Flag

Cub Scout Family Book

Cub Scout Fun Book

Cub Scout Magic

Cub Scout Sports Books: Leader Guide, Archery, Badminton, Baseball, Basketball, Bicycling, Bowling, Golf, Gymnastics, Marbles, Physical Fitness, Skating, Skiing, Soccer, Softball, Swimming, Table Tennis, Tennis, Ultimate, Volleyball, and the newest Fishing.

Tiger Cubs BSA, Organizer Manual

Drugs: A Deadly Game

Insignia Control Guide

Webelos-to-Scout Transition for Webelos and Pack Leaders

Craft books and magazines
The Official Boy Scout Handbook
Cub Scout Songtime
Child Abuse: Let's Talk About It
World Friendship Fund brochure
Cub Scout Ideas
 Community Carnival/Sports Heros
 Cub Scout Chefs/Who Am I?
 Our Neighborhood/All About People
 Bobcat and Wolf/Wolf Into Den
Juvenile library books on the theme

And I'm sure there are many, many, many more.

Don't forget your POW WOW books past and present.

There are even people in council who are trying to get POW WOW books from other councils. I'm sure if you find them they will be more than happy to try to get copies made.

OTHERS;

POW WOW's

Roundtables

Training

"Trained" is a misnomer in Scouting. No leader is ever really "trained." No one has all the answers.

USE YOUR RESOURCES

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SPECIALTY INFORMATION

WMVS TV 10/36

Address: 1036 N. 8th Street (8th and Highland)
 Phone: 271-1036 Contact: Karen Copper
 Age limits: Kindergarten through adult
 Group size: 5 or more Tour length: 30 min. to 1 hr.
 Times: Monday - Friday 8am-4pm No charge for tour
 1 week advanced notice. Allow extra time for street parking or pay for lot.
 See control room, prop room, telephone conferencing area, traffic and promotion.

Sentinel/Journal Co.

Address: 333 W. State Street
 Phone: 224-2120 Public Service Bureau
 Age limits: 4th grade and up
 Group size: 15 or more people
 Tour length: about 1 hr. (15 min. slide show, 45 min. tour)
 Times: Monday - Friday 10am or 2pm No charge for tour
 2 week advanced notice. Tour newsroom, advertising, composing and press rooms. Mini newspapers as souvenirs. Poster sent beforehand to remind group of time and date.

TOUR INFORMATION TELEVISION STATIONS

WITI TV6

Address: 9001 N. Green Bay Rd.

Phone: 355-6666

Contact Person: Patricia Turner

Age of tour participants: 9 & up

Size of group: 15 to 30 people

Tour length: 45 minutes

Times available: Monday & Tuesday after 9:30 and before 3:30
2 month notice

Go through studio, news, control room, etc. If you want to see something going on the air, arrange to be there around 11:30 AM for the news broadcast.

Freebies: Pictures and biographies of on-air personalities.

WTMJ TV4

Address: 720 Capitol Drive

Phone: 332-9611

Contact Person: David Drove, Brook Pullman, or Rob Synnes

Age of tour participants: must be at least 8

Size of tour group: at least 8 or 10 but not more than 35.

Tour length: one hour

Times available: Monday through Friday at 10:30 and 1:00 -
by appointment

2 week notice

Tour includes no on-air program, but some taping, radio station disc jockeys, news and weather studio.

Freebies: usually have sports schedules and bumper stickers

WISN TV12

Address: 759 N. 19th Street

Phone: 342-8812

Contact Person: Enid Parkinson

Age of participants: at least 10 years old.

Size of tour group: 5 to 15 people

Tour length: 30 to 45 minutes

Times available: Wednesday and Thursday between 9 and 11AM and
1 and 3PM

2 week notice by appointment

Tour includes studio, news room, engineering, and control room.

PARKS

PARKS -- INFORMATION NUMBERS:

Hotline 257-5288
Information 257-6100
Organized sports. . . 645-3228

PERMITS & RESEVATIONS:

Group golf. 645-3228
Group Tennis. 645-3228
Overnight lodge . . . 645-4624
Picnic. 645-4954

SPECIALTY PARKS:

Boerner Botanical Gardens 5879 S 92nd Street	425-1132
Mitchell Park Domes 2200 W Pierce Street	649-9800
Forestry Dept 10340 Watertown Plk Rd	275-6563
Wehr Nature Center 5879 S 92nd Street	425-8550
Whitnall Park Botanical Gardens 5879 S 92nd Street	425-1132
Zoological Gardens (Zoo) 10001 W Blue Mound Rd	771-5500

SPECIALTY INFORMATION

Audubon Society of Milwaukee 12259 W. Underwood Parkway	453-5640
Greater Milwaukee Convention & Visitors Bureau 756 N Milwaukee St	273-7222
Funline of Events	799-1177
Mitchell Intl Airport Visitor Ctr	747-4303

CRAFT SUPPLIES & EQUIPMENT

ACCENTS

16555 W Cleveland Ave 796-0666

3937 S 76th Street 545-9000

6546-A N 76th Street 353-3330

Stenciling supplies, beads, framing, kids crafts,
books, wood products, paint, plaster crafts

ARTISTIC CRAFTS & GIFTS

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Beading, pom poms, magnets, styrofoam, miniatures,
fabric paints, sand & sea shells

CUDAHY NEWS & HOBBY CENTER INC

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Canvas painting, basket weaving, lessons, books

LEEWARDS CRAFT BAZAAR

Point Loomis Shopping Centre

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Northridge Fashion Square

8603 W Brown Deer Rd 357-8006

Brookfield Square Shopping Center

95 N Moorland Rd 782-7170

Complete craft supplies for most projects. Instructions
available

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12750 W Capitol Drive 781-9660

House of a million crafts! If it's new, we have it

CRAFT SUPPLIES & EQUIPMENT

TANDY LEATHER
2247 S 108th Street 541-6977
Tooling, classes, Indian lore

And many, many more see the Yellow Pages

MUSEUMS

ART CENTER
631 N Milwaukee 271-1221

BROOKS STEVENS AUTOMOTIVE MUSEUM
10325 N Pt Wash Rd 13W 241-4185

DISCOVERY WORLD MUSEUM OF SCIENCE
ECONOMICS & TECHNOLOGY
818 W Wisconsin Ave 765-9966

MILWAUKEE ART MUSEUM
750 N Lincoln Memorial Dr 271-9508

MILWAUKEE PUBLIC MUSEUM
800 W Wells 278-2700

WAUWATOSA HISTORICAL SOCIETY
7406 Hillcrest Dr 774-8672

HERITAGE MUSEUM
Council Service Center
330 N 84th Street 774-1776

RESOURCES FOR CRAFTS

AREA LUMBER YARDS: Can be asked to donate a wide variety of wood scraps, sawdust, and curls of planed wood which in turn can be used for a wide range of games and crafts.

GROCERY STORES: Ask the manager for boxes of all shapes and sizes.

THE TELEPHONE COMPANY: Empty cable spools could be used to make tables; old telephones can be used for props in skits; colored telephone wire.

ICE CREAM STORES: Empty 3-gallon containers.

GAS STATIONS AND GARAGES: Tires for use in games and for obstacle courses.

WALLPAPER STORES: Sample books of discontinued patterns.

CARPET SHOPS: Discontinued rug samples; soft foam underpadding; carpet rolls (cardboard).

TILE STORES: Broken patterns of ceramic tiles.

HAMBURGER PARLORS: Empty 5-gallon containers.

SOFT DRINK COMPANIES: Wooden soft drink crates may be available for a minimal charge.

RESOURCES FOR CRAFTS

APPLIANCE/FURNITURE STORES: Large packing crates for skits, props and puppet theaters.

NEWSPAPER COMPANIES/PRINTERS: End rolls of print paper; scrap paper and card stock; offset plates for use in tin crafts.

PIZZA RESTAURANTS: Cardboard circles are good for making shields and other craft projects.

TRAVEL AGENCIES: Discarded posters and maps; travel schedules for Webelos Traveler Activity Badge.

UPHOLSTREY/DRAPERY SHOPS: Fabric and vinyl scraps.

FLOOR SHOPS: Floor tiles for printing blocks.

BAKERY: Empty 5-gallon containers.

And many more I'm sure. Add your own below.

Monthly Themes and Webelos Activity Badges

September 1988 to August 1989
Webelos Activity badges are shown in italics

	1988-89	1989-90
SEPTEMBER ¹	Cub Scout Corral <i>Communicator</i> <i>Scientist</i> *	Our American Heritage <i>Communicator</i> <i>Scientist</i> *
OCTOBER ²	Cub Scout Citizen <i>Fitness</i>	Viking Discoverers <i>Showman</i> <i>Scientist</i>
NOVEMBER	See-and-Do-It Show <i>Craftsman</i> * <i>Citizen</i>	Parade of the Presidents <i>Craftsman</i> * <i>Citizen</i> *
DECEMBER	Holiday Magic <i>Craftsman</i> <i>Artist</i>	Customs of Countries <i>Craftsman</i> <i>Citizen</i>
	1989	1990
JANUARY	Knights in Armor <i>Showman</i> <i>Readyman</i>	Invention Convention <i>Fitness</i> <i>Readyman</i>
FEBRUARY ²	Strong for America <i>Sportsman</i> <i>Athlete</i>	Mardi Gras <i>Engineer</i> *
MARCH ³	Exploring Alaska <i>Scholar</i> <i>Engineer</i>	Achievement Parade ⁴ <i>Engineer</i> *
APRIL ³	Cub Scout Handyman <i>Handyman</i> <i>Family Member</i>	Mountains of America <i>Geologist</i>
MAY	Wheels, Wings, Rudders ⁴ <i>Outdoorsman</i>	Under the Big Top <i>Outdoorsman</i> <i>Family Member</i>
JUNE	Akela's Council <i>Naturalist</i> <i>Geologist</i>	Sports Arena <i>Sportsman</i> <i>Athlete</i>
JULY	Trails, Treks, Trips <i>Aquanaut</i> <i>Forester</i>	Buckskin Pioneers <i>Forester</i>
AUGUST	Outdoor Festival <i>Traveler</i>	Harbors, Stations, and Airports ⁴ <i>Artist</i>

¹ Annual September Parents' Meeting

² Blue and Gold Banquet in February

³ Joint Webelos-to-Scout Transition Roundtables (October and March or April)

⁴ Pinewood Derby

* Space Derby

* Raingutter Regatta

* Activity badge continues for 2 months

A
tree
is
God's
creation
everywhere
on earth-in-
cluding Brooklyn.

It's said man once
lived in trees. When he
climbed down, life never
again was to be quite so
simple...yet only then did the
tree get truly appreciated. For
here was food and fuel and shelter,
then a weapon, a tool, a wheel-and
transportation. And now it's floors, doors,
veneers, piers, baskets, caskets...rubber for
gaskets. It's a handle for brooms, shovels, rakes
...syrup on pancakes. It's paper and paints...
tars, spars, boxes and boxcars...storage bins and
bowling pins. It's toothpicks and matchsticks...ever
plastics...material for distillation, lamination, insulation
...windows for ventilation; and a thousand and one other
we-can't-do-withouts. Yet few people look at a tree in the same
way. To the small boy it's a favorite and strategic place....
where you build a treehouse, spot a woodpecker,
cut slingshots and fishpoles, hang old tires and
climb for fun. To the naturalist it's probing a fascinating world of buds,
blossoms, bark, needles, cones and leaves...spectacles of color...
and some 1,035 domestic species. (Yet to a baseball player it's as simple as a
stick of second-growth ash, sized and shaped to "feel like a million.") To the artist
it's inspiration...alone on a windswept hill, timberline patchwork on a mountain,
thick and verdant in a valley; to the homeowner it's beauty and shade and property
value...also digging, planting, pruning, edging, feeding and a lot of other weekend work.
To the hobbyist and craftsman, it's a new bookcase, picnic table, panelled den, plywood,
shelves...a chance to become down right "immortal." To the timberman it's a bustling
big business, measured by cords and board feet. But, most of all, a tree remains what
it was in the first place...man's everlasting friend. For we'd sure be "stumped"
for a mighty
lot of things
in a world
without trees!

THE FAR SIDE



WINDPROOF CEREMONIAL CANDLES

Using a standard household utility candle, wrap the candle with one layer of burlap and secure it with some light thread. Dip the entire candle into melted paraffin two or three times. (Note: You may use colored burlap to give any shades or colors of candles.)

Light the burlap in addition to the regular wick of the candle. A four-inch candle will burn for about 30 minutes. Even though there is very little dripping, it works best if the candle is placed in a shallow container such as a tuna can.

The candles will burn through strong wind and even light rain.

- Sammie and Phil Gilmer
Chickasaw Council

TALK WITH THE BIRDS - MAKE A BIRD CALL



Take a piece of close-grained hard wood, such as rock maple or mountain ash (dowel rod may be best, but broom sticks work too), two inches long. You'll also need a screw eye that can be purchased at the hardware store. Drill a hole (or make with a nail), slightly smaller than the screw threads, in the end of the block and turn the screw eye into it. Unscrew the eye; put a small amount of powdered rosin in the hole. As you twist the screw eye

back and forth in the hole very slowly, you will be able to make a chirp-chirp or a trill in loud, clear notes. With a little practice this simple device will produce an astounding variety of bird noises. You may decorate with marking pens.

NATURE WINDOWS HANGING

This display of nature's beautiful leaves/flowers is an easy but meaningful craft for spring, summer, or fall. Materials needed are furnace filters, clear contact paper, yarn for hanging, scissors, and small wild flowers or tiny leaves. Cut furnace filter into pieces (see illustration). Lay a filter piece on the sticky side of clear contact paper; place nature item in each space. Cover with a second piece of clear contact paper, and trim around edges.



Friendship Stick

This little stick means "Friendship"
of a very special kind.

A "Friend," you know, is really great
and very hard to find.

Green wood is a living symbol
according to the lore,

Of Scouting, hope, and friendship,
the boundaries to explore.

The cap is the color of sunlight
and all that it can mean,

The eyes for light and dark-skinned people
are very plainly seen.

The nose stands for strength and courage
that makes our freedom ring.

The mouth for truth and honesty,
qualities of which we sing.

The crossroads for all the races
joining a brotherhood,

Of yellow, red, black, and white
for all our mutual good.

Duty to God is uppermost
as every Scout should know.

Next is duty to our country
for freedom, we strike a blow.

The orange sign of helping others
means much to those that do,

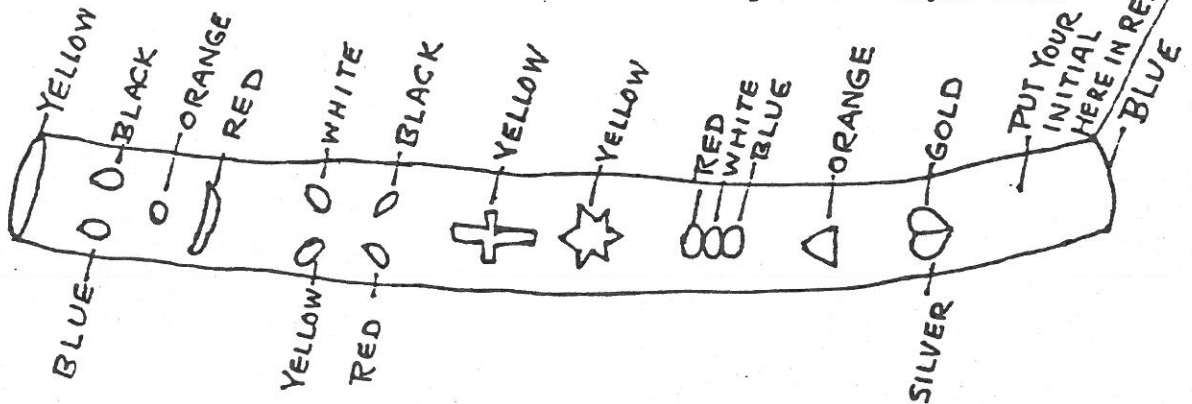
While a heart of gold and silver
stands for friends, old and new.

The giver's sign or totem at
the bottom of the stick,

Provides a permanent record of
a friend you won't forget.

The color you find on the bottom
means our loyalty is true,

It's also the color of the skies,
a pure and royal blue.



Kite Neckerchief Slide

Cut kite shape from foam meat tray. Tie two toothpicks together crosswise and glue. Cut points off toothpicks to proper length for kite. Glue to back of kite.

For tail use a piece of yarn with knots tied in it. Glue tail to bottom of kite. Glue ring on back.

Kite may be decorated with markers or cut-outs from scout catalog or place cards.



L'Eggs Turtle

Decorate the shallower end of a L'Egg Egg as a turtle, using felt head, legs, and tail. Place over a golf ball, and it will move around almost as if it were alive. Den members may want to stage races by placing their turtles on slightly slanted boards.

Nature Games

See Games for Cub Scouts for a page of nature games. Also see ideas in Den Leader's Book and Den Chief Handbook.

Star Tracing - Duplicate a number of double stars, the outer one being about 6 inches from point to point and the inner one an inch smaller. Object is to draw a third star between the lines of the inner and outer stars while shielding the stars from direct vision and using a mirror. Place mirror about 1 inch from point of star.

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

Wary Wolf - One Cub Scout is the "Wary Wolf." The others line up a short distance from him. When the wolf turns his back, they stalk toward him. When he turns around quickly, everyone freezes. Any Cub Scout moving goes back to the starting line. First to touch the "Wolf" wins.

Whifflepoof Hunt - One Cub Scout is the "Whiffler," who takes off dragging a "Whifflepoof." The den follows five minutes later. They must trail down the whiffler before he reaches his goal (a pre-determined distance). The "Whifflepoof" is a log, 3 inches thick, 15 inches long, hammered full of nails, with a screw eye for attaching a rope.

Nature Scavenger Hunt - Divide the group into teams. Give each a list of nature objects to find within a given period of time. The winner is the team finding the greatest number within the allotted time.

Duplication - Before gathering the Cub Scouts in a group, secretly gather 10-15 common items from your location: leaves, rocks, seeds, cones, etc. Place objects on a tray and cover with a napkin or handkerchief. Now ask the Cub Scouts to take a good look at the assorted items when you lift the handkerchief (remove for 20 seconds). Then direct them to spread out and find one each of all of the items they remember. Allow about 5 minutes to search. Then reassemble the group and pull out each object, one at a time. Did any find all of the items?

Octopus Race - Divide group into teams of four. Team members line up with backs together, linking elbows. On signal they race down to and around a certain object and back to starting point.

Nature Alphabet - Divide the boys into teams. Have them list nature objects in the general area beginning with each letter of the alphabet. Which team has the most complete list? Each den could be one team at a pack outing.

More Nature Games

Identification Game - This game is a lot like Steal the Bacon, but it has been adapted to help children identify and remember the trees and shrubs in an area. As you explore the locale where you'll be playing the game, collect small samples of leaves, flowers, and seeds from the trees and bushes - about 7-10 in all.

Form two equal teams and line them up facing each other, 30 feet apart. Put the specimens in a row on the ground between the two teams. The teams count off separately so that each player has a number, and on each team there are players numbered one, two, three, etc.

When the teams are ready, call out the name of a tree or bush represented by one of the specimens lying between the teams, then call out a number. (For example, "The next plant is a beech tree, and the number is...three!")

As soon as the "threes" hear their number called, they race to the specimens, trying to be the first to find the beech twig. Every successful player earns two points for his team. Picking up the wrong item results in a loss of two points. - Sharing Nature with Children by Joseph B. Cornell

Blind Walk - It's very simple to organize and lead a blind walk. Form pairs. Each pair decides who'll be the leader first and who'll be blindfolded. The leader guides his partner along any route that looks attractive, being very careful to watch for logs, low branches, and so on. The leader also guides his blind partner's hands to interesting objects and brings him within range of interesting sounds and smells.

Meet a Tree - Pair off, blindfold your partner, and lead him through the forest to any tree that attracts you. (How far will depend on your partner's age and ability to orient himself. For all but very young children, a distance of 20-30 yards usually isn't too far.)

Help the "blind" child to explore his tree and to feel its uniqueness. I find that specific suggestions are best. For example, if you tell children to "Feel the tree," they won't respond with as much interest as if you say, "Rub your cheek on the bark." Instead of "Explore your tree," be specific: "Is this tree still alive?...Can you put your arms around it?...Is the tree older than you are?...Can you find plants growing on it?...Animal signs?...Lichen?...Insects?"

When your partner is through exploring, lead him back to where you began, but take an indirect route. (This part of the game has its fun side, with the guides leading their partners over imaginary logs and through thickets that might easily have been avoided.) Now, remove the blindfold and let the child try to find the tree with his eyes open. Suddenly, as the child searches for his tree, what was a forest becomes a collection of very individual trees.

(continued)

More Nature Games (continued)

Sounds and Colors - In a forest, meadow, marsh, or park, children lie down on their backs with both fists held up in the air. Every time someone hears a new bird song he lifts one finger. Who has the best hearing? This is a wonderful way to make children aware of the sounds (and the stillness) of nature. For fun, see if you can count to ten without hearing a bird song. Vary the game by listening for general animal sounds or sounds like wind in the grass, falling leaves, or rushing water. To get children to concentrate more deeply on any natural setting, ask them how many different colors and shades of colors they can see in front of them without moving from where they are standing or sitting.

Unnatural Trail - This game is played primarily to introduce the concepts of camouflage (protective coloration) and adaptation.

Choose a 40-50 foot section of trail and place along it ten to fifteen man-made objects. Some of them should stand out brightly like flashbulbs or balloons. Others should blend with their surroundings and, therefore, be more difficult to pick out. Keep the number of objects you've planted secret.

The children walk over the section of trail one at a time, with intervals between them, trying to spot (but not pick up) as many of the objects as they can. When they reach the end of the trail, they whisper in your ear how many they saw. If no one saw all of them, tell everyone how many were seen but that there are still others. Then let them start over.

End the game with a discussion of the ways camouflage coloration helps animals. Then go on a search for small camouflaged animals (insects, spiders, etc.)

Scavenger Hunt - Scavenger hunts are probably familiar to you from your own childhood. This one is adapted to find natural objects. You should assign lists that require the child to think creatively or to look very closely. The following list is adapted from one used at Glen Helen Outdoor Education Center in Yellow Springs, Ohio:

A feather	One seed dispersed by the wind
Exactly 100 of something	A thorn
A maple leaf	A bone
Three different kinds of seeds	One camouflaged animal or insect
Something round	Part of an egg
Something fuzzy	Something sharp
A piece of fur	Five pieces of man-made litter
Something perfectly straight	Something beautiful
A chewed leaf (not by you!)	Something that is of no use in nature
Something white	Something that makes a noise
Something soft	Something that reminds you of yourself
Something important in nature	A sun trap (water, rocks, plants, animals)
A big smile	

What Animal Am I? - Pin a picture of an animal on the back of a child without showing him the picture. Have him turn around so the other children can see what animal he is. He then asks questions to discover his identity. The others in the group can answer only Yes, No, or Maybe.

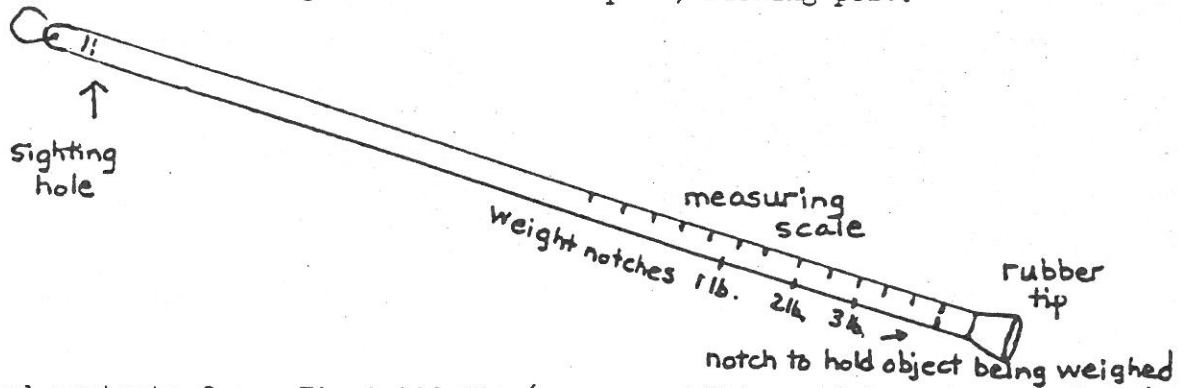
HIKING STICK

Materials:

Broom stick for each boy
Rubber tip for each stick
Wood burner or permanent markers
Drill, hand or electric
Weights and saw
Yardstick and pocket knife

The hiking stick is made using the broom handle. The stick length is to be between the boy's shoulder and the top of his head. This makes it easier for him to use the stick when climbing. (Remember these boys are growing rapidly, so it is advised that the length be close to the top of the head.) The stick is measured and marked every inch from the bottom at least a foot up. These marks are then burned into the wood or marked with the markers. Markings are to check the depth of creeks before crossing them. Two holes are drilled into the top of the stick at right angles. One may be used for sighting objects to stay on course, and a leather strip for a handle may be put through the other. In order to weigh something (a fish, for example), make a notch on the bottom end, and tie a one pound weight to it. Next, with the weight still attached, find the center of balance and notch the stick. Record the weight at that notch. Repeat the above procedure for the other weights. When you want to weigh something, tie it on the end of the stick; and, using your notches, check the weight.

Other ideas for the hiking stick: stretcher pole, fishing pole.



Suggested contents for a First Aid Kit (carry on hiking stick or wear on belt):

2 bandaids, wooden match, needle, soap (small chip wrapped in foil), cotton ball, antiseptic, aspirin, burn ointment

Pocket-size Fishing Tackle - Use bandaid box to hold the following fishing tackle:

winder - flat piece of wood or plastic notched at both ends to hold line,

line - 20-25 feet of extra strong Button and Carpet Thread wound on winder,

sinker - may use bolt about one inch long with 1-4 nuts that fit it,

bobber - old-fashioned cork is best,

hook - may be stuck into cork while being carried.

Hikes for Cub Scouts

See Cub Scout Activities, entire section on Nature Fun and last page of section on Ideas for Summer Fun (bus hike, mystery hike, color hike, and watermelon hike)

Breakfast Hike - Reach destination in time to see the sunrise; then cook breakfast.

Obstacle Course Hike - Pick a trail that will include boys' being able to climb a tree, walk a log, go through a fence, chin themselves on tree branches, etc. Be careful not to destroy any property or trespass.

Once Around the Block - Hikers go once around the block; then their observations are tested. Who has seen the most round things? What kinds of trees were seen? What did you see that was orange? Etc.

Night Hike - In areas where it is safe to go walking at night, try a hike after dark. Flashlights may be carried. See how different things look, smell, and sound at night. Being out in the unfamiliar dark is an adventure in itself.

Big Game Hunt - See how many different animals you can find. Decide ahead of time if birds and insects are to be included. Boys will learn to identify different species.

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

Come to Your Senses - While hiking, stop often to see, hear, feel, smell, and (with caution) taste things along the way. Feeling is a special delight; touch the bark of trees, moss, flower petals. Sniff the air for things you never smelled before. Listen for sounds you might never have heard otherwise.

Get-Together Hike - Two or more dens hike to a location for games, cookout, or other fun.

Historical Hike - Hike to a historical landmark; know history of spot before going.

Pioneer Hike - Carry no equipment. Improvise any needed equipment along the way and at the destination.

Alphabet Hike - Look as you go for things starting with all the letters of the alphabet. If you want to make it harder, require finding them in alphabetical order.

Indian Hike - Hike quietly, single file. Boyw wear headbands; learn an Indian dance, or hear an Indian story. Always look and listen.

Hobo - Carry lunch packed in bandana on end of stick. Learn bandana tricks (see Cub Scout Magic, pp. 114-125).

Note Hike - Start with 1 note, such as "Go to oak tree by creek." Have note there saying, "Pick up rock across trail." Have note under rock saying, "If tree at fork is an oak, turn left; if a sycamore, turn right," etc. LAY OUT AHEAD OF TIME.

LEAVE NOTHING BEHIND BUT FOOTPRINTS. TAKE NOTHING AWAY BUT MEMORIES.

Resource Ideas for Outdoor Activities from Cub Scout Publications

Wolf Cub Scout Book # 3234 - kites, stilts, bird house, bird feeders, box garden, outdoor cooking, treasure hunt, adventure trail, fishing, outdoor games, family/den outing

The Big Bear Cub Scout Book #3228 - wildlife poster, bird house, bird feeder, rain gauge, weather vane, windmills, plaster casts, nature collections, garden, soil conservation experiment, waterwheels, Cubmobiles, outdoor games, sports, hikes, family camping, picnics, family outdoor days, bicycle activities, games, sports, pinhole planetarium, boating

Webelos Scout Book # 3232 - Outdoorsman, Forester, Geologist, Athlete, Naturalist, Sportsman, Traveler, Aquanaut, Scientist, and Engineer activity badges; Arrow of Light requirements: father/son overnights, visit to troop outdoor activity

Cub Scout Activities #3837 - hikes, outdoor cooking, buddy burner, backyard camping, leaf spatter printing, plaster casts of tracks, nature hunt, nature ramble, and numerous outdoor pack activities

Cub Scout Leader How-To Book # 3831 - many ideas in chapters on "Games;" "Crafts;" "Special Pack Activities;" and especially chapter 8, "Nature and Outdoor Activities"

The New Cub Scout Fun Book # 3213 - kites, weather vane, leaf print, terrarium, rain gauge, bird feeders, ant farm, tree branch slides, bike rodeo, hurricane lamp, tin can lantern, sealed world, bug house, waterscope

Introduction to Family Camping # 3820 - entire book

Cub Scout Leader Book # 3220 - outdoor program activities

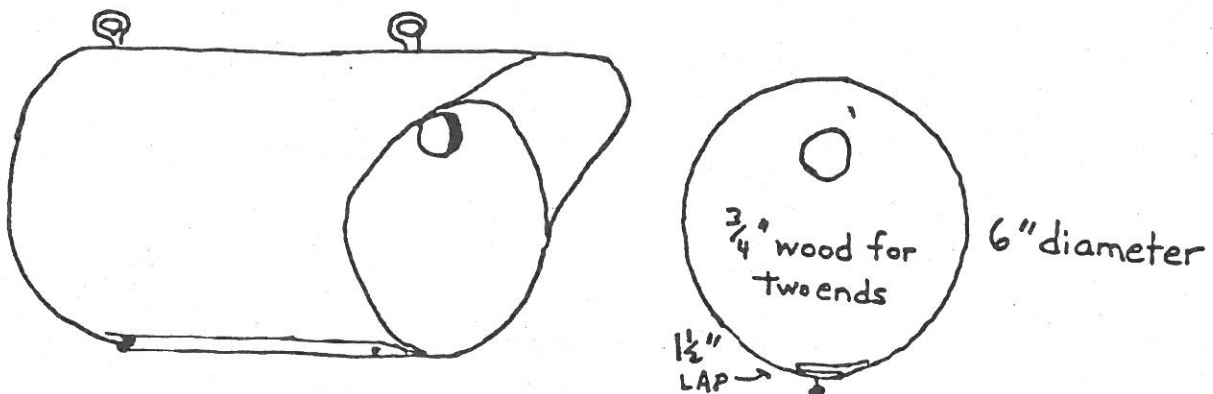
Staging Den and Pack Activities # 3212 - outdoor patriotic, closing, Webelos, and graduation ceremonies; appendix showing how various achievements and electives carry through scouting

OBIS for Cub Scouts # 3575 - 12 selected modules from different Outdoor Biology Instructional Strategies (OBIS) kits

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Birdhouse of Roofing Paper -

It is sometimes easier to get slate-covered roofing paper or strip shingles than lumber. House like these can be made easily and quickly, and they will last longer than houses made entirely of wood. Hang on a limb at least a foot or more from the tree trunk. (Opening for this wren house is 1 inch.)



TELLING TIME WITH THE SUN

Most animals and plants use the sun as their natural time teller. Cub Scouts can too by building their own sundial.

Cut a piece of wood about 11 inches square. Then take a compass and draw the largest circle that can fit inside the square. Mark the center of the circle with a dot. Drill a hole and glue a long, thin stick into the center. This will be the pointer that will cast a shadow on the sundial. Draw a line straight through the center of the circle, perpendicular to the top edge of the wooden block. This will be the 12 o'clock marking. Set the sundial so that the 12 o'clock mark points north. (Use a compass to get north.) Attach the sundial to the top of a flat object or post and put it in a place that gets full sunlight.

From 6 a.m. to 6 p.m. make a dot each hour where the shadow hits the outside of the circle. Decorate your sundial with some sunny pictures.

SAND PAINTING

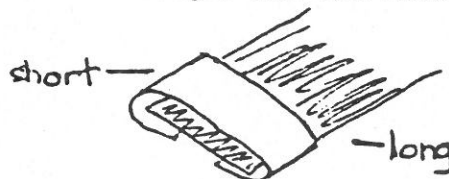
Dye sand in the colors you will need for your picture or design. Fill paper cups half-full with sand. Add water to each cup to cover the sand completely. Add different colors of powdered fabric dye or drops of food coloring to the water and sand. The more coloring you add, the deeper the color of the sand. Stir the water, sand, and dye mixture with a plastic spoon. Let stand for fifteen minutes. Pinch the edge of each cup so you can pour out most of the water without spilling the sand, and pour out water. Spoon the sand from each cup onto separate sheets of paper toweling, keeping colors separate. Spread out the sand, and let it dry (you can spread on foil and dry in a 150° oven also).

Glue the pattern on heavy paper or cardboard, or draw on your design. Pour liquid white glue into a paper cup, and use a brush or Q-tip to fill in one part of the design with glue. Now sprinkle the dyed sand over the area.

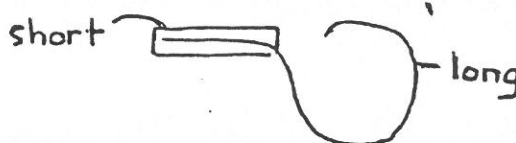
Now repeat gluing design shapes and sprinkling on different colored sand in different areas of your design. Let the painting dry. When the painting has dried, tip it over a paper towel to remove any excess sand that did not glue in place.

TIN CAN WHISTLE

1. Cut two pieces of metal from a drink can (aluminum). The short piece will be 1 1/2 inches long and 3/4 inches wide, while the long piece will be 3 inches by 3/4 inch.
2. Place the smaller piece across the longer one and bend edges of the short piece around and under.

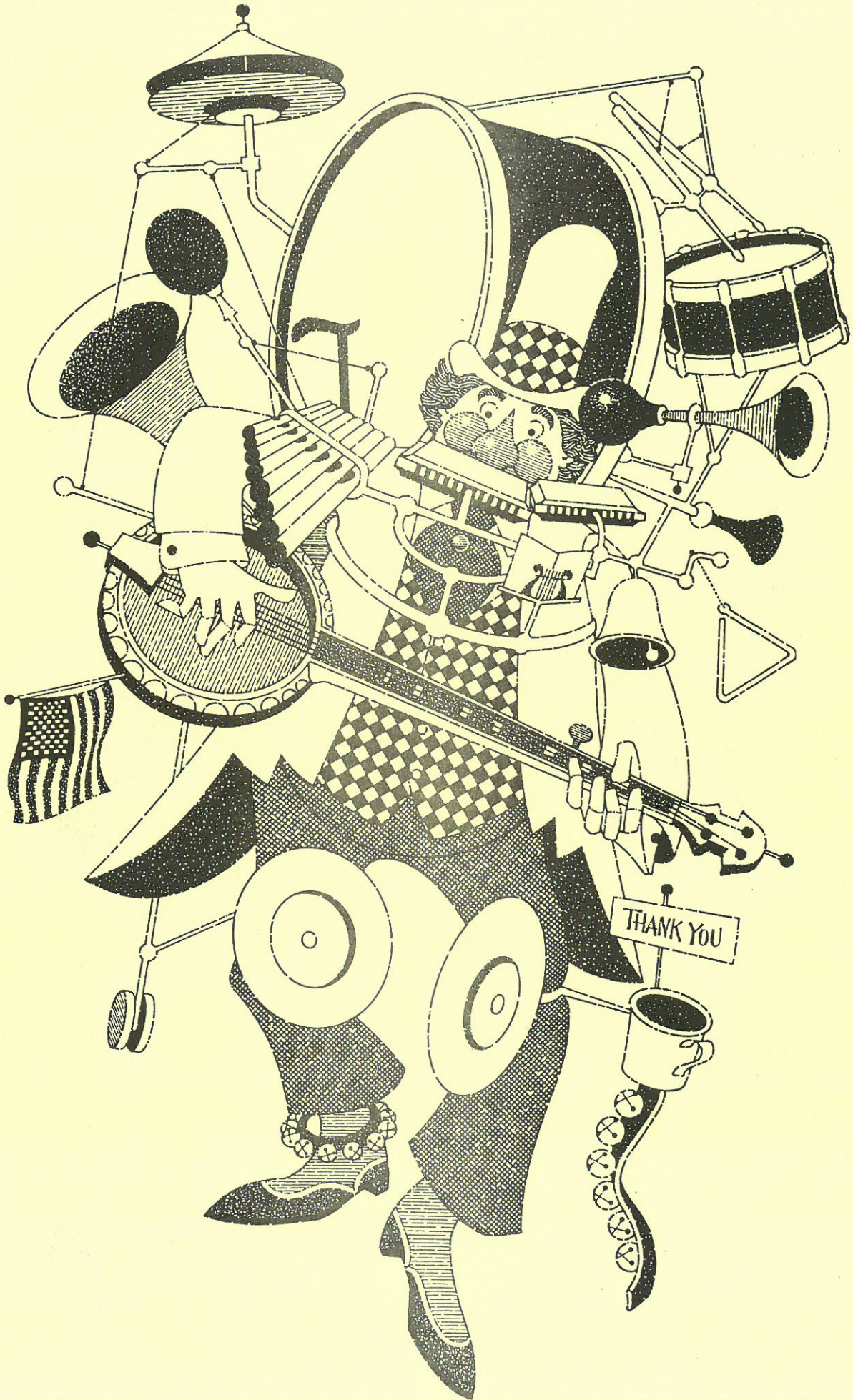


3. Where the short piece crosses the long, bend the long piece down and around in a circle.



4. Place thumb and finger over sides formed by long piece and blow.

Note: Sides must be sealed by fingers. Adjustments may be necessary such as increasing space between short and long pieces.





I am a song book, a creation of a thousand singers, "yet I am silent unless I sing with your voice."

How much of this song book will you use? Probably not all of it, because song books must be designed for many tastes. But you can use this book to broaden your tastes. A person who says, "I know what I like!" often means "I like what I know." Introduce yourself to all kinds of songs in this book before deciding which ones will be your best friends, and your circle of friends is bound to grow.



HINTS ON SONG LEADING

An audience expects six things from a good song leader:

1. The name of the song. Announce each song clearly and the name of the tune if it is not an original song.
2. The pitch or key. Sing a few notes to give the pitch. Be sure the whole group has it - if you're too high or too low, stop and start over again.
3. The tempo - beating time - Start everyone at the same time - shout in rhythm with the time, 'let's go' or clap the hands or stomp with the foot and start the next beat. Use simple motions, an up and down, pump handle motion will get you started. Don't try to imitate a symphony orchestra conductor.
4. Information about the song. - The words - the tune. Be sure your whole group knows the song. If they don't, then teach them. Songbooks are valuable in learning songs, but after the song is learned, have group sing with the book closed. The results will be more satisfactory.
5. Pep-enthusiasm - Don't insist on volume, at least at the start. Tell the crowd that it's singing you want, not noise or volume. If it doesn't go so well, then no one will know the difference. If it looks promising, say, "that was splendid for practice, now let's sing!"
6. Leadership - control. - Plan your selections carefully, choose songs that fit the crowd and the occasion. Beware of parodies and songs that might offend. Do n't ask what song they want - tell 'em.

Formal leadership (time beating) is not always necessary. Sing in natural groupings - someone starts the song and everybody just sings. Old favorite songs can be used effectively in this type of singing.

The occasion will dictate the procedure and methods to be followed in conducting group singing. Ordinarily the first song on a program should be a well-known song. The crowd cannot go wrong and the success of this first song will establish the success of the leader. If the group is used to singing together, there is little necessity for "icebreaking".

Use old, familiar songs with new groups. Men usually prefer good harmony. Boys like action songs. Substituting motions for words will help the leader establish control. Don't try difficult, hard-to-learn tunes except when conditions are right.

KNOW THE SONGS YOU ARE LEADING!!!!

Action at your Den or Pack meetings should be fast-paced, if you hope to hold the boys' or parents' attention. So, the way to get around those inevitable pauses is to have a SONG, SPARKLER OR APPLAUSE STUNT, in other words a gimmick that involves everybody.

There are many kinds of Sparklers - one kind being a story where the group is divided, and each smaller group is assigned a sound or motion that is used in response to a particular word in the story.

Applause stunts or yells are a good way to involve the audience and to recognize a person or Den for some accomplishment. They give people a chance to move around and work off steam.

Singing is probably the oldest form of group participation around, singing is Fun. Leading & teaching songs can be fun too, if you follow a few simple rules. You don't have to be a professional singer or orchestra leader to lead Cub Scout singing successfully.

Here are a few tips on song leading but they can also be applied to any type sparkler you choose to use.

1. Smile at the group and relax. Appear to be confident whether you actually feel that way or not. Morale is catching.
2. Select songs in advance and be sure that you know them well enough that you can teach them with confidence.
3. Always start with a rousing, well-known song so everyone can sign out confidently.
4. Give the pitch by humming or singing a few bars yourself. If you have an accompaniment, have a few bars played. Cub Scout singing is usually more successful without a piano. Don't be afraid to start over if the pitch is too high or low.
5. Make sure the audience knows the name of the song they are singing and the name of the tune if it is not an original song.
6. Start the group singing with a slightly upward arm motion, then a decisive downward motion - start to sing yourself everyone will join in. Beat the tempo with hand motions or hand clapping - simple motions are best, don't try to be a conductor of an orchestra.
7. Volume control is also with hand motions. Raise your hands for loudness and lower them for softness.
8. Don't stand in one fixed spot. Move around a little to inject some pep, personality and enthusiasm.
9. Plan your selections carefully, choosing songs that fit the crowd, theme or occasion. Beware of the things that might offend. Don't ask the crowd what songs they want, you're the leader - tell them what you're going to sing. Never go on long enough that people ask you to stop - leave them wanting more.

Every chance you have to lead a Sparkler, Song or Applause will make you more proficient and confident. Practice makes perfect in everything you do. Add your own variations, and use Sparklers often at your Den and Pack meetings. Your Cub Scouts will have more fun and so will you.

You say you can't find just the right song for this month's meeting? TRY WRITING YOUR OWN: It's not as hard as you think it is - and it can be a fun group experience with everyone having a hand in the rhyming of the words.

Here's how to start:

1. Pick a subject. Decide what the song will be about such as cowboys, communications, a Cub Scout or the Theme of the month.
2. Choose a familiar simple tune that most people already know or can learn easily, such as "Jingle Bells", "Old McDonald", "Twinkle Twinkle Little Star".
3. Make up your own words to fit the tune and before you know it, you have a new song.

FIRE PREVENTION

Tune: Clementine

Check your hallways, check your closets,
And underneath the stairway, too.
For if you've piled lots of junk there,
A big fire may call on you.

Dirty paint rags, piled up papers,
Frayed extension cords won't do.
Fire prevention is the answer,
All Cub Scouts must follow through.

Also use the Boy Scout Songbook for other song ideas!

To find more story ideas and other group participations - Take a look at the Group Meeting Sparklers Book.

The Pack Meeting seemed to drag that night,
And people were tiring fast.
The Cubmaster sensed the feeling
And hoped through the meeting he'd last.
Then came a lull in the meeting;
The Cubmaster wiped sweat from his brow,
If only he could perk things up - he sure wished that he knew how.
Then suddenly quite like magic,
His assistant appeared on the stage.
He held a book called "Sparklers" open to a certain page.
With enthusiasm he announced that the whole audience would help out;
He divided them into groups, and tested each one for their shout.
Before they knew what was happening, they all joined in the fun;
Each group was doing their best to out-do the other one.
They listened as the leader read, waiting to hear their key word;
The fun that they were having, could now be seen and heard.
Right then and there the meeting perked up, things moved along in style.
The Cubmaster heard people say "best meeting we've had in a while".
When your meeting begins to lag, be prepared with something to do.
Which will involve all the audience, whose enjoyment depends on you!

BRUSH YOUR TEETH

Tune: Row, Row, Row, Your Boat

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



THE PAW-PAW PATCH
or
WHERE, OH WHERE IS SWEET LITTLE SUZY?

Where, Oh where is sweet little Suzy?
Where, Oh where is sweet little Suzy?
Where, Oh where is sweet little Suzy?
Way down yonder in the Paw-Paw Patch?

Pickin' up Paw-Paws; Put'em in a basket.
Pickin' up Paw-Paws; Put'em in a basket.
Pickin' up Paw-Paws; Put'em in a basket.
Way down yonder in the Paw-Paw Patch.

Com on boys, let's go find her,
Com on boys, let's go find her,
Com on boys, let's go find her,
Way down yonder in the Paw-Paw Patch.

When I find her, we're going to get married,
When I find her, we're going to get married,
When I find her, we're going to get married,
Way down yonder in the Paw-Paw Patch.

She's the queen of old Hawaii,
She's the queen of old Hawaii,
She's the queen of old Hawaii,
Way down yonder in the Paw-Paw Patch.

My, Oh my, but ain't she ugly,
My, Oh my, but ain't she ugly,
My, Oh my, but ain't she ugly,
Way down yonder in the Paw-Paw Patch.

She can do the Hula-Hula,
She can do the Hula-Hula,
She can do the Hula-Hula,
Way down yonder in the Paw-Paw Patch.

We got married and had ten children,
We got married and had ten children,
We got married and had ten children,
Way down yonder in the Paw-Paw Patch.

Five were ugly and five did the Hula,
Five were ugly and five did the Hula,
Five were ugly and five did the Hula,
Way down yonder in the Paw-Paw Patch.

Repeat first verse several times, each one more
quietly until song fades out.

OH, YOU CAN'T GET TO HEAVEN 25

Oh, you can't get to heaven (Oh, you can't get to heaven)
On roller skates (On roller skates),
'Cause you'd roll right by ('Cause you'd roll right by)
Those pearly gates (Those pearly gates)
Oh, you can't get to heaven on roller skates,
'Cause you'd roll right by those pearly gates.
I ain't gonna grieve my Lord no more.

Chorus: I ain't gonna grieve my Lord no more. (3 times)

Oh, you can't get to heaven (Oh, you can't get to heaven)
In a rocking chair (In a rocking chair),
'Cause the Lord don't want ('Cause the Lord don't want)
No lazybones there (No lazybones there).
Oh, you can't get to heaven in a rocking chair,
'Cause the Lord don't want no lazybones there.
I ain't gonna grieve my Lord no more.

Chorus.

Oh, you can't get to heaven (Oh, you can't get to heaven)
In a limousine (In a limousine),
'Cause the Lord don't sell no gasoline.
I ain't gonna grieve my Lord no more.

Chorus.

Oh, you can't get to heaven (Oh, you can't get to heaven)
In a motorcar (In a motorcar),
'Cause a motorcar ('Cause a motorcar)
Won't go that far (Won't go that far).
Oh, you can't get to heaven in a motorcar,
'Cause a motorcar won't go that far.
I ain't gonna grieve my Lord no more.

Chorus.

Oh, you can't get to heaven (Oh, you can't get to heaven)
In a birch canoe (In a birch canoe),
You'd need to paddle (You'd need to paddle),
'Till you're black and blue ('Till you're black and blue),
Oh, you can't get to heaven in a birch canoe;
You'd need to paddle 'till you're black and blue,
I ain't gonna grieve my Lord no more.

Chorus.

OH, YOU CAN'T GET TO HEAVEN (CONTINUED)

If you get there (If you get there),
Before I do (Before I do),
Just dig a hole (Just dig a hole)
And pull me through (and pull me through),
If you get there before I do,
Just dig a hole and pull me through.
I ain't gonna grieve my Lord no more.

Chorus.

There's bread and cheese (There's bread and cheese),
Upon the shelf (Upon the shelf);
If you want any more (If you want any more),
You can get it yourself (You can get it yourself).
There's bread and cheese upon the shelf;
If you want any more you can get it yourself.
I ain't gonna grieve my Lord no more.

Chorus.

Oh, the deacon went down (oh, the deacon went down)
To the cellar to pray (to the cellar to pray)
He found a jug (he found a jug)
And he stayed all day (and he stayed all day).
Oh, the deacon went down to the cellar to pray,
He found a jug and stayed all day.
I ain't gonna grieve my Lord no more.

Chorus.

There are three things (there are three things)
You should not do (you should not do);
You should not swear (you should not swear)
Or spit or chew (Or spit or chew)
There are three things you should not do,
You should not swear or spit or chew.
I ain't gonna grieve my Lord no more.

Chorus.

That's all there is (that's all there is)
There ain't no more (there ain't no more)
So as you leave (so as you leave)
Please shut the door (please shut the door).
That's all there is, there ain't no more,
So as you leave, please shut the door.

Chorus.

Auto-Matic Laughs

BLUE..... All those with blue eyes pat the top of their head
BROWN..... All those with brown eyes " " " " " "
LEFT..... All those that are left-handed clap their hands
RIGHT..... All those that are right-handed " " " "
NEW..... All those under 20 years of age stomp their feet
OLD..... All those over " " " " " " "
MAN..... All males stand up
WOMAN..... All females stand up

One day a MAN... and a WOMAN... went to the store looking for a NEW... car. Their OLD... one, which was a muddy BROWN... was not running well. It LEFT... much to be desired in the way of speed and safety, and they wanted another one RIGHT... away. They wanted a bright BLUE... one..

As they walked into the dealership, the WOMAN... noticed a BLUE... sports car on the showroom floor. "Darling," said she. "Look at that lovely NEW... car RIGHT... over there. Wouldn't it be perfect for us?!"

"You may be RIGHT... It's a lot better looking than our OLD... BROWN... buggy. Unfortunately, there's one problem. I've LEFT... all my money at home," said the MAN...

"You LEFT... it at home?" asked the WOMAN...

"Yes, it's RIGHT... in the pocket of my NEW... BROWN... suit," said the MAN...

"Your NEW... BROWN... suit? Why I took that suit to the cleaners just this morning, and I didn't notice any money in any of the pockets," said the WOMAN...

"But I'm certain I LEFT... my money in the inside RIGHT... pocket of my NEW... BROWN... suit," the MAN... said as he scratched his head in wonder.

"Now wait a minute! Are you saying I'm not RIGHT...? Are you saying I'm lying about this? MAN... oh MAN..., oh MAN...! You have a lot of nerve!" shrieked the WOMAN...

"Let's not argue. We're here to look at cars, and that BLUE... one in the corner is a RIGHT... nice model. And just think. If we buy the NEW... BLUE... car, we'll never have to worry about our OLD... BROWN.. one again!"

After looking at the price of the NEW... BLUE... car, and figuring out what they could get as a trade-in on their OLD... BROWN... one, the MAN... and the WOMAN... decided buying a NEW... car would be the RIGHT... move for them. But before they LEFT... the store, they started questioning their decision. Would they be better off with the OLD... BROWN... car if the NEW... BLUE... one didn't run RIGHT...? Or what about a NEW... BROWN... one? How long before they thought of the NEW... car as an OLD... car? And would they ever feel BLUE... about trading in their BROWN... auto? BLUE... or BROWN... OLD... or NEW... what was RIGHT... and which car did they want to be LEFT... with? The MAN... and the WOMAN... were so confused that they decided to sell their car and buy themselves bicycles. And that's just what they did. And they knew it was RIGHT... LEFT... RIGHT...LEFT...(continue alternating between right and left until audience realizes they are applauding the end of the story)

THE GARDEN SONG

CHORUS:

INCH BY INCH, ROW BY ROW
GONNA MAKE THIS GARDEN GROW
ALL IT TAKES IS A RAKE AND A HOE
AND A PIECE OF FERTILE GROUND

INCH BY INCH, ROW BY ROW
SOMEONE BLESS THESE SEEDS I SOW
SOMEONE WARM THEM FROM BELOW
TILL THE RAIN COMES TUMBLING DOWN

CHORUS

PULLIN' WEEDS AND PICKIN' STONES
MAN IS MADE OF DREAMS AND BONES
FEEL THE NEED TO GROW ON MY OWN
'CAUSE THE TIME IS CLOSE AT HAND

CHORUS

GRAIN FOR GRAIN, SUN AND RAIN
FIND MY WAY IN NATURE'S CHAIN
TUNE MY BODY AND MY BRAIN
TO THE MUSIC OF THE LAND

CHORUS

PLANT YOUR ROWS STRAIGHT AND LONG
TEMPER THEM WITH PRAYER AND SONG
MOTHER EARTH WILL MAKE YOU STRONG
IF YOU GIVE HER LOVE AND CARE

CHORUS

AN OLD CROW WATCHING HUNGRILY
FROM HIS PERCH IN YONDER TREE
IN MY GARDEN I'M AS FREE
AS THAT FEATHERED THIEF UP THERE

CHORUS

HOW PECULIAR

This tongue twister is sung to the tune of the "Battle Hymn of the Republic". The leader starts off each verse and all who are able join in.

CHORUS:

GLORY, GLORY HOW PECULIAR
GLORY, GLORY HOW PECULIAR
GLORY, GLORY HOW PECULIAR

AS.....(fill in with previous verse)

VERSES:

1. AS ONE BLACK BEAR BACKED UP THE HILL THE OTHER BLACK BEAR BACKED DOWN
2. AS ONE SLY SNAKE SLID UP THE SLIDE THE OTHER SLY SNAKE SLID DOWN
3. AS ONE FLEA FLY FLEW IN THE FLU THE OTHER FLEA FLY FLEW OUT
4. AS ONE PINK POURPOISE POPPED UP THED POLE THE OTHER PINK
POURPOISE POPPED DOWN
5. AS ONE SLICK SEAL SLID IN THE SLUSH THE OTHER SLICK SEAL SLID OUT
6. AS ONE DRUNK DUCK DROPPED INTO THE DITCH THE OTHER
DRUNK DUCK DROPPED DEAD
7. AS ONE BLACK BUG BLED BLUE THE BIG BLUE BUG BLED BLACK

THE CIRCUS COMES TO TOWN

Tune: "When Johnny Comes Marching Home"

The Cub Scout circus comes to town,
Hurrah! Hurrah!
The elephants, monkeys, and the clowns,
Hurrah! Hurrah!
The big brass band, the merry-go-round,
The midway acts with lots of sound!
And we'll all be there,
When the circus comes to town.
Repeat

THE BEAR SONG

Directions: Leader sings a line, audience repeats it. At the end of each verse all sing the entire verse.

1. THE OTHER DAY
I MET A BEAR
UP IN THE WOODS
AWAY UP THERE
2. I LOOKED AT HIM
HE LOOKED AT ME
I SIZED HIM UP
HE SIZED UP ME
3. HE SAYS TO ME
WHY DON'T YOU RUN
I SEE YOU AIN'T
GOT ANY GUN
4. I SAYS TO HIM
THAT'S A GOOD IDEA
COME ON NOW FEET
LET'S UP AND FLEE
5. AND SO I RAN
RIGHT OUT OF THERE
BUT RIGHT BEHIND
ME WAS THAT BEAR
6. IN FRONT OF ME
THERE WAS A TREE
A GREAT BIG TREE
OH GLORY BE
7. THE LOWEST BRANCH
WAS TEN FEET UP
I'D HAVE TO JUMP
AND TRUST MY LUCK
8. AND SO I JUMPED
INTO THE AIR
BUT I MISSED THAT BRANCH
A WAY UP THERE
9. NOW DON'T YOU FRET
NOW DON'T YOU FROWN
CAUSE I CAUGHT THAT BRANCH
ON MY WAY BACK DOWN
10. THAT'S ALL THERE IS
THERE AIN'T NO MORE
UNLESS I MEET
THAT BEAR ONCE MORE

THE QUARTERMASTER'S STORE

There are snakes, (audience repeats- snakes), snakes,(snakes)
Big as garden rakes
In the store, (audience repeats - in the store)
In the store, (in the store)
There are snakes, (snakes), snakes, (snakes)
Big as garden rakes,
In the quartermaster's store.

Chorus:

My eyes are dim, I cannot see
I have not got my specks with me
I have not got my specks with me.

Mice..... running through the rice
Rats..... big as alley cats
Leeches..clinging to the peaches
Peas..... peas with wrinkled knees
Snails... big as garden pails
Butter... rolling in the gutter
Eggs..... on little bandy legs
Steaks... that keep us all awake
Lard..... they sell it by the yard
Bread.... like great big lumps of lead
Kippers.. that go about in slippers
Cake..... that gives us tummy aches
Beans.... as big as submarines

APPLAUSE STUNTS

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

APPLAUSE STUNTS

Drum Applause: Beat on your legs and say "Tat-a-tat-tat" 3 or 4 times; then beat twice on stomach, saying "Boom-Boom".

Mad Scientist Applause: Pretend to hold up test tube in one hand. Pour thing into it, then something else, then go "Boooooom".

Flap Jack Applause: Pretend to pry a spatula under a pancake, then throw it up into the air. Nod head up and down 3 times as if watching flapjack flip, then catch it on the spatula.

Robot Applause: Walk in place, stiff legged and stiff armed and say "Does not compute, does not compute".

Tonto Applause: Yell "Where does Tonto take his garbage?" and have the boys yell in reply "to the dump, to the dump, to the dump" to the rhythm of running horses and in a sing-song manner, while clapping their hands their thighs.

Turkey Applause: Say "Gobble, gobble, gobble," then rub stomach, saying "Yum, yum".

Ketchup Applause: Pretend to pound on the bottom of the bottle.

Almost Applause: Bring hands together as if you were going to clap, but stop just before they touch.

Barber Shop Applause: Strap hand on the other hand and flip as if it were a razor.

Reverse Applause: Start with hands together and pull them apart rapidly.

A REAL BIG HAND APPLAUSE: Make a fist. Put the thumb of the fist in your mouth and blow up like a balloon. As the fist blows up, straighten out first the index finger, and then follow with the rest.

Heart and Soul Applause: Slap your chest (heart) and then slap the sole of your shoe.

Road Runner Applause: Stick your tongue out and say "Meep, Meep".

Politician Applause: Reach over and pat yourself on the back.

Beaver Applause: Slap your hinder (butt) and yell "TIMBER".



WE ARE THE CUB SCOUTS

This song can be done to any melody or to just a chant.
The leader sings the line first with the participants
repeating it just the way it was done.

We are the Cub Scouts -

We are the Cub Scouts,

The mighty, mighty Cub Scouts -

The mighty, mighty Cub Scouts,

Everywhere we go -

Everywhere we go,

The people want to know -

The people want to know,

Who we are -

Who we are,

So we tell them -

So we tell them,

(KEEP REPEATING SONG, GETTING LOUDER EACH TIME)

IT'S CHEESE THAT MAKES THE WORLD GO ROUND

1. It's Cheese, it's cheese, it's cheese that makes the world go 'round
It's Cheese, it's cheese, it's cheese that makes the world go 'round
It's cheese, it's cheese, it's cheese that makes the world go 'round
It's cheese that makes the world go 'round

CHORUS: Rolling over the ocean, rolling over the sea
Rolling over the ocean and the deep blue sea
Rolling over the ocean, Rolling over the sea
Rolling over the ocean and the deep blue sea

2. It's mice, it's mice, it's mice that make the cheese go 'round
3. It's cats, it's cats, it's cats that make the mice go 'round
4. It's dogs it's dogs, it's dogs that make the cats go 'round
5. It's Cubs, it's Cubs, it's Cubs that make the dogs go 'round
6. It's Spirit, it's Spirit, It's Spirit that makes the Cubs go 'round

DEEP AND WIDE

DEEP AND WIDE, DEEP AND WIDE
THERE'S A FOUNTAIN FLOWING DEEP AND WIDE
DEEP AND WIDE, DEEP AND WIDE
THERE'S A FOUNTAIN FLOWING DEEP AND WIDE.

Add hand movements to show deep, wide, fountain, and flowing.
Repeat the song several times, leaving off the words for the actions.

BLASTOFF APPLAUSE

Start counting backwards from 5 to 1 each time you count bend your knees until you get to 1, Yell : Blastoff, as you jump up as high as your can !!!

CLOWN APPLAUSE

Hold fingers at the corners of your mouth, pull it up into a smile and say: "SMILE EVERYONE SMILE"

CASEY JONES APPLAUSE

Close your fist, and make a circular motion over your head, while saying: CHUG A CHUG, CHUG A CHUG, (then say) WHOOO, WHOOO !!

DREAMERS APPLAUSE

Pretend to Shore and then wake up. Stretch and say:- WOW, that was a Great Dream !!!

FISH APPLAUSE

Pretend to hold a fish up by it's tail with one hand and plug your nose with the other and say:- PEEE- U - Eeeee !!!

QUICK APPLAUSE

Have Group remain seated Tell them this is to very Quick Applause, Good, but Quick !! Then have the group clap their hands once as loud as they can !

SNOWBALL APPLAUSE

Reach down and pick up a pretend handfu of snow, pack it into a ball, throw, and Yell: "SPLAAAAAT" !!!

SPIDER APPLAUSE

Walk all four fingers up the hand and arm of the opposite one, when you have gone as far as you can, Yell: "EeeeeKKK" !!! and brush it off of you.

SQUIRREL APPLAUSE

HAVE Group sit up like a squirrel elbows in close to the body arms up hands bent over, pretend to have two nuts one in each hand hit hands together, and say: NUTS, NUTS, NUTS !!!

STAMP OF APPROVAL APPLAUSE

Pound your left fist on your right palm several times rapidly.

TRAIN APPLAUSE

Begin with group sitting down, clap their hands on their knees to a four-beat rhythm with loudest clap on the first beat increase the tempo until the train is at full speed, throw in a few "Whooooooooo Whoooooooooooo"s before bringing the train to a halt in your city.

TURN FOUR QUARTERS APPLAUSE

Group stands, Claps their hands 1-1 pause 3-4 then turns 1/4 Stamps feet to same beat turns 1/4 Beats Chest to same beat, turns 1/4 Yells: Rah-Rah Pause Rah-Rah Turns last 1/4 and they do all four things !!!

Z APPLAUSE

JUST HAVE GROUP YELL OUT THE LETTER Z, THEN: "THATS IT THAT THE END !!!"

APPLAUSE STUNTS CONTIUED

Friendship Applause: Do this in a group. Have your neighbor put their hands out on the side of them with the palms up for the right hand, and palms down for the left hand. Then the next person places their hands on their neighbors palms together. Then proceed to clap, with each other.

Watermelon Applause: Make motions of taking several quick bites, turn head, and give "raspberry" sound of spitting seeds.

Handkerchief Applause: Throw a handkerchief into the air with instructions for applause to last until you catch it or it falls to floor. Vary length of applause from long throw to short throw to no throw at all.

Spaceship Applause: Count Down "10-9-8-7-6-5-4-3-2-1 Blast Off"! using hand motions. Attain orbit and say "Beep-beep-beep-beep-beep".

Popcorn Applause: With one hand closed, cover it with the other hand. Let the closed hand 'grow' from under the other hand and then spring fingers open and say "Pop, pop, pop".

Balloon Applause: Put hands to mouth and blow. As you blow, expand hands and then fling them out with a big "Bang".

Match Applause: Pretend to strike a match on the seat of pants. On second try, it lights. Look at it, shake hand and yell "Yeoooooooooooo-ooow".

Chinese Cheer: "How! How! How! Phooey, phooey, phooey".

Woodchopper's Applause: "How, How, How, Chop, Chop, Chop T-I-M-B-E-R".
(Motions like chopping tree, and tree falling)

Water Cheer: "How, How, How, Water, Water, Water, Glug, Glug, Glug, Ah-hhh"

Pow Wow Cheer: Explain to audience that when you call our "Pow", they are to respong "Wow" and vice-versa.

Deep Sea Diver Applause: "Blubb, Blubb, Blubb."

Telegraph Applause: Clickety, Clickety, Clack! Click! Clickety Clack!"

Japanese Applause: Place palms together, fingertips up, about chest high. Slightly bow head three times, each time saying "Ah-so-oo".

Venetian Applause: Makes motions as if you were poling a boat and sing out lustily "Oh So Lo Mi Oh".

Grand Howl: See Den Leader's Book.

Pirate's Applause: "Avast you landlubbers! Walk that plank! Glub, glub".

Steamboat Applause: Use both hands to make large rotary motions as if they were paddle wheels on an old side-wheeler. At the same time, say: "Chub-a-chug-chug, then reach up with right hand and pull down, saying "Toot-Toot".

APPLAUSE STUNTS CONTINUED

Guillotine Applause: Pretend to wind a crank pulling up the blade; tie it off; and take an ax and cut the rope. Knife your hand down like a blade, saying "Whoosh". Then roll one hand over the other while saying "Thud, flop, flop, flop".

Jolly Green Giant Applause: "Ho, ho, ho, (In deep voice)

Buccaneer Applause: "Yo, ho, ho, and a bottle of Coke".

Pony Express Have everyone stand and pretend to gallop in place while shouting "Yippee" two or three times.

Bow & Arrow Applause: Make motion as if shooting an arrow and say "zing, zing, zing". Pretend to release an arrow with each zing.

Ball Cheer: let boys know ahead of time that when the ball is in your hand they must be quiet and when the ball is out of your hand they may yell and make as much noise as they want. Keep ball in your pocket and occasionally let ball bounce around. This stunt works well when boys get restless and need to let off steam. You can also use a handkerchief or neckerchief the same way.

Clam Clap: Ask everyone to roll up his sleeves in preparation for this strenuous applause. Double up your fists with the left arm in front of your face and right arm overhead. Then silently open and close your right fist.

Indian Applause: Stomp feet three times. Beat chest three times. Five Indian yells with hand over mouth.

Lion Tamer's Applause: Simulate having chair and big whip. Hold chair out, crack whip while saying "Back, back".

Bee Applause: Put arms straight out and pretend flying, while saying "Buzz, buzz".

Flea Clap: Have everyone raise his hands above his head. Applaud by clicking the nails of the thumb and forefinger on each hand.

Flower Applause: Like a flower blooming, raise part way up in chair, look around and then stand up quickly, yelling "Sproooooong"

Go Cart Applause: Move hands in a down-hill motion and shout "Swoo-sh".

Motorcycle Applause: Start with foot, rev up and take off with hands out like on handlebars, yelling "Varooooom".

Ghost Applause: Wail like a ghost three times "Whooo, whooo, whooo".



APPLAUSE STUNTS CONTINUED

Paper Bag Applause: Make motions to simulate opening paper bag, forming neck, blowing it up, and pop it, saying "Pop".

Motorboat Applause: Knife hand out from you in a swishing manner while fluttering tongue on roof of your mouth.

A Big Hand: When leader says "Let's give them a big hand", everyone in the audience hold up one of their hands with palm open.

Rudolph's Applause: Put your thumb to your head, fingers spread upward forming antlers; wrinkle your nose while saying "Blink, blink, blink".

Santa Applause: Rub your stomach while saying "Ho, ho, ho, Merry Christmas"

Cub Applause: Yell "What's the best den?" And have all the dens yell back their own den numbers.

Applaud and Cheer: Announce to group that when you raise your right hand, everyone should applaud. When you raise your left hand, everyone should yell or cheer. When you raise both hands, they applaud and cheer at the same time.

Frozen Cub Applause: Wrap your arms around yourself and say "Brrrrrrr".

Broken Arm Applause: Hold your right arm out, hanging limp from elbow and shake it.

Volcano Applause: Twirl hands while making a rumbling sound in your throat. At the end, throw up hands and go "Barooooooooom".

Satellite Applause: Move right hand in circle over head, opening and closing fist while saying in a high voice, "Gleep-gleep, Gleep-gleep".

Pack Yell: "Clap your hands" (Clap five times) "Stomp your feet" (Stomp five times), saying "Pack can't be beat!".



Spoonerism: Three Stories to be Read Aloud.

For those groups enjoying nonsense, these are hilariously funny. You might find it well to refresh the group's memory on the actual plot of the story. The reader should go over the material in advance to become familiar with the phrasing. And now . . . enstore the joyies!

THE SHOG AND HIS DADOW

A tong lime ago, a daggy shog was bossing a cridge over a pillmond, carrying a harge lunk of boast reef in his mipping drouth. He looked down and saw his own wace in the fawter, just like a remection in a flirror.

Of course he thought it was aduther nawg, with a meece of peat bice as twig as his! So he mopped his own dreece of peat, and flitterally lew at his rewatron in the flecture. Naturally, he was aquazed to find that he not only mawst the lead he HAD, but that he narn dear liced his loff!

AND THE STORAL TO THIS MORY IS: If you want to hay stappy, never mance into a gleerer!

A TOX WITHOUT A FAIL

Once upon a long long time ago, an old fay grox tell into a frap, and had a diffy verycult time exing to try-acate himself. Finally he did so, but during the process, the goor pie tossed his lail!

This made him merry merry vad indeed, and he figured he would never div it lown unless he could perfox the other suades to tart with their pails, too!

So he mawled a keeting of all the futher oxes, and advised them to tut off their kails. "They are very thugly ings anyway," he said, "and it's tight quiresome to have them always ricking out in the stear, dathering gust."

But one of the folder oxes said, "My frear dend, if you hadn't tossed your own lail, you wouldn't kee so bean on getting us to tooze ours, loo!

AND THE STORAL TO THIS MORY IS: Destiny apes our shends, so why get 'em caught in a trox fap?

LITTLE RIDE HOODING RED

A long time ago, even before Frenjamin Banklin invented the Patterday Evening Soast, a gittle lurl named Ride Hooding Red started out through a fick thorest to take a lasket of bunch to her grick sandmother.

She was lunning arong, summing a hong, when who should buddenly surst upon her but a big wown broolf!

"Gare are you whoaing, my mitty little prayed?" said the berocious feast.

"To my handmother's grouse," sand the minnocent aiden, "to take her a sandful of handwiches and some pill dickles. She is very bick in sed with a fie heaver!

"For sand lakes!" wide the croolf, "in that case, give the bitty prasket and I will run it to your ootmother's grammage. Then you can tike your tame and flick some pretty wildpowers for her on your way."

So little Red Hiding Hood gave the bass the wolfket and off he went. Finally little Hood Redding Ride reached her hanny's grouse. The mean, wolfwhile, had somehow disgranned of the poor old spoazemother, and had bumped into jed with the old naidy's lightgown on.

Hood Riding Red took a grander at what she thought was her grandmother and said, "Oh, grandmother, what igg byes you have!"

"The setter to bee you with, my dear," wed the soolf, with a smick-ed wile on his ferry hace.

"Oh, granny," ged the surl, "and what tigg beeth you have!"

"The chetter to boo you up with!" said the wafty croolf, and with that, he beeped out of led. Then it was that Red Hiding Hood saw it was grand her not-mother but the woolful awf.

And here, let us brawze peefly to ted a shear for our hair little purrow-in.

But the endy has a happy storing, jadies and lentlemen, for suddenly out of a steer clye, came seven woodsy huskmen who not only gatched the little snurl from the daws of jeth, but grabbed the threest by the boat and hopped off his chedd.

Now Hide Red Hooding is enmaged to garry a margent in the serenes and is harry, harry vappy. And although she grisses her dear old manny, she is certainly glad that the wolf who told such forrible hibs, lies door as a deadnail, in Fotter's Peeled.

THE BOLD WARRIOR

An audience participation stunt . . .

When narrator points thumb upwards: "Hurrah"

Hand starts low, gradually raised higher: "Ahhh"

Palm moving forward with a shushing motion: "Shhhh"

Thumb pointing down: "Boooh"

1. In days of old when knights were bold (Hurrah)
And barons held their sway, (Ahhh)
A warrior bold with spurs of gold
Sang his merry lay (Hurrah)
"My love is young and fair! (Ahhh)
My love has golden hair! (Ahhh)
With eyes so blue and heart so true (Ahhh)
That none with her compare! (Hurrah)
So what care I tho' death be nigh (Boooh)
I'll live for love or die! (Shhhh)
So what care I tho' death benigh (Boooh)
I'll live for love or die! (Shhhh)
2. So this brave knight with armour bright (Ahhh)
Went gaily to the fray! (Hurrah)
He fought the fight, but ere the night
His soul had passed away (Shhhh)
His soul had passed away! (Shhh)
Yet ere he died he bravely cried,
"I have kept the vow I swore" (Hurrah)
So what care I tho' death be nigh (Ahhh)
I've lived for love and died! (Hurrah)
3. So what care I tho' death
be nigh (Ahhh)
I've lived for love, (Hurrah)
For love! (bigger Hurrah)
For love! (tremendous Hurrah)
And died. (Boooh)



CLANCY TO THE RESCUE

This audience participation stunt combines parts assigned to group, plus added motions introduced by narrator which the group acts out.

CLANCY - stand and flex muscles

HORSES - stand and whinney

YELL - Indian fashion, hand over mouth

FIRE ENGINE - make siren sound

CLANGING THE BELL - ding, ding, ding

HOSE - spraying noise, move hands back and forth

Do you like HORSES? Well, I like HORSES! Yessir, I like to hear them WALK (leader slaps knees slowly) and RUN (leader slaps knees faster). Well, if you like HORSES, you would have enjoyed living in Murphysboro in 1899 when we had an old-fashioned FIRE ENGINE, pulled by HORSES and driven by the greatest hero anywhere, CLANCY.

Yessir, CLANCY was our hero! Every day when there was no fire, CLANCY would take the HORSES for a WALK (slap knees slowly) and a RUN (slap knees faster) through the middle of town.

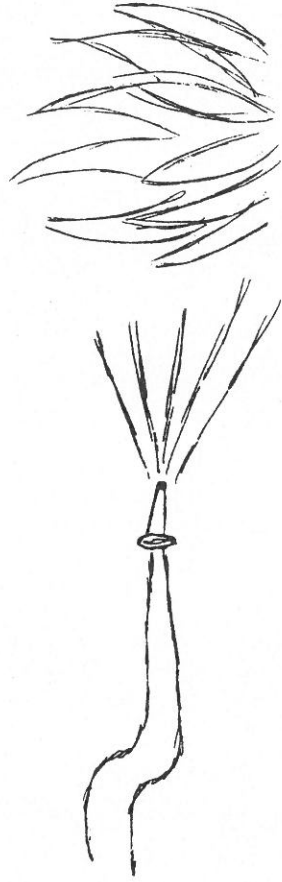
Sometimes the alarms came at night, sometimes during the day. When they were at night, one of the men would YELL and the others would GET UP (leader stands), STRETCH (leader stretches) and SLIDE DOWN the pole (leader pretends to grab pole, wrap feet around it and slide down). They would check the HOSE, jump on the FIRE ENGINE, CLANG THE BELL and away they would go to the fire with CLANCY driving the HORSES.

One night most of the men were in bed, the others were playing CHECKERS (motions of jumping checkers on a board) when the alarm rang. Where was the fire? Over at the mayor's big two-story house. His wife and child were trapped upstairs! One of the men gave the YELL. The firemen GOT UP, STRETCHED, SLID DOWN the pole, checked the HOSE and jumped onto the FIRE ENGINE. Away they went, CLANGING THE BELL.

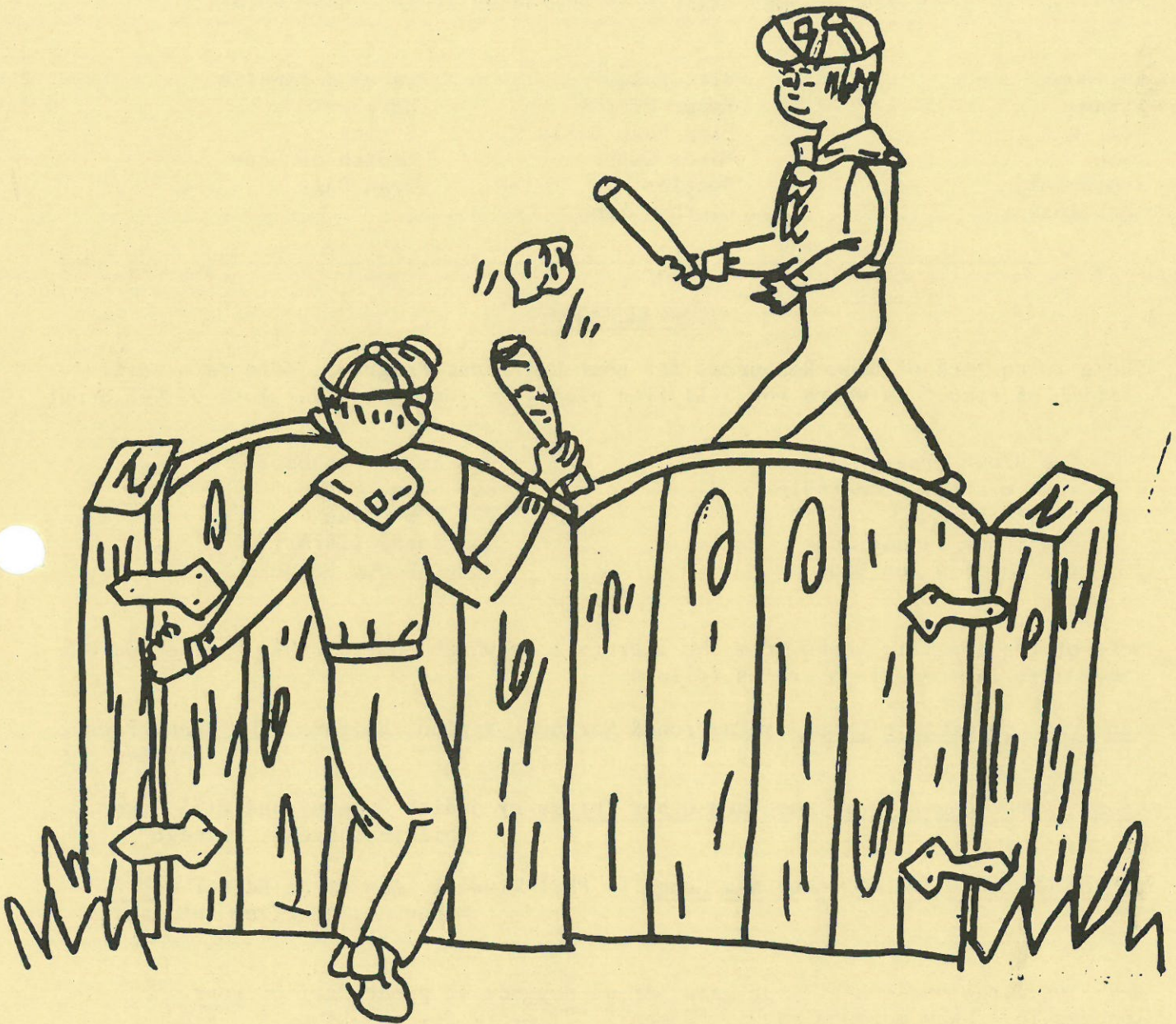
The HORSES were running as fast as their legs would carry them. Would they be in time? Quick as a flash they were there. They started up the HOSE and began to squirt water on the fire. CLANCY strained to see the upstairs window (leader shades eyes, looks up). Finally he could see the mayor's wife with the baby in her arms. Flames were everywhere. CLANCY hollered up to her "YOU'LL HAVE TO JUMP" (group repeats). The mayor's wife was scared to death. She said, "I'M AFRAID", as she clasped her baby to her. (Group does the same). "JUMP!" (act as if yelling up to someone) "I'M AFRAID!" (yell down in a high-pitched voice) "COME ON, JUMP!" (yell up) "I CAN'T GET DOWN!" (yell down, high voice) Once more CLANCY showed himself to be a hero. "I'll throw you a rope and pull you down," he said. He threw a strong rope up to her (leader and group make motions) and she came down right in the middle of the net.

The men kept squirting the fire with the HOSE. Before long the fire was out, so they turned off the HOSE, all got on the FIRE ENGINE, CLANGED THE BELL and went back to the firehouse, where they finished their CHECKERS game (make motions of jumping checkers on a board.)

Yessir, to CLANCY and the other men, it was all in a day's work. The sleepy firemen went upstairs to bed and quickly went to sleep (make snoring noise).



GAMES



THE GATEWAY TO
SPORTSMANSHIP

GAME CHEST

One the neatest things den leaders can keep in their homes for their den is a game chest. The chest can be filled with fun games made of materials found around the home. The chest can be decorated for an appealing look. The chest should be kept at the den meeting place. Materials as used should be replaced after using.

From time to time leaders will develop new games and additional material will be added. Here is a list of some objects to be placed in your Game Chest.

Balloons	Blindfolds	Paper & Pencils
Straws	Paper Plates	Marbles
Scissors	Ping Pong Balls	String
Dice	Paper Cups	Length of Rope
Toothpicks	Bottles	Bean BAGs
Magazines	Clothes Pins	

GAME RESOURCES

There is no lack of Game Resources for your Cub Scout Program. Here is a partial listing of resources where you will find plenty of good games for lots of Cub Scout fun.

Cub Scout Program Helps	Cub Scout Fun Book
Your monthly Roundtable	Cub Scout Magic
How To Book	POW WOW Books
Cub Scout Leader Book	The local library
Den Chief's Den Book	Other Scout Leaders

Some of the specific books from the library from which some of this year's POW WOW games material came from are as follows:

Fun Time Competitive Games by Cameron & Margaret Yerian, Editors, Childrens Press, Chicago

Great Indoor Games from Trash and Other Things by Judith Conaway and Bill Bober, Childrens Press, Chicago

I Hate Charades and 49 other New Games by Phil Wiswell, Assistant Editor GAMES Magazine, Sterling Publishing

Remember...the success of your game period depends in great part on your leadership. When someone says: "Games?" "They're for the birds." "Kid stuff!" "I don't wanna play!"---what he's really saying is "I don't know how"... or "I'm scared to try, because I might not be any good..." Your skill as leaders can challenge and persuade the shy Cub Scout and channel the energy of the 'show-off' making Den and Pack games fun for all....

ALWAYS REMEMBER THE MAIN INGREDIENT FOR A SUCCESSFUL GAME--FUN FOR ALL!!

TO THE TEACHER OF GAMES

The teacher should never hesitate to participate in the play of children. Nothing can more quickly gain the respect and affection of a child than such participation.

The best method of teaching a game is to make a full explanation of it before the boys take their places to play. Never try to teach and play a game at the same time. The only exception to this rule should be when there is a large and disorderly crowd with which to deal. Then it may occasionally be best to start a game to gain interest and attention, and then halt for further explanation.

An indication that too many players are taking part in a game is almost invariably to be found in a lack of interest on the part of the players, arising from the infrequency with which each player gets an opportunity to participate.

A resourceful teacher will find many ways of adapting games to large numbers. Among such ways are (1) increasing the numbers of runners and chasers, (2) in a circle game the circle may be duplicated thus having two concentric circles, and (3) in many ball games it will be found possible to put more than one ball in play.

The choice of games to be played should be left to a vote or to the suggestion of the players. The teacher's function in this regard is to suggest, not to dictate.

The most joyous play goes always with the best discipline. Both children and adult players like strength and decision in a teacher or leader.

Do not make the game too serious. In purely recreation games get laughter and frolic started.

Encourage timid pupils to give dares and take risks. No player needs more sympathy or understanding and help from a teacher than the timid. Such children often suffer greatly through their shyness. They should first be brought into play in some form of game that does not make them conspicuous. Such children should be encouraged by praise of their successful efforts and special care should be taken not to call attention to their failures.

See that the selfish or the most capable children do not have the lion's share of the play; the opportunities should be equally distributed.

IMPORTANCE OF GAMES

Games are the sunny side of Cub Scouting. Running, jumping, climbing, lifting, balancing, creeping, crawling, bending, yelling, and hiding quietly are food for the muscles of growing Cub Scouts.

Games teach the Cub Scout to follow the rules, to wait his turn, to respect the rights of others, to give and take, and to play fair.

To a small boy, a game is one of the serious things of life. In selecting games for him, we should consider their physical, mental, and educational

values. In a physical sense, a good game must be satisfying to the strongest and yet not overtax the weakest. It should stimulate the growth and development of practically every muscle and body function. Games can develop skill and coordination. Strenuous games must not be overused.

A good Cub Scout game must provide an element of excitement, competition or accomplishment. Games begin to develop quick thinking, mental alertness, and sometimes even strategy.

Games, as educational devices, can help a boy learn new things and improve skills. Games demand the cooperation of all players and stimulate such traits as fair play and consideration of others.

PREPARATION

Know your games thoroughly. Plan not only what you are going to do, but how you are going to do it. Preparation for a game period requires almost as much thought and planning as preparing for a speech.

Start off with your best game. One that is easy to explain and enjoyable to play. Be sure it succeeds. In addition to bolstering your own confidence, success will boost the morale of the players.

Use games that all can play and vary them. Use some quiet games and some active ones. As often as possible, use games that are helpful in meeting achievements or special elective requirements. Various kinds of identification games and knot typing are examples.

Consider the space required for the games to be played. Be sure you have enough room to accommodate the number of people involved. If boundary lines are necessary take care of them in advance. And be sure you have all your equipment ready before hand in order to move smoothly and swiftly from one game to the next. Start with simple games and work toward the more complex ones. Don't wear a game out, but quit while everyone is having fun.

If you need assistance, choose judges or referees from the group. Don't try to manage by yourself. Allow for questions for clarification, but don't drag out a discussion about the game. Allow noise and shouting during the game, but be sure you can get the group's attention and maintain control.

SPECIAL NOTES

When you need "rings" use plastic bottles and coat hangers.

When you need a mallet, use a piece of 1" x 1" x 36" wood and nail a piece of wood 1" x 1" x 4" on one end.

When you make targets for bean bags, use heavy cardboard or glue and tape two pieces together. This makes them sturdy. Don't forget boxes, stack them in different ways.

When you want something to use for pitching ping pong balls or buttons or poker chips or balls into, don't forget cans. Cans are great. You can nail them on boards, tape them together, or use just one or even use them to roll things through. There are endless ideas of the use of cans.

OUTDOOR GAMES

DRAGON'S TAIL

Goal: For the head of the dragon to catch its tail.

Number of Players: At least 6, more is better.

Equipment: None.

Playing Time: About 15 minutes.

Rules of Play: Form a dragon, or several dragons if you have enough players, by having people line up and put their hands around the waist of the player in front of them. Now, the object is for the person at the front of the line (the dragon's head) to catch hold of the person at the end of the line (the dragon's tail) and circle his waist with his hands. The tail tries fiercely not to be caught. When he's caught, the old tail becomes the new head and the game begins again.

Play until everyone has had a chance to play both the head and the tail at least once. If you have more than one dragon, have them chase each other.

IDIOT'S DELIGHT

Goal: To aim and throw cards at targets.

Number of Players: 2 or 4.

Equipment: A standard deck of playing cards and a sheet of newspaper.

Playing Time: About 10 minutes.

Rules of Play: Lay the paper on the floor, at least 10 feet from the players, with the sections labelled "3" and "4" closest to them. One player uses black cards and the other player uses red cards. Or, the players can use cards with different designs on them.

In the two-player game, the players alternately toss three cards each, trying to land them on the newspaper. As in shuffleboard, a card may dislodge another from the board or to another square. When the two players have each thrown their three cards, they tabulate the score, giving themselves the point value of the section of the newspaper on which their cards have landed. Thus, a card that has landed on the section labelled "3" earns three points, and so on. Each player takes 10 turns, and the player with the highest final score wins.

The four-player game is a team effort, two players against two. But in this variation, players only throw two cards each. Again, play 10 rounds.

STORKS

Goal: To cause your opponent to lose balance.

Number of Players: 2 or more, plus a referee.

Equipment: As many water pistols as you have players.

Playing Time: 5 minutes per round.

Rules of Play: For two players at a time, this game goes rather quickly. Have them stand on one foot about five feet apart, facing away from each other. Each stork holds his raised foot behind him in one hand and a water pistol in the other hand. Then, on the signal "Go!" the storks go into battle, trying to maintain balance at all times because the first to let go of his raised foot loses the game. There are no boundaries or other rules to this game, so anything goes. Obviously, a squirt of water to the opponent's face is a good strategy. Just as obviously, the game should be played outdoors.

With a large group you can play a round-robin elimination tournament, pitting players against each other two at a time. Or you can pit several storks against each other in the same battle. To begin a game with many players, have them form a rough circle with all players facing away from the center.

SIMON DOESN'T SAY

Goal: To be the last player eliminated by Simon.

Number of Players: At least 4.

Equipment: None.

Playing Time: 10 or 20 minutes, depending on Simon's skill.

Rules of Play: This game is played in the same way as the children's game of "Simon Says," but backwards! First, pick someone to play the part of Simon, and line the other players in front of him. Set a time limit (10 to 20 minutes), during which Simon must eliminate all players or else the remaining players win. Simon proceeds to give commands to the players, such as "Simon says take two steps forward," "Lift one foot and hop," or "Simon says lift one foot and hop." The idea is for players not to do a command that begins with "Simon says..." Only when Simon gives a command without this introduction do players have to follow his instructions. A false start or wrong move eliminates a player from the game. That's all there is to it, but it sure is fun.

POPULATION EXPLOSION

Goal: To fit as many people as you can on a small area rug without anyone touching the floor.

Number of Players: At least 8 or 10.

Equipment: A small area rug.

Playing Time: About 10 minutes.

Rules of Play: Place a small area rug on the floor. Players get onto the rug in such a way that no parts of their bodies touch the bare floor. If everyone stands on one foot and holds onto other players, as many as 20 people should fit on a bathroom rug.

THE LAP GAME

Goal: To seat everyone in a circle without chairs.

Number of Players: As many as you can get!

Equipment: None.

Playing Time: A good group can accomplish the task in seconds.

Rules of Play: Arrange your group in a circle on the lawn (or some soft surface) so that each player faces another player's back at about half an arm's distance or less. Instruct each player to hold his hands beneath the elbows of the person in front. Then, in a rhythm the group can follow, announce, "One, Two, Three, Sit!" Everyone sits back onto the lap of the player behind. Often, someone goes off balance and the domino theory takes over. But when you succeed in seating all players comfortably, you'll be amazed at your perpetual human chair.

Courageous groups have been known to go the Lap Game one better. When they've accomplished a successful seating, they perform a variation known as "Stand, Turn, Sit!" You can figure out what that means--and how hard it is to do!

SPOONFULS

Goal: To be the first team to fill your glass with water.

Number of Players: At least 3 per team, more is better.

Equipment: 2 tablespoons, 2 drinking glasses, and 2 pans of water.

Playing Time: About 5 or 10 minutes per round.

Rules of Play: Spoonfuls is a simple relay-race game to be played outside (unless you don't mind water being spilled all over your house). Choose two or more teams of equal number, and line up each one next to a pan of water and a tablespoon. Place the water glasses about 15 feet from the starting lines. Then, on the signal "Go," the first member of each team grabs a spoon, scoops up a spoonful of water from the pan, and walks, runs, or crawls to his team's glass, deposits the water in the glass, runs back to the line, hands the spoon to the next player, and goes to the back of the line. It will probably take many turns to fill a glass with water. The first team to fill its glass wins. For a shorter race, use either larger spoons or smaller glasses.

BAREFOOT MARBLE RACE

Line two teams up in single file at the start line. Have the players take off their shoes and socks.

Place two marbles on the line in front of each team. Mark a touch line ten feet away. Give a signal to start. The first player on each team must pick up a marble with the toes on each and "run" to the touch line and back without dropping the marbles. Tag the next player. He must do the same as the first.

Repeat with all players until one team wins.

MEMORY GAMES

BLACK SACK

Goal: To identify the most number of items in a sack.

Number of Players: 3 or more.

Equipment: A sack (a pillowcase works well) filled with about 10 everyday items that are difficult to identify by touch alone.

Rules of Play: One at a time, players reach into a sack filled with items and the player who can identify the most items within 5 or 10 minutes wins.

INGREDIENTS

Goal: To be the first team to guess the most foods.

Number of Players: At least 6.

Equipment: Paper and pencils.

Playing Time: About 30 minutes.

Rules of Play: Divide the players into two teams. One at a time, each team spends exactly five minutes in the kitchen looking at the canned, boxed, and bottled foods in the cupboards. Players select five foods and write the ingredients on a piece of paper. They do not write the names of the foods.

When both teams have returned to the living room (or wherever they play), they exchange their lists. Then, each team writes the names of the foods next to the descriptions of the ingredients. Even if players aren't sure of what a food is, they should guess. Players have 10 minutes in which to name the foods. The team with the most correct answers wins. The team finishing first before the 10 minutes are up wins, provided it has more correct answers than the other team. Settle any disputes in the kitchen.

SCHIZOPHRENIA

Goal: To guess combinations of famous people in photographs.

Number of Players: A group of 6 or more.

Equipment: Photographs cut from magazines and newspapers.

Playing Time: About 15 minutes.

Rules of Play: For this game, you have to do a little preparation. First, gather some old newspapers and magazines and look for photographs of well-known people. Cut them out and make composite photographs, using parts from different people to make up one head. There should be some connection between the people in the photographs: Gene Kelly and Fred Astaire, Walter Cronkite and Barbara Walters, Sonny and Cher, Charlie's Angels, or perhaps the First Family.

Once you have at least half a dozen composite photos, you'll be ready for a good round of Schizophrenia. One player holds up the photos one at a time. The first player to identify all of the people in a photo gets a point. The player with the most points at the end wins. Or, you can just forget about the points and play for fun.

INDOOR GAMES

WASTEPAPER BALL

Number of Players: 2 or more.

Object of the Game: To throw and catch the ball.

Things you will need: Newspaper or other wastepaper, scissors, masking tape.

Before you play: Cut the paper into thin strips. Wad the first strip to make a hard center. Then wind the other strips around the center. Every once in a while, wind tape around the ball. Wind the paper strips fairly loose. You want the finished ball to be as light as possible. When the ball is the size you want, wind it with tape.

How to play: Throw the ball from player to player. See if you can catch the ball before it hits the ground.

How to score: You get 1 point each time you catch the ball.

POP TOP FLIPS

Number of Players: 2 or more.

Object of the Game: To flip the button through the rings.

Things you will need: Shoe box, plastic pop can holders, felt tip pen, button or bottle cap, paper clips, string, scissors.

Before you play: Mark a number over each ring. Use a felt tip pen. Tie the holder across the top of a shoe box. Use string and paper clips. Use a bottle top or button to toss.

How to play: Sit a few steps away from the box. Try to toss the button through one of the rings. Take turns with your friends.

How to score: Each time the button goes through the ring, you get the number of points on that ring.

PAPER PLATE PADDLE BALL

Number of Players: 2 or more

Object of the Game: To bat the ball back and forth over the rope.

Things you will need: Wastepaper ball (see pp. G7), 2 paper plates for each player, stapler or white glue, rope or cord.

Before you play: Each player must have a paddle. To make one, put a large paper plate face down on top of another one. Staple or glue the plates together all around. Leave a hole wide enough to slide in four fingers. Make a wastepaper ball.

How to play: Stretch the rope between two chairs. Bat the ball back and forth across the rope. Take turns serving.

How to score: If the ball drops on your side, the other team gets a point.

SPACE RACE

Number of Players: 2 or more.

Object of the Game: To move the cup down the string.

Things you will need: 1 paper cup for each player, 1 long string for each player, pencil.

Before you play: Punch a hole in the center of each cup bottom. A pencil is good to use as a punch. Put a heavy chair or row of chairs along one wall. Tie each string to a leg of a chair. The strings should all be tied at the same distance from the ground. They should all be the same length. Thread the paper cups on the strings, bottom first.

How to play: Pretend that the chairs are planets and that the paper cups are spaceships about to land. Pull all the strings tight. See if you can slide the cup down the string. Use small, quick jerks.

How to score: The winner is the first person to get his or her spaceship to the planet.

BOTTLE BOWLING

Number of Players: 2 or more.

Object of the Game: To knock over the bottles with the ball.

Things you will need: 10 plastic bottles, wastepaper ball (see pp. G7).

Before you play: Wash out each bottle. Set up the bottles in a triangle pattern at one end of the hall. The tallest bottles should go in the back. You will need a large, soft ball to bowl with. A wastepaper ball is especially good.

How to play: Take turns bowling from behind a line at the other end of the hall. See how many bottles you can knock over on one roll.

How to score: Your score is the number of bottles you can knock over on one roll. Count up the score when each person has rolled 5 times.

DONUT TOSS

Number of Players: 2 or more.

Object of the Game: To ring the chair leg with the tosser.

Things you will need: Clothespins or paper clips, dried beans or peas, chair or or small table, heavy paper bags, white glue, string.

Before you play: Make bean bag tossers from paper bags. To make a tosser, cut a donut shape through both sides of the bag. Glue the two sides of the donut together, with dried beans or peas in between. Clamp clothespins or paper clips to hold the donuts until the glue is dry.

Make two large tossers and two small tossers for each player. Draw on the numbers with two different colors of crayons. Large tossers are worth 5 points. Small tossers are worth 10.

Turn a small table or chair upside down and set it at one end of the hall. Place a piece of string on the floor about 10 steps from the chair to use as a throwing line.

How to play: Take turns trying to ring the legs. When all the donuts have been tossed, add up each player's points.

How to score: If a tosser rings a chair leg, you get the number of points written on the tosser. The player with the highest number of points is the winner.

SPATULA SLIDE

Number of Players: 2 or more.

Object of the Game: To slide the markers onto numbered spaces.

Things you will need: 2 plastic spatulas, crayon, thin masking tape, large (30 gallon) plastic trash bag, 8 metal jar lids

Before you play: Cut the bag along both sides and open it up. Stretch it out tight. Hold the four corners down with books or shoes. Use a crayon to mark the target on one end of the bag. For a longer-lasting game, mark the target with thin masking tape. Use plastic spatulas as sliders. Use small metal jar lids for markers. Mark the lids with tape. Mark Xs for one team and equal signs (=) for the other. Each side gets four markers.

How to play: Divide into two teams. Sit at one end of the bag. The target should be on the other end. Take turns sliding the markers toward the target. When all the markers have been slid, count up the score.

How to score: At the end of the game, you get the number of points in the spaces where your markers are.

CARPET ARCHES

Number of Players: 2 to 4

Object of the Game: To hit the ball through the arches to the goal stick.

Things you will need: 15 empty sewing-thread spools, wooden spoons (1 for each player), 4 small wastepaper balls (see pp. G7), 6 pipe cleaners, glue.

Before you play: Collect 15 empty sewing-thread spools. Make 6 arches from spools and pipe cleaners. Make a goal stick by gluing 3 spools on top of each other. Make 4 small wastepaper balls in 4 different colors (see pp. G7) Find 4 wooden spoons to use as clubs.

How to play: Each player picks a color. Set up the arches. Make a course on a rug or on top of a table. Take turns hitting the balls through the arches. After a ball has gone through all 6 arches it must hit the goal stick.

How to score: The winner is the person to hit his or her ball to the goal stick using the fewest number of hits.

PAPER CUP FLIP TOYS

Number of Players: 1 or more.

Object of the Game: To flip the paper cup over the tube.

Things you will need: 1 paper-towel tube for each player, 1 paper cup for each player, string, large paper clips, pencil.

Before you play: Punch a hole in the bottom of the cup with a pencil. Thread the string through the hole. Tie the end of the string to a big paper clip. This will keep it from coming back through the hole. Tie the other end of the string to the paper-towel tube.

How to play: Hold the tube in one hand. At the starting signal, flip the cup up. Try to make it flip over the tube. See who can do it first.

How to score: You get 1 point for each time the cup lands on the tube.

THREE LEGGED RACE

Line up pairs of players along a starting mark. Draw a finish line fifty feet away. Give each pair a piece of rope or a strong rag about two feet long. Have the members of each pair stand with sides touching and tie their inside legs together at the ankles. Signal to start. The pairs race to the finish line. Try the same race running backward this time.

MILE OF TWINE RELAY

Divide players into two even teams. Line each player up, one behind the other. Give the first player on each team a ball of twine. He wraps the twine around him once and passes it on to the next player. He does the same and passes the ball of twine on. Continue the twine winding to the end of each team. The last player then begins rewinding the twine on the ball, and passes it to the player in front to do the same. Repeat the rewinding until the ball of twine reaches the first player again. The first team to do that wins.

INDOOR OLYMPICS

SHOT PUT ON

Blow up large balloons. Have players stand with feet behind a line. Balance the balloon on the palm of the hand and throw it. Score points for the longest throw.

HAMMER THROW

Blow up a paper bag. Twist the end shut and tie on a three foot piece of string. Grasp the end of the string and swing the bag over your head in a circle. Then throw the bag by letting go of the string. Win by throwing your bag the farthest.

JAVELIN THROW

Stand behind a line. Throw drinking straws for distance. The farthest throw wins.

DISCUS THROW

Stand behind a line. Throw paper plates for distance. Again, the longest throw wins.

LOW HURDLES

Sprinkle peanuts in shells in a path from start to a goal line a few feet away. Make a path of the same number of peanuts for each player. Shell the peanuts and eat them on the way to the goal. First one there with their peanuts all eaten wins.

FIFTY YARD DASH

Form two even teams. Line them up single file behind the starting line. Find two shoelaces and two strips of cardboard six inches long and three inches wide (index cards will do). Punch six holes the same distance apart down the middle of each strip. Put one strip and one shoelace across the room from each team. Begin the race. The first players run across the room and thread the lace in and out of the holes in the strip. Leave the strips there. Return home and tag the next player. He runs to the strip and unthreads the lace. He leaves it there and runs home. Repeat these two steps until one team is finished. It wins.

SWIM MEDLEY

Choose partners. Give each pair a cup of water and a teaspoon. Begin feeding water to your partner with the teaspoon. The first pair to empty their cup wins.

FIFTY YARD SWIM

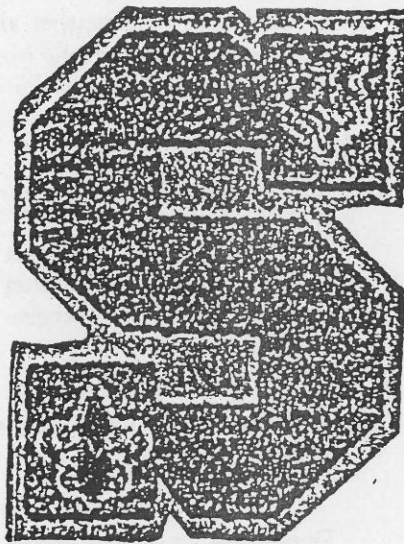
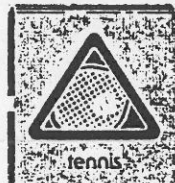
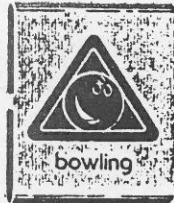
Give each player a paper cup of water. Have them stand behind the starting line. Mark a finish line twenty feet away. Signal for them to start hopping on one foot towards the finish line. Be careful not to spill the water. The one to finish with the most water in his cup wins.

FOOTSTIE RACE

Lay two twelve-foot pieces of rope straight on the floor about six feet apart. Stand a player in his stocking feet at the beginning of each rope. Blindfold the two players. Turn them around twice. At the starting signal, each player feels his way along the rope with his feet. He must keep his feet on the rope all the way or he is out of the race. The first one to reach the end of his rope wins. Play this also as a relay with even teams at the beginning of the ropes. Each player must be blindfolded when it is his turn to walk the rope. At the end, he removes the blindfold and rushes back to tag the next player on his team.

SHOE RELAY

Gather an even number of players to form two teams. Have them take off their shoes and put them in a pile about twenty feet from the starting line. Arrange the teams single file behind the starting line. Signal the teams to start. The first players run to the pile of shoes, find their own and put them on. Send them back to their team to tag the next person in line. Keep the fun going until one team has all of its shoes on. They win.



CUB

SCOUT

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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.

ORGANIZED SPORTS A GOOD IDEA?

Sometimes organized sports seem to have an unfavorable effect on children — an effect that some never manage to overcome. Does this suggest that organized sports are inherently bad for youth? Not at all, say many experts. It's not the sports themselves that can cause harm but the overreactions of adults on the sidelines — mainly parents and coaches.

"I'm convinced that we can teach kids an awful lot through athletic situations," says Dr. Paul Vogel of the Youth Sports Institute at Michigan State University. "Respect for law and authority, for instance, regard for physical fitness, and the ability to cooperate with others."

But the adults in the picture, Vogel believes, have to set a good example. "Young players see their parents and coaches ranting and raving at game officials over a close call," he says, "and then the adults wonder why the kids don't show more respect for authority."

They may also wonder, years later, why their children seemed to lose interest in competitive sports.

Parents can have an especially good effect on a boy's sports outlook, Vogel feels, if they stress keeping in shape through a physical fitness program — and set the example themselves.

WHEN SHOULD SPORTS START?

How old should a boy be to enter organized sports? What sports are best for boys of Cub Scout age?

Most sports authorities feel there's no one right answer to these questions. The biological clock doesn't tick the same for everybody and boys mature on different schedules. For instance, an 8-year-old boy who is *physically* ready to play soccer with 10-year-olds may not be *psychologically* ready. Pushing him into a heavy action game just because he's big could bring on an emotional disaster.

When a boy feels he's ready to try a given sport, he may say so. He may hint around for a baseball mitt or tennis racket for his birthday. Or he may give some other sign that his time has come. Respect his wish, even if it's *not* to play.

Here are some general guidelines from the National Association for Sport and Physical Education:

- ★ Organized sports for children under 6 are of questionable value.
- ★ Children between 6 and 8 should be restricted to noncontact sports, such as swimming, tennis, track and field.
- ★ Contact sports, such as basketball and soccer, are recommended only after age 8.

SAFETY AND COACHES

Parents have a right to be sure that their boys are playing in a safe and healthy environment. That means checking out the condition of the playing fields, facilities, and equipment. It also means checking out the coaches.

Take the facilities. Is the playing field reasonably level, well marked, free of obstacles, holes, and broken glass? Are goal posts, flags, nets, and other pieces of equipment safely placed? If there is a separate field for practice, is it also safe?

How about the equipment? Is it in good condition — no cracked bats, split arrows, stringy balls, or stringless racquets? Do you have necessary protective equipment — face masks, shin guards, and so on? Does it fit? Is it in good condition? Is there a first aid kit on hand?

WHAT ABOUT YOUR COACH?

If you have to choose between good equipment and a good coach, choose a good coach.

What should he know? He should know the skills and strategy of the game and, most of all, he must know boys thoroughly. He should know how to teach enjoyment of the sport and keep his temper and his ego under control. He must be able to spot problems and correct them and know when NOT to play a boy who is hurt or sick. He must keep open communications with his players and their parents.

His motto should be, "Lord, help me to remember that most boys would rather play and lose than sit on the bench and win."

Maybe you won't be able to find a coach that good, but try. Your boys deserve him or her.

YOUR ROLE AS A PARENT

If your role as a parent could be reduced to one word, the word would probably be "support." Support of the program, the leaders, and the coaches. But most of all, support the boys, and especially your own son. Here are some do's and don'ts:

Some DO'S

- ★ Be a voice of encouragement and moderation. Show the boys you love them no matter how well they play.
- ★ When there's a game, be there to watch your boy play.
- ★ Help them have fun!

Some DONT'S

- ☆ Don't shout advice or criticism to your boy or to anyone during a game.
- ☆ Don't interfere with the coach or other officials.
- ☆ Don't criticize players, coaches, or officials.
- ☆ Don't enter the playing area.
- ☆ Don't keep anyone from having fun.
- ☆ Don't push your son into a sport he isn't qualified to play or doesn't like.

WHY YOUNG ATHLETES GET HURT

Statistics indicate that boys are safe (if not safer) playing adult-supervised sports as they are riding their bikes or traveling in the family car. Still, sports injuries *do* happen -- and they have an especially good chance of happening when we combine excited kids with flying balls, swinging bats, leaping bodies, straining muscles, and kicking feet.

What causes most sports injuries?

1. Overuse of muscles leads to tendonitis and stress fractures. These are often caused by improper training or sudden change in activity level.
2. New injuries can be due to the use of muscles before earlier injuries have healed. Called "reinjuries," they include ankle sprains and muscle pulls.
3. Environmental conditions, such as poor playing areas, faulty equipment, or improper use of *good* equipment can cause injury.

Can safety *prevent* accidents like these? Not all of them. But it can prevent a lot of them and reduce the severity of a lot more.

Make sure that in *your* sports program, safety is *number one*.

WHAT SPORTS CAN THE SCOUTS PARTICIPATE IN?

The Milwaukee Boy Scout Service Center has the following sports books available that once read will make you an automatic authority on the sport.

*Volleyball	*Skiing	*Soccer	*Gymnastics
*Swimming	*Marbles	*Tennis	*Ultimate
*Softball	*Basketball	*Badminton	(Frisbee
*Golf	*Bowling	*Bicycling	Game)
*Physical Fitness	*Table Tennis	*Softball	
*Baseball	*Archery	*Skating	

New sports are being added all the time, so don't feel confined.

Notice that some sports such as boxing, karate and football are not listed. These are full contact sports and are not approved by the National Council because many boys between the ages of 8 and 10 are not physically or psychologically ready for these sports.

THINK BIG!

What other sports might we choose? The sky is the limit.

- *Fishing
- *Ice Fishing
- *B.B. Gun Shooting
- *Roller Skating
- *Sledding
- *Tobogganing
- *Walking
- *Hiking

The possibilities are endless when you think of all the Olympic Sports, winter or summer.

Recognitions

The Cub Scout sports program provides a variety of choices of recognitions of Cub Scouts and their families who participate.

Participation Belt Loops

These attractive awards are available for the pack to award to:

- * Each Cub Scout participating in the sport chosen by the unit.
- OR
- * An individual Cub Scout participating in a sport outside his unit.

Belt loops are to be worn on the Cub Scout uniform belt only. The loops signify the boy has participated in that particular sport and they can be awarded at a pack meeting or the sports function.

Sports Pins

These awards are available for the pack to award the Cub Scout who earns them. To earn a pin, the scout must fill out a progress chart and turn the chart into the sports chairman.

- * The chart must be filled out in ninety days.
- * For every $\frac{1}{2}$ hour of practice or participation in a sport the scout earns 1 point.
- * The scout can earn up to five points a day.
- * The scout must earn 60 points total within the ninety day period.
- * Scouts can not mix different sports on the same charts.

The pins are worn by the Cub Scouts on their sports letter and by adults on their civilian clothes.

Sports Letter

The blue and gold letter "S" features a wolf and scout symbol. To earn this, the Cub Scout must qualify by:

- * Earn one sport belt loop.
- * Earn a physical fitness pin.
- * Involve an adult teammate to earn a physical fitness pin.

The sports letter may be worn on your sweater, jacket or even brag vest. The sports pins then go on the sports letter.

For packs with small budgets and resourceful people, trophies and medals can be handmade. Other patches, badges and medals might be available through a special offer involving a certain activity. Ex. (A shooting contest sponsored by Remington Ammunition might have awards free or at a nominal cost.)

Sports Patch

This patch can be used to recognize any player or leader participating in the sports program.

DOES YOUR PACK NEED A SPORTS CHAIRMAN?

The pack that has a sports chairman can quickly tell you the value of having that position filled.

1. The Sports Chairman sets up programs which keep the boys interested and active in Scouting
2. He/she is a voice on the Pack Committee that reflects the boys' interests and attitudes
3. He/she is an experienced leader and becomes a resource of ideas for events, tours, den and pack meetings
4. He/she becomes an active recruiter of new boys for the pack by inviting boys that are watching programs in action to bring their parents to the next meeting
5. Sports Chairpersons usually make excellent pack leaders down the road because they have established good relations with boys and parents

SPORTS CHAIRMAN JOB DESCRIPTION

- *Keep Scouters aware of sports and recognitions
- *Provide sports booklets and physical fitness sheets from pack library
- *Provide assistance in completing requirements and earning awards
- *Verify completed requirements; obtain necessary awards through Awards Chairman if your pack has one
- *Work with the committee to plan, organize and execute sports program boys are interested in
- *Decide with committee how to fund the program and awards
- *Obtain necessary equipment and secure playing areas
- *Give participants necessary forms; permission, health and emergency slips; file tour permits
- *Introduce sport at Pack Meeting; prepare flyers, etc.
- *Keep an active file of boys participating
- *Secure help of parents as coaches, timekeepers, scorekeepers, etc.
- *Work with committee to plan outing to minor or major league sports events

STARTING UP YOUR SPORTS PROGRAM

WHO IS IN CHARGE?

The sports chairman is in charge of the program. He takes committee ideas and his own ideas and puts them into action. He might actively participate with helpers or he might set up a program and let other coach parents handle everything. These other coaches may be the sports chairman next year.

WHAT WILL HE DO?

You should first decide on a program and then work out the details. Tour permit, funding for event or awards, equipment, permission slips, health forms, helping coaches, first aid kit, pack announcement, etc.

WHERE WILL IT HAPPEN?

Decide on the location, it will make a difference on the number of boys that will participate and whether the event is feasible in that place. Transportation of the scouts to and from the event might also be a problem.

WHEN WILL IT HAPPEN?

Time is important because of all the den meetings on different days, parents schedules, different school hours, after school activities, etc.

HOW WILL THE PROGRAM BE FUNDED?

Will the parents or the pack pay for the recognitions and the fees incurred during a sport? 1 boy playing baseball might cost \$2.00 but 40 boys playing will cost \$80.00.

WHY?

If the scouts are having a good time they will be less likely to leave the scouting program and their friends. Stress having a good time, playing safe, good fellowship, awards, etc. Do not stress winning, uniforms, etc.

THE BOY SCOUTS OF AMERICA RECOMMENDS TWO SPORTS A YEAR

INTRODUCING SPORTS AT PACK MEETINGS

The sports chairman can always stand up at a pack meeting and make an announcement of what the sport will be, where it will happen, when it will start and how to get there. BORING! Wouldn't it be fun to see:

- * The chairman knock down 10 real bowling pins with a real bowling ball.
- * Two coaches play basketball using two other adults' arms for the baskets.
- * Have someone rollerskate into the meeting with a hockey stick and puck.
- * Throw a frisbee to a Cubmaster in the middle of the meeting.
- * An archery demonstration during a meeting.

ANYTHING CAN HAPPEN IF YOU DECIDE TO MAKE IT HAPPEN!

WHAT DO BOYS GET OUT OF A SPORTS PROGRAM?

- * The scouts learn to share equipment, responsibility, and positions.
position ex. (play pitcher 2 innings change to outfield 2 innings.)
- * Scouts learn patience by waiting their turn to bowl or to bat in baseball.
- * They learn honesty, fair play, how to listen to coaches, follow rules and good sportsmanship.
- * The scouts learn that some boys skills are better than their own and some boys skills are not as good as theirs and how to deal with the differences. Everyone is equal but not really equal.
- * How to deal with the differences:
Supporting the boy who strikes out or drops the fly ball for an out.

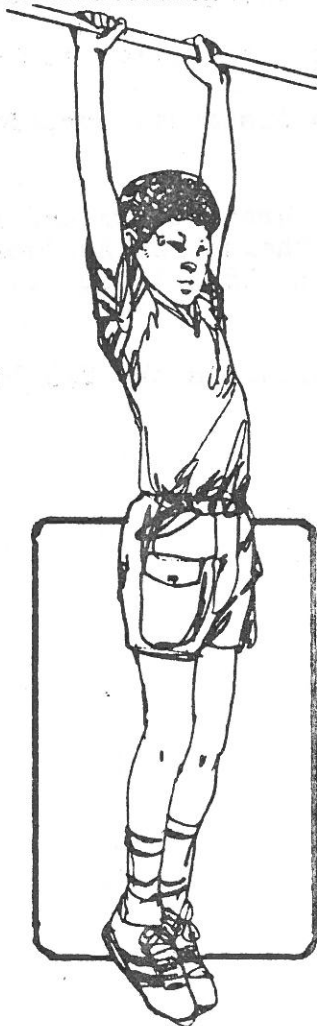
CUB SCOUT PHYSICAL FITNESS PROGRAM

CUB SCOUT AND ADULT TEAMMATE

The Cub Scout sports and physical fitness program provides many opportunities for family and adult involvement.

Many of the sports in this program, basketball and soccer for example, are not practical for a Cub Scout and adult to play on the same team. However, there are many opportunities for the Cub Scout and the adult teammate to participate in the same sport. Table tennis and golf are two examples of how the physical fitness program may be used by both Cub Scout and adult. The only difference is that the Cub Scout follows the requirements for youth, while the adult follows the requirements for adults.

The Cub Scout who involves an adult teammate in the physical fitness program will receive special recognition, as will the adult teammate.



HOW TO SHAPE UP AND KEEP IN SHAPE

- First** A medical checkup or medical history for each member participating. The Personal Health and Medical Record form No. 4412, included in this manual, is excellent. Each den leader should have a copy of a medical history for all Cub Scouts in the den.
- Second** Consider the physical exercise program needed for selected sport.
- Third** Have Cub Scouts and adult teammates set personal goals and their time schedule to qualify for the physical fitness pin.
- Fourth** A Physical Fitness progress chart for Cub Scout and adult teammate is included in each Cub Scout sports manual. Each Cub Scout should keep the records and report to his den leader when both he and his adult teammate have qualified for their pins.

POINTS TO CONSIDER:

1. People over 40 or anyone who has not been physically active on a regular basis should have a thorough medical examination before starting any physical exercise program.
 2. Begin slowly and then gradually exert a little more energy each workout. The biggest mistake many people make is to start too fast and overstress themselves quickly.
 3. Heart and lung (cardiovascular) conditioning and fitness may be maintained by participating in a vigorous workout (at least $\frac{1}{2}$ hour) a minimum of three times a week.
-

HOW TO QUALIFY FOR THE PHYSICAL FITNESS PIN

As your Cub Scouts prepare for and participate in a sports program they should start a discipline of regular physical exercise and involve an adult teammate with them in a parallel exercise program. There are many benefits to improving the physical quality of life for the whole family.

The physical fitness progress chart shown on these pages are found in the back of each Cub Scout Sport manual. Have your Cub Scouts keep their chart along with their adult teammates. When the Cub Scout and adult qualify, the Cub Scout should present the progress chart to his den leader for recognition at the earliest date.

CUB SCOUT PHYSICAL FITNESS

How to earn the physical fitness pin for _____

Participate in the fitness activities of this sport until you accumulate a total of 75 points within any 90-day period. Cub Scouts earn one point for every 15 minutes of exercise, practice, or training; adult teammates earn one point for every 30 minutes of exercise, practice, or training. Earning more than one point a day is permissible; however, earning more than five points a day is not allowed.

- ★ Cub Scouts and their teammates may earn one physical fitness pin for each sport in which they participate.
- ★ Cub Scouts must keep up-to-date records of the points earned by themselves and their teammates.
- ★ Adult family members are encouraged to participate in this program.
- ★ Cub Scouts who have handicapping conditions should develop their own exercise program with the help of an adult.

Date Points TDP* Date Points TDP* Da

Date	Points	TDP*	Date	Points	TDP*	Da

*Total Points to Date

TEAMMATE'S RECORD

Date Points TDP* Date Points TDP* Date Points TDP* Date Points TDP*

Date	Points	TDP*	Date	Points	TDP*	Date	Points	TDP*	Date	Points	TDP*

*Total Points to Date

I hereby affirm that I have fulfilled the requirements for the

_____ PHYSICAL FITNESS PIN.

_____ Adult's signature

PHYSICAL FITNESS AWARD

INDIVIDUAL PROGRESS CHART

FOR _____ AGE _____

Code Tiger Cub /Cub Scout/Boy Scout Varsity Scout/Explorer/Adult

- A. Swim 100 yards 220 yards
- B. Walk, jog, run 880 yards 1 mile
- C. Bicycle 1 mile 2 miles
- D. Sport practice 15 minutes 30 minutes

Indicate sport: _____

E. Disabled program (approved by physician) _____

Record date and how each point was attained on this chart. Remember no more than 5 points may be earned on any one day.

DATE	CODE	DATE	CODE	DATE	CODE	DATE	CODE
1		16		31		46	
2		17		32		47	
3		18		33		48	
4		19		34		49	
5		20		35		50	
6		21		36		51	
7		22		37		52	
8		23		38		53	
9		24		39		54	
10		25		40		55	
11		26		41		56	
12		27		42		57	
13		28		43		58	
14		29		44		59	
15		30		45		60	

To Earn 1 point
you must work
1/2 hour.
Any program
whether an
adult or
Scout.

DATE STARTED _____ ← 90 days → DATE COMPLETED _____

_____ has fulfilled the requirements for the
PHYSICAL FITNESS AWARD

FOR ADULTS:

(Position/Unit, if any)

signed _____

CS10

- Tiger Cub Group
- Cub Pack
- Scout Troop
- Varsity Team
- Explorer Post/Ship

CUBSCOUT PERSONAL HEALTH AND MEDICAL FORM

1. IDENTIFICATION:

AGE _____ SEX _____

NAME _____

ADDRESS _____

CITY & STATE _____

ZIP _____

DATE OF BIRTH _____

2. IN AN EMERGENCY NOTIFY:

NAME _____

RELATIONSHIP _____

ADDRESS _____

HOME PHONE _____

CITY & STATE _____

BUS. PHONE _____

NAME _____

RELATIONSHIP _____

ADDRESS _____

HOME PHONE _____

CITY & STATE _____

BUS. PHONE _____

3. EMERGENCY MEDICAL INFORMATION:

Has or is subject to (check and give details):

Allergy to a medicine, food, plant, animal, or insect toxin.

Any condition that may require special care, medication, or diet.

Asthma

Convulsions

Bleeding Disorders

Diabetes

Fainting Spells

Heart Trouble

Dentures

Contact Lenses

EXPLAIN _____

SIGNED _____

SUGGESTED TOURNAMENT PAIRING

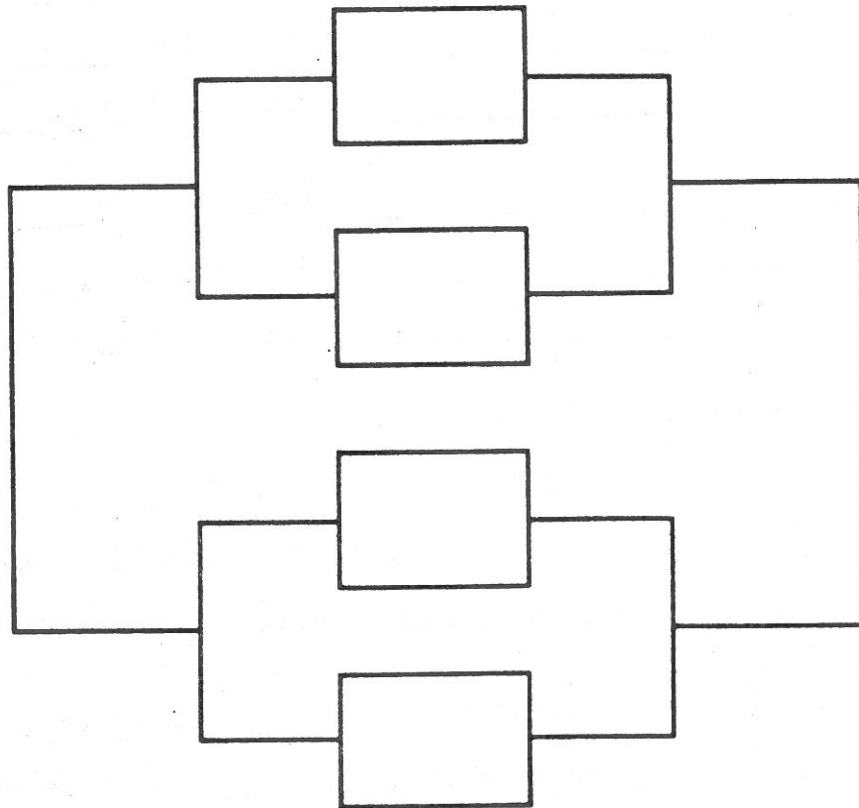
There are various ways to establish your pairing. You may want to establish individual competition by age or skill level. With team sports each den becomes

a team. Develop the event to fit the needs of your community, pack, and individual boys.

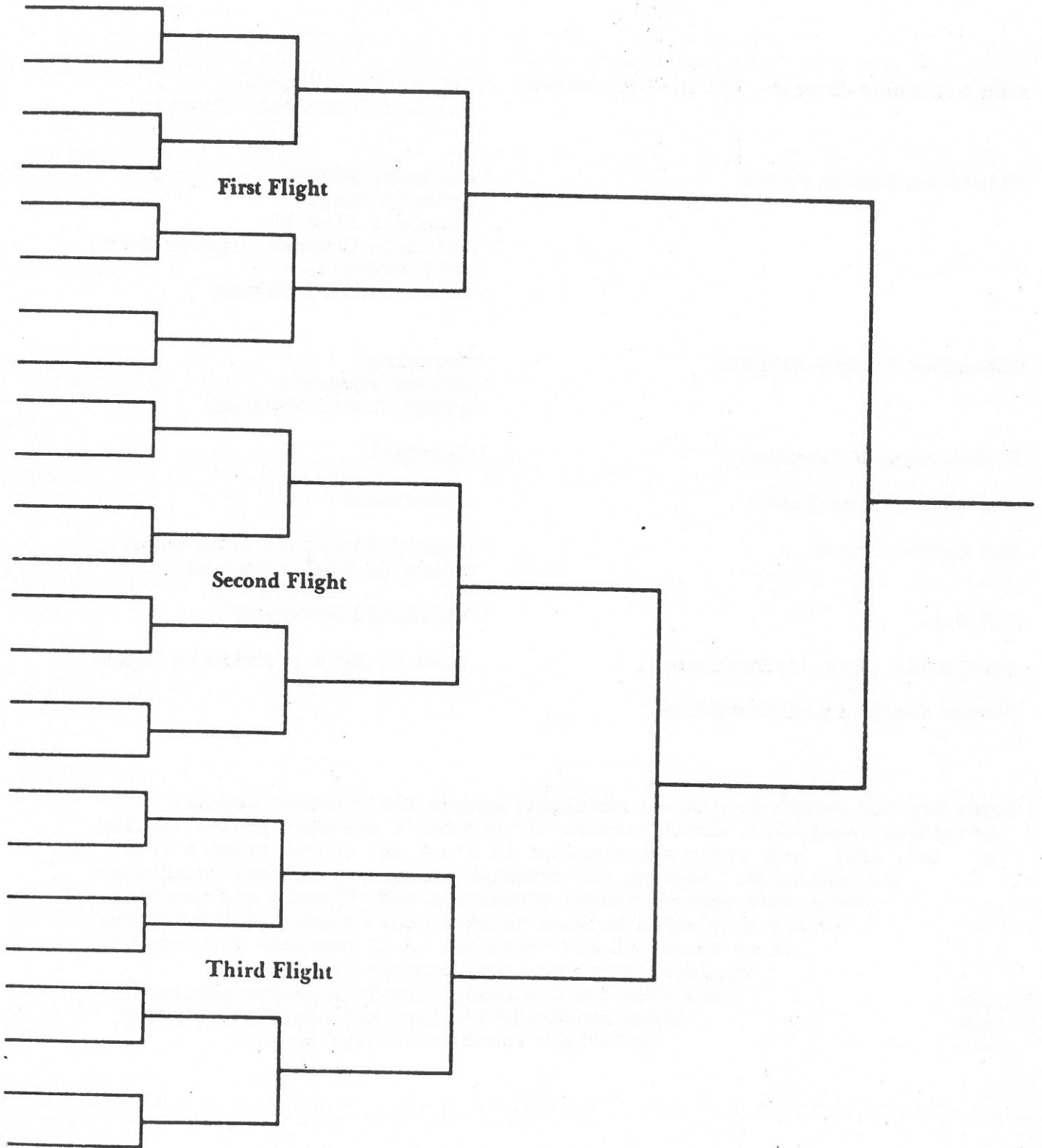
DOUBLE ELIMINATION SCHEDULE

Consolation

Champ



SINGLE ELIMINATION SCHEDULE



SPORTS RESOURCES

Scout Service Center- 330 S. 84th Street	Sports Leader Guide All Books On Scout Sports
Milwaukee County Parks	Swimming Pools Archery Ranges Baseball Diamonds Ultimate Courses (Brown Deer) Golf Courses Cross Country Skiing
Milwaukee Public Schools	Swimming Summer Programs After School Programs
Little League Programs	Baseball
Church Organizations	Basketball
Red Carpet Lanes	Yearly Bowlathon (Cub Scout) Learn To Bowl Programs
Y.M.C.A.	Unlimited Programs
Boys&Girls Club 24th&Mitchell	Used To Have A Shooting Range
Soccer Leagues Are Everywhere	

Scout Service Center is also an excellent source for ribbons, medals, trophies, equipment, certificates. If you don't see what you're looking for, ask! Many items are not kept in stock but can be ordered from the catalogue. Looking for trophies? Check with local establishments that sponsor teams; oftentimes they discard old trophies which they would be glad to give you. Rummage sales are another source of old trophies. Just purchase the tops at any local sporting goods or trophy shop.

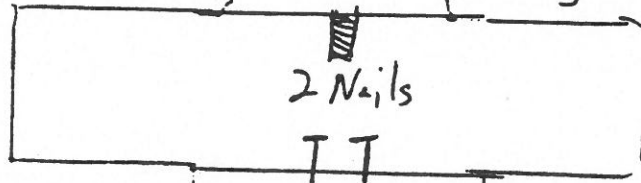
See also the Cub Leader How-To Book for additional ideas on making trophies and awards from scrap materials found around the house.

How To Make 7 Trophy



Baseball Figure
(Cost \$1.22 at
Trophy Shop)

Figure Screws Into Wood



2 Nails
TT

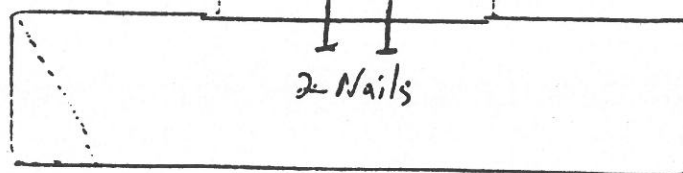
Block of Wood
 $3\frac{1}{4} \times 2 \times 3\frac{1}{4}$

- 1.) Cut wood
- 2.) Stain wood
- 3.) Nail together
- 4.) Spray on Varnish
(Comes in Can From Hardware Store)
- 5.) Drill Top Hole + Screw In Figure
- 6.) Add Star
- 7.) Add Plaque + Paint On



Block of Wood $1 \times 1\frac{1}{2} \times 3\frac{1}{2}$

Sticks on with Double Faced Tape



2 Nails

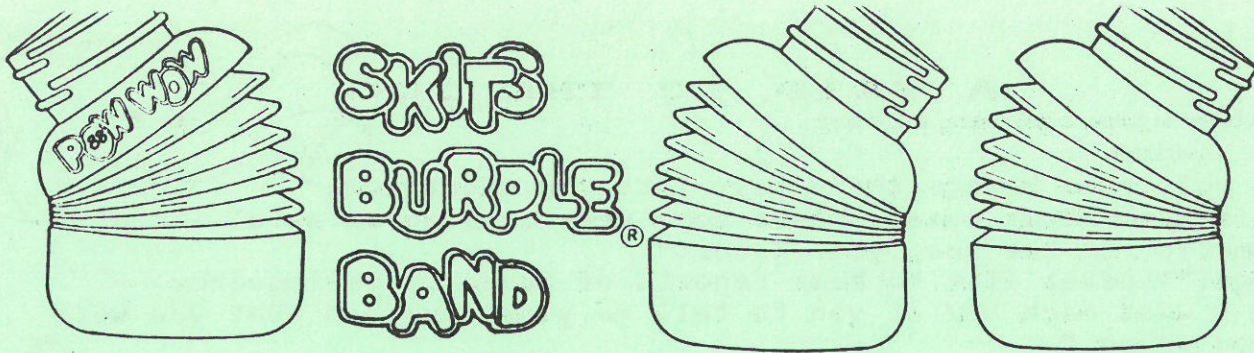
Block of Wood

$3\frac{1}{4} \times 3 \times 3\frac{1}{2}$

Tapered in front 45°
Angle

Softball 1988
Ryan Mc Nally

Sticks on with Double Faced Tape



THE MAKING OF THE BURPLE BAND

Approximately seven hundred twenty five thousand six hundred and twenty days after the Birth of Christ, the Burple was born. Approximately 120 days later, the Pow Wow skit staff was challenged with coming up with an original idea to help us present this year's section, and the burple just happened to be there. Let's look back at how such an innocent thing as a burple became the opening for the skit sessions.

The skits staff was composed of nine people, just a little larger than a Cub Scout den. The whole idea of using something rather benign and rather useless to build a skit around was brought up by one of the staff members, who was immediately named "Den Mother" for this skit. After we all reverted into 8-10 year olds, we discussed all the possibilities that the unknown world of the burple had to offer. No suggestion was too silly. They were all put "on the table". After much discussion, we all decided that the horns, sirens, and noisemakers that you saw today were perfect matches for our burples. We each went home and used our own creativity and brought the product back to the next meeting.

The "Cubs" that had worked hard on their burples showed them off like a peacock shows his feathers, while the others looked on in envy. The "Den Mother" sent us each home with an assignment -- "MAKE BETTER YOUR BURPLES". The burples returned to the next meeting bigger and better than they were before.

Why are we telling you all this? Because, if you want your Cubs to create an original skit, or participate in an existing one, you have to do three things:

1) **Allow them to be creative.** A child perceives humor differently than you do. Let them "go" but follow the guidelines set in the introduction to this section.

2) **Challenge them.** Give them an idea and let it grow through the creativity. Expect some giddiness during the initial planning. Let them develop the concept during the "game" period of the den meeting. And once the prototypes are made, challenge them to make them better -- BUT do not forget to compliment the ones that did a great job the first time around.

3) **As a Leader, this is just as important** as the other two. Become a child for a few minutes. Look at what they have created with all the enthusiasm of a 9 year old, through their sense of the world -- their eyes. For those few moments, don't think about your likes and dis-likes as an adult, use your wisdom only to "nix" what is unacceptable for a Cub Scout Skit.

AND IF YOU WEREN'T THERE, did you miss a show! Well maybe next year.



A TRIP TO THE ZOO

characters: A judge, a policeman, and 4 boys

scene: a courtroom

The policeman brings the 4 boys into the courtroom.

Policeman: "Your honor, these boys were causing an awful lot of commotion at the zoo, your Honor."

Judge: "I never like to hear reports of juvenile delinquency.

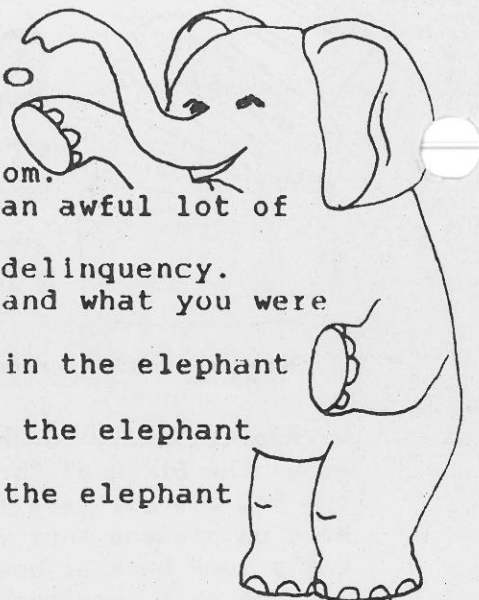
Now I want each one of you to tell me your name and what you were doing wrong."

1st boy: "My name is George and I threw peanuts in the elephant pen."

2nd boy: "My name is Pete and I threw peanuts in the elephant pen."

3rd boy: "My name is Bob and I threw peanuts in the elephant pen."

4th boy: "My name is Peanuts."



THE DOG SHOW

As the curtain opens, the narrator is on stage. First Cub scout enters carrying a chair.

Narrator: Say, fill in name, what kind of dog is that?

(Narrator repeats the question to each Cub Scout in turn.)

1st Cub Scout: "I have a setter." Sits down on chair and quickly rises and exits.

2nd Cub Scout: Enters with a stick and points at audience. "I have a pointer."

3rd Cub Scout: Enters with a bucket "I have a water spaniel."

4th Cub Scout: Enters with a large clock "I have a watch dog."

5th Cub Scout: Enters carrying a large spring "I have a springer."

6th Cub Scout: Enters carrying a large cardboard box "I have a boxer."

7th Cub Scout: Enters carrying a mop "I have a puppy." leaves stage quickly.

Did anyone
see who took
my clothes?

Jay C. Penny

Characters: any number of boys for different articles of clothing. One boy in a towel.

First and second boy enter the stage talking, and stop at center stage

2nd boy: That's a cool shirt you're wearing, where'd you get it?

1st boy: Thanks, I got it from J.C. Penny. boys resume talking.

3rd boy enters: Say, I really like those pants!

1st boy: Thanks, I got it from J.C. Penny. boys resume talking.

4th boy enters: Those are really some nice looking shoes!

1st boy: Thanks, I got it from J.C. Penny. boys resume talking.

you can continue this with as many boys as you desire until:

Boy wearing only a towel runs thru audience and up on stage, looks around and says:

"I'm Jay C. Penny. Did anyone see who took my clothes?"

Exits stage running.

Walk-on:

Counselor: Where did you take your bath?

Scout: In the spring.

Counselor: I didn't ask you when, I asked you where!



WELCOME TO SKITS!

Skits can be a very hard thing for a den to do. Why? Because boys of Cub Scouting age are shy about standing up in front of an audience, but their biggest fear is being laughed at.

So why do we have skits? Skits are very entertaining and help develop the interaction between boys in a den. Since the boys face the audience as a group, it helps to overcome the fear of public speaking and develops the confidence that they will need as adults.

As a den leader, you will have to re-assure the boys that they are being laughed with, not laughed at. Encourage the boys to improvise if there is a "blown line" or if things are not going exactly as they were planned. Make sure that they understand that skits do not always have a rigid structure and there are many ways to accomplish the same purpose. Remember that they will look at a skit just as you do; if you take a skit in the good humor it is intended, the boys will be more relaxed.

Plan your skits well in advance of when they will be done. Don't ever wait until the last den meeting before a pack meeting. If the boys feel unprepared, they will feel ill at ease and will be reluctant to participate in future skits. At the same time, do not over rehearse. Ten to fifteen minutes should be enough to introduce the boys to their skit, assign parts, and run through it once. At the next two den meetings, five to ten minutes should be all that is devoted to "running through" the skit.

When your den decides to do a skit, make sure that the skit matches the age of the boys. For example, a skit that involves a lot of reading or memorization is best left to Webelos, while a skit that Wolfs would do would make Webelos feel "childish". Also take into consideration the setting where a skit will be done. A dimly lit area does not lend itself to a skit where a lot of reading is required and in a large meeting room it may be hard to hear young boys.

A microphone can make a skit far more interesting. There is nothing more boring for the audience than to sit through a five minute skit without hearing anything. The microphone can also be used to amplify sound effects that would otherwise be useless at a pack meeting.

WRITING A SKIT: Most skits come from resources such as the *Cub Scout Leader's How To Book (CSLHTB)*, *Group Meeting Sparklers*, the *Cub Scout Magic Book* or books found in the local library. While these are very good sources, a den leader should not be limited by them. Some of the best skits presented are original and written by den leaders and their boys.

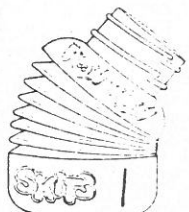
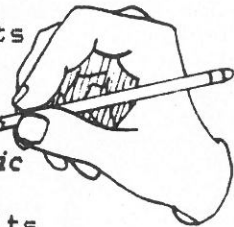
When writing a skit, you should use the guidelines found in the *Cub Scout Leader's How To Book*. Your idea may come from something funny that happened to you or one of the boys, from a TV show (the old re-runs are the best), or from articles in the local newspapers or magazines. A Cub Scout leader should always be on the lookout for ideas, even if they are stored away and developed later.

There are certain areas that should be avoided when writing a skits for Cub Scouts. For obvious reasons, you should avoid:

Racism
Sexuality
Gruesomeness

Divorce
Profanity
Disrespect

Love Stories
Unpatriotic themes
Physical Disabilities



Other things that may not be in good taste may not be included in this list. As a general rule, if it makes fun of a specific person or group of people, do not use it. If you are in doubt as to how the theme will be received, discard it.

PROPS and SCENERY: These are used in many instances to create a "mood" or a setting. Cub Scouts take great pleasure in helping create the things that they will use in a skit, and in many cases, it will help them to complete achievements, electives, or Webelos activities.

Ideas on scenery, masks and costumes can be found in the *Cub Scout Leader's How To Book*, and in the children's section of the public library.

If you decide to include scenery and props there are two ways you may decide to do it; by making them as inexpensive as possible for use only once or twice, or by spending a little more time and money to make them durable enough to be used for many years.

When you decide to make inexpensive scenery and props, paper bags, cardboard boxes, aluminum foil, yarn and tempera paint go a long way.

If you decide on more permanent props and scenery, cloth, masonite, old paneling, paper mache, and latex paints are good choices.

Whatever you choose, you will find that your basement, attic, closets and every nook and cranny in your house will become a warehouse for these items, for once you make them, you will find that there are many other skits and situations that will make you happy that you have saved them.

Rummage sales are a good source of articles of clothing that can be used for costumes and many other items that can be used in a skit. Appliance stores are a good source for cardboard boxes, which can be painted on all four sides for a quick change of scenery. Don't forget about the "second hand" stores, such as The Salvation Army, St. Vincent DePaul and the Purple Heart. Many times they have some period clothing, wigs, Indian jewelry, ect. that will make your skit more successful. Here again, it is wise to watch for things that can be used at a later date. Sometimes you will find something interesting enough to build a skit around!

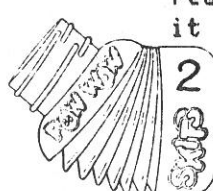
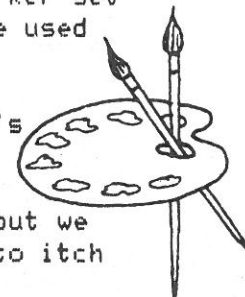
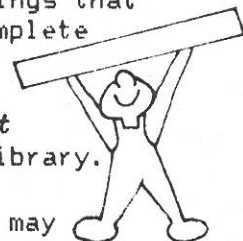
MAKEUP: When using makeup, remember that boys like to pretend, but they don't want to look like sissies. Here again we'd like to refer you to *The Cub Scout Leader's How To Book* for ideas, with a few added comments.

When using makeup, make sure that you let the boys know what it is and (if you can) what it is made of. An eight year old boy will delight in creating a real Indian war face on himself (and his mother) with his magic marker set if he does not understand that there are only certain things that are used for makeup.

If you use a eyebrow pencil or any kind of readily available woman's cosmetic, make sure that it is not the "permanent" type.

Tempra paint has been suggested for use as make-up in the *CSLHTB*, but we do not recommend it's use except in an emergency, because it starts to itch when it dries.

Latex is used instead of spirit gum for attaching beards and hair. It is readily available and easier to remove. The solvents in rubber cement make it unacceptable for this purpose.



Makeup sticks are readily available in many colors. You can find some in the party shops around the city that are less expensive than the professional type of sticks. These are usually easily removeable, but a word to the wise; check the package, and keep them in a cool place.

We don't recommend using burnt cork, because it is hard to remove, but if you must-be sure to use a base of baby oil.

Whatever type of makeup you use, make sure that you tell your boys that it will feel unnatural and maybe a little uncomfortable, but it is all part of the theater. Make sure that their discomfort is not due to an allergic reaction.

Finally, watch for costume sales after Halloween. The "paint on" and "stick on" costumes are usually on sale for less than half price. You may not want the particular face on the cover of the box, but the materials will be useful for other costumes.

Throughout this introduction, you have found many references to the *Cub Scout Leader's How To Book (or CSLHTB)*. This is an excellent resource, and should be considered a necessity when planning a skit, whether it is original or taken from another resource.

Some closing thoughts: When your den is planning a skit, make sure that you get some input from the boys. For Cub Scouts, this input will come from their enthusiasm about a particular skit that they have chosen from the ideas you present to them. They probably know better what will be accepted by their peers than you do. Let them add their comments to the script if you feel that it will enhance it. Remember: "If it's not for the boys, it's for the birds."

Some boys are shy about performing. Try to help them out by inspiring their imagination, complementing their rehearsal performance, and, criticism when needed. Don't expect them to be professional actors, just encourage them to do their best.

Finally, if you need some supplies that could only be found at a professional shop, you might try *Midwest Scenic and Stage Supply, 224 W. Bruce* (2 blocks north of National Ave. at 2nd St.), phone 276-2707. It may be difficult to tell them what you need over the phone, but the courtesy that they extend when you go there is terrific. Just don't expect a frilly looking shop when you go there-- this is a professional theater supply company.

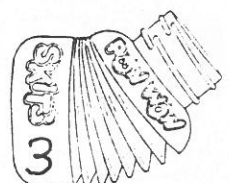
We thoroughly hope that you enjoy this section as much as we enjoyed putting it together. If you come across a good skit, don't hide them, but share them at next year's POW-WOW!



- Dennis Bohn, South District Roundtable (chairperson)
Diane Lowe, South District Roundtable Commissioner (co-chairperson)
Lynn Christiansen, WL, Pack 11
Diane Hordyk, WA, Pack 57
Pat Koch, WL, Pack 509
Glenn Lederhaus, WL, Pack 57
Dave Ziarek, CM, Pack 238
Cary Gondek, CM, Pack 128
Frank Koch, CM, Pack 509
Della Lederhaus, DL, Pack 57
Bonnie Murenda, DL, Pack 57
Manuel Santiago, DE, advisor

AND NOW:

ON WITH THE SHOW.....



One of the many ways a skit can be done is in pantomime; that is, the characters use motions instead of words and props. The biggest drawback to a pantomime is that boys of Cub Scouting age usually are reluctant to overact in order to get their point across. As an audience, boys of Cub Scouting age take longer to understand the pantomime, and therefore sometimes they cannot follow the skit, whether the point is serious or humorous.

One of the ways around these problems is to use a narrator to describe the action. In this way, the audience is told exactly what is going on as the action happens. Another advantage in using a narrator is that the boys in the skit can take their cues from listening to the narrator, eliminating the need for long rehearsals and memorizing lines.

THE HAPPY HIKERS

CHARACTERS: NARRATOR AND AS MANY HIKERS AS YOU DESIRE.

SETTING: BARE STAGE. THE HIKERS STANDING AROUND IN VARIOUS POSITIONS, FACING THE AUDIENCE.

Narrator (gesturing to hikers): Ladies and gentlemen, meet our happy hikers!

hikers smile and wave at audience while hiking in place. All other movements are also done in place.

Narrator (as he watches hikers): Let's watch their adventures as they hike through the woods and over the mountains. There they go!

hikers increase pace slightly

Narrator: Looks as though they're climbing a steep hill!

hikers bend backward as if climbing.

Narrator: They're on top. What a lovely view!

hikers look around in appreciation.

Narrator: Now watch them get down!

hikers slip and slide as if plunging down the hill

Narrator: They must be out of breath!

hikers hold their hands on chest, breathing heavily

Narrator: Now they're passing through a meadow.

hikers walk, then halt. Narrator looks closely at the hikers

Narrator: What do they see? A rabbit!

hikers glance swiftly from left to right

Narrator: A meadowlark!

hikers glance quickly from ground to sky.

Narrator: And a bumble bee!

hikers jerk heads and eyes around

Narrator: WATCH OUT FOR THE BUMBLE BEE!

hikers run swiftly in place, waving hands and arms.

Narrator: As I said, they are happy hikers; happy because of the beautiful mountains they see....

hikers shield eyes from the sun and look into the distance

Narrator: And because of all the fresh air they breathe...

hikers look happy while they take a deep breath

Narrator: And especially because they got away from that bumble bee!

hikers look behind them and wave goodbye to the bumble bee

Narrator: Looks like they are tired from all that hiking.

hikers slow down and walk droopily. Narrator points ahead

Narrator: There's just what they need—a cool refreshing river! Can you make it to the river, Happy hikers?

hikers nod, pick up speed, kneel down at the river, drink, scoop water over their faces and splash each other



Narrator: Ah! how refreshing! Time to get moving, happy hikers!

Hikers rise. Narrator speaks to them with caution

Narrator: Try to jump across the river-keep those little tootsies dry!

hikers jump, then look down in dismay as they shake their feet.

Narrator (sympathetically): Don't feel too bad about not making it. That river was more than a block wide! At least you have cool toes.

Narrator: Look what's in front of them-fork in the road. I hope they take the right road...

narrator is confused by his own speech

I mean ... maybe the right one is the wrong one and the left one is the left one is the right one. Maybe we'd better see see what happens...

Hikers turn in circles as they march in place; some turn in left and some turn right. The narrator is Distressed

They're lost! I guess the right road was the left road after all... hmmm, I better not start that again.

narrator sighs in relief as hikers march straight ahead

Looks like all is right...I mean all is well.

I wonder when they will stop for lunch?

Hikers suddenly stop, keep heads and eyes straight ahead, reach into pockets, bring imaginary food to lips, munch briefly, take handkerchiefs, resume marching. This action should be as much in unison as possible.

The narrator shakes his head in suprise

Narrator: I guess they weren't very hungry. Look! a lovely lake. I wonder if they hike or swim across? Let's see....

hikers sit on floor as if getting on rowboats, make rowing motions.

Narrator: I guess that's better than hiking across.

hikers stand, resume marching

Narrator: Look at that crooked trail ahead! Nothing but twists and turns!

hikers twist and turn in various directions as they march. after a few seconds, they resume straight ahead

Narrator: I'm glad that's over. I was getting dizzy.

It looks like they have come to the end of the trail. I wonder where they are going? HEY HIKERS! Wait a minute.

hikers stop Now that you have reached the end of your hike, what are you going to do next?

hikers grin broadly, march with a higher and livelier step than before.

Narrator: You mean that you are going to hike some more?

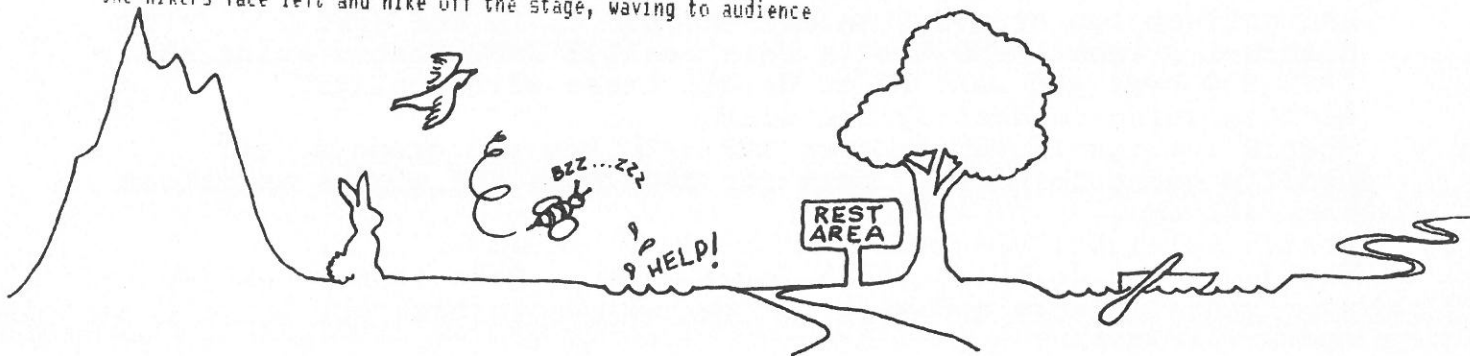
hikers nod head vigourously

Narrator: I'm sorry, but I just can't keep up with them any longer. Good-by.

narrator waves weakly while exiting to right of stage

Narrator: And a happy hike to you.

the hikers face left and hike off the stage, waving to audience



Some situations can be made amusing and also relate a story that was originally serious. Animators have been using this concept for years to bring things to life through educational cartoons. The advantage to telling a story in this manner is that it keeps the attention of children, while sparking their interest in a subject. In such a skit, care should be taken to keep the subject matter intact and to make sure the mood is set so that boys will not get the impression that a event actually happened the way the story is related. In a skit such as the one that follows, it is also important that the humor content is used to relate a story without being irreverent.

THE BUILDING OF THE ARK

Characters: A narrator to introduce the skit, Noah, and a person offstage to act as the voice of God.

Setting: Noah at center stage, in his workshop. Obviously modern electric tools scattered about.

Narrator: As every Scout knows, "Duty To God" is part of the Cub Scout promise. This promise is not just for Cub Scouts, it has been around for a long time. So long in fact, that it goes back thousands of years to a man called Noah. I'm sure that you all know the story of how Noah built his Ark, but what would happen if a person was asked by God to build an ark in 1988? Let's look in on a modern day Noah.

(Curtain opens. Noah is busy in his workshop, sawing a piece of wood.)

God: Noah. (Noah stops sawing, looks around)

Noah: Somebody call?

(Noah shrugs his shoulders, and resumes sawing)

God: NOAH! (Noah stops sawing and looks around)

Noah: Who is that?

God: It's the Lord, Noah!

(Noah looks up)

Noah: R-i-i-ight.

(Noah squints, shades eyes with hand)

Where are you? (PAUSE)

What do you want? (PAUSE)

I've been good.

God: I want you to build an ark.

Noah: R-i-i-ight. (Noah scratches his head and wonders:)

What's an ark?

God: Get some wood, build it 300 cubits by 80 cubits by 40 cubits.

Noah: R-i-i-ight. (Noah shrugs his shoulders and looks puzzled) What's a cubit?

God: Look it up in the dictionary. Then go out into the world and collect two of every animal and put it in the ark.

Noah: R-i-i-ight! (PAUSE) Who is this really? (PAUSE) What's going on? (PAUSE) How come you want me to do all these weird things?

God: I'm going to destroy the world.

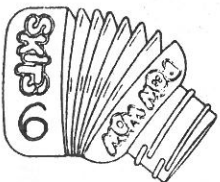
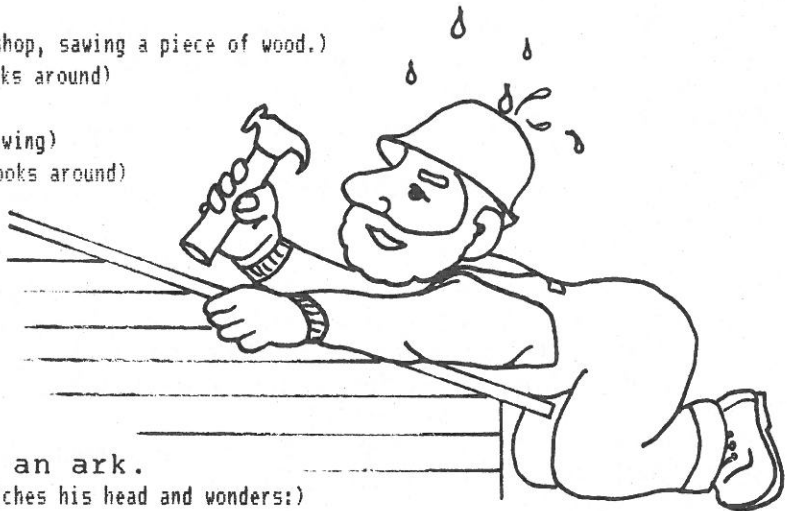
Noah: R-i-i-ight! (PAUSE) Am I on TV? (PAUSE) How you gonna do it?

God: I'm going to make it rain for 4000 days and nights and flood them all out.

Noah: R-i-i-ight! (Noah pauses, rubs chin while thinking then says:)

Why don't you do this, you'll save water. Make it rain for 40 days and 40 nights and wait for the sewers to back up.

God: R-i-i-ight!



Group participation stunts are the mainstay of many pack meeting sparklers. During these stunts, the audience is broken into groups which say a word, phrase, or sound when their cue is given by the reader. There are many of these stunts around, and it is easy to write your own. But did you ever consider making a skit out of one of these? Consider this familiar group participation stunt that has been converted to a skit.

A TRIP TO THE MOON

Props: Captain Audio - Space helmet, a white balloons blown up and decorated with magic marker "craters" to resemble the moon, eight round balloons.

Lieutenant Video - 6 paper airplanes.

Rocket ship - 7 long balloons.

Eagle - Feathered headband, small Indian drum.

Satellite - Spinning top. The kind with a spiral that pulls out and turns top when pushed in works best.

Radio - Large plastic garbage bag filled paper.

Shooting Star - Large cardboard star hung from string, a "six shooter" (toy gun).

THE PARTS:

CAPTIAN AUDIO-holds up white balloon, says "Moon or bust" and steps on a small balloon placed on floor by Lieutenant Cheerio.

LIEUTENANT CHEERIO- throws a paper airplane.

ROCKET SHIP- releases a long balloon that has been blown up previously.

EAGLE- beats drum and does a "war dance". If a drum isn't available, Eagle can make Indian whooping sounds.

SATELLITE- Spin top

RADIO- rustle papers in bag.

SHOOTING STAR- turn around and shoot star with gun.



Everyone was watching as some of the men came out of the control tower. They were **CAPTAIN AUDIO** and **LIEUTENANT CHEERIO** who were headed for their **ROCKET SHIP**. This was the first time that anyone had tried to reach the moon in a **ROCKET SHIP**. **CAPTAIN AUDIO** climbed into the cockpit and strapped himself into his seat. **LIEUTENANT CHEERIO** climbed into his place next to **CAPTAIN AUDIO** and checked the **RADIO**. It was filled with static. **CAPTAIN AUDIO** fired the rockets to make the **ROCKET SHIP** leave the ground and head toward the moon.

As they reached outer space, they heard a strange noise on the hull of the **ROCKET SHIP**. It was lonely **EAGLE**, hanging on for the ride. **LIEUTENANT CHEERIO** snapped on the **RADIO** to tell the people on earth about the **EAGLE**, but all he got was static. Further on, the **ROCKET SHIP** passed a **SHOOTING STAR** and a **SATELLITE** that was whirling in orbit. As they circled the **SATELLITE**, **CAPTAIN AUDIO** and **LIEUTENANT CHEERIO** waved, while the **EAGLE** climbed onto the **SHOOTING STAR** that was headed in the same direction. He was tired of riding on the smooth side of the **ROCKET SHIP**. The pilot tried to tell earth, but his **RADIO** still sent nothing but static.

Soon they could see the surface of the moon very clearly. **LIEUTENANT CHEERIO** warned **CAPTAIN AUDIO** to steer clear of the **SATELLITE** ahead, but to their surprise it turned out to be **EAGLE** riding on his **SHOOTING STAR**. They got closer and closer. Slowly they let the **ROCKET SHIP** down for a landing. When it touched, out climbed **CAPTAIN AUDIO** and **LIEUTENANT CHEERIO**. Next to them landed the **EAGLE** on his **SHOOTING STAR** that they had mistaken for a **SATELLITE**. A strange creature approached them and they realized that it was "the man in the moon". As **CAPTAIN AUDIO** reached out to shake hands with the creature, it said, "Sorry, but we are not made out of green cheese, we are made out of static." At this point, the creature sank slowly out of sight.



"The Den Meeting" is originally presented as a skit, but just as "The Trip to the Moon" was converted to a skit from a group participation stunt, "The Den Meeting" can be adapted to a group participation stunt from a skit.

THE DEN MEETING

The characters and their parts:

The Curious Cub- "What's that?"

The Noisy Cub- "Clatter, bang"

The Clumsy Cub- "Cra-a-a-ash"

The Late Cub- "What did I miss?"

The dog- "Whoof, whoof"

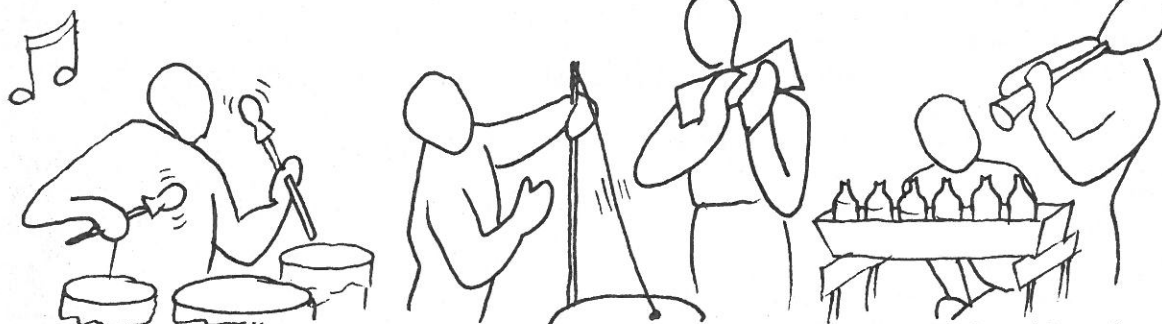
The Hungry Cub- "When do we eat?"

The Forgetful Cub- "What did you say?"

The Den Chief- "O.K. fellows"

The Den Mother- "Do your best"

Den- all sounds together



It was four o'clock on a sunny day. The **DOG** sat by the door. The **DEN MOTHER** was waiting for her **DEN** to arrive. The doorbell rang, and in walked the **CURIOS CUB**, followed by the **NOISY CUB**, and the **CLUMSY CUB**. They had just started playing with a puzzle when the **HUNGRY CUB**, the **FORGETFUL CUB**, and the **DEN CHEIF** walked in. The **CURIOS CUB** had just put out refreshments when the **LATE CUB** arrived.

Now, the meeting could begin. The **CLUMSY CUB** led the flag salute. The **HUNGRY CUB** and the **NOISY CUB** dragged out the homemade orchestra instruments so the **DEN** could practice for its' part in the pack meeting. The **DOG** watched and listened.

After practice, the **DEN CHEIF** showed the **DEN** a new rope trick. The **DEN MOTHER** reminded the boys to bring their costumes and their parents to the pack meeting the next Friday night. The **DEN** formed the Living Circle while they said the Cub Scout Promise.

The rest of the boys hurried home while the **CURIOS CUB** put the furniture and chairs back in order and the **DEN MOTHER** and the **DEN CHEIF** talked over the next **DEN** meeting. Finally the last two boys went home. The **DOG** followed them out of the door. The **DEN MOTHER** hurried to her kitchen to finish the family dinner.

When the family sat down to dinner, the father asked, "How did the **DEN** meeting go today?" The **DEN MOTHER** replied, "Very well. The **NOISY CUB** didn't break anything today. The **LATE CUB** didn't miss anything important. The **HUNGRY CUB** didn't go back for seconds. The **FORGETFUL CUB** promised to remember his costume Friday night. And the **DEN CHEIF** was really a big help. I couldn't be a very good **DEN MOTHER** without his help."



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A skit such as "THE ECLIPSE" is very popular because it needs relatively little rehearsal and advance preparation. The narrator not only reads the script, but can also direct it from his stage position. The following skit is more suitable to a Blue and Gold Dinner than a pack meeting, because of the number of people involved.

The skit could also be shortened, using fewer characters if desired.

THE ECLIPSE

Characters:

Reader	Lengthing shadows (2)	Mercury	Gusts of Wind
Earth	Minutes of totality	Jupiter	Venus
Sky	Snow	Altair	Eclipse
Sun	Great fear	Vega	
Moon	Period of Totality	Stars	

Props: Table, three benches, paper plate, five quarters, pair of scissors, Corona typewriter with cover, shoe brushes, toy wrist watch, two large sticks of wood, brush and crumb tray, dust brush, two brooms, two long strips of black cheesecloth, signs for each character, sign for "Eclipse" with "History" on the reverse side.

As the story is read, the characters perform the action as it is given in parentheses.

Reader: Those in the audience who had the privilege of witnessing the eclipse of the sun on January 24th, 1985 were deeply impressed by this wonder of nature. Those who didn't see it no doubt heard about it. We were told by astronomers at that time that another eclipse would not take place in the same path for over one hundred years. However, it has just been discovered that this marvel is about to happen once again this evening. It promises to be more mysterious than the one in 1985.

First, observe the position of the **EARTH** as it lies before you (**Earth comes in, lies in front of the bench at center stage**), with the **SKY** above it, (**sky sits on table behind bench**). The majestic **SUN** sweeps across the sky (**Sun enters with brush and paper plate, and uses the brush to sweep across the face of the sky**). It is time for the sun to set (**Sun and Earth on the bench**).

The silvery **MOON** trips across the sky and comes between the sun and the earth. (**Moon trips over sky and sits between Sun and Earth**). Watch the motion of these three—the Sun, the Moon and the Earth, and notice their positions and you will be able to understand how an eclipse happens. See the Earth as it turns around the Sun. (**Earth turns the sun around several times**). Notice the Moon as it turns around the Earth. (**Earth continues to turn the Sun, while the Moon tries to turn the Earth at the same time. Of course, things start getting mixed up**). You can see how an eclipse would result.

The **ECLIPSE** is now starting. (**Eclipse steps onto the stage slowly**.) The moon has begun to nick at the Sun's rim. (**Moon takes small bits from rim of paper plate with scissors**.) In a few moments, you will see the moon pass over the first quarter (**Moon hands a quarter to the sun**). It has passed over the first quarter. Silently it cuts off part of the Sun's light; now it has



crossed the halfway mark (Moon puts a chalkmark on the floor, then steps over it). It is slowly but surely blotting out the Sun (Moon takes blotting paper and blots Sun's face). As it passes over three quarters (Moon hands Sun 3 quarters), you will notice many other strange occurrences. Observe the **LENGTHENING SHADOWS** (lengthening shadows cross the platform, raising their brooms higher. As they do so, the strips of black cheesecloth which are draped over the brooms to look like shadows get longer as the brooms are raised), and now the moon is stamping its' impression on the Sun. (Moon places stamp on Sun's forehead.)

Ah! The Moon is passing over the last quarter. (Moon hands Sun the last quarter). Things will happen quickly now. Great **GUSTS OF WIND** are blowing (gusts of wind cross the stage, loudly blowing their noses); I can see that a **GREAT FEAR** is shaking some of you (Great fear goes into audience and shakes some of the people lightly). Do not be alarmed, there is nothing to fear.

Bailey's beads are now visible (Moon hangs string of beads on Sun's left ear.)

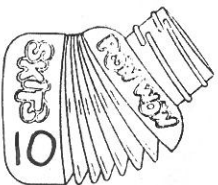
Now the **PERIOD OF TOTALITY** has come (Period of totality enters) The eclipse is on (Eclipse moves closer to the center of the stage). The Moon entirely covers the Sun. (Moon takes cloth from over the typewriter and covers the Sun with it), and for the first time, a corona is visible. Since the corona is seen only during the period of totality, most people do not even know of its' existence.

Now observe the planets-**VENUS, MERCURY, and JUPITER** keeping their silent watch (Venus, Mercury and Jupiter enter, sit on the bench to the right of the Sun, and pass a toy watch wrist watch back and forth.) Notice the stars, **ALTAIR** and **VEGA** shedding their beams on Earth. (Altair and Vega enter and place large sticks of wood near Earth. They seat themselves on the bench to the left of the Sun.) Other stars are shining here and there (other stars enter and begin shining shoes).

The **PERIOD OF TOTALITY** is gone (Period of totality leaves stage after passing in front of Sun) The Sun begins to emerge from its' covering (Sun sticks out one hand), and the corona begins to fade from sight. (Moon partly covers typewriter), stars and planets disappear, (Altair, Vega, Venus, Mercury, and Jupiter leave stage.).

Now we see the spectacle in reverse order. (Everyone on stage turns their back to the audience) and the sun pierces the dark shadows from the Earth. (Sun pretends to stick shadows with a "hatpin" and the shadows leave the stage.)

The sun slowly emerges, (sun slowly removes covering, hands it to the moon who then covers the typewriter completely); the sky returns to normal (Sky leaves); the Sun, Moon and Earth on their way (Sun, earth and moon leave the stage) and the journey ends as the Eclipse becomes History (Eclipse flips sign over so it reads "HISTORY".)



SANTA'S NOISY CHRISTMAS

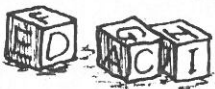
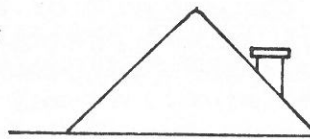
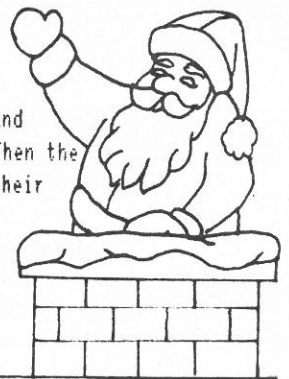
Divide audience into seven groups and provide each with materials for making sound effects. (If sound effect items are not available, other sounds may be substituted.) Give them a chance to practice. Then the narrator reads the story and holds up numbered cards at the appropriate time. Group responds with their sound effect. This is another variation of a group participation stunt and is easily adaptable to other stories.

SOUND EFFECTS: 1) beat on drum 4) rub sandpaper blocks together
2) blow whistle 5) Clap blocks of wood together
3) ring bells 6) sing through hummer or kazoo
7) strike two heavy lids together

Narrator: It was a snowy, blowy Christmas eve (1) (2). Santa was just about finished with his rounds. His reindeer landed on the roof with a great jingle of bells (3). Santa jumped from his sleigh and squeezed down the chimney (4), landing softly on the floor (5). Reaching into the bottom of his almost empty pack, Santa hummed a tune (6) as he decorated the tree and filled the stockings. The clock on the mantle struck two (7) (7) as he put the last ornament in place. Then Santa started stacking the presents under the tree (5) (5) (5).

As he finished and stood back to survey his work proudly, he noticed an ornament was slipping from a branch (4). He lunged frantically for it, but he missed, and it crashed to the floor (7). In his hurry, Santa knocked over the beautifully wrapped presents that he had arranged so carefully (4) (5) (7). A toy airplane started zooming around the room (6) up and down, just as the bowling ball bumped over some small thing that had fallen (1). A baby doll, still smiling sweetly, tumbled to the floor, loudly calling for her mama (6). Reaching quickly for her, Santa stumbled across a rocking horse, which started to rock furiously with its' bells jingling (3). A large rubber ball, carefully balanced on the horses saddle, slid off and began bouncing merrily around the room (1) (1) (1). It struck a pile of blocks, crashing them to the floor (4) (5) (6) (7). A toy engine, beneath the blocks, began to whistle shrilly (2) as a block hit its' switch and raced around the track.

As the wind outside got louder and louder (6), the shutters began to bang (1), the windows rattled (5) and the rafters creaked (2). What bedlam! Santa groaned (6) as he could hear the reindeer up on the roof prancing lightly (5), jingling their bells (3). "Oh dear", sighed Santa, scratching his head (4), "Why does everything seem to happen at once?" He scurried around the room picking up things and putting them back in their boxes. Just as the clock struck three (7) (7) (7), many pairs of feet began running down the stairs, so Santa hastily squeezed up the chimney (4), jumped in his sleigh and flew away. Through the noise of the jingling bells (3), the crashing storm (1) and whistling wind (2), you could hear him exclaim as he drove out of sight: "Christmas is fun...but boy, what a night!"



The skits presented so far in this section have been humorous. This is not to say that all skits must be funny.

There are vast resources for serious skits. Some, such as the signing of the Declaration of Independence have been so well documented that we could not add anything to them in this section. Other skits such as "The Great Wave" (presented here) do not depict history, but instead, relate a moral.

Whatever the subject of a serious skit, great care should be taken that it is not presented during a period of a meeting during which the boys are "all wound up", for this will destroy the nature of the skit. It may also discourage the boys who are participating in the skit from taking part in another serious skit. Thus, setting the mood and timing are very important when presenting:

THE GREAT WAVE

Characters:

Geeohgah, the wise old Indian Chief
teepees- two or more
narrator) MAY BE
drummer) ON TAPE

Village people, 2 or more
corn stalks, 2 or more
Tidal wave:
(2-4 people)



Setting: Many moons ago, in a Indian village near the ocean.

PROPS: Blue sheet held horizontally to simulate ocean, small elevated stage with a cardboard "hill" in front of it, campfire, teepees, cardboard flames, two sticks, Indian costumes, drum, two sticks to start fire.

Teepees can be boys holding hands up to make a teepee. Flames painted on card board can be mounted on cornstalks or boys.

(All parts read by a narrator)

Thousands of years ago, before there were refrigerators to keep food fresh or trucks to bring good things to eat from across the country -- when each man depended on what he grew himself so that he would not starve, the Great Spirit appeared to a wise Indian Chief and gave him the gift of corn.

Corn became very important to the Indians, for they could dry it and eat it in the winter months when nothing would grow on the frozen land; they could burn the corn cobs as fuel; they could feed their animals with it or catch wild birds and animals that came to eat from their traps.

The Great Spirit told an Indian Chief, named Geeohgah, that the seeds he was given should be planted. When his crop grew that year, Geeohgah was told not to eat it, but instead, send two ears to each Indian nation around him. If Geeohgah did as he was told, there would not be an Indian that suffered from hunger. But Geeohgah found another way to use corn

All except Geeogah enter. The wave goes to rear of stage. The Villagers are busy around the teepees. The corn goes on the hill. Drums start to beat.

The wise old Indian Chief named Geeohgah lived on a very high hill. He could see the ocean, (wave cloth) the village, and his field filled with corn.

In the village, the people were celebrating and dancing, for



the corn crop which would feed them through the cold winter months would soon be ready to harvest.

Villagers dance around fire while drum beats.

But the air was hot and still, and Geeohgah knew that this weather came before the earth began to shake - opening up like the mouth of a giant monster to swallow whole villages.

3 hard drum beats. The teepees rock back and forth. Drums go slow to fast and then stop

The people in the village were frightened - they had never seen anything like this. When the shaking stopped, the earth had not opened up; the village was saved.

As Geeohgah watched from his hill, a cold chill ran up his spine. He remembered stories he was told as a young brave. His elders warned him of the great danger that followed the quaking earth! He must do something, BUT WHAT?!!

With all his wisdom, the Indian Chief thought, then acted! He started his corn field on fire!

Chief rubs two sticks together to start a fire. Corn stalks turn to reveal flame side toward audience, stand for a while, then fall

His prize corn field - the only food for the winter months.

Burning bright and high, the blaze lit up the hill. The elders of the village sound the alarm.

Drums start beating in rhythm.

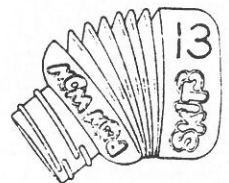
The people of the village ran up the hill as fast as they could to put the fire out. "Stop! Stop!", they cried, "We will all starve!"

Geeohgah calmly spoke. "Let it burn until all are here." (Point to the ocean). "Great danger comes for those who are below." They looked down and there they saw a wall of water, greater than the tallest tree. **HEADING FOR THE LAND!**

The wave then advances toward hill, but can't make it up the hill. Drums beat soft and then loud every time The wave hits the hill.

wave exits to rear of stage -- returns to the position it started out as. Drums die out.

Geeohgah looked at his crops. The corn was ruined. But he saw his friends that he'd loved for many years all around him. He knew that it was better that his crops were burned than his friends were drowned. He had lost everything that he needed, except his friends - the thing that he valued the most. And as he looked around the field of corn, he saw a most wonderous thing. The Great Spirit had saved 2 ears of corn; seed for next years crop.



You can see that a skit such as "The Great Wave" uses a technique that is one of the oldest forms of entertainment - storytelling. Many of us wish that we had a voice and inflection pattern like Orson Wells and since we don't, we stay away from storytelling. But like any other skill, this can be developed with practice.

Start with a story you know, preferably one that you really raises your emotions. Read it while running a cassette recorder. Then play it back. Note if you are talking too loud or soft, where you would want to change your inflections, but most of all, what you did that you liked. Don't be afraid of your voice. Many people don't like the sound of their own voice at first, but that is only because you are hearing a stranger's voice. Well, it seems like a stranger's, but consider that when you talk normally the sound is vibrated through your bone structure to your ears - so you are actually hearing yourself both internally and externally. When you listen to a recording you are hearing what most other people hear, (but only if your speakers or headphones are good) because it is coming from outside, eliminating the vibrations through your bone structure. Besides everything else, if you had a voice like Orson Wells, you certainly would have been discovered by now -- especially if you a Den Mother.

Of all the "tools" of a Den Leader, none can compare with the art of storytelling. A story can be used anytime, anywhere. A story can be used for entertainment, a fill-in or to get a point across. The story can be one that you know about and adapted to your own purpose, or it could be one that you made up yourself.

There are some guidelines on Cub Scout stories, however:

1. A story is always about solving a problem.
2. Never let your listener think about anything else except the story you are telling.
3. Stretch every incident for interest and to regulate the length of the story.
4. Never change your story into a dream.
5. Never add a moral to the story.

When you are outlining a story to tell Cub Scouts, try to use this format:

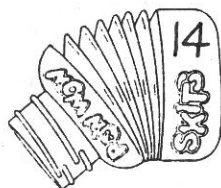
- | | |
|--------------------|-------------------|
| 1 - The characters | 2 - the location |
| 3 - the problem | 4 - the obstacles |
| 5 - the crisis | 6 - the ending |

Now take a ~~loo~~ look back and see if you can find all of these things in "The Great Wave".

In order to tell a story with the desired impact, we offer these hints:

- 1) You and your listeners must be completely at ease.
- 2) Use gestures frequently.
- 3) Arouse interest by using an interesting beginning.
- 4) Create an atmosphere.
- 5) Match the speed and pitch of your voice to the action of the story.
- 6) Do not overdramatize, but make good use of suspense.
- 7) Watch the reaction from your audience, and adjust accordingly.

If you follow these guidelines and practice, YOU can master the art of storytelling.



Like "The Great Wave", the following skit is of a serious nature. You'll notice that it follows the format: characters, location, problem, obstacles, crisis, and ending. It could be presented as a story or as a simple skit. When you present this as a skit, write the boy's parts on small cards, let them read their parts, and use a narrator to fill in the rest of the story.

THE GIFT OF TREES

The Indians believe that the secret of happiness comes from giving to others. "All nature gives freely", they say. "The sun gives light. The rain feeds the thirsty earth. The stars guide and comfort the weary traveler."

Many moons ago, when the Great Spirit put Man on earth, Man was frightened. "Where shall I find food and shelter?" he said. The trees laughed softly. "We are your brothers", they murmured. "We will help you".

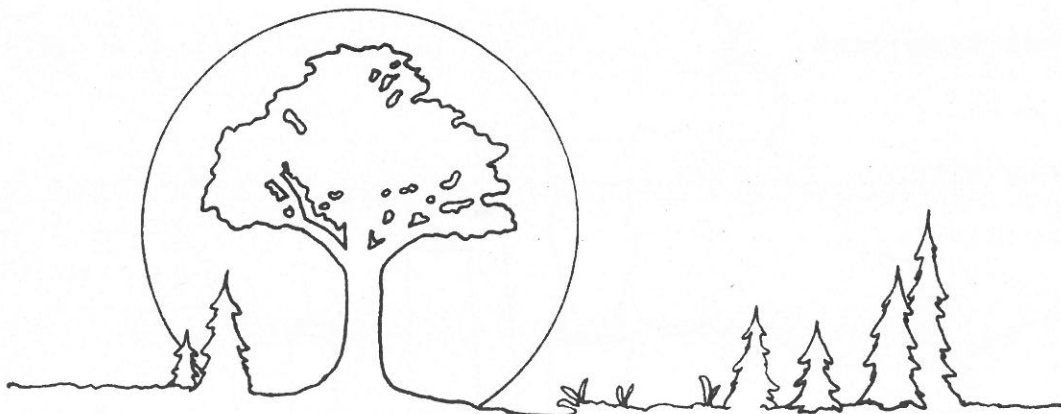
The Maple tree spoke up: "I will give you sweet water to make into sugar." The Elm tree said: "Use my soft bark for your baskets, and tie them together with my tough muscles."

My cousins and I will fill your baskets with sweet nuts", said the Hickory tree and he called to the Chestnut, Beech and Walnut tree to help him. "When you get tired, little brother", whispered the great Pine tree, "I will make you a bed. My cousins, the Balsam and Cedar will help me."

There was sunshine in the heart of man as he set out to explore his world. But soon, he came to a deep, wide river. "How shall I cross?", asked the man. The trees just laughed and laughed. "Take my white skin", said the Birch. "Sew it together with the strong muscles of the Elm tree and you can make a boat that will carry you across the widest river."

But when the sun had crossed to his lodge to the West, man felt cold. Then the Balsam fir tree whispered to him: "Little brother, there is much sunfire in my heart. Rub my branches together and you will make fire." So man made fire. And that night, he slept soundly on the branches of the great Pine tree. The North wind blew cold, but there was sunshine in the heart of man.

When Indian children asked how they could repay their friends, the trees, the wise men answered: "They do not ask for payment. But you can give them care and attention. You can give love and care to every plant and flower that makes life beautiful."



Serious skits can be fun and educational. Unlike the last two serious skits, this one does not tell a story but is meant to be educational. A skit like this helps the boys learn about a subject while entertaining through science fiction, and thereby keeping their attention.

GUARDIANS OF SPACE

The skit is written for eleven people, but you could assign the boys each two parts. The characters are Dr. Crew, and the boys dressed as aliens.

ONE: Attention Earthlings! Attention earthlings! Please listen carefully! We have an important announcement for you! I repeat! Please listen carefully! The future of your planet depends on whether or not you heed our warnings.

DR.: Ahem, I'm Doctor Crew.

ALL: Doctor who?

DR: Dr. Crew. I'm the time warden of the universe. I have come with my crew to warn you of the impending doom of your planet.

TWO: We are sick of you sending garbage into outer space. My cousin's friend's husband's mother-in-law got hit by a Russian rocket the other day. Luckily it burned up before it got to her space shuttle.

THREE: You earthlings are always sending things out into outer space, but you don't even care what happens after you finish.

FOUR: When I go for a walk on the moon, I need an umbrella to keep the space trash from falling on my head.

FIVE: And Mercury is almost ruined as a vacation spa. There are too many satellites and rockets studying it.

SIX: But what is worse is what you are doing to your own planet.

SEVEN: The smoke blocks out the sun.

EIGHT: It's hard to see the stars.

NINE: Nuclear missiles.

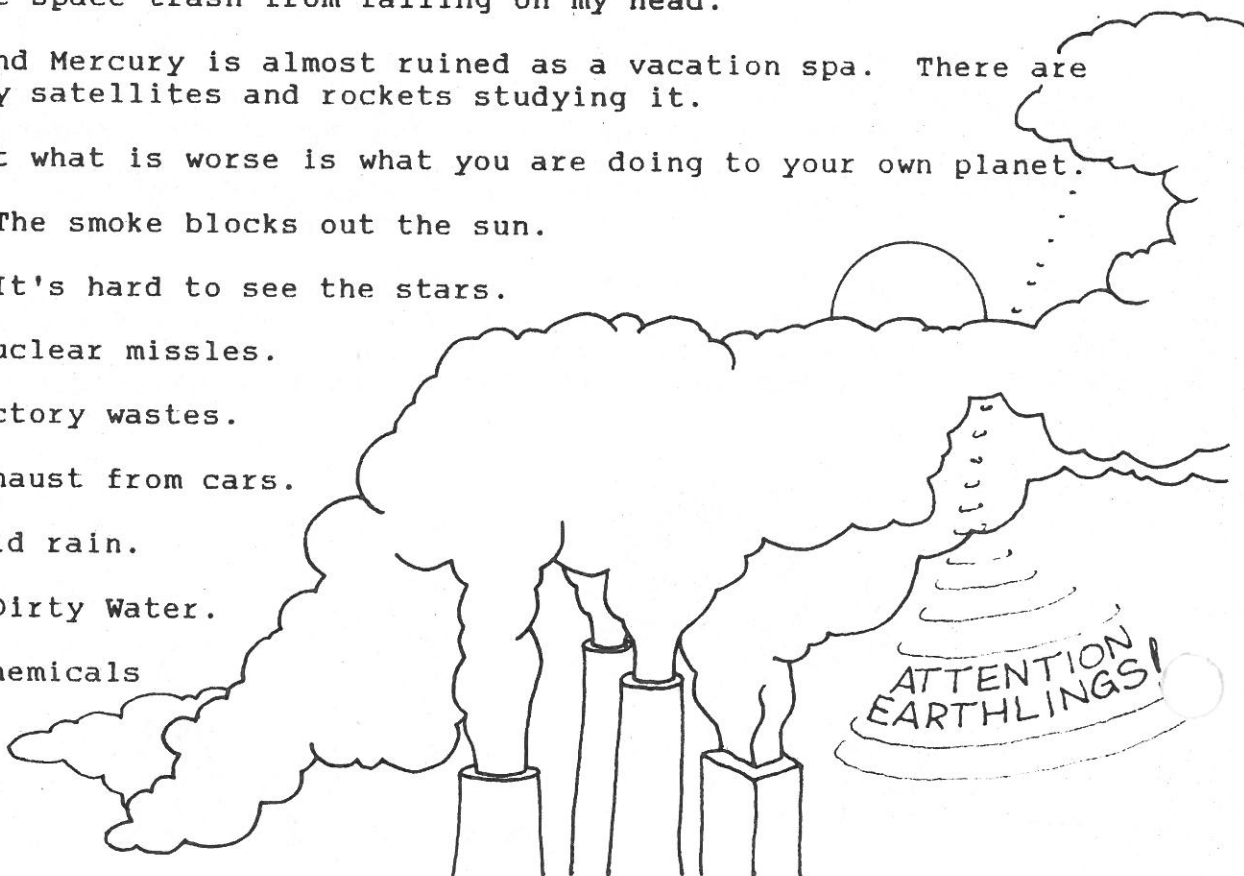
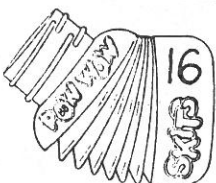
TEN: Factory wastes.

ONE: Exhaust from cars.

TWO: Acid rain.

THREE: Dirty Water.

FOUR: Chemicals



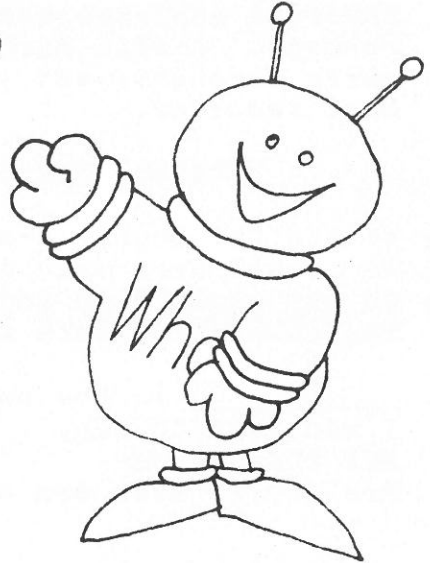
DR.: Please listen to us, earthings. We've come to to warn you that your abuse of this planet and the space around it is a shocking disgrace to your neighbors who are trying to keep a neat and orderly universe.

ALL SING: (tune "Caissons Go Rolling Along")

Papers her, papers there,
Trash and garbage everywhere,
Careless earthlings are messing up space.

They don't know, they don't care,
If it's right or if it's fair
Throwing Junk all over the place.

So to one and all
We plead "Get on the ball!"
Clean up Summer, Spring and Fall.
And where e're you go
Let conservation show
Keep the earth clean and pretty we warn.
Keep the earth clean and pretty we warn.



SIX: Don't be mean to plants and trees. Plants help hold soil in place and prevent erosion and flooding. They make the earth beautiful and keep the moisture in the soil. Without plants the earth would soon be gone.

SEVEN: Take a look at the moon - the earth would look just like that without plants.

DR.: Please listen, earthlings, stop wasting your precious resources and making this planet into a garbage dump. We've come to warn you before it's too late.

ALL SING: (tune "Yankee Doodle")

We are the folks who hunt the bugs
That litter up our space
With papers, bottles, old tin cans, And wrappers everyplace.

We want to keep our playground clean
Without a lot of fuss
So start today and do your share
No litter bugs for us!

A "walk-on" is a very short skit, usually just a few lines, used as a break between other activities. They are invaluable for livening up a meeting or as a filler while other activities are being set up.

Freezer walk-on:

Mother: What did you do at the picnic?

Cub Scout: We sang the refrigerator song.

Mother: How does it go?

Cub Scout: Freeze a jolly good fellow.



"Rap" is a very popular part of our culture. The catchy beat usually wins instant approval of the boys. The fact that their favorite athletes have done videos featuring rap doesn't hurt the concept. A skit such as this requires the boys to learn their parts thoroughly and you will also need a cassette tape with a rap beat recorded.

THE BLUE AND GOLD SHUFFLE

We are the Bears, a-suffling through,
We're all here with a message for you.
So sit right down and listen awhile
The (Den no.) Bears will show you their style.

_____ is the name,
I want you to see,
All these guys
Are in the Bear den with me.

Chorus, ALL

We are the Bears, We're loud and bold.
Were welcoming you to our Blue and Gold.
And we aren't here,
To cause you no trouble,
We're just here to do
The Blue and Gold shuffle.

_____ is the name and I'm here to say,
I'm the best looking Bear in the pack today.
I'm smooth as ice and slick as glass
Those other poor boys ain't got no class.

I'm _____ as you can see,
Those other big boys got nothing on me.
I worked in my Bear Book all year long,
That's why I'm up here a-doing this song.

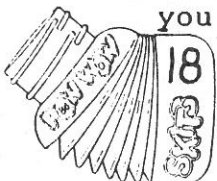
Chorus, ALL

_____ is the name,
I'm saying out loud.
I'm doing my best,
To make my mom and dad proud.

_____ is the name,
I'm a good looking guy.
I'm tall and blond
And I'm not to shy.

Chorus, ALL

_____ is the name,
I want to say.
I'm very glad
you all came today.



_____ is my name,
I'm smart as can be,
I'm getting my Bear badge
as you will see.

Chorus, ALL

_____ is my name,
I'm just like the rest.
I'm one of the Bears
Just doing my best.

_____ is the name,
I'm tough and I'm strong.
And nobody better
Make fun of my song.

(Funny come-back from leaders)

We're the den leaders
We're tired but tough.
And as for this Bear den
Well -- we've had enough.



So far, the skits presented here have been rather long. The following selection of short skits are excellent fillers, take little time and require few if any props. They are suggested for young Cubs to get them used to the idea of performing in front of a group.

THE PROOF

This is a stunt in which a person is the "victim", but he is actually aware of the stunt. It is should be organized by one person and supposedly directed at some-one who is well known and popular with the group.

The organizer acts as a bus driver, and the vehicle is loaded with passengers. Every time he makes a stop, some of the customers hold their noses, look at this certain passenger, and get off. As soon as everyone has left, the driver goes back and talks to the offensive customer.

DRIVER: Say, you're running all the people off my bus.

PASSENGER: Well, it isn't my fault. They can leave if they want to.

DRIVER: Yes, but they seem to detect a peculiar odor about you. Do you bathe regularly?

PASSENGER: Sure do.

DRIVER: Do you use a deodorant?

PASSENGER: Sure do.

DRIVER: Did you wash your feet?

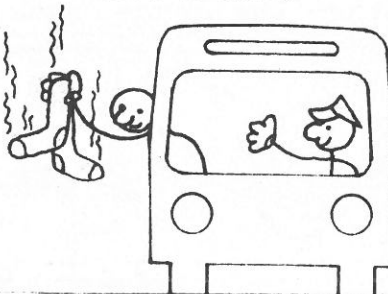
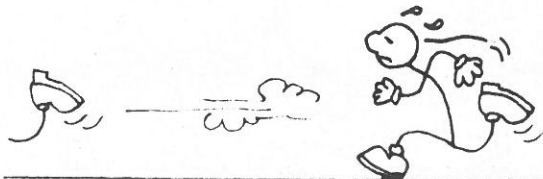
PASSENGER: Sure did.

DRIVER: Did you change your socks?

Passenger (irritated): Sure did. And what's more

(holds up pair of socks, taken from hip pocket)

I've got my old ones to prove it!



JUST TO TIRED TO MOVE

The tired family is draped all around the stage. The setting could be mountain or Western.
All speak very slowly. Coyote howls offstage

Pa: Ma, what's that noise out there?

Ma: Don't know, pa!

Pa: Will you see what it is? I'm just too tired to move!

Ma: Willie, what's that noise out there?

Willie: Don't know, ma.

Ma: See what it is. I'm just to tired to move!

Willie: Nellie?

Nellie: What?

Willie: What's out there making that noise?

Nellie: Don't know!

Willie: See what it is. I'm just too tired to move!

Nellie: Henry?

Henry: What?

Nellie: What's that noise out there?

Henry: Don't know.

Nellie: Go see what it is Henry. I'm just to tired to move!

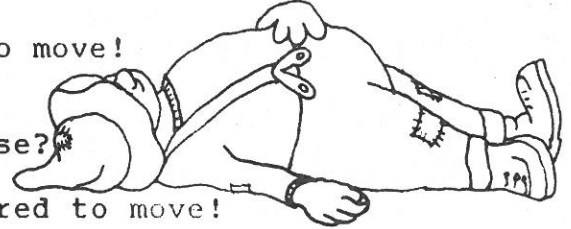
Henry gets up, goes out, comes back, lies down

Pa: Henry, what was it?

Henry: Just a coyote.

Pa: What was he doing?

Henry: Settin' on a cactus. He was just to tired to move!



TOPSY-TURVY

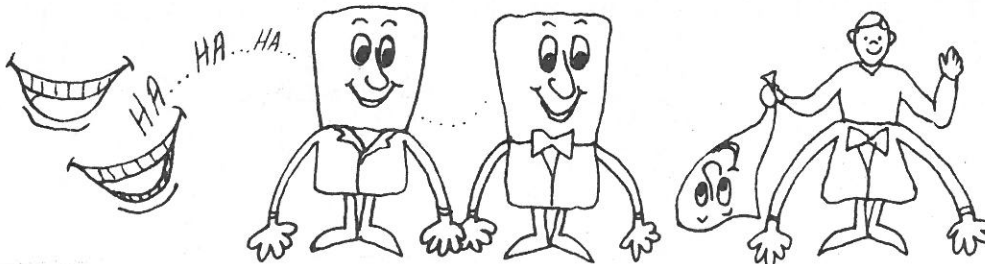
A line of dancers, in these topsy-turvy costumes will have your audience in hysterics.

To make the costume, first pull up the arms of an old sweater, blouse or sweatshirt up over your legs, upside down. Pin the bottom of it around your waist or baste it with heavy thread.

For the head, stuff an old piece of sheeting or flesh colored material. Draw on a nose, eyes, mouth, ect. Pin the head to the collar of the shirt between your knees. Add yarn hair or a wig.

For the skirt, use a piece of old sheet. Make it as long as the distance from your waist to the wrists of your upstretched hands and as wide as necessary for a full skirt. Gather one long end around your waist, and gather the other long end the same way, adding elastic loops to slip around your wrists. Cut holes in the skirt at eye level and cover them from the inside with gauze.

Place socks and shoes on your "feet", put oversize work gloves on your "hands", select a song to dance to, and listen to the laughter! After the dance, you can take a bow by lowering your arms.



Before you leave us, we'd like to give you a few more ideas for skits. These have withstood the test of time and our section would not be complete without them.

THE THREE WITS: To do this stunt, have three persons stand side by side in front of the audience. The first person tells a lively story, the second one does only the facial expressions, while the third one makes the gestures only. The first and third person must keep a "deadpan" expression in order for this to work.

THE GESTICULATOR: Two actors are needed for this stunt, one standing directly behind the other. An oversize raincoat is buttoned around both of them, but the person behind puts his hands thru the sleeves and does the gestures. If the raincoat has a hood to cover the head of the person in back, so much the better.

The hands of the person in back, if larger than natural for the person telling the story adds to the fun. Sometimes they stroke the storyteller's chin, pat him on the head, wipe his mouth with a handkerchief, ect..

PANTOMIMING A RECORD: The idea of taking a phonograph record which is performed rather dramatically and acting it out in pantomime for the audience while the music plays, or the story as it is told on the record.

This is often done by one person, but sometimes a group routine can be worked out. In order to make it effective, you need to practice a lot for smoothness and also to memorize the record.

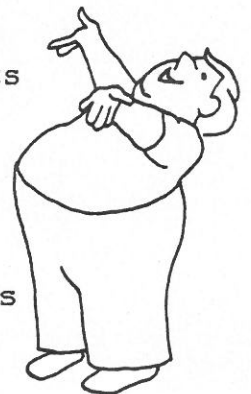
There are many records; a few of our favorites are "Elvira" by the Oak Ridge Boys, and "Guitarzan" by Ray Stevens.

Da da da da da da, da da da da da da,
Hope you liked our show! Thhhhaats all Folks!



Resources:

- Happy Hikers....."Pantomimes, Charades and Skits"
- Building of the Ark..... Adapted from an original by Bill Cosby
- Trip to the Moon..... Group Meeting Sparklers, BSA
- The Den Meeting..... Contributed by Cary Gondek (+)
- The Eclipse..... The Handbook of Skits and Stunts
- Santa's Noisy Christmas.. Orange County, Florida (+)
- The Great Wave..... Contributed by Diane Lowe (+)
- The Gift of Trees..... Orange County, Florida (+)
- Guardians of Space..... Orange County, Florida (+)
- Blue and Gold Shuffle.... Orange County, Florida (+)
- Topsy Turvey..... Orange County, Florida (+)
- The Proof..... The Handbook of Skits and Stunts
- A trip to the Zoo..... Contributed by Cary Gondek (+)
- Too Tired to Move..... Handbook of Skits and Stunts
- The Dog Show..... Orange County, Florida (+)
- J. C. Penny..... Friends of Scouting
- Original Artwork..... Diane Lowe
- Text adapted by..... Dennis Bohn



(+) author unknown, adapted for use.



CEREMONY "WHYS"

1. To provide high points in the advancement plan.
2. 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.
3. To help develop the theme of the month.
4. 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.
5. To give special recognition to Cub Scouts and parents for recruiting, service projects and special activities.
6. To improve the meeting program by marking a beginning and an 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.

CEREMONY TIPS

1. Ceremonies are devices designed to lend dignity to an occasion.
2. Keep ceremonies simple. (Handshaking is a ceremony.)
3. Den ceremonies are usually less impressive than pack ceremonies, but, they are just as important.
4. Within reason, the fewer words learned by heart and repeated parrot-like by cubs, the better the ceremony.
5. Ceremonies mean more to Cub Scouts who help make the properties and costumes.
6. Ceremonies are lifeless if the speakers cannot be heard - especially if the ceremonies are long.
7. Give parents a place in the ceremony. They are affected emotionally more than their sons - though the part be small.
8. Plan a year's program of pack ceremonies - avoid repeating one ceremony, meeting after meeting, no matter how much adults like it.
9. Don't be afraid to be creative.

ROUND-UP

Cubmaster: I have come here this evening with some members of our Pack to tell you about Scouting, but there must have been a mix-up because none of my Cubs showed up and I would.....

1st Cub: Mr. Jones, Mr. Jones.....Am I late?

Cubmaster: Late for what?

1st Cub: For the Swimming Outing!

Cubmaster: That's in June!

Cubmaster: As I was saying, with all the.....

2nd Cub: Mr. Jones, Mr. Jones.....Am I on time?

Cubmaster: On time for what?

2nd Cub: For our Winter Klondike?

Cubmaster: That's coming up in February.

Cubmaster: Getting back to our program of fun and.....

3rd Cub: Mr. Jones, Mr. Jones.....Did they leave yet?

Cubmaster: Who, leave where?

3rd Cub: All the Cubs on our Bike Outing!

Cubmaster: Not until September!

Cubmaster: Who else but a boy could get so mixed-up, but.....

4th Cub: Mr. Jones, Mr. Jones.....are we going to start the Pinewood Derby now?

Cubmaster: Not now, in April, it will give you plenty of time to put some finishing touches on your car.

Cubmaster: I guess with a full year of fun things, I can see how a boy can get mixed-up.

BOBCAT INDUCTION

Akela: Where are the new members wishing to join our tribe?

Akela: Will you boys seeking entrance into our tribe give the Cub Scout Sign and say the Cub Scout Promise?

Akela: Do you Cubs accept these new Bobcats into our tribe?



ALL ANSWER: WE DO!

Akela: 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.

Cubmaster: Will the parents of these Scouts please join your sons, to show them of you backing and support in the Adventures of Cub Scouting.



WOLF ADVANCEMENT

Cubmaster: When a boy becomes a Cub Scout, he starts on a long trail. Along this trail, he learns many things while experiencing the fun of Scouting. The further down the trail a boy goes, the harder it gets, but the better the rewards. Tonight we have one boy who has finished another part of his trip and will receive his Wolf Badge.

BEAR ADVANCEMENT

We are now in a dark room, with the only light being our Spirit of Scouting Candle. One candle does not light much of this room, but if we were to light candles for our advancing Scouts, the room gets brighter. Just as in our Pack each new Bobcat, Wolf, Bear, Webelos and Arrow of Light, we get a brighter Scouting program, which will outshine all the others. But to help us with our task, we need the help of the parents for the extra scout support.

WOLF & BEAR

You all have come far along the Cub Scouting trail and you are ready for more fun with your electives. Earn your Gold and Silver arrows. Your Den Leader will show you how. Always live up to the Cub Scout promise and Law of the Pack.

GRAND HOWL

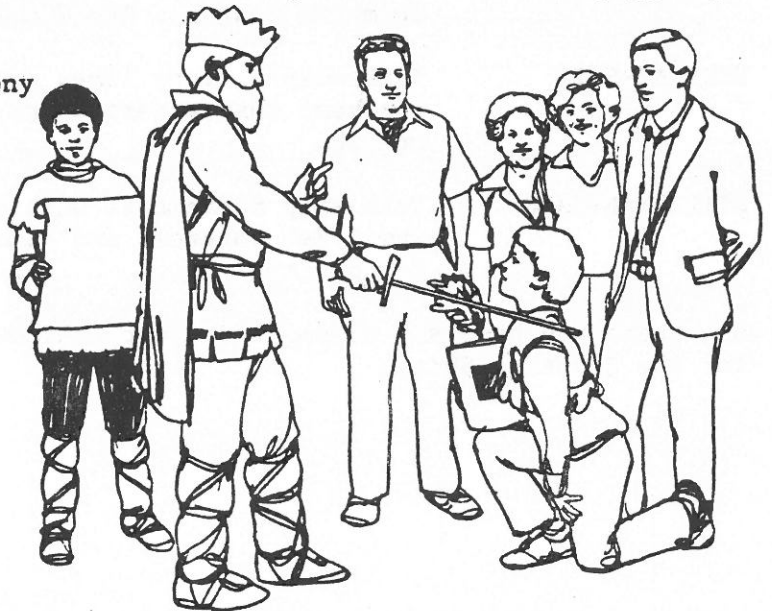
Cub Scouts form a circle around the person in whose honor the grand howl is to be given. This may be a visitor, the Cubmaster, the Den Chief, the Den Leader, or even a Cub Scout who has earned the respect of the Wolves. Sometimes you may give the GRAND HOWL without a person of honor.

Each Cub Scout in the circle squats, touching the fingers of both hands (each one making the two-fingered Cub Scout sign) to the ground, between the feet. Then, like young wolves, the Cub Scouts raise their heads and give a long howl: "AH-H-KAY-Y-LA! WE-E-E'LL DO-O-O OU-U-R BEST!" As the last word "BEST" is yelled very sharply, everyone jumps to his feet, raises his hands high above his head, in the Cub Scout sign.



PLANNING HOMEMADE CEREMONIES

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



STUMBLING BLOCKS

1. Ceremony too long.
2. People can't hear narrator.
3. People can't see what is going on.
4. Too elaborate.
5. Too many props.
6. Confusion.

SIX SHIPS OF SCOUTING

Use large cardboard cutouts of ships, with words printed on. (Could be show skit)

Tonight, Den _____ would like to tell you about the Six Ships of Scouting. These are ships which were launched in America strong and mighty...ships that will last forever.

- SCHOLAR-SHIP** This ship is very important on the Sea of Education. On her deck stands such officers as Ambition, Determination, Intelligence, and Application. Her flag bears symbols of the letter "A" and the plus sign.
- FELLOW-SHIP** This ship stands for good spirit, fine cooperation, and never-failing unity. It's flag floats high...the flag of Scouting.
- FRIEND-SHIP** This is the most handsome ship of all. It is true blue and its flag is golden...since friendship, itself, is golden.
- SPORTSMAN-SHIP** This is the ship that's fair and square. It never veers from its course. Its flag is never at half mast.
- WORKMAN-SHIP** This ship's every line, every part, every mast, represents the best that a person can give. Its flag bears a laurel wreath.
- STATESMAN-SHIP** This ship represents wise guidance, constant counsel, unselfish interest and sincere endeavor. Its flag is white for purity.

And there you have six strong and sturdy ships to brave the sea. Three cheers for the Scouting Ships.

WEBELOS INDUCTION

Equipment: Den flag, cub scouts, webelos neckerchiefs and webelos caps.

Personnel: Cubmaster, webelos leader, 2 den chiefs (optional), scouts to be inducted with parents.

CUBMASTER

Tonight we have _____ Bear Cubs who have entered 4th grade (or reached the age of 9 years old) and are ready to go into better and bigger things (meaning the webelos den). Would _____ Cubs names _____ and their parents please come forward.

These boys have been with us for 2 years now, and have earned the Wolf and Bear rank with several arrows. You are all aware that the Webelos are identified with a different uniform, so at this time we will remove your Cub Scout neckerchief and give you the parts of your Webelos uniform.

(Presents boys with Webelos neckerchief and Webelos cap)

These will tell everybody that you are an older boy, getting ready for the adventures of Scouting. The Webelos cap will hold the activity badges you earn as you explore with us some of the 20 Webelos activity badges we'll work on.

Parents, you have helped your son along the Cub Scout trail this far. It is important now that you continue to go along with him and become thoroughly familiar with the Scout trail in our Webelos den. We will soon have the pleasure, we know, of seeing you present your son with activity badges, the Webelos badge, and, finally the Arrow of Light award - the highest award in Cub Scouting.

WEBELOS LEADER

WEBELOS PLEASE REPEAT AFTER ME:



As a member of the Webelos Den,
I pledge that,
I will strive to be a good member of the den,
to take part in all den and pack activities,
To learn what a Boy Scout is,
and to act in a scout-like manner at all times.

Welcome to Webelos.

ARROW OF LIGHT



Cubmaster or Akela: Will all the scouts holding the Arrow of Light please join me! Tonight we have ____ boys who have worked hard and will join the ranks of those scouts who have preceded them to the highest honor a Cubmaster can present to a Cub Scout. That honor is the Arrow of Light.

Will the following scouts and their parents please join us on stage.

(call names of scouts)

These arrows are straight and true which also represent the way these scouts should model their scouting lives after. Will the archer send these arrows straight and true to the target of scouting.

(Archer shoots arrows into target)

WEBELOS ADVANCEMENT

Tonight we have with us a Cub Scout who has earned his last Cub Scout rank before earning the Arrow of Light. From this day on he may use the Boy Scout hand sign and the Boy Scout handshake with his left hand because it is closer to our hearts. Congratulations to you on a job well done.

DEN CHIEF INDUCTION

Not too many years ago we welcomed a new boy into our Pack and he received his Bobcat award with the help of his Mom & Dad and Den Leader. Tonight that same boy has returned to give his help and knowledge to the Pack. This boy is a Boy Scout that has taken time out from his busy schedule to be a true helping hand to the Den Leader, Cubmaster, but mostly to the Cubs who are looking for an all important role-model. With the help of his Den Leader, Cubmaster and Scoutmaster, he can earn the Den Chief Service Award. Tonight we would like to present Boy Scouts Name with his Den Chief cord and Leadership Patch.

CUB SCOUT GRADUATION & TROOP INDUCTION

All of you have contributed much to your den and pack and and we shall miss you and your parents. Now you are leaving us, and if you choose, 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, when your name is called, please step forward so that I may remove your neckerchief and present you with your graduation certificate and service star. This service star shows the years you have served in Cub Scouting and may be proudly worn on any future Scouting Uniform of your choice at any time in your future life.

Then with your parents, please cross the bridge where you new Scoutmaster will welcome you into the troop. There, if you choose to join, you will further advance in your Scouting skills in God and Country.

TIGER CUB GRADUATION

Purpose: A ceremony designed to graduate a boy and adult from Tiger Cubs into the pack.

Method: Recitation of simple ceremony by Cubmaster to boys and adults with assistance from group organizer and den leader.

Materials: 4 large candles set with 3 in front and 1 raised behind. (darkened room)

Cubmaster: (Call boys and adults forward)

For the past few months you and your family have explored all sorts of new and exciting things and places. You have taken each part of the Tiger Cubs Motto: Search, Discover, and Share and used it in your home, school and neighborhood. (Light first candle on left).

You and your adult partner have searched out in your home and community new activities which have shown you how people work together and have fun together. (Light middle candle).

You and your adult partner have discovered that by doing things together with friends and family you feel a sense of being part of a great family, community, and country. (Light third candle).

The things you have searched out and discovered have been shared with your family, friends, and fellow Tiger Cubs, which let them learn about you and the things you saw and did. Now it is time to move along the Scouting Trail to the next part of the program. (Light last candle..the one raised).

In Cub Scouting your family is still important as it is throughout your whole Scouting experience. Support in earning each badge comes from your family as well as from your den leader. Your parents will help you each step of the way.

Boy's names and Adult's names on behalf of Pack Number , I'd like to welcome you. (If Pack purchases the neckerchief, Cubmaster presents it to parent who puts it around the neck of the boy.)

DEN CLOSING

The ceremony is to be given with Indian Sign Language while speaking the words.

Have the Cubs form a big circle and do the following:

"MAY THE GREAT SPIRIT" [use the cub scout sign on the forehead, and as the words are spoken, the fingers make small circles upward as though smoke is going into the sky.]

"BRING SUNSHINE" [make a sign for the sun -- index finger and thumb form a circle and hold arms out to the right.]

"INTO MY HEART" [bring hand over to your heart.]

"NOW" [both hands down along sides, with palms facing forward.]

"AND FOREVER MORE" [bring hands up from the sides with palms up.]

"IN GREAT MEASURE" [bring palms together and then apart as if measuring something.]

WORLD CONSERVATION AWARD

During the last few years there has been a growth in public concern over ecology and conservation, and in keeping, the Boy Scouts of America have developed an award known as the World Conservation Award to recognize boys who have taken an interest in the condition of our world and have helped with its conservation.

At this time, would Name of Scout please lead us in the Outdoor Code.

As an American, I will do my best to.....

Be clean in my outdoor manners,

Be careful with fire,

Be considerate in the outdoors; and

Be conservation-minded.

SPORTS CEREMONIES



Cubmaster: Many years ago in Greece the Olympics started. These Olympics had many events and recognized athletes with medals, ribbons or some other sign that showed all the world of their athletic feats. In keeping with that practice, we would like to recognize Scouts Name with earning his swimming pin and Sports Letter and his mother/father with earning hers/his swimming pin.

STEP LADDER

Cubmaster: Tonight we have 6 boys who through hard work and help from Mom & Dad have completed all the requirements to have earned the Bear Rank. Would the following boys and their parents please come forward and receive their Bear Badges and advance their names on the Ladder of Success.

LEADER RECOGNITION

MAIN SPEAKER: The success of the Cub Scouting program depends on all of the parents who volunteer to help as Cubmasters, Den Leaders, Committee Members or as interested parents in our Pack. The complete program that we give our boys, depend on **YOU** and your willingness.

PERSON #1: You have learned to have more fun with your boys. You have encouraged and helped him with his achievements and helped him to progress regularly through Cub Scouting.

PERSON #2: You have learned to live together better, as Cub Scouts in a Den, as Families, as Neighborhoods and as a Nation.

PERSON #3: You have become better parents by practicing the Cub Scout principals of **AFFECTION, PARTICIPATION, RECOGNITION** and **SECURITY**, hopefully moving with your son into Boy Scouting upon his graduation.

PERSON #4: You have extended and strengthened the influence of the Institution on the boys, parents and community.

MAIN SPEAKER: Today we want to say **"THANK YOU"** to all of the people who have given of themselves to help our Cub Scouts grow in stature and character.

"WORLD TAKE MY SON BY THE HAND"

World, my son is growing up - he is starting on great adventures that will include wars, tragedy and sorrow.

To live his life in the world he has to live in, will require faith and love and courage.

So, world, I wish you would sort of take him by his young hand and teach him the things he will have to know.

Teach him.....but gently, if you can.

He will have to learn, I know, that all men are not just, that all men are not true.

Teach him that for every scoundrel, there is a hero, - that for every crooked politician, there is a dedicated leader. Teach him that for every enemy, there is a friend.

Let him learn early that the bullies are the easiest people to lick.

Teach him the wonders of books. Give him quiet time to ponder the eternal mystery of birds in the sky, bees in the sun, and flowers on a green hill.

Teach him that is far more honorable to fail than to cheat. Teach him to have faith in his own ideas, even if everyone else tells him they are wrong.

Try to give my son the strength not to follow the crowd when everyone else is getting on the bandwagon. Teach him to listen to all men - but to filter all he hears on a screen of truth and to take only the good that comes through.

Teach him to sell his brawn and brains to the highest bidders, but never to put a price tag on his heart and soul.

Teach him to close his ears on a howling mob - and to stand and fight if he thinks he's right.

Teach him gently, world, but don't coddle him because only the test of fire makes fine steel.

This is a big order, world, but see what you can do. He's such a nice little fellow.....my son.

OLD GLORY PASSES BY

We watch the flag as it passes
A flash of color against the sky.

(Boy comes on stage holding placard of star.)

It's fifty stars are as dazzling white
As those few that shone by the dawn's first light.

(Boy comes on stage holding red placard.)

The brave, bright red that will never fade
By the blood of men's sacrifice was made.

(Boy comes on stage holding white placard.)

The white, for our nation's purity
Can be kept from stain by you and me.

(Boy comes on stage holding blue placard.)

The blue, the vastness of God's own sky
His promise that freedom will never die.

(Boy comes on stage holding picture of church
in country setting with town in offing.)

The mighty cities, the farmlands fair,
The many churches, for praise and prayer.

(Boy comes on stage holding picture of U.S. map.)

The chance to do, and the chance to be
In a land our forefathers fought to free.

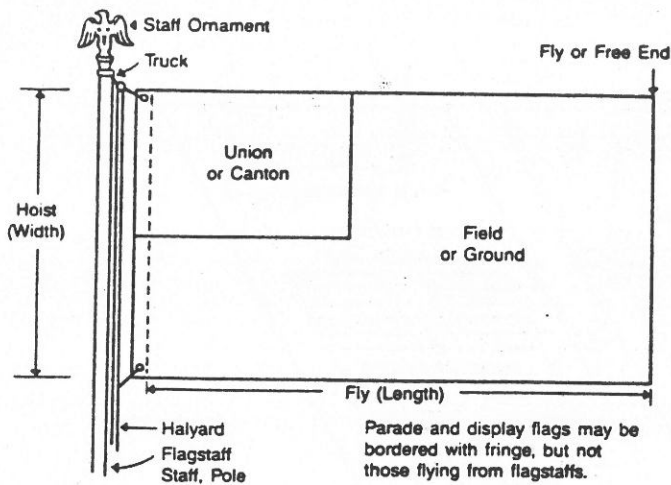
(Boy comes on stage holding globe.)

The hope that the world is looking for
In our will for peace, but our strength for war.

(All boys come to center stage carrying flag.)

All these are the flag of our dear land,
A symbol that we cherish and understand.
And we bare our heads and our hearts beat high,
As our flag "Old Glory" is passing by.

THE PARTS OF THE FLAG



the presentation of our U.S. flag. A more detailed description of flag etiquette and the history and use of the United States and other flags are contained in the *Your Flag*.

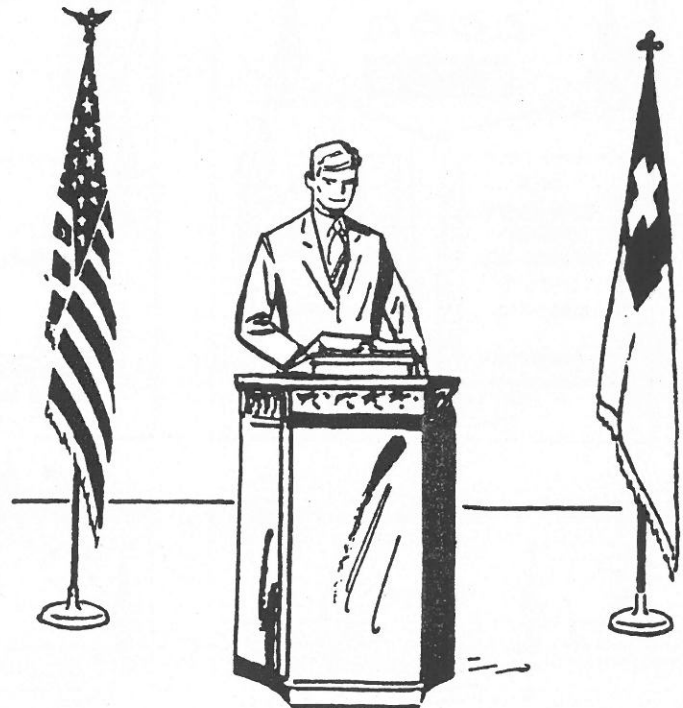
Rules of Respect for the U.S. Flag

Because of our flag's significance, laws have been enacted to govern its use and to ensure proper respect for it. Custom has also decreed certain observances. Respect the flag by observing the following rules:

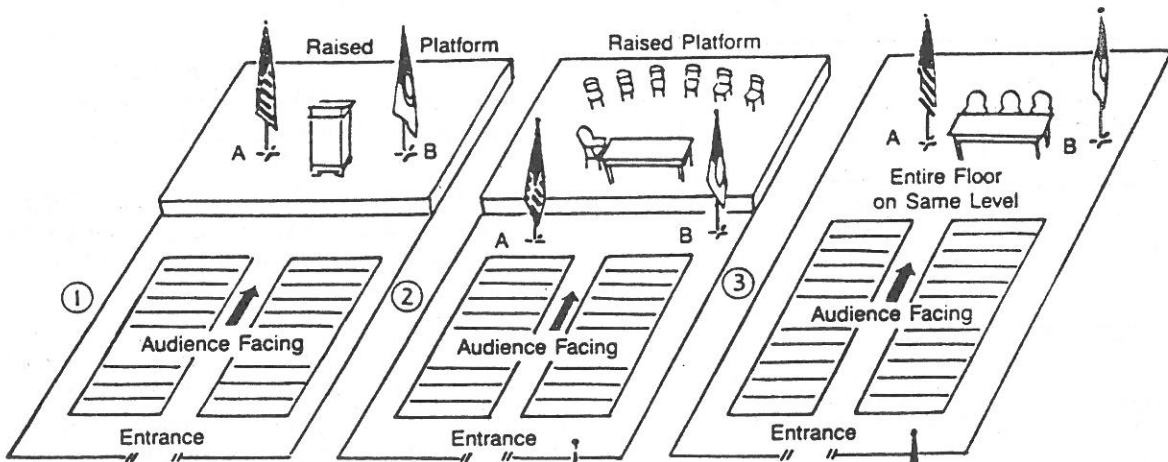
1. The U.S. flag should be raised and lowered by hand. Do not raise the flag while it is furled. Unfurl it, then hoist it quickly to the top of the staff or flagpole. Lower the flag slowly and with dignity.
2. A distinctively American custom is that of folding the U.S. flag into a triangular shape, stars showing, after it has been taken off the staff. The shape represents the cocked hat of the American Revolution.
3. Whenever displayed, the flag should be placed on the speaker's right.
4. If the flag is to be flown at half-staff, it should be hoisted to the top for an instant, then lowered to the half-staff position. Before lowering the flag, again

raise it to the top. Half-staff means hauling the flag down to one-half the distance between the top and bottom of the staff. On Memorial Day, display the flag at half-staff until noon, then hoist it to the top of the staff.

5. When the flag is to be used to cover a casket, it should be placed so that the union is at the deceased's head and over the left shoulder.
6. When carried in a procession with another flag or flags, the Stars and Stripes should be either on the marching right, or when there is a line of flags, in front of the center of that line.
7. When the flags of two or more nations are displayed, they should be flown from separate staffs at the same height. The flags should be of approximately equal size. International usage forbids the display of the flag of one nation above that of another nation in time of peace.
8. The flag should be dipped to no person or thing, except that of a naval vessel, on receiving a salute of this type from a vessel registered to a nation formally recognized by the United States, must return the compliment.

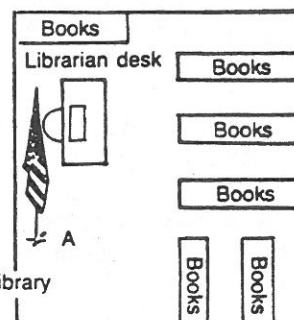
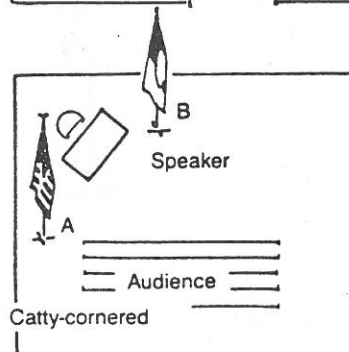
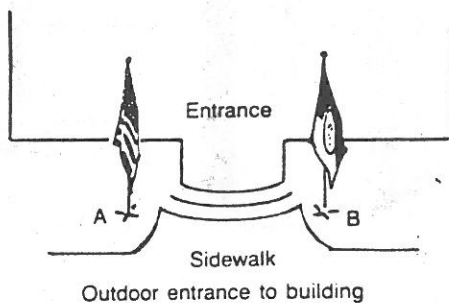
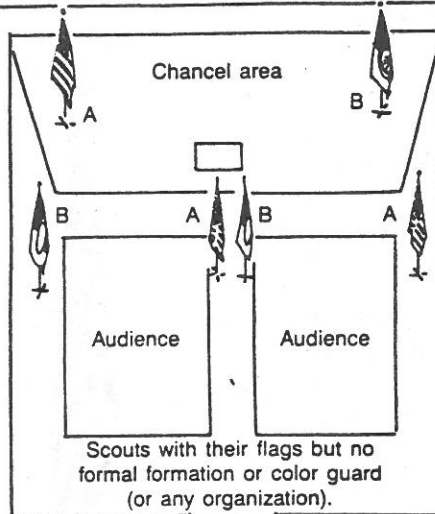
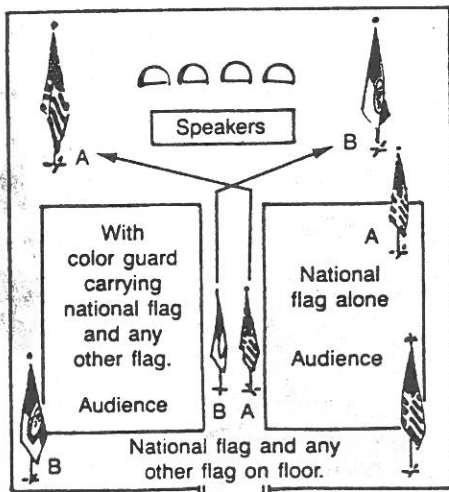
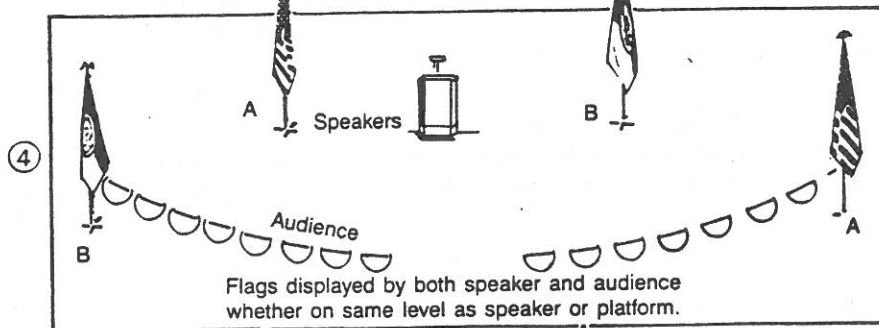


DIAGRAMS OF FLAG POSITIONS



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

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



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 holders; recorded music (if desired).

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

Speaker: Attention! Will the audience please rise? (They do.) Color guard, present the colors! (Commands should be given sharply and loudly.)

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

Speaker: Hand salute! (He salutes and audience does likewise. Speaker's eyes follow American flag until it is in position in front of room.)

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

Speaker: Pledge of Allegiance, Repeat! (He begins pledge with audience joining in.)

(At this command, the pack flag is lowered slightly -- 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 completed, the speaker gives the next command, which is the signal for audience's salutes to be dropped. The pack flag is raised to vertical position again.)

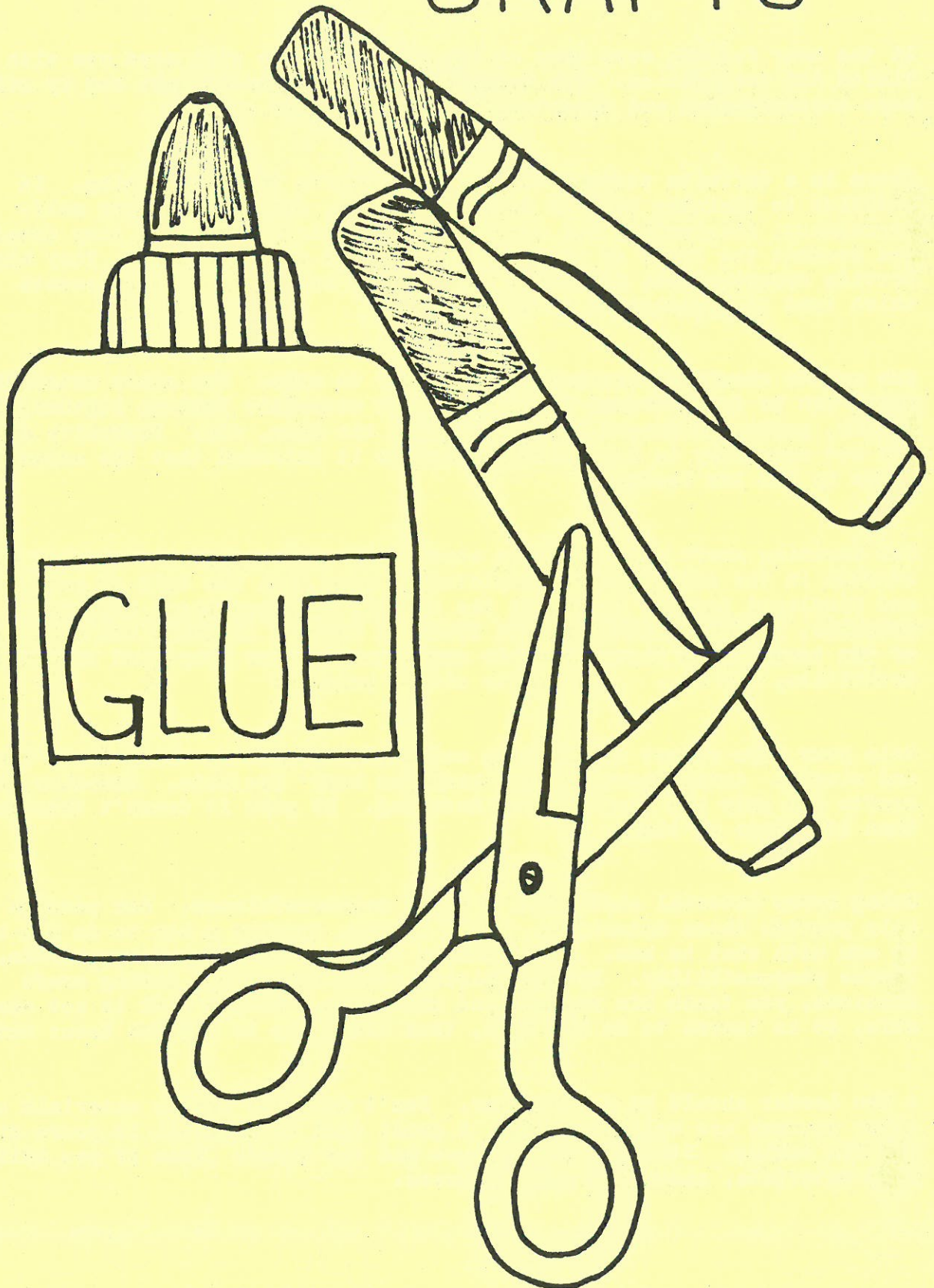
Speaker: Two! Color guard, post the colors!

(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, Retire! (or retreat)

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

CRAFTS



CRAFTS WITH A PURPOSE

In the near future, more than at any time, America will need men with vision and imagination. Cub Scouting can help produce such men by offering boys encouragement and opportunities to dream and create.

There is a definite purpose and plan for crafts in Cub Scouting. In addition to training boys to use their hands, crafts stimulate self-expression, imagination and creativity. Properly directed, they develop and present the theme of the month in den and pack meetings. They also provide opportunities for a boy to complete achievement requirements which lead to advancement in rank.

Cub crafts should be inexpensive and easy to make. Use scrap materials which can be found around the home. Such materials include leather, foil, rubber, paper, cardboard, plastic, wood, tin cans, etc. Expensive crafts are not necessary in Cub Scouting, nor is it intended that the expense be borne by the Den Leader.

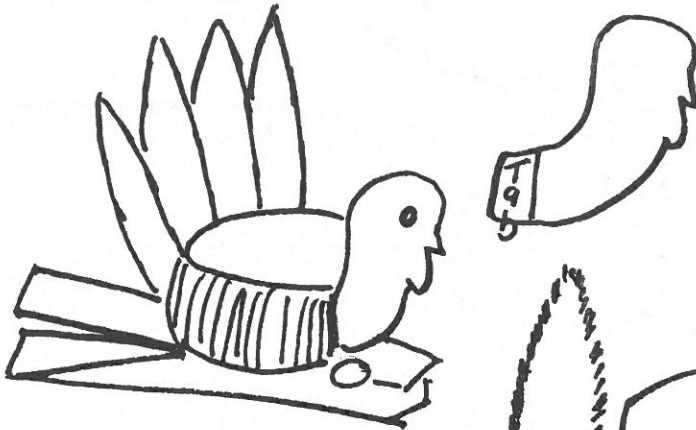
Cub Scouting craft projects best accomplish their purpose when they are started in the den meeting, completed at home with the help of parents, and displayed for all to see at the monthly pack meeting. Whenever possible, projects should result from the natural interest and desires of the boys. Good themes provide opportunities for many kind of craft activities, but crafts with a purpose!

Help your boys select interesting and useful projects. Keep them 'boyish' and simple. Avoid those deadly 'keep 'em busy' projects. Remember that crafts are only one phase of Cub Scouting. Be sure it doesn't take more than its share of time.

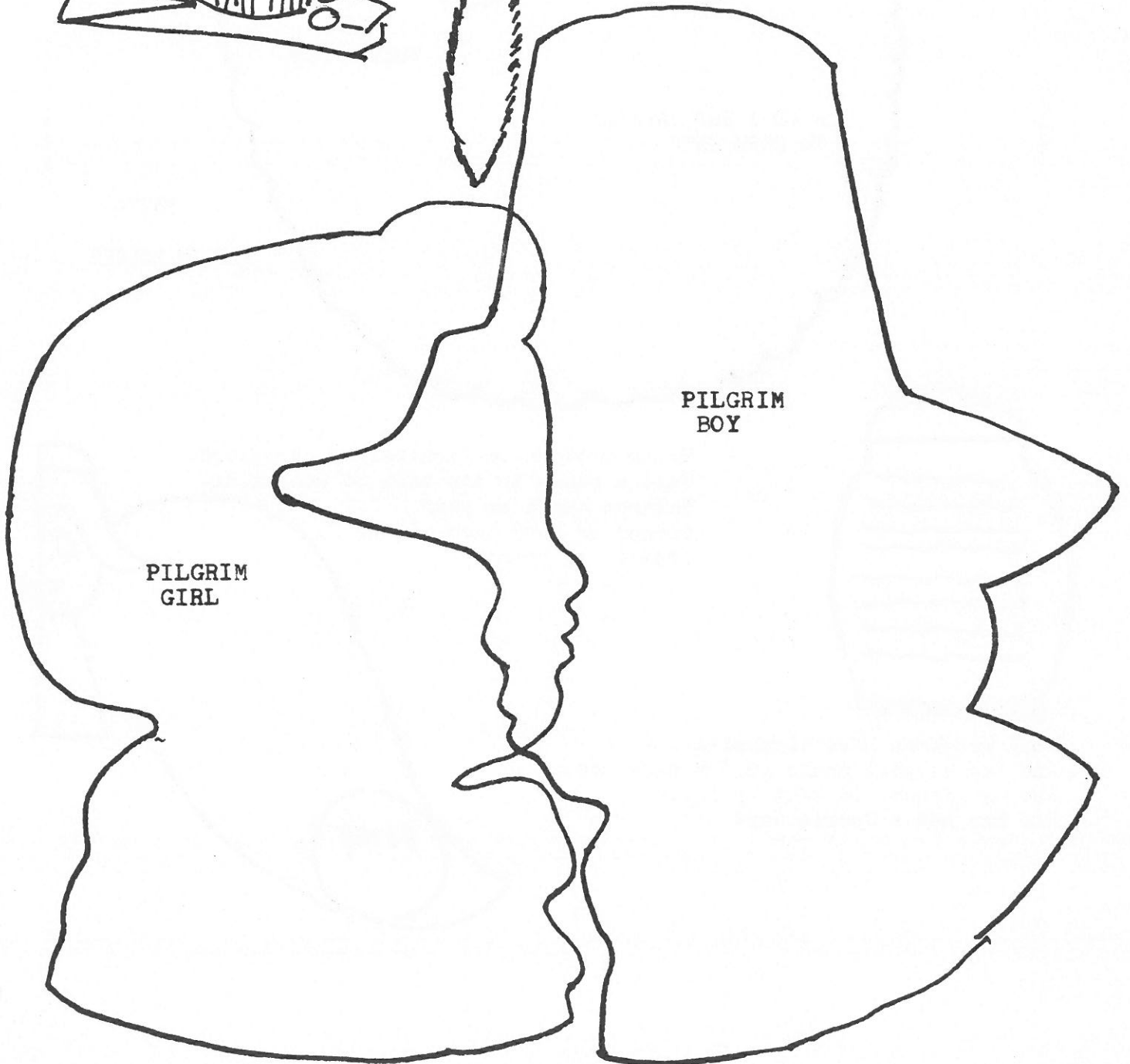
Using scrap material challenges a boys' resourcefulness. Ask parents to help provide these materials. Using scraps, teaches a boy to do the best he can with what he has. As he learns to clean up and put away tools, he learns responsibility. By emphasizing rules of conduct during craft sessions, you teach him respect and obedience. Sloppy work is not acceptable, so he learns to do his best, thus living up to the Cub Scout motto.

A Den Leader should be a scavenger. Don't consider buying materials until other sources are well examined. A great deal of material is yours simply for the asking. Start at home, yours and the boys'. Then if you still need materials, check the supply stores.

NOVEMBER SEE-AND-DO-SHOW

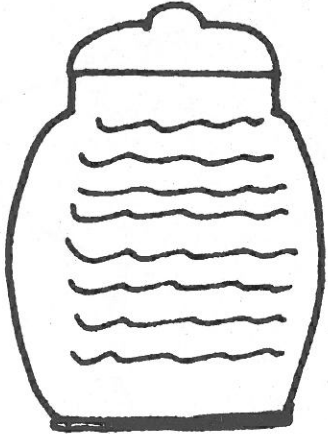
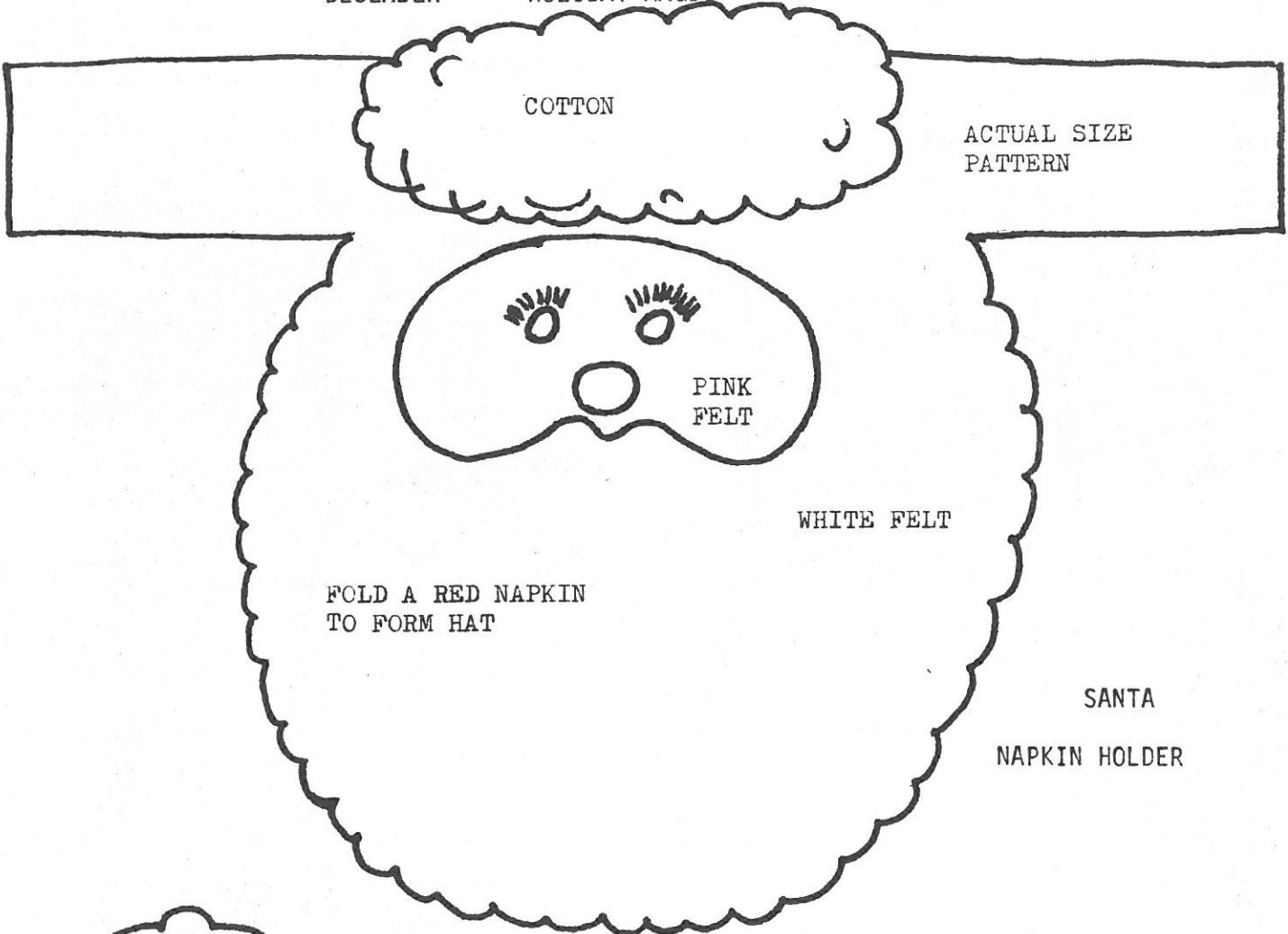


Glue a nut cup to a painted clip clothespin. Cut 5 or 6 tail feathers from paper and glue to cup. Cut two turkey heads together separating tabs to glue to side of nut cup. Put a treat in the cup and use the clip for a name or a greeting



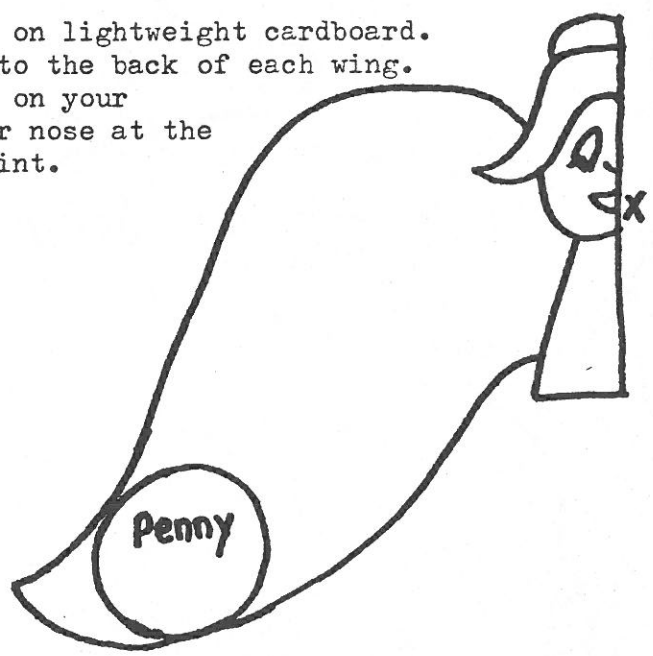
PILGRIM
GIRL

PILGRIM
BOY



Some grandmas have limousines,
 And the biggest house you've ever seen.
 But my grandma is best by far,
 She has got a Cookie Jar!

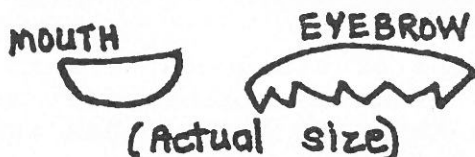
Trace pattern on lightweight cardboard.
 Tape a penny to the back of each wing.
 Balance Angel on your
 finger or your nose at the
 center (X) point.



Oscar the Grouch in his Garbage Can

- 1 empty thread spool spray-painted silver or grey
- 1 large shank button also painted silver or grey
- 1" green pompom
- 2 small wiggle eyes
- black felt

Glue pompom to top of spool. Glue button to top of pompom. Cut eyes, mouth and eyebrows from felt; glue to front of pompom. Use needle and thread to attach hanging cord threaded right through middle of pompom.



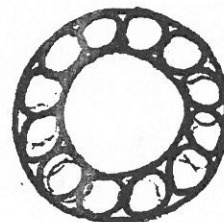
Candy Cane Deer

Use red, green or brown pipe cleaners to make antlers. Twist on top of candy cane. Glue small wiggle eyes and a red pompom (very small one) for the nose. Insert paper clip into pipe cleaner to hang or just hang candy cane on tree.

Hershey Wreaths

Cut a cardboard wreath large enough to hold 12-13 foil-covered kisses. Cover wreath with tin foil and tape closed. Use confectioner's glue to glue kisses to wreath.

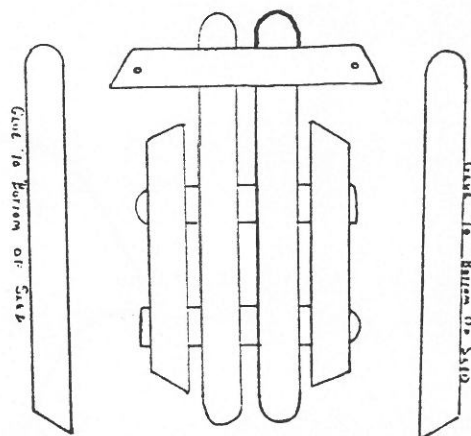
Confectioner's Glue: 1 large egg white
 1 3/4c. confectioners sugar
 blend in small bowl 2 min. on high speed



Craft Stick Sled

- Need 8 craft sticks:
- 2 whole sticks
 - 1 cut in half
 - 2 with one end cut in a slant
 - 3 with about 3/4 inch cut off each end in a slant

Use white glue to glue 2 of the whole sticks and 2 of the double slant sticks to the 2 half sticks. Glue the 3rd double slant sticks to the top for the cross piece. You should drill small holes in the ends before glueing. Let this part sit for a few minutes for the glue to partially set. When it is somewhat stable, glue the two runners to bottom of the sled. When it has dried, put a piece of string through the holes and use as a hanger. Can also be painted if desired.



Swedish Bird

Birds of all sorts are popular Christmas decorations. This particular one is Swedish and is traditionally suspended over the Christmas dinner table to bring good luck.

Cut posterboard bird from the pattern below. Mark in pencil the position of the slits. Do not cut slits yet.

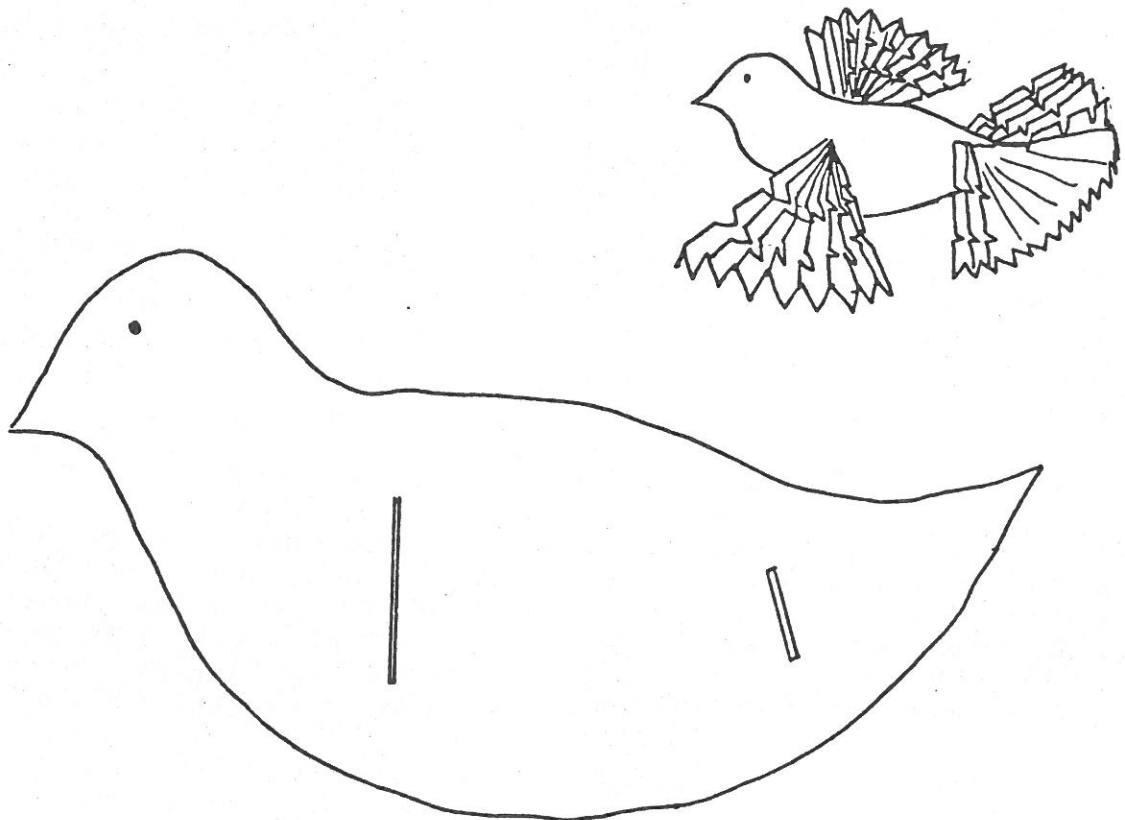
Make wings by folding a 7" x 18" piece of tissue paper into 1" pleats. Make the tail by folding a 5" x 18" piece of tissue paper into $\frac{1}{2}$ " pleats. Fold each pleated strip in half and cut notches into the top and bottom edges and cut ends into points.

Hold the folded pieces to the marked slots and remark to fit the folded pieces. Now cut the slits in the posterboard bird. Slits should be about $\frac{1}{16}$ " wide.

Insert the wings and tail into the body, fan out, and secure with double faced tape if desired.

Find the balance point and run a loop of string through the body close to the edge.

These birds are prettiest left without any decoration, except for a simple dot for the eye.



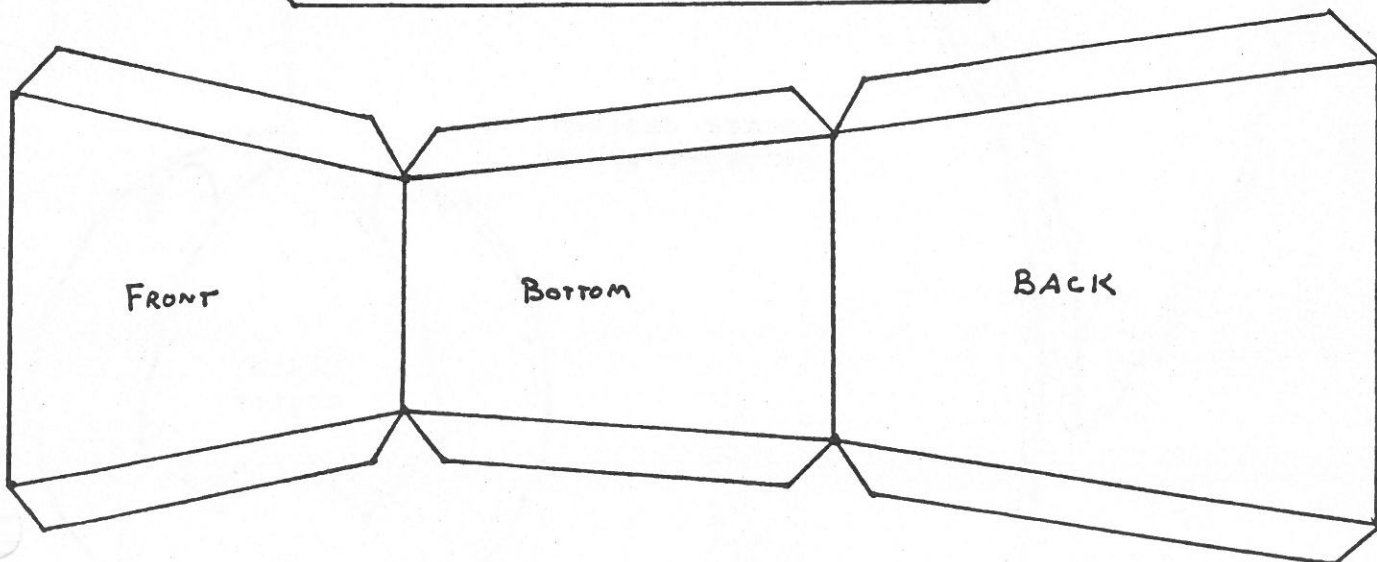
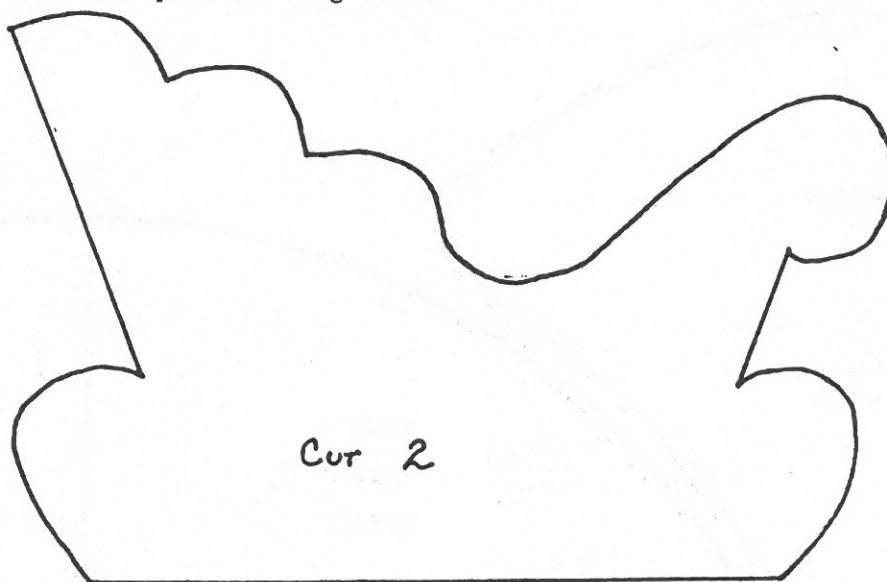
Santa's Sleigh

Cut 2 side pieces and one front-bottom-back piece from posterboard. Use a nail or heavy pin to score along the fold lines on the front-bottom-back piece and fold all scored lines towards the inside.

Use white glue and carefully glue one side at a time to the front-bottom-back piece. Use spring-type clothes pins to hold until dry.

This is somewhat tricky, and may not be suitable for younger scouts. It takes some effort to get both side pieces glued together evenly so that the sleigh does not list.

You can decorate or paint the sleigh as desired. If you want fancy designs on the side of the sleigh, you may want to decorate them before you glue the pieces together.



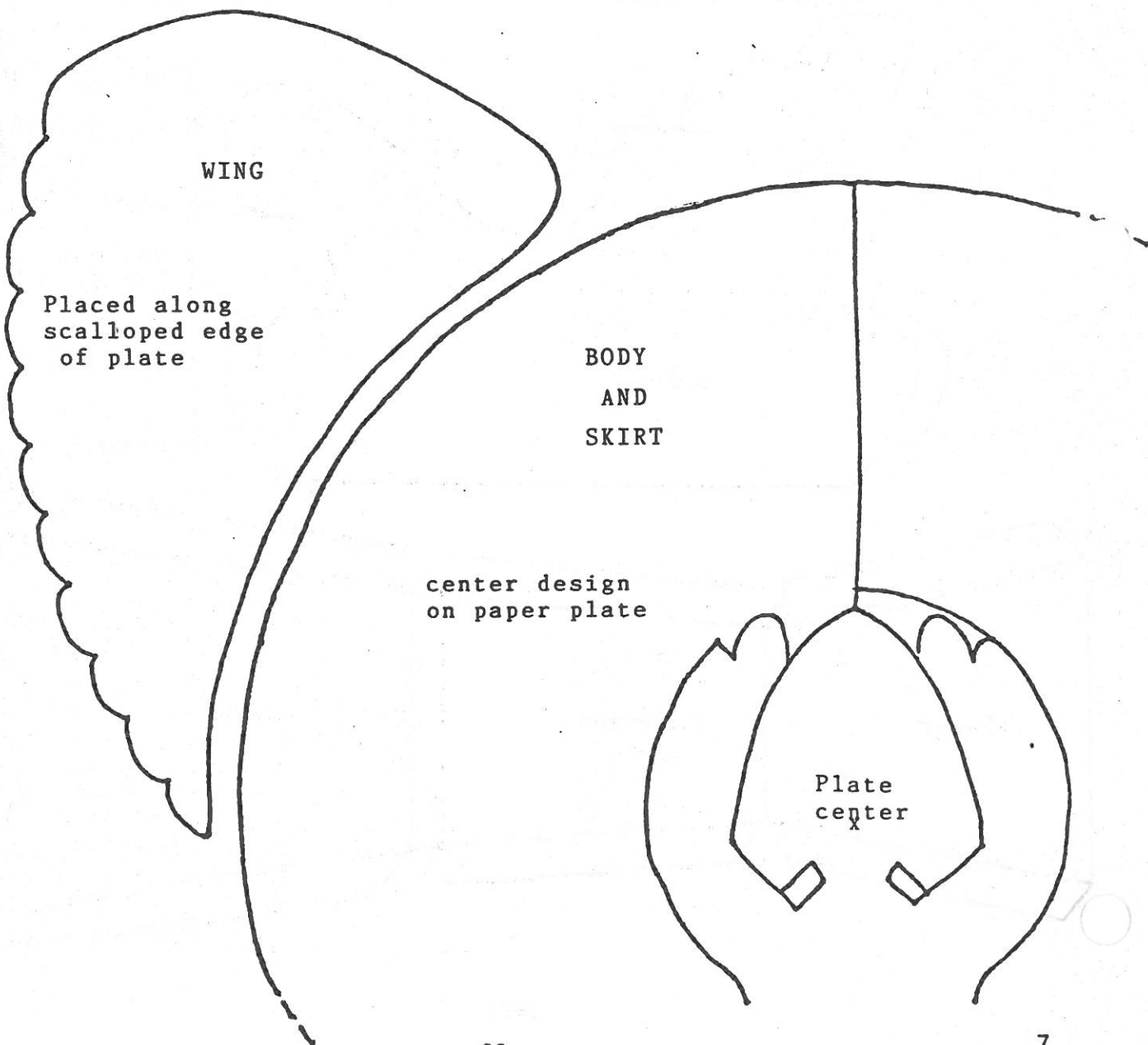
Paper Plate Angels

Trace the pattern below onto a 9" fluted edge paper plate. Cut along lines.

Roll the plate into a cone shape. Overlap and staple or tape the edges to form the angel's skirt. Bend the upper body slightly forward and bend the arms down and around, joining the hands with glue or double faced tape.

Cut two wings from another paper plate. Staple or glue the wings to the back of the angel's skirt, with the more pointy parts pointing up.

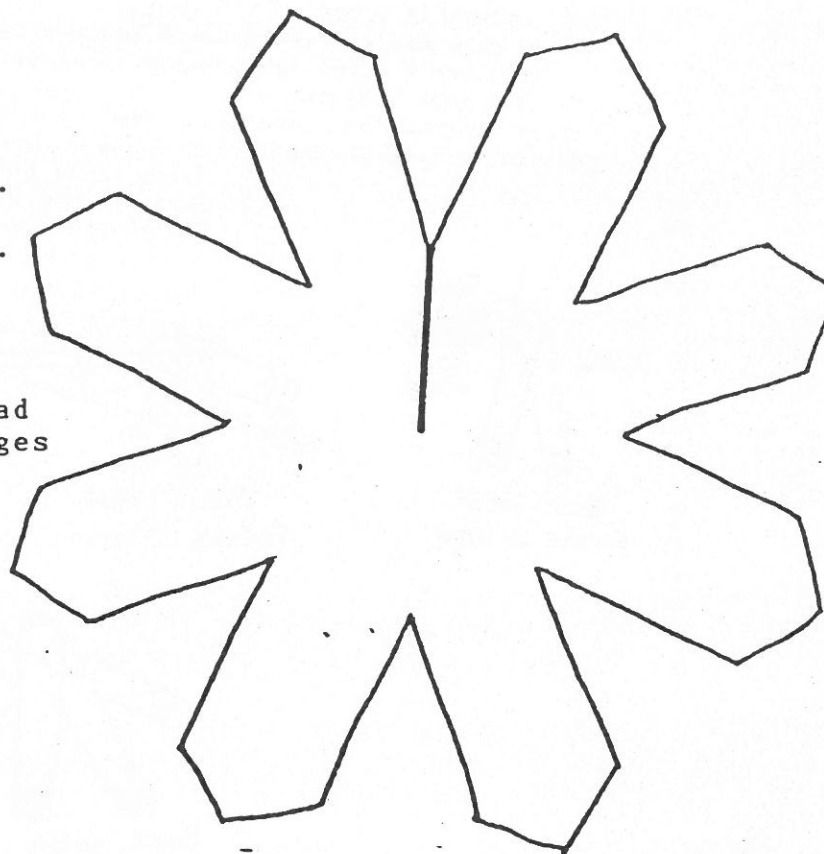
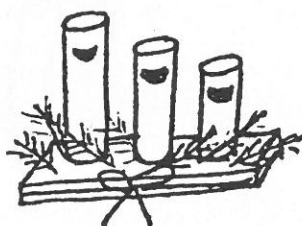
These angels look best in groups of three or four,



SNOWFLAKE

Cut 2 snowflake shapes from the pattern to the right from white cardboard or posterboard. Cut the slits the same thickness as the cardboard so that the pieces will fit together without twisting. Use a threaded needle to insert a string hanger on one of the pieces. Slide pieces together and fold out to hang.

You may decorate the pieces before slideing together, or you may spread a thin layer of glue around the edges and sprinkle with glitter.

Pipe Organ

Cut cardboard rolls in varying lengths, from 4" to 9". Cut 1 notch in each about 1 inch from the top.

Place 3 of the pipes on a 1 inch thick piece of styrofoam. Use a felt tip marker to mark the placement of the pipes on the styrofoam base. Remove the tubes, and use a screwdriver to cut a $\frac{1}{2}$ " channel in the base for the pipes. Spray paint the pipes gold or silver. You may also paint the styrofoam base if desired. When it is all dry, use white glue to glue the pipes into the base. Add decorations as desired.

Ribbon Windsock Ornaments

For this ornament you will need

- 6 $2\frac{1}{2}$ inch strips of green $\frac{1}{4}$ inch ribbon
- 6 $2\frac{1}{2}$ inch strips of red $\frac{1}{4}$ inch ribbon
- 1 4 inch strip of $1\frac{1}{2}$ to 2 inch red/green plaid ribbon
- 1 7 inch strip of red or green $\frac{1}{4}$ inch ribbon

Use white glue to glue the red and green strips alternatly along the 4 inch edge of the plaid ribbon. There will be about $\frac{1}{2}$ inch left at each end of the plaid ribbon. When the glue has partially set, curve the plaid ribbon around to itself and glue together. Hold (or clip with spring clothespins) until partially set. Glue the long piece of ribbon to the top of the windsock for a hanger.

LONG UNDERWEAR SOCKS

2 pair men's over-the-calf socks (look for sales or perhaps have each boy bring his own 2 pair) preferably in white

5-2 hole buttons

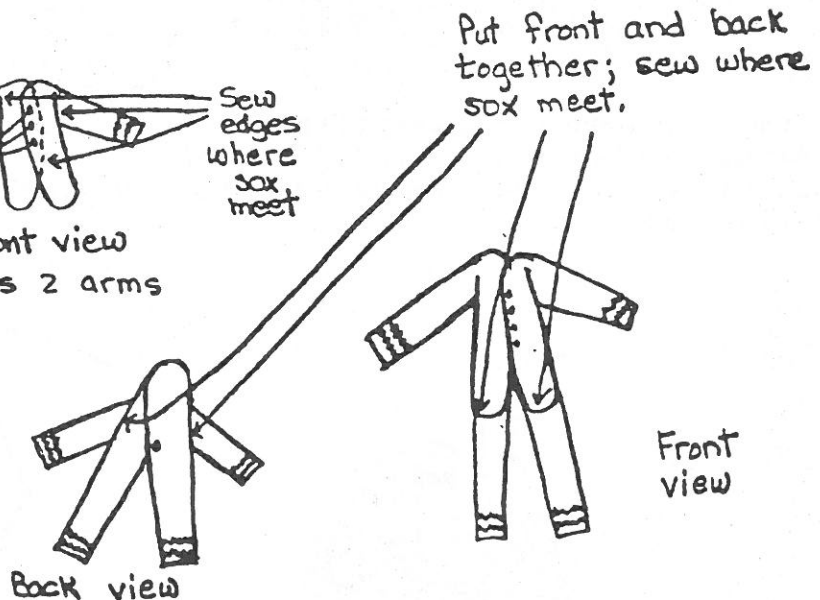
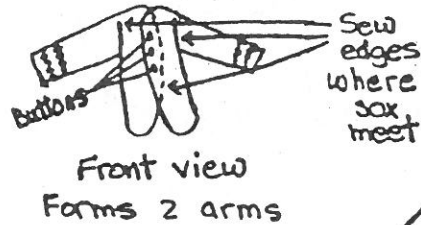
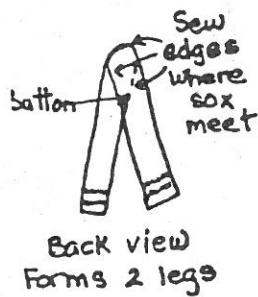
needle and white thread

Follow diagram for assembly. When completed, have this saying typed or handwritten and pin to each project: "If these do not fit or suit your taste,

Don't throw them away in anger or haste,

Just cut off the buttons and pull out the thread,

You'll have lost your longies, but have socks instead."

Felt Ornaments

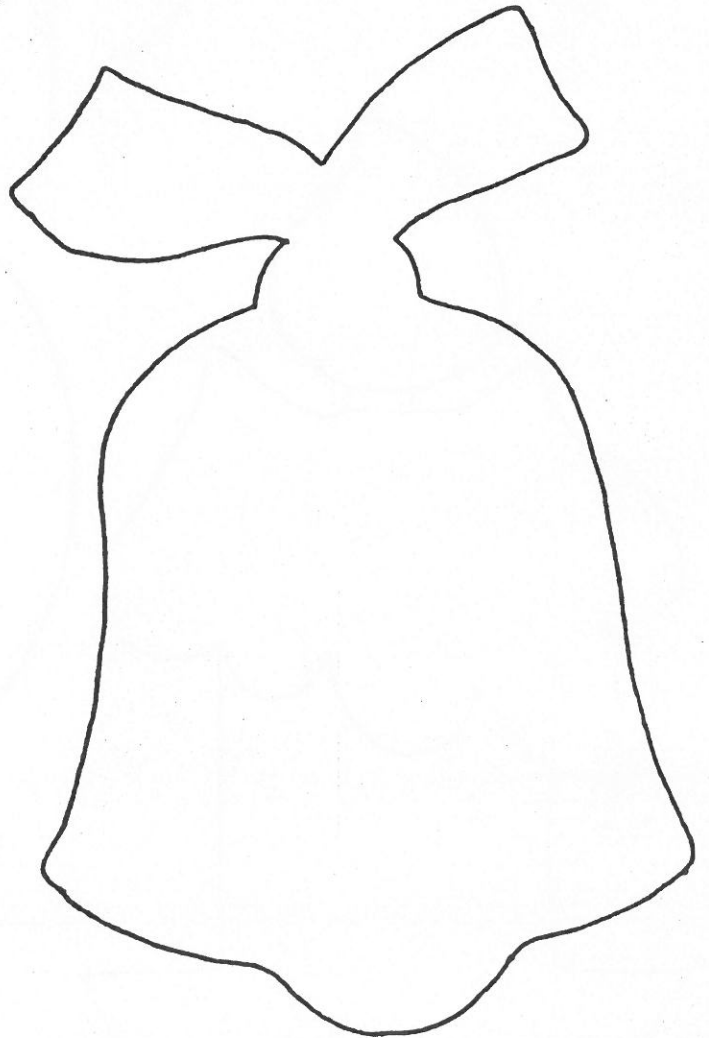
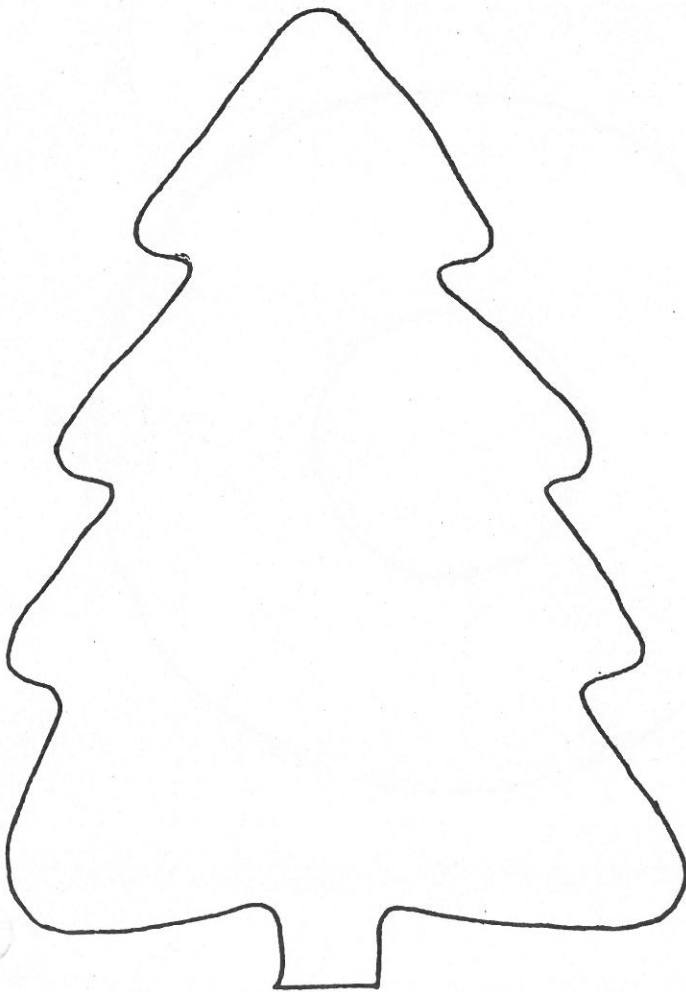
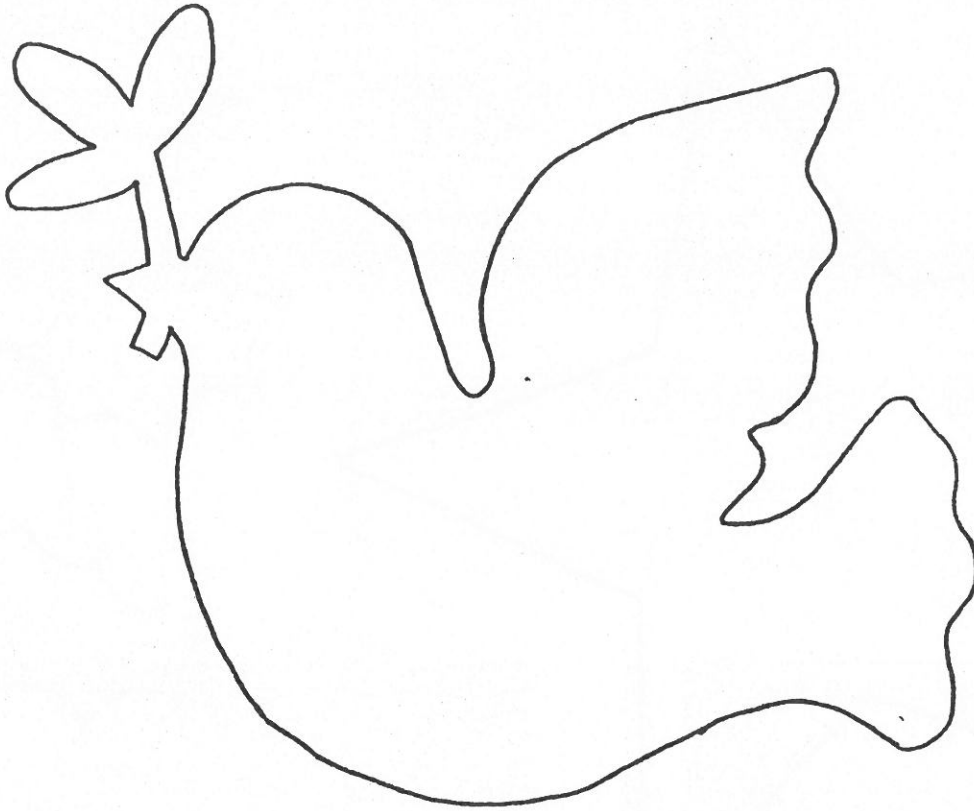
Cut simple shapes from colored felt. See some of the sample patterns at the end of this booklet. Be sure to cut some overlap when using pieces of different color so that they will glue together more easily. Cut two of each shape and color, so that your ornaments will look pretty from both sides.

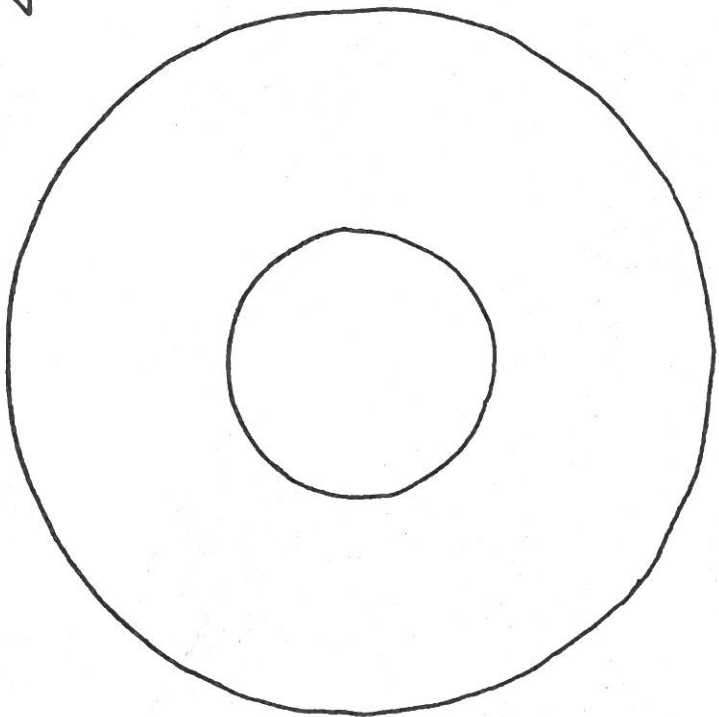
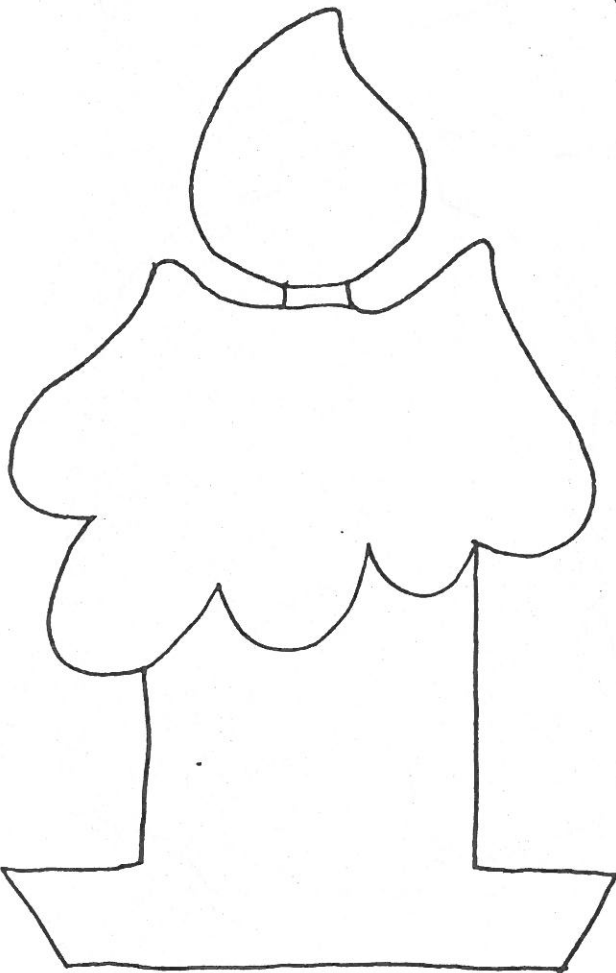
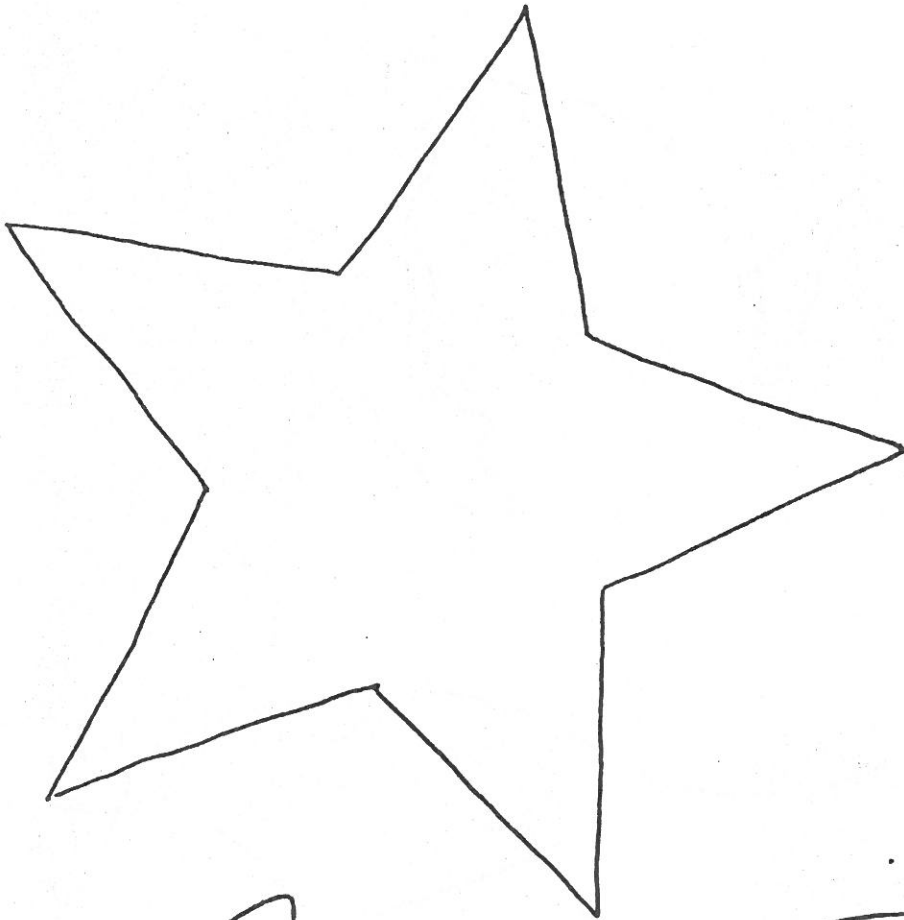
Start with the base piece, and glue together with white glue. Be sure to glue a loop or yarn or string between two pieces towards the top of the ornament for hanging. Continue to glue the top pieces over the under pieces until the ornament is complete. Let it sit overnight until it is completely dry.

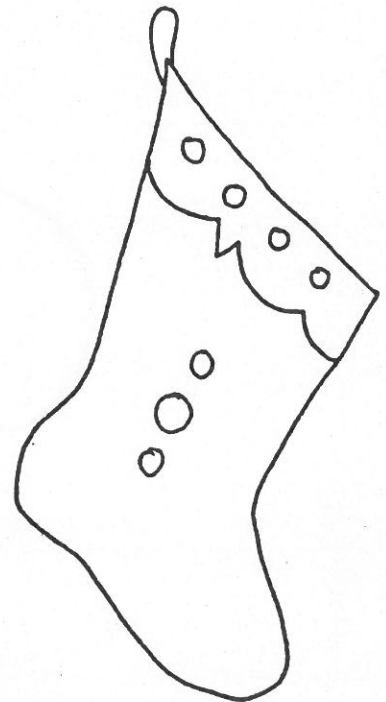
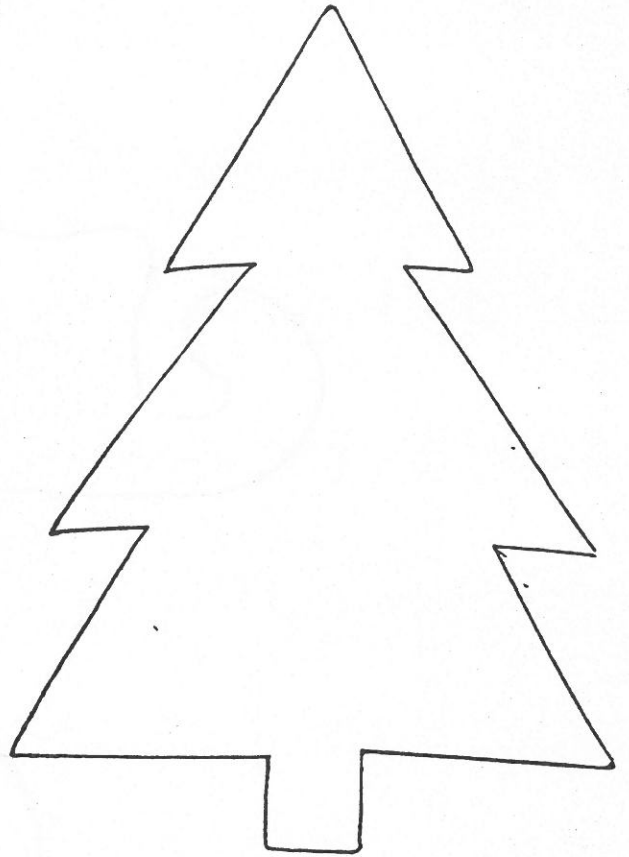
If you are working with the younger scouts, you may want to cut the base pattern (a tree, wreath, or star) before the boys arrive, and then let them cut out the decorative pieces.

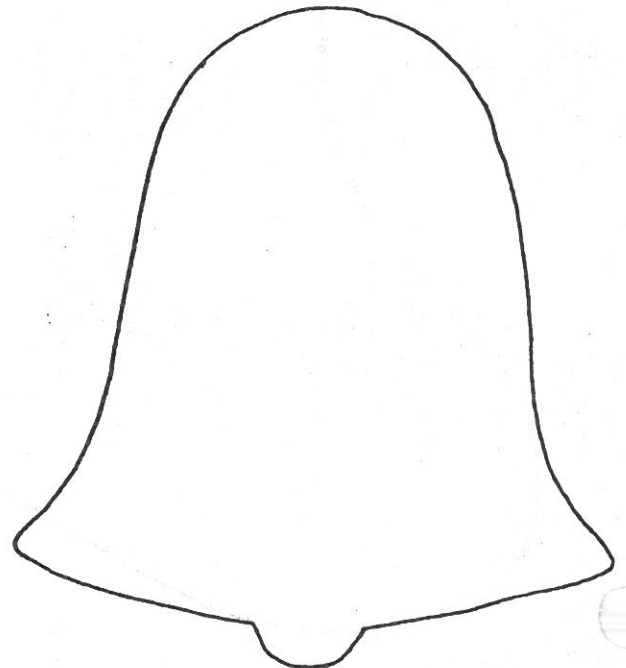
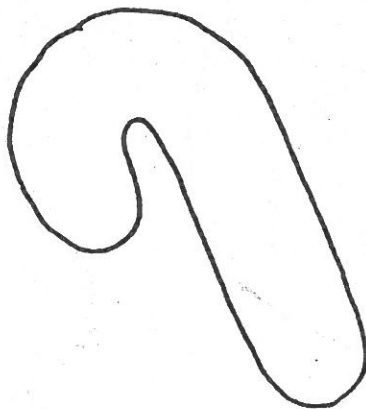
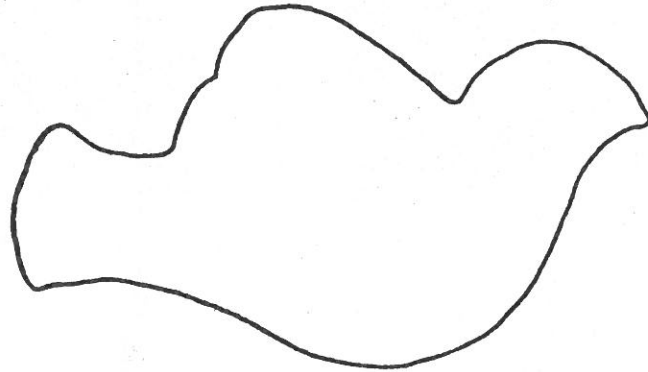
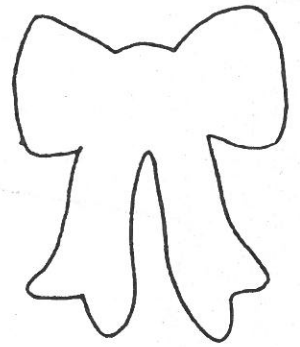
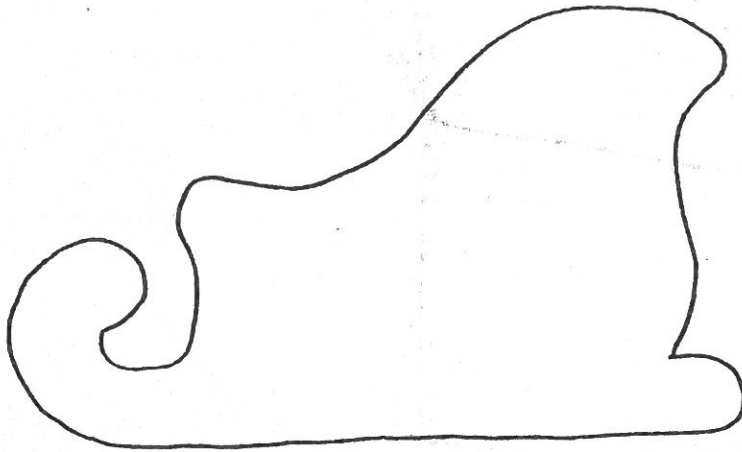
Felt Picture Frame Ornament

Cut out a simple shape from red, green, or gold felt. Then carefully cut an oval or circle out of the center of this shape. Trim a photo of the scout, or a nice Christmas card to fit behind the felt shape, so that the picture shows through the cut-out hole. Glue this together. Then glue this to a contrasting piece of felt at least $\frac{1}{4}$ inch bigger on all sides. Carefully cut the back piece of felt so that it duplicates the original shape, but about $\frac{1}{4}$ inch bigger. Decorate with yarn, glitter, or sequins. Use a yarn or ribbon loop for hanging.

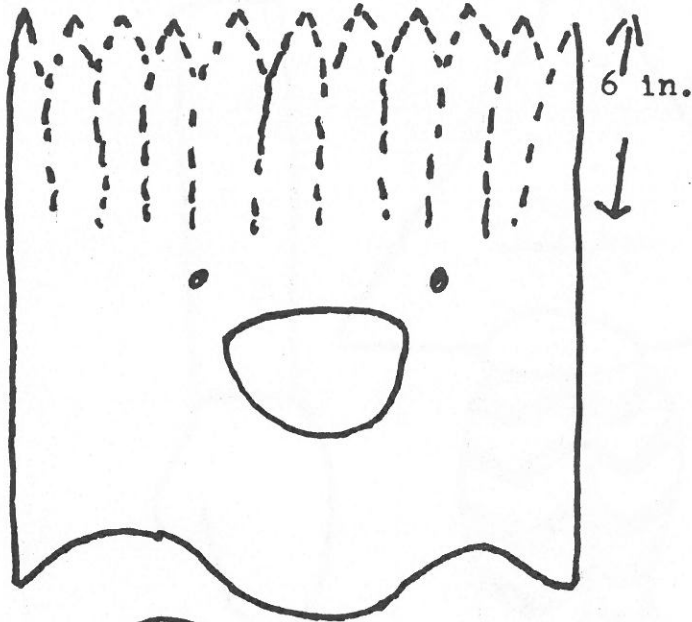








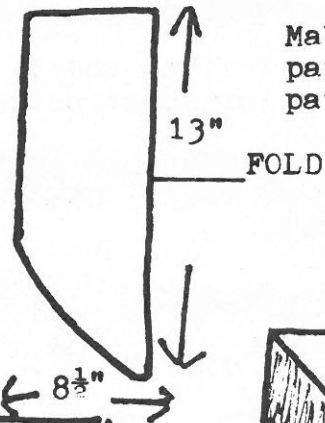
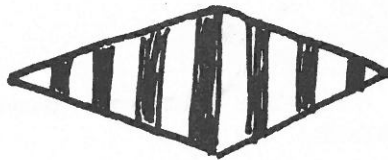
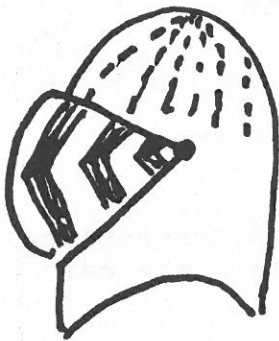
HELMET



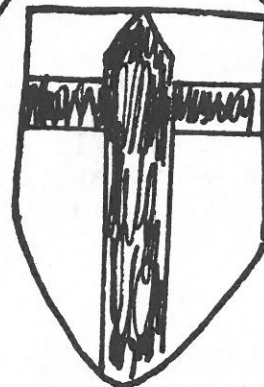
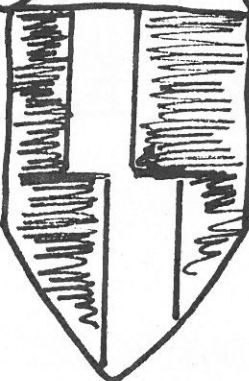
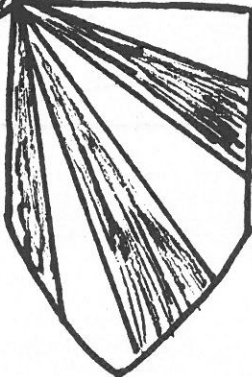
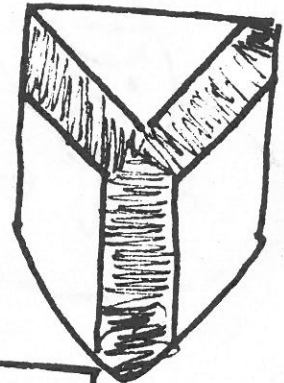
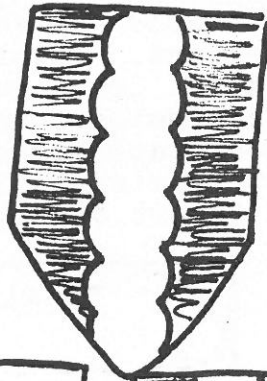
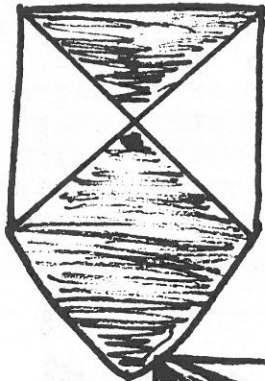
For the helmet make out of cardboard. Roll cardboard into a cylinder. Bend the points toward the center. Glue or tape the points together. Mark off and cut an opening in the front of the helmet. Cover with foil

Visor is cut to fit over opening with plenty extra room for raising visor. attach at sides with brads or paper fasteners.

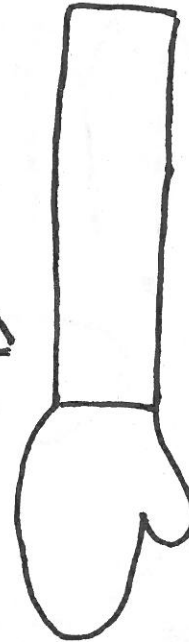
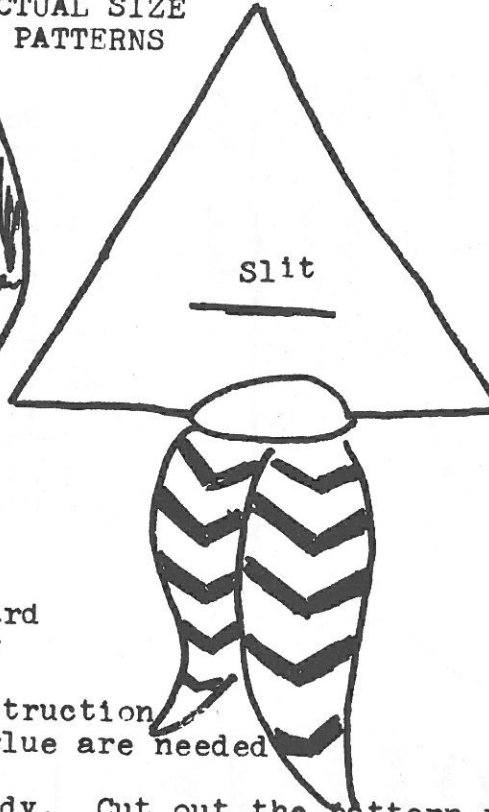
SHIELD



Make a paper pattern



ACTUAL SIZE PATTERNS

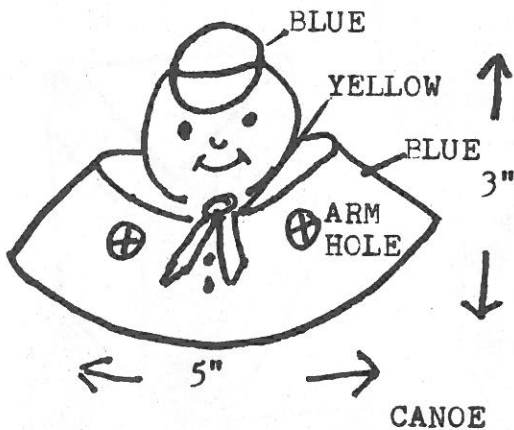


Cub Scout Place Card
Favor and then a Bank

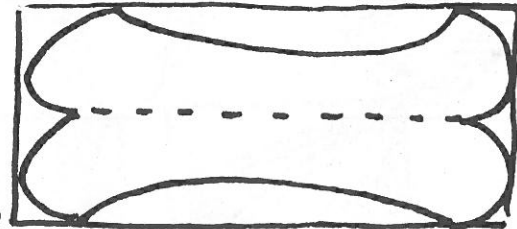
A foam cup and lid, construction paper for patterns and glue are needed.

Invert a cup for the body. Cut out the pattern pieces from appropriate color construction paper.

Insert neck of Cub into slit in neckerchief - make a corresponding slit in top of body. Glue neckerchief in place. Glue place card between hands.

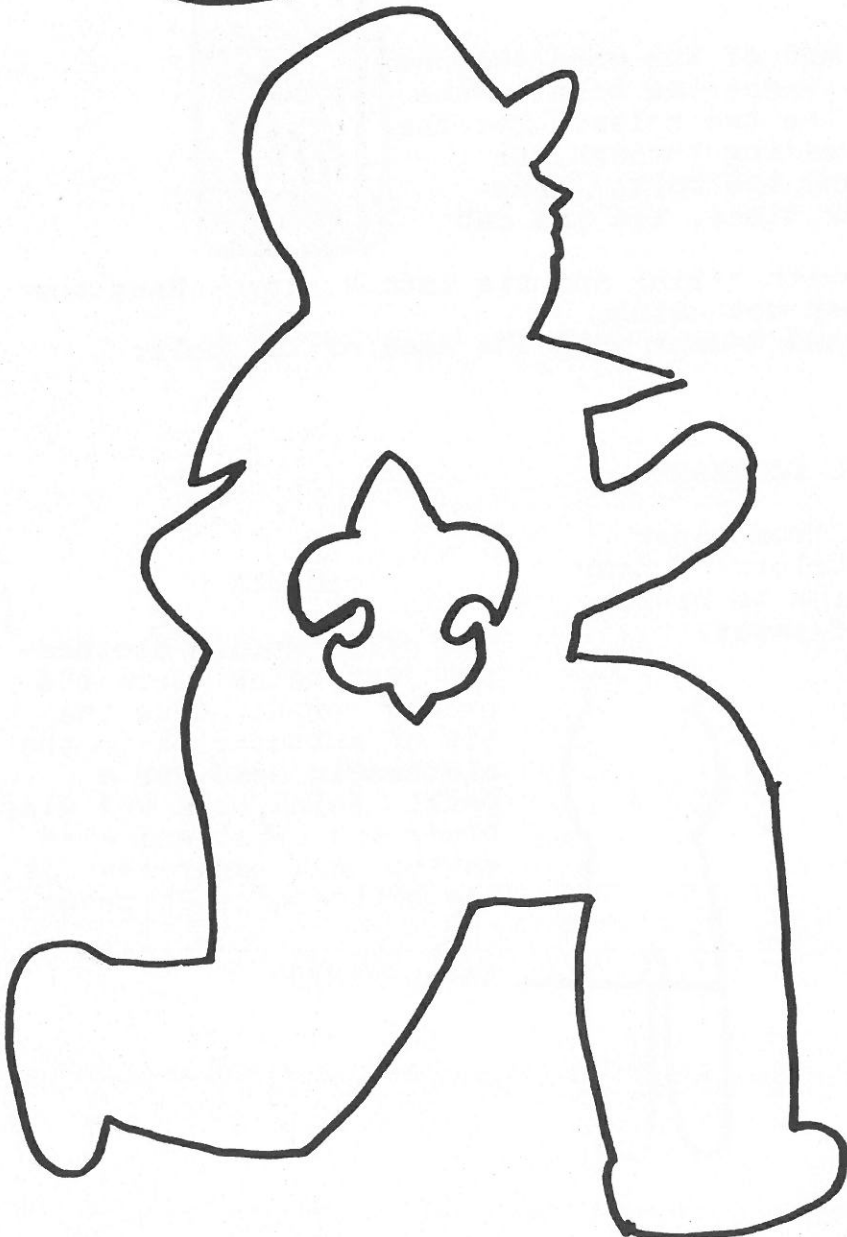
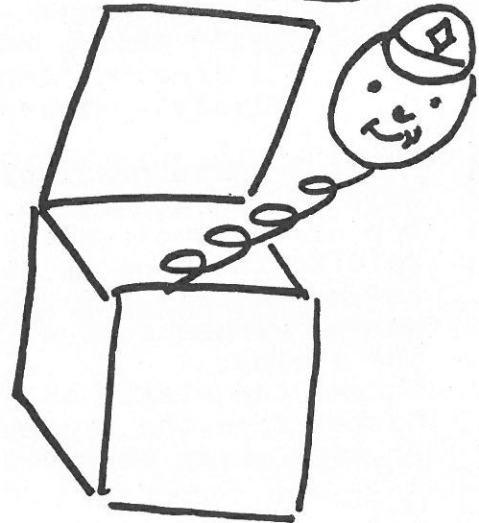
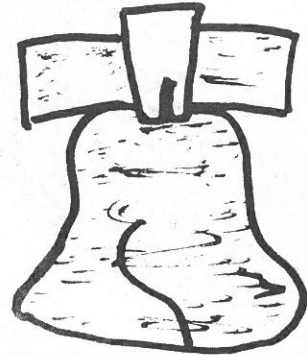
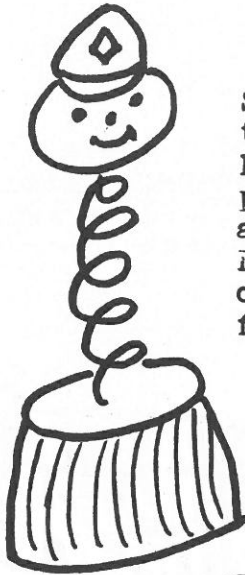


Draw a Cub Scout as shown, with a variety of expressions. Color as indicated and cut out. Use a punch or scissors to make arm holes. Roll into a cone and glue or tape edges at back. Type Cub Scout promise on 3" square of paper, roll and insert through holes for arms.



Cut canoe from paper. Glue ends together. Glue to a piece of paper to represent water. If you like, fill canoe with mints and add name.

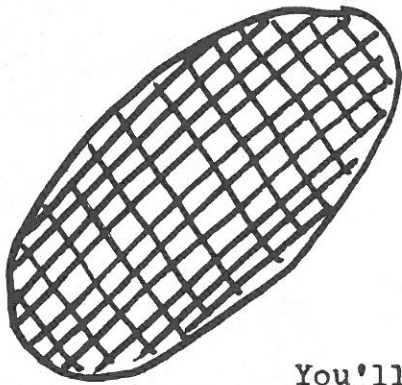
To make bouncing Cub Scout use a pipe cleaner twisted for the spring. For the head glue a pink cotton ball or a pom pom to the spring. For the hat use blue construction paper or felt. The base is a nut cup.



Cut 6 squares of same size (2" works well) from light weight cardboard. Tape 5 squares together to form an open cube. Attach sixth to form lid of box. Decorate

From paper, cut a Cub Scout head and cap. Add on features. Glue head to a 12" pipe cleaner which has been wrapped around a pencil to form a coil. Glue the other end of the pipe cleaner inside the box at the bottom. Add tissue paper to the bottom of the box as filler, and then add nuts, mints or candies.

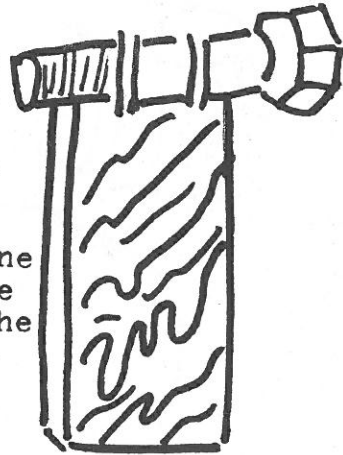
SNOW SHOES



For the snow shoe, bend a piece of pipe cleaner into an oval shape. Crisscross this with heavy thread. Add a second piece of pipe cleaner to the back for the neckerchief.

ALASKAN SPIKE HAMMER

You'll need a $\frac{1}{4}$ " flat head bolt of any length - a scrap of wood about $\frac{3}{16}$ " thick, narrower than the bolt $\frac{1}{3}$ as long but long enough to be grasped firmly - string.

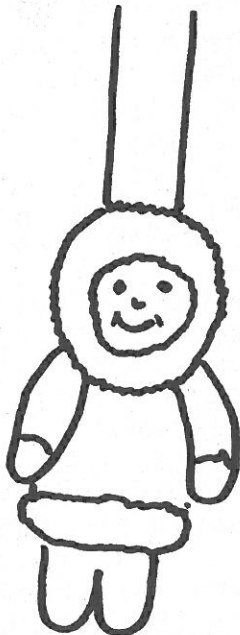


Drill 2 holes near one end of the wood and one hole at the other end. Place the bolt on the top of the wood, above the two holes. Tie the bolt to the wood by threading through the holes and wrapping around the bolt. Wrap string around bolt a few times, tie and cut the string.

Thread the single hole with string and tie into a ring. Hang the hammer from the ring when not using. To use, grasp the wood and hammer with the head of the bolt.

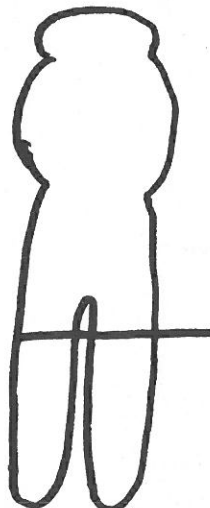
ESKIMO BOOKMARK

Cut Eskimo from paper or felt. Colors of your choice. Glue to ribbon or strip of paper.



PENQUIN

Saw off a wooden clothespin just below where the prongs begin. Glue the tip of a toothpick to the clothespin head for a beak. Paint head and wings black and chest and eyes white. Add paper feet at the bottom of each prong.



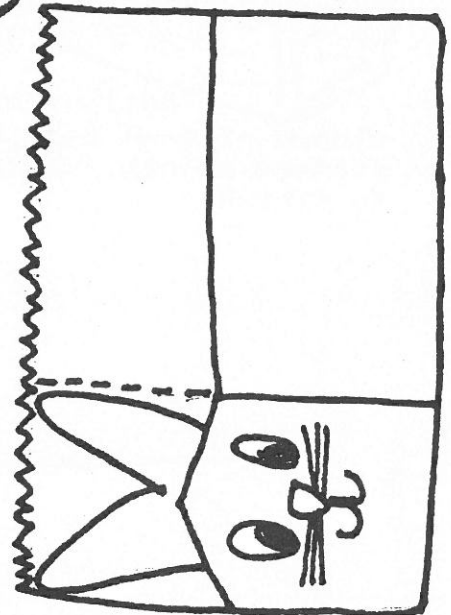
SAW OFF HERE



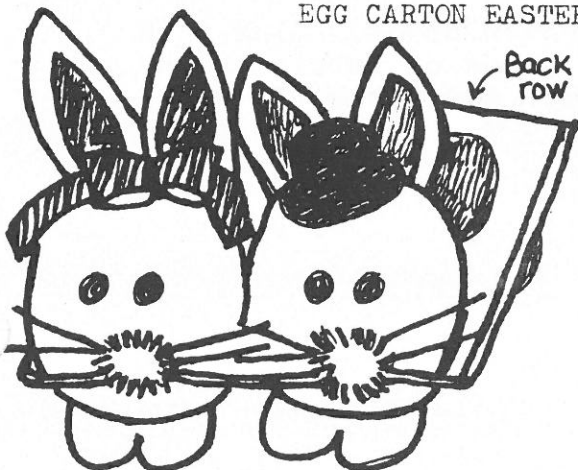
Trace patterns on cardboard. Color front and back. Glue to the neck of a cup at the notches.

CANDY BAG EASTER BASKET

Cut down the 2 wide sides & one of the narrow sides of a small candy bag. Draw bunny face on remaining narrow side. Cut out ears matching cut down sides. Add eyes, nose, mouth and whiskers.

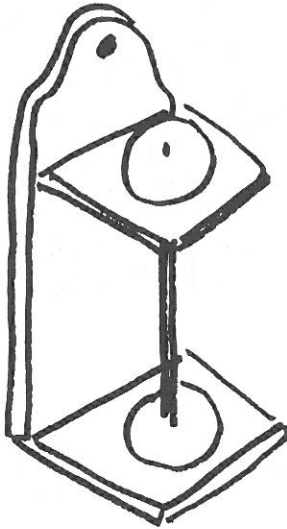


EGG CARTON EASTER BASKETS



Use bottoms of 2 styro egg cartons. Cut one in half, turn upside down and glue to front row of the other bottom. From colored paper, cut ears, eyes, whiskers and feet. Use cotton for nose. For girl bunnies, make bow from ribbon; glue on every other egg holder. For boy bunnies, cut the peak from cardboard egg carton with a brim cut from black paper and glued on. Hat can be colored with a black felt-tip marker. Treats go in the row of egg-holding sections behind the bunnies.

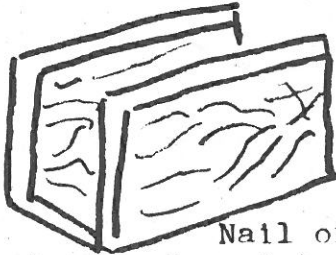
Paper Towel Holder



Three pieces of wood
One 6" x 18 $\frac{1}{2}$ " for the back
two 6" square
They should be about $\frac{1}{2}$ " thick
One wooden dowel 17" long

Drill a hole in the center of each 6" square for the dowel to go through.

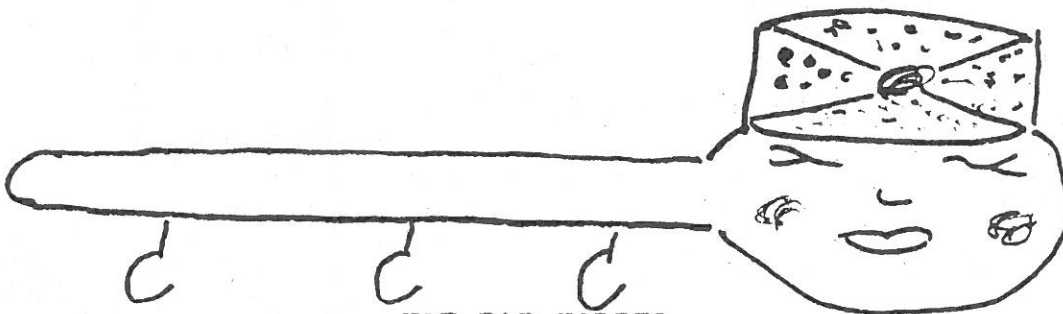
Shape one end of the 18 $\frac{1}{2}$ " piece of wood so it will look like a paddle and drill hole in the middle for hanging. Use screws and glue to attach the 6" squares to the back board. Place one at the base of the back board and the other 6" from the top. Cut a 6" square of heavy cardboard and glue to the underside of bottom square to keep dowel from falling through. Put the roll of paper toweling in place and insert wooden dowel to hold.



NAPKIN HOLDER

Nail or glue three pieces of wood together. Sand the surface smooth. Paint or varnish to finish.

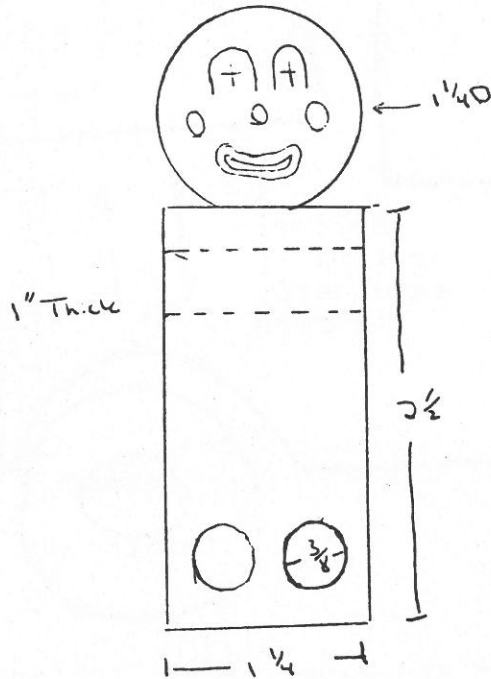
Used to safely push and pull racks in a hot oven.



HOT PAD HOLDER

Paint a face on the lower part of a wooden spoon. Glue yarn hair on each side of the face. Add a piece of fabric to the top to look like a bandana on the head. Add three (3) small cup hooks to hang hot pads.





- Clown
 Legs- Cloth 3 1/2 X 11 1/2
 Arms- Cloth 3 1/2 X 9
 Collar- Cloth 1 3/4 X 9 1/2
 Hat- See pattern

Put 1/4 inch seams on all body parts leaving ends open for stuffing. Put double 1/4 inch seam on cuffs. Collar inside has a pinked edge.

Have boys do faces and drill 3/8 inch holes.

Thread arms and legs through holes.

Staple collar on and hot glue head.

Glue pompon buttons on.

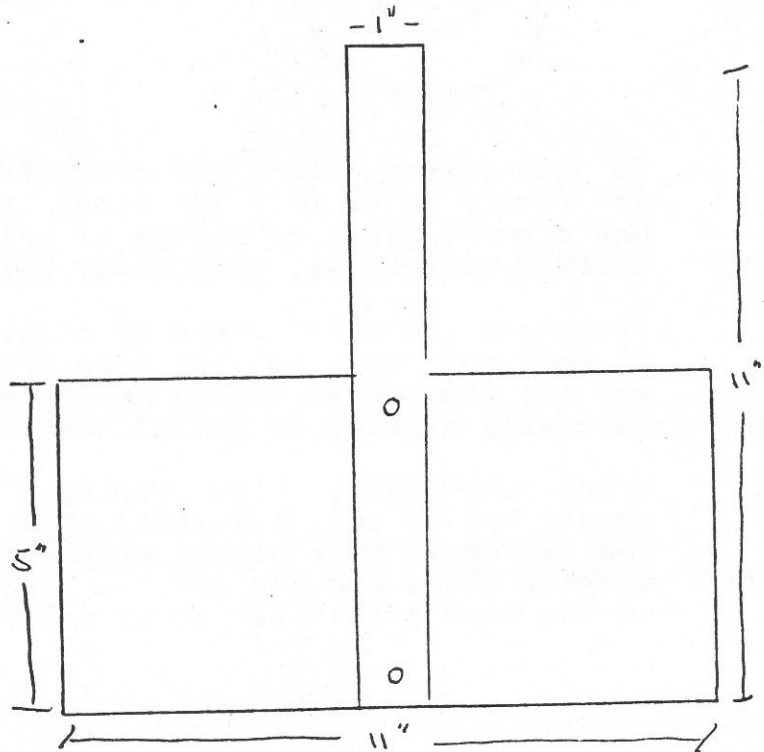
Stuff arms and legs tie with yarn.

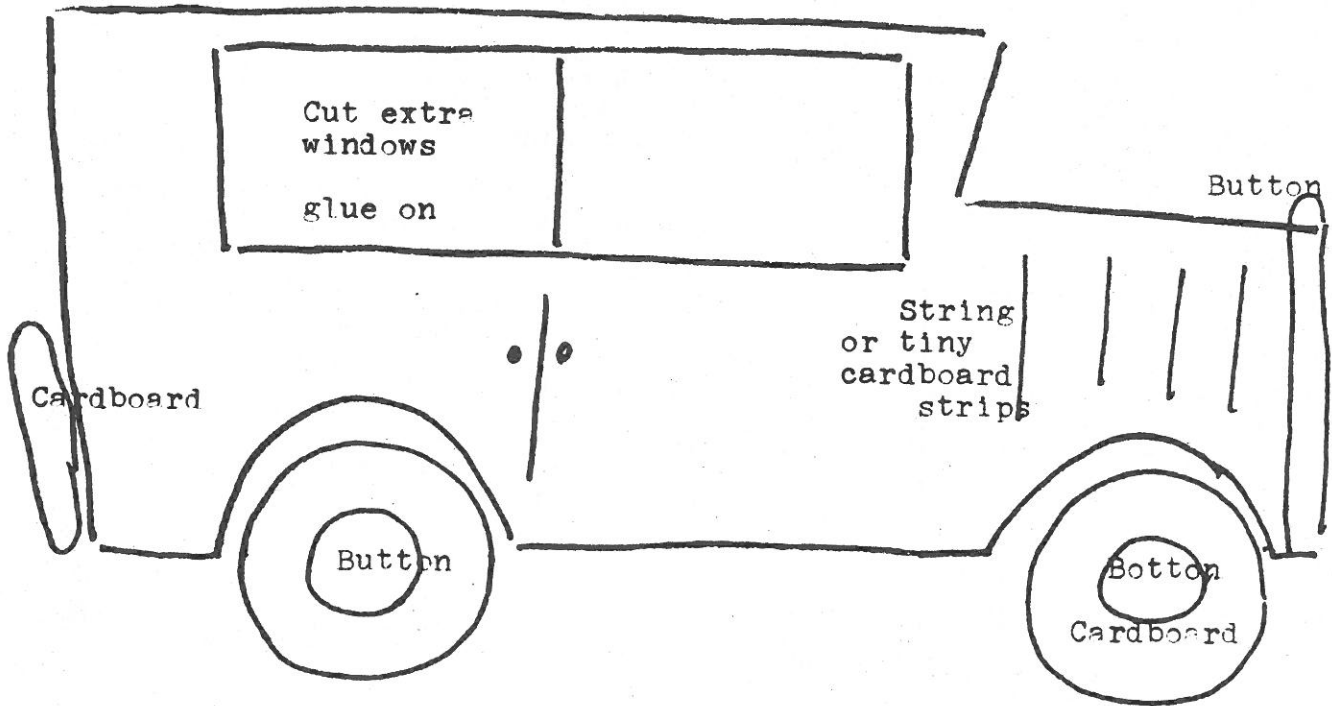
Stuff hat and glue on.

(Hint to spouses: A new sewing machine is not required. My wife lied)

Ping Pong

Handle is 3/4 stock
 Playing surface is 1/4 stock
 Net is held with 1/4 inch dowels
 with rubber band net



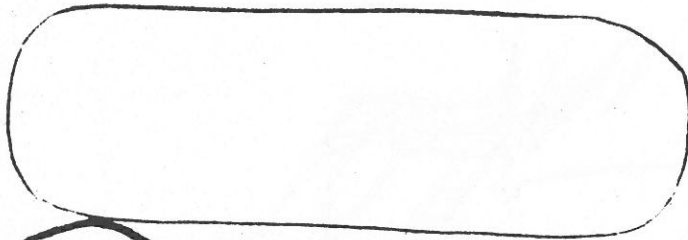
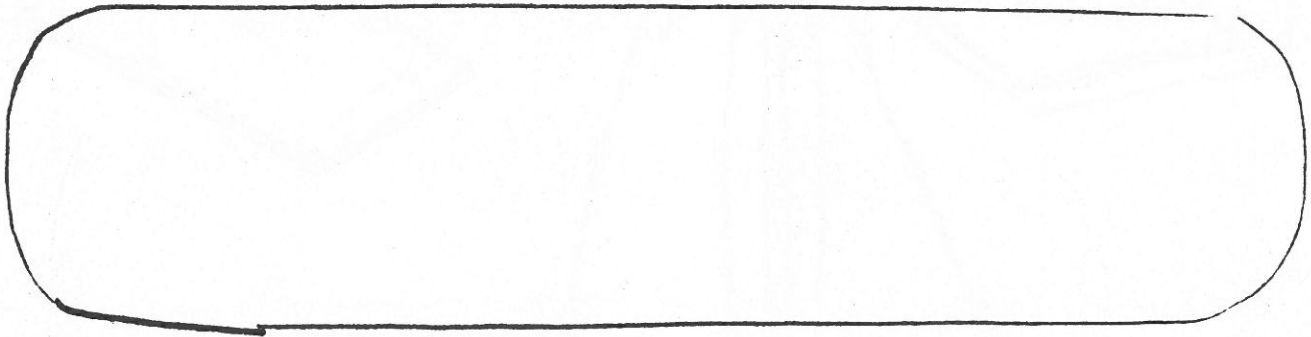
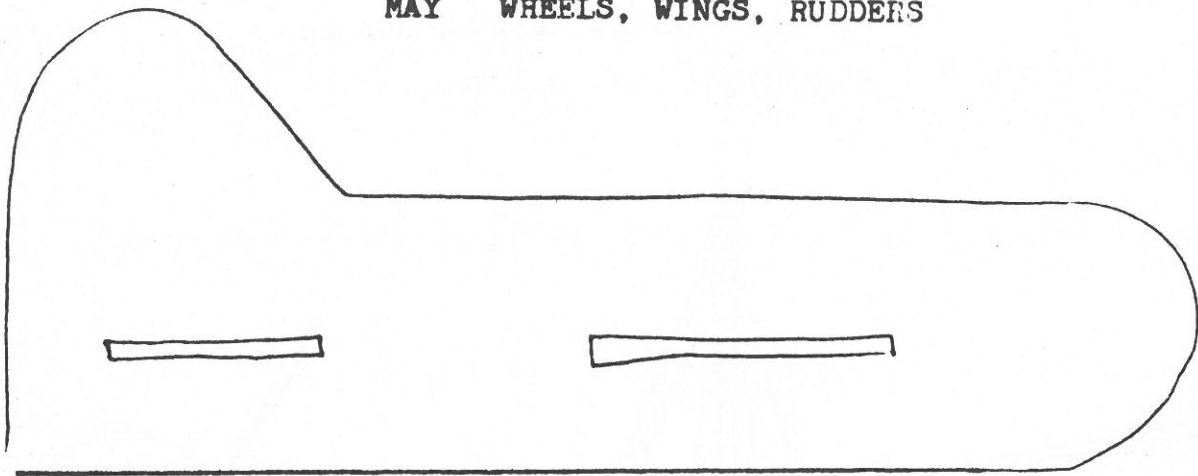


Cut out pieces shown from cardboard and glue pieces, buttons, and string to an 8" x 10" piece of plywood or heavy cardboard. Use a small piece of sponge or cotton to lightly wet entire picture with water, then cover well with white glue.

Crinkle a 12" x 14" piece of aluminum foil very carefully so it does not tear, but the more wrinkles the better. Straighten out and place over entire cardboard starting at the top, carefully working it around the car.

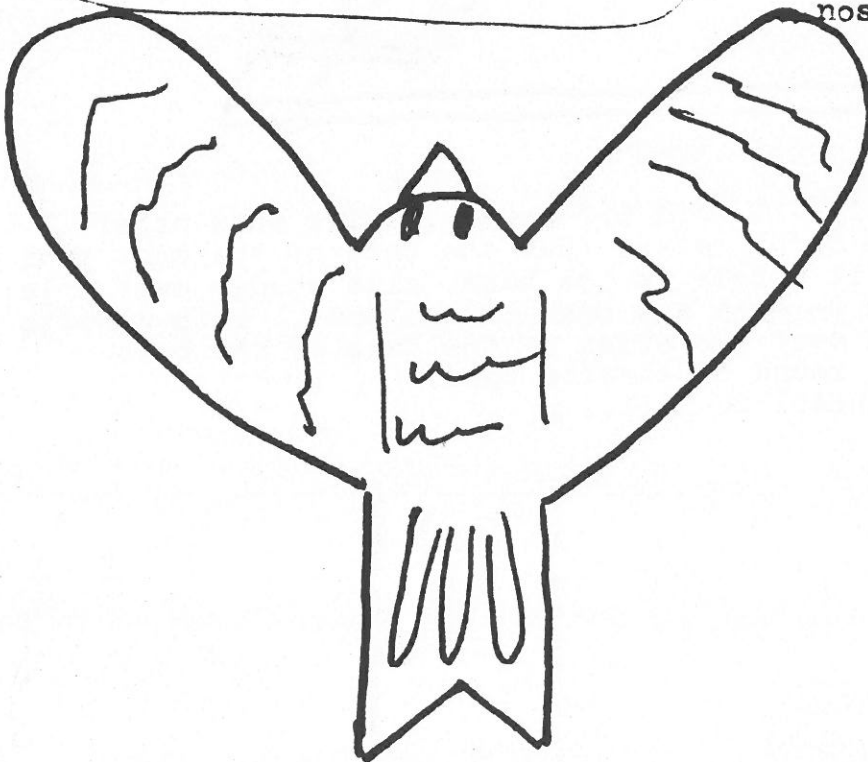
Brush black paint on car wiping off window lightly. Back ground can be rubbed lightly with black or left silver. If you get on to much black, simply dampen cotton ball with lighter fluid and rub off. A piece of brown paper bag stapled on the back of the picture is the final step.

MAY WHEELS, WINGS, RUDDERS



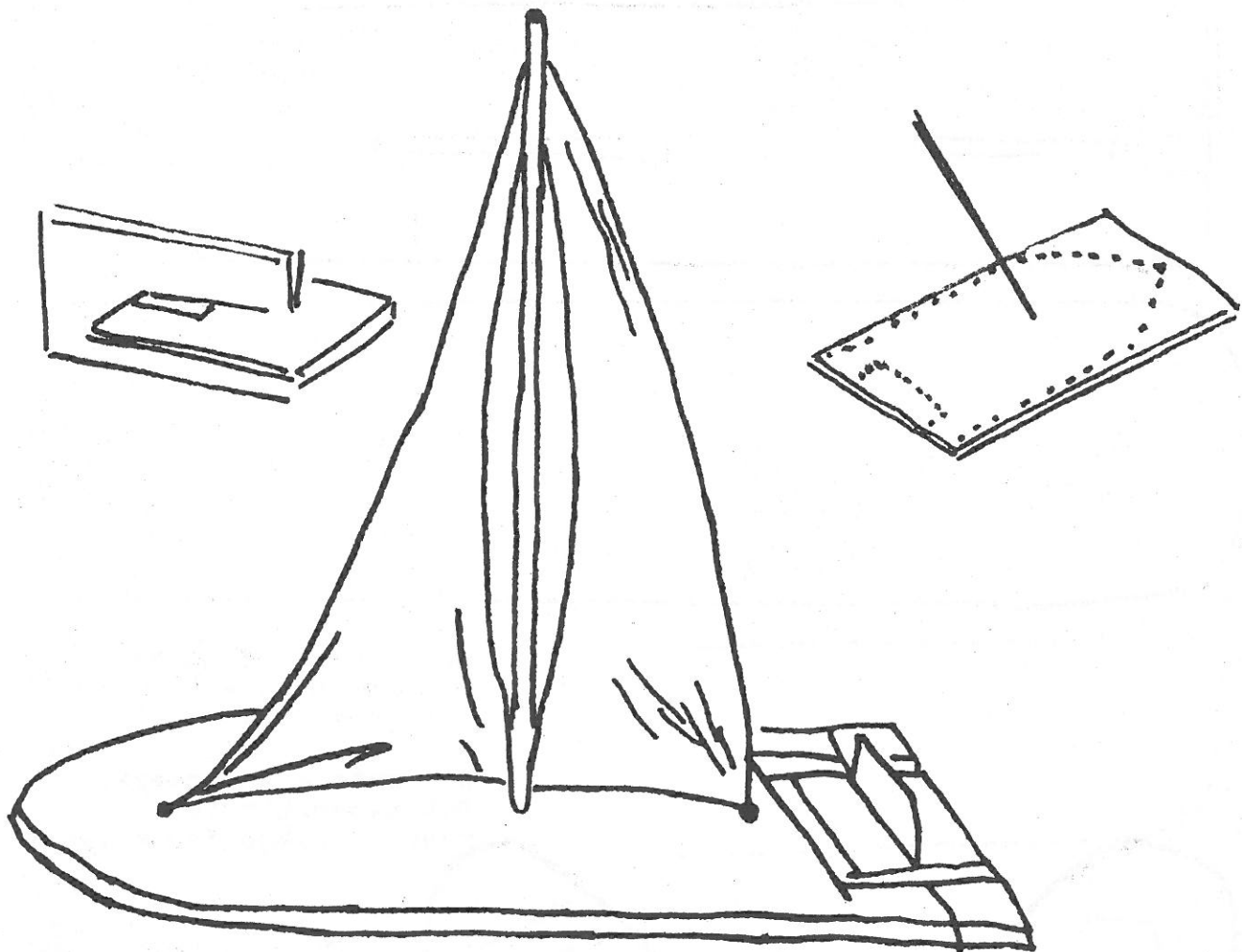
Cut out actual size
pattern pieces from
foam meat tray.

Decorate with markers.
Put paperclip to
nose of plane for weight.



Cut out from light
weight cardboard.
Tape penny to the
bottom side of each
wing.

MAY WHEELS, WINGS, RODDERS



SAIL BOAT

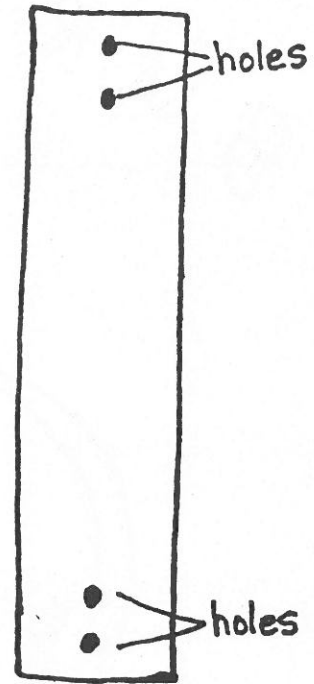
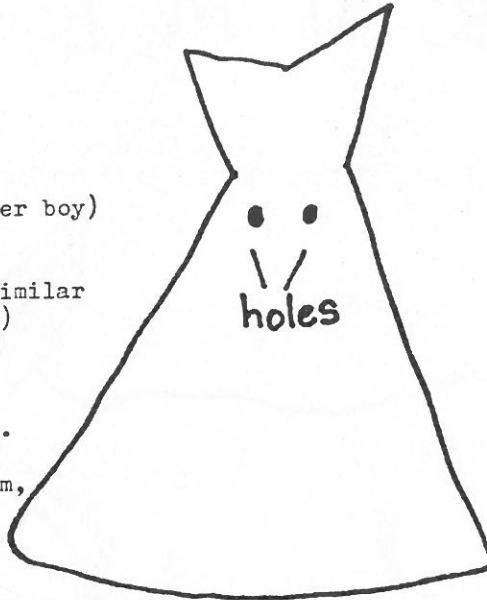
Cut two propeller paddles of wood $1\frac{1}{2}$ " square. Slip each other together. Cut 2 white cloth sails. Cut the base of the boat from cigar-box bottom. Drill a hole in the base, glue wooden mast pole into it. Attach sails to mast and base of the boat. slip elastic band over paddles, and over the sides of the base of the boat. Twist paddle round and round on elastic band.

YOUR BOAT IS READY TO SAil..

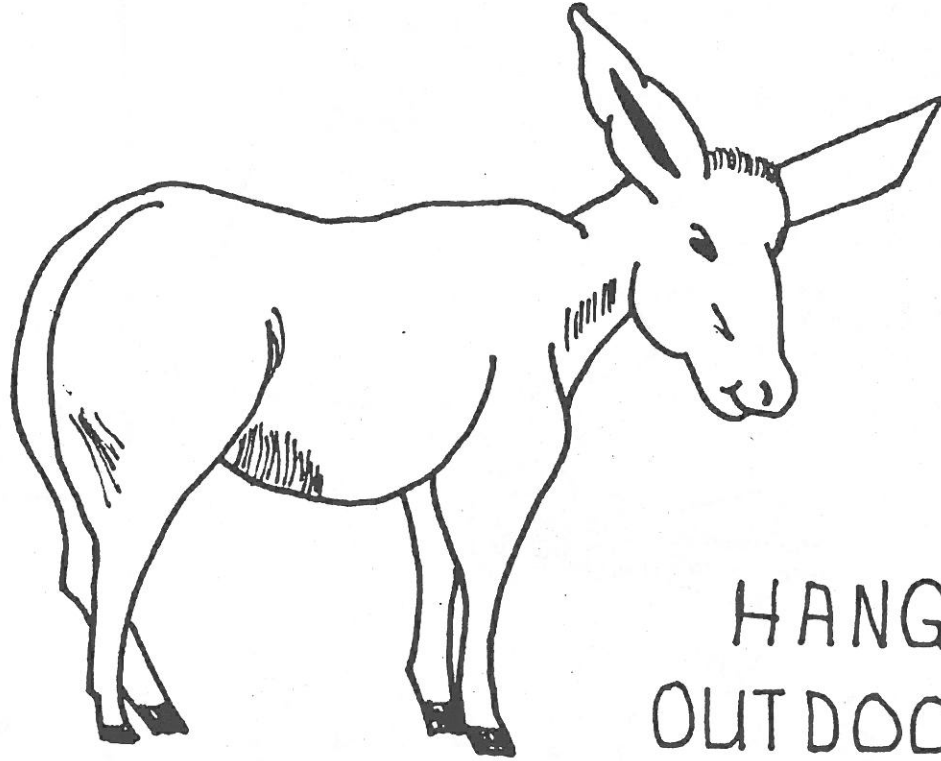
Teepee Tie Slide

- leather scraps
- cardboard pattern (one per boy)
- shoelaces
- scissors
- leather punch tool (or similar tool)
- markers

Trace pattern on leather. Cut out. Mark holes and punch out. Using diagram, thread shoelaces thru holes. Tie off laces with a square knot. Cut off extra lace. Decorate tie slide using Indian symbols below.



BURROMETER



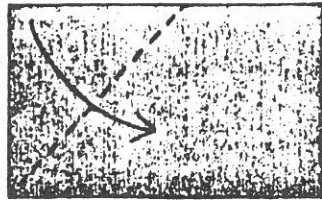
HANG OUTDOORS

- If tail is wet Rain
- If tail is frozen Cold
- If tail is swinging Windy
- If tail is wet and swinging Stormy
- If tail is gone Hurricane

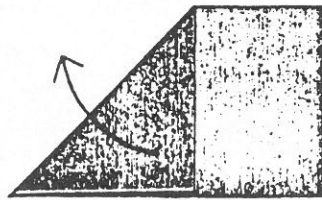
(make a tail of yarn)

Jumping Frog

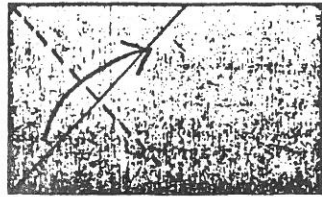
You need: index card or thin cardboard 3 inches by 5 inches



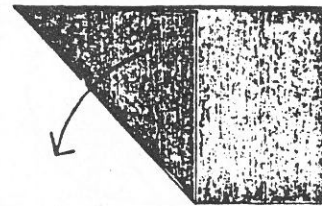
1. Fold down right top corner.



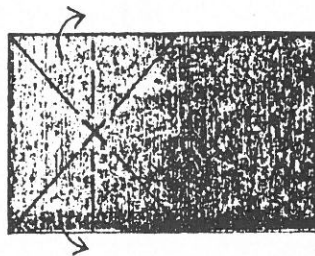
2. Unfold.



3. Fold down left top corner.

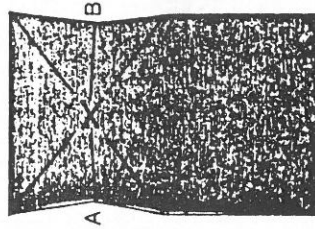


4. Unfold.

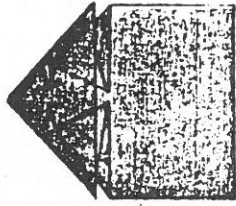


5. Fold backward as shown by broken line, where lines cross.

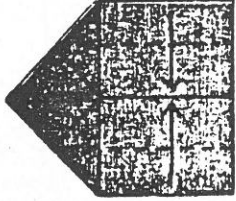
6. Unfold.



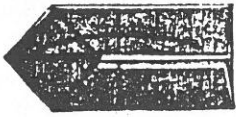
7. Push down at X. Bring sides A and B to meet in the middle. See next drawing.



8. Push down top triangle and crease sharply.



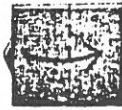
9. Fold outer points up as shown.



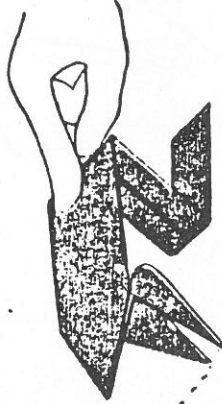
10. Fold sides of card to the center.

11. Fold model in half by bringing bottom edge up to the tip.

12. Fold down top layer only in direction of arrow.

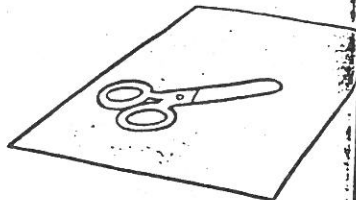


13. Stroke back of frog to make him jump.

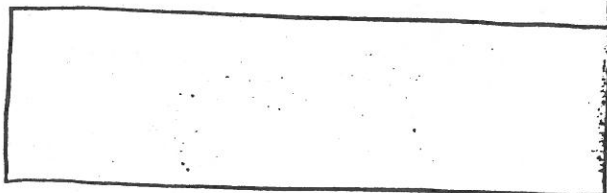


How to Make a Screecher

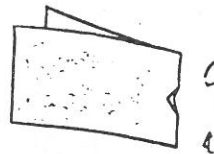
1 - Get some paper.



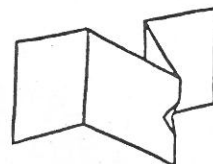
2 - Cut a piece of paper this big.



3 - Fold the paper and cut it like this.



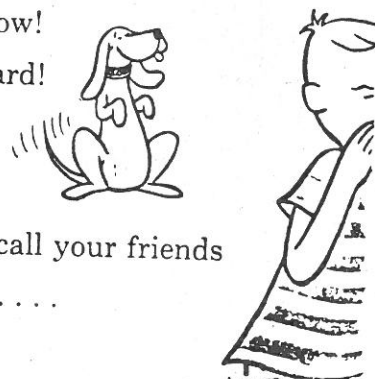
4 - Fold it again. Make it look like this.



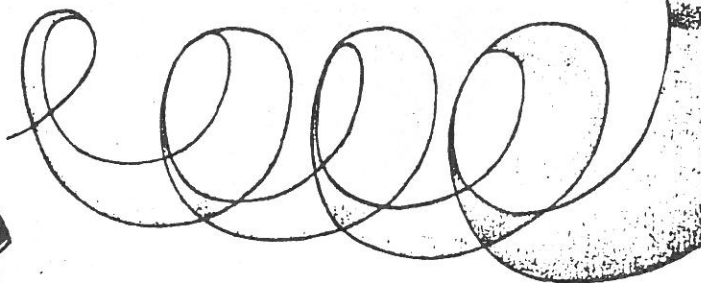
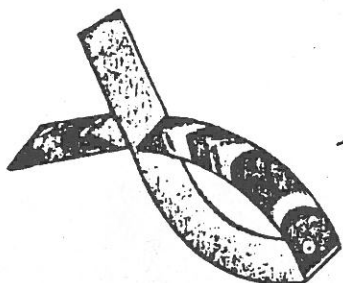
5 - Hold it up to your mouth this way.



6 - Now blow! Blow hard!



You can call your friends this way

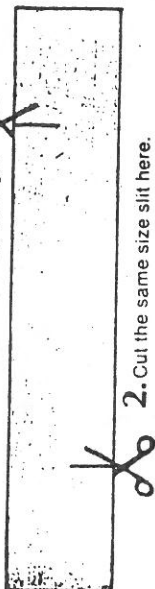


Flying Fish

You need: a strip of paper 11 inches by 1 1/2 inches (any thin paper will do)

- scissors
- pencil
- ruler
- felt pen

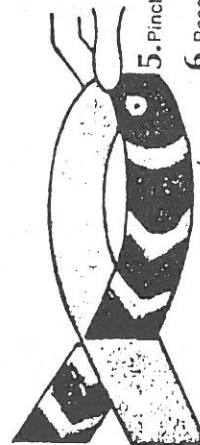
1. Cut a slit about half way through.



2. Cut the same size slit here.

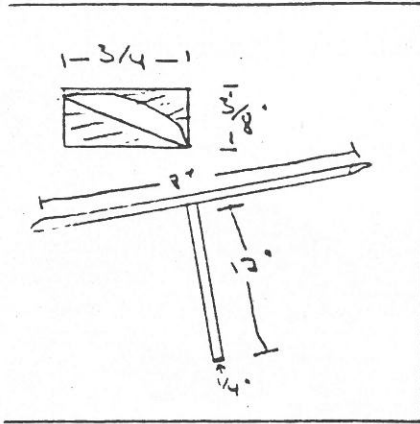
3. Decorate strip in bright colors.

4. Roll strip around and slide slits into each other.



5. Pinch lightly here.

6. Reach up and drop flying fish in the air. It will twirl down.



Helicopter

Parts

- 1) 1/4 inch dowel 12 inches long
- 1) scrap wood 8 inches long 3/8 inch to 3/4 inch thick 3/4 to 1 inch wide.

Steps

- 1) Drill 1/4 inch hole in scrap wood
- 2) Cut bottom of propeller at approx. angle shown with saw to within 1/4 inch of center. Turn cut same angle on the other end.
- 3) Sand top curve
- 4) Insert dowel and glue in place.

Note: Angle shown requires left hand to go forward.

Bird Feeder

Parts

- 1) 1 x 10 9 1/4 inches long
- 2) 1 x 1 9 1/4 inches long
- 2) 1 x 1 7 3/4 inches long
- 1) 2 inch diameter 3/4 inch thick plug
- 2) #6 5/8 inch screw
- 1) #6 1 1/4 inch screw
- 4) Small eye screws
- 1) Jar 1 pint or larger
- 8) 1 1/4 inch finishing nails

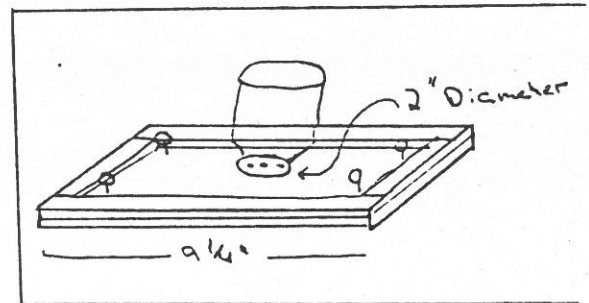
Steps

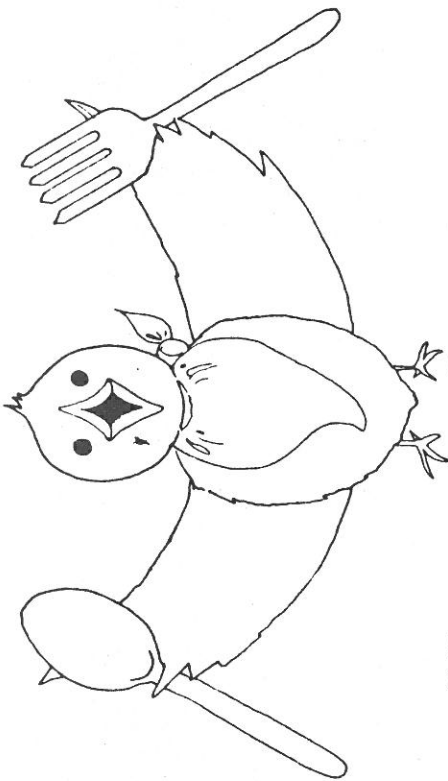
- 1) Drill 4 3/8 inch holes in cover
- 2) Fasten plug to board with 3 screws through cover. The longest on in the center.
- 3) Nail 1 x 1 to board
- 4) Put eye screws in corners
- 5) Fill jar with bird seed and hang.

Sources of Supply

A. Fillinger Inc.
6750 N 43

Menards
8365 N 76





For Hungry Birds Only!

How about making a bird feeder for your feathered friends who remain in your back yard during the winter? If they give you a song, it seems that it is only fair that you should give them a supper worthy of that beautiful chirping!

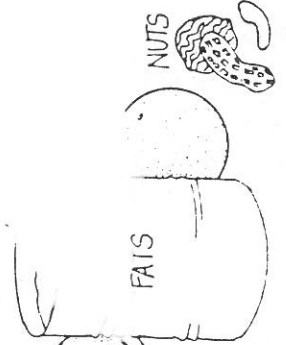
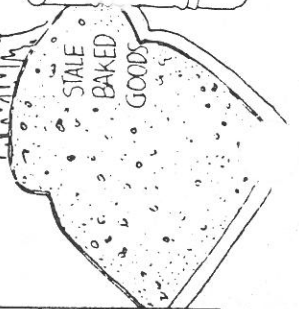
Before you decide that, yes, you would like to feed the birds this winter, remember that you must continue feeding them without interruption until spring. Birds establish firm winter feeding territories. No matter how hungry they get, territorial considerations keep them within a certain area. So, when you set out that first bird feeder, it's like promising the birds, "I will set food for you here all winter long." Be sure you mean it!

Be a good host to your flying friends. In addition to setting out food for them throughout the winter, remove any snow which may cover the feeder. It'll make dining so much more pleasant!

Certain birds prefer certain foods. No one food will satisfy all birds, so experiment with a variety of main courses for your feathered guests.

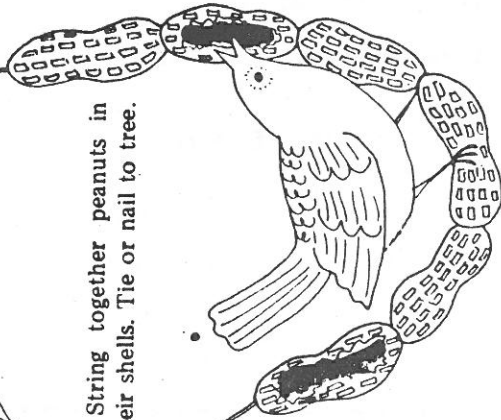
When using peanut butter, mix it with seed or suet. Crush eggshells into tiny pieces and mix with suet or peanut butter (a good way for birdies to get their calcium). White bread isn't as nutritional as other foods, but it's a good way to lure birds to your banquet table.

Main Courses to Serve,



Serve up the Grub in style

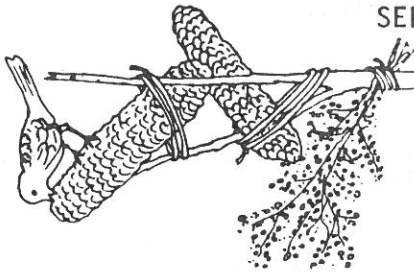
String together peanuts in their shells. Tie or nail to tree.



There was a Scandinavian custom at Christmas of tying a sheaf of wheat or oats to a long pole. The pole was raised on Christmas Eve for the birds to enjoy. Each family would compete with the others to see how high it could raise its pole.

You can do the same thing. If you don't have wheat or oats, substitute corn on the cob or pieces of bread. The birds will love it.

Cover a pine cone with peanut butter. Then, roll it in birdseed. With string, hang the pine cone on a branch of a tree. **5+** *5+ SUPS WORK*



THE MISSING BUTTON
A Punny Mystery

How good are you at "punology"? See how you rate by putting these spooky words in the proper blanks to complete this goofy story.

bier	goblin	phantoms
bury	grave	potion
coffin	gruesome	spook
crypt	haunted	undertaker
decease	moaning	witch

In the middle of a party, Mrs. Ghost noticed that one of the gold buttons was missing from her gown. She _____ around on her hands and knees, but couldn't find it anywhere. Finally she gathered her guests together and asked them to help.

"My friends," she said, "I must _____ to you about a very _____ matter. This gown used to fit perfectly, but since I _____ it is too tight and a button has popped off. I've _____ everywhere but I cannot find it. _____ of you will be willing to stop _____ up the refreshments and help me look? I would be _____ grateful for your help."

"I'll find it for you if I have to search all night and all _____," said Mr. Vampire. "As soon as I finish my mug of _____, I'll _____ the search."

But when Mr. Vampire took the last swallow, he began chokin' and _____. Mrs. Ghost pounded him on the back and he coughed up the gold button.

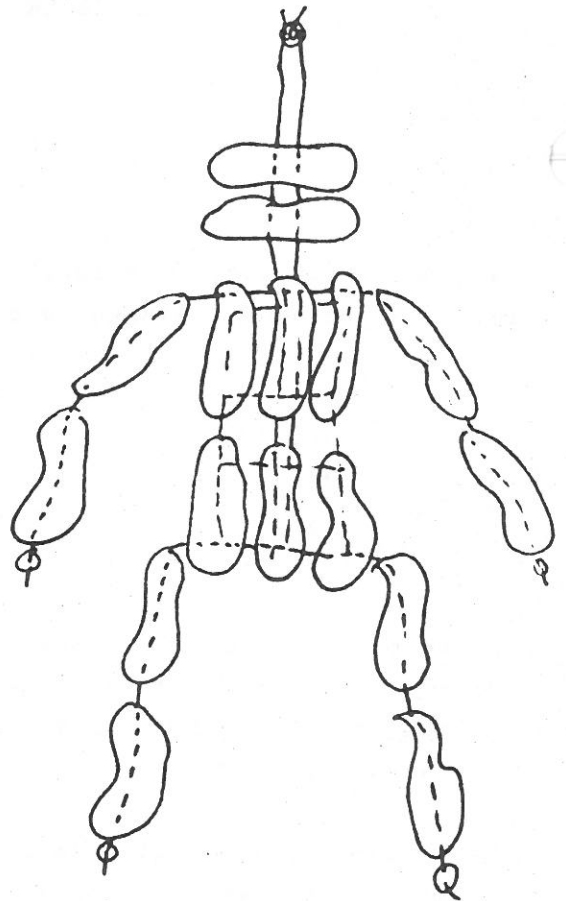
"I don't understand how it got in my mug," said Mr. Vampire. "That keg is twenty _____ deep and I took only a very small _____."

"Thing nothing of it," murmured Mrs. Ghost. "Let's walk down to the beach and stroll along _____ shore." And that's just what they did.

the end

Crafts cont'dPacking Peanut Skeleton

Select enough foam packing peanuts to make the skeleton pictured to the right. Use a needlepoint needle (the kind with a dull point) and white string to "sew" the bones together to make a skeleton. You should first put the arms to the top part of the body. Then using a new piece of string, put the legs to the bottom part of the body. Then use a third piece of string to put the head on and to connect the top and bottom parts of the body. There should be a little play between the bones, so that it will jiggle around. After I tied the knots at the ends of the arms and legs, I sewed the loose ends back into the peanut.

Nice Magnets

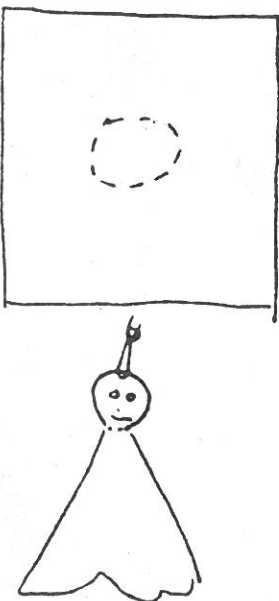
Equipment needed: large white Navy beans, apple seeds, rubber bands, small wiggle eyes, small beads, strip of magnets

Using white glue, apply small amount to Navy bean and add the small bead (nose), two apple seeds (ears) two wiggle eyes, small section of a rubber band (tail) and small piece of magnet to bottom of bean. It is easier to assemble if you use tweezers.

Flying Ghost

Take a square of white material (old sheet or cheap muslin), somewhere between 2 and 4 feet square. Make a ball shape of old nylons, rags, cotton, or other soft filler, and place in the center of the square. Gather the material around the ball and tie securely with string to make the ghost's head. Use a large needle and some string to attach a hanger at the top of the head. Draw face features on with magic markers. The bigger ones make super decorations for hanging outside the house at trick-or-treat time. The smaller ones make nice inside decorations.

You may also want to experiment making little ones out of facial tissues or wrapping tissue paper for inside use.



Spider Neckerchief Slide Equipment: half a walnut shell, plaster of Paris, pop-top ring, black pipe cleaners cut in half, wiggle eyes

Mix plaster according to directions. Pour plaster into walnut half shell. Insert pop-top ring into plaster (allow enough for scarf to slip thru). Bend eight halves of black pipe cleaner to resemble legs and insert eight halves into plaster evenly around edge of walnut shell. Let dry. Glue wiggle eyes to outside of walnut shell.

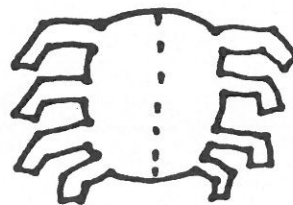
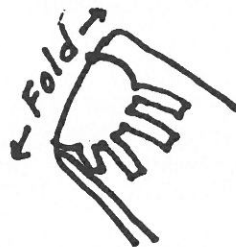


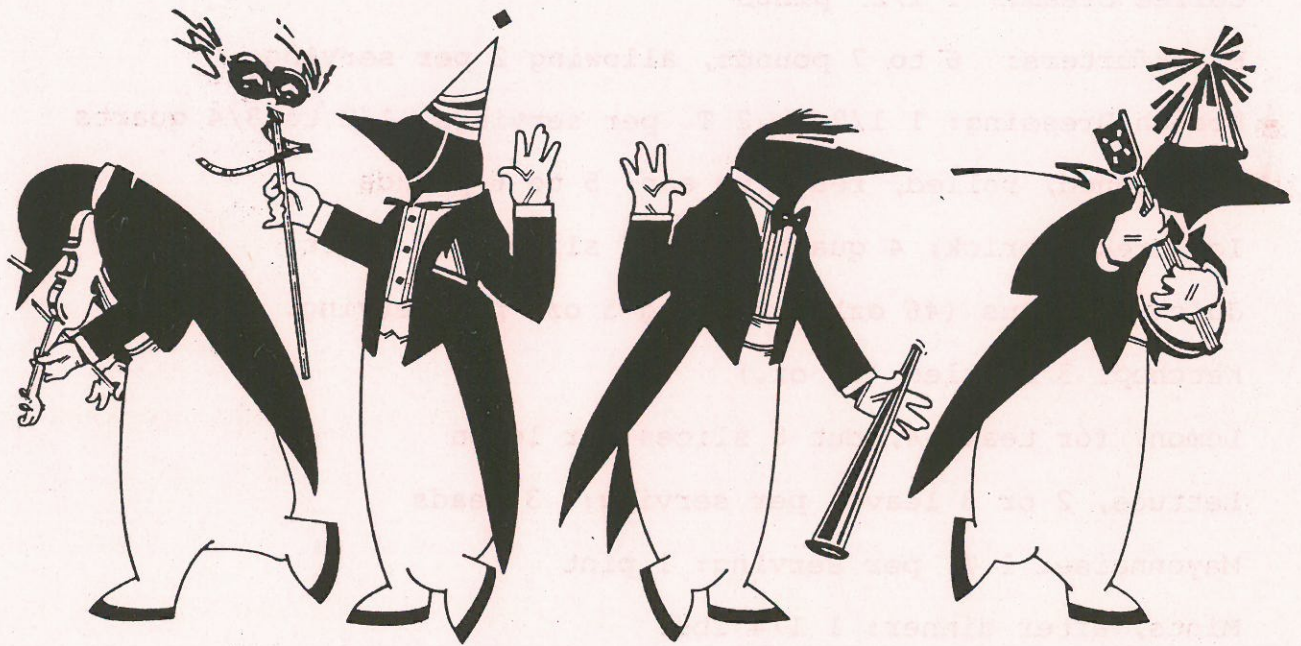
BUILDERS

Isn't it strange that princes and kings
And clowns that caper in sawdust rings,
And common people like you and me—
Are all of us builders of eternity?
To each is given a bag of tools,
A shapeless mass and a book of rules,
And each must make, ere this life has flown,
A stumbling block or a stepping stone.

STATIC SPIDERS

Find a small cardboard box or cut and tape a larger one to make a box about 7" long, 5" wide and 1" deep. Use a piece of acetate and cut, shape and tape it to form a lid for the box. Acetate is the same type of material found on boxes of toys, radios, etc. Sheets of acetate can also be purchased at hobby shops but is somewhat expensive. Cut small spiders from black construction paper. Bend each leg in half, careful not to tear the legs. Put inside the box and cover with the acetate lid. Gently rub the lid back and forth with fingertips. The static that is created will cause the spiders to wiggle, jiggle and dance.





Quantity Buying Table

The amounts of certain staples considered standard serving for 25 people.

Butter: 1/2 pound 32 servings

Carrots, rawsticks: 1 to 1 1/2 lbs.

Coffee (regular) 1 pound (instant) 1 2 oz jar makes about 40 cups

Crackers: 3 pounds

Coffee Cream: 1 1/2 pints

Frankfurters: 6 to 7 pounds, allowing 2 per serving

French Dressing: 1 1/2 to 2 T. per servings, 1/2 to 3/4 quarts

Ham, boned, rolled, ready to eat; 5 to 6 pounds

Ice Cream, brick; 4 quarts, cut 7 slices per quart.

Juices: 3 cans (46 oz), allowing 5 oz. per serving.

Ketchup: 3 bottles (14 oz.)

Lemon, for tea: 4, cut 8 slices per lemon

Lettuce, 2 or 3 leaves per serving: 3 heads

Mayonnaise: 1 T. per serving: 1 pint

Mints, after dinner: 1 1/4 lbs.

Peanut Butter: 3 cups to spread 25 sandwiches

Peas: 7 cans (1 lb. each) or 4 packages (1 lb. each) frozen

Pickles, 2 small per serving: 1 quart

Potatoes, boiled, 1 med per serving: 9 to 10 lbs.
mashed, 1/2 cup per serving: 9 to 10 lbs.

Potato Chips: 2 lbs.

Radishes: 4 to 5 bunches

Rolls: 4 to 5 dozen

Stuffing for Poultry: about 5 quarts

Sugar for tea or coffee: 3/4 lb.

Turkey, to roast: 18 to 20 lbs., ready to cook

WHAT IS A BLUE AND GOLD BANQUET?

A Blue and Gold banquet is really a birthday dinner for the Cub Scout program - held during February. Birthdays are for remembering the past, enjoying the present and, perhaps, peering into the future. The Boy Scouts of America was organized in February 1910, and Cub Scouts in 1930, so 1989 will be Cub Scouts' 59th Anniversary. The Pack's big celebration gets its name from the blue and gold colors.

Much planning goes into the celebration. Some Packs make the dinner a potluck with each family bringing a dish to pass. Other Packs have it catered or a committee cook the food and charge a prorated fee to those attending. The plan of feeding is not important; it is the Cub Scouting that takes place that is important.

Dens should sit together. Guests may be invited and are seated either at a head table or with the dens.

Decorations may be as elaborate or as simple as you wish. Attractive dinner programs, place cards, centerpieces, place mats, nut cups and favors are all suggestions as well as banners for the room. Each den is usually responsible for decorations for their tables and they should send written invitations to parents and other guests.

The dinner program should include entertainment from within the Pack, rather than outside entertainment. It is important that advancement of the boys be recognized and it is a good time to show appreciation to Pack leaders, Den Chiefs, and sponsors.

STEPS IN PLANNING A BLUE AND GOLD BANQUET

- I. Select date, time and place (may take place of February Pack meeting)
 - A. In selecting place consider the following:
 1. Adequate space for seating and displays
 2. Availability of parking space, restrooms, coat rack
 3. Program needs, such as microphone, stage, etc.
 4. Convenience for food preparation and serving
 5. Reserve place well in advance
 6. Check cost
- II. Dinner Committee
 - A. Select meal plan
 - B. Determine serving needs - kitchen and utensils
 - C. Assign serving and cleanup jobs

III. Program

- A. Entertainment
- B. Props for skits and ceremonies
- C. Recognition of boys and leaders and parents
- D. Make assignments for parts of the program
 - 1. Invocation
 - 2. Welcome and introduction of guests
 - 3. Ceremonies
 - 4. Recognition
 - 5. Entertainment

IV. Decorations

- A. Room decorations
- B. Table decorations
- C. Displays

V. Publicity

- A. Inform all Pack families of date, time, place, cost
- B. Invitations
 - 1. Consider inviting guests such as Head of Sponsoring institution or organization; School Principal; Scouting Coordinator; Scoutmaster; Unit Commissioner; District Commissioner; District Executive; Tiger Cubs

VI. The following adult committees might be helpful:

- A. Physical arrangements
- B. Invitations
- C. Program
- D. Dinner

INVOCATIONS

O Lord, that I will do my best,
I come to Thee in prayer.
Help me to help others every day
And teach me to be fair;
To honor mother and father,
And to obey the Cub Scout Law, too.
This I ask that I may be
A loyal Cub Scout true.

Our dear heavenly Father, we ask
Your blessing on the families in
our Cub Scout pack. We ask a
special blessing on each Cub Scout
and Webelos Scout. Guide their
steps as they grow into men, and
help them as they do their duty to
You and to their country. Bless our
food and the people who have prepared
it. Amen.

Our God and God of our fathers, we gather as loyal members of our Cub Scout pack and pray for Thy blessing. Give us the vision to see our duty and the courage to perform it. Teach us to walk together in the spirit of brotherhood so that we are true to Thee, who art the Father of us all. Guide us to be faithful sons of the righteous God who is from everlasting to everlasting.

Following is a suggested agenda for the banquet program but it may be adjusted to fit a particular need.

Opening Ceremoney
Invocation
Dinner
Songs
Welcome and Introduction of Special Guests
Bobcat Induction Ceremony
Den Skits and Stunts
Webelos Demonstration
Advancement Awards Ceremony
Den Skits and Stunts
Recognition of Leaders
Announcements and Thanks
Closing Ceremony

Try to limit the total program to 1 1/2 hours. Select a master of ceremonies who will keep it moving and interesting to the audience.

A typical invitation may be as follows:

Cub Scout Pack # _____
of _____
School (or Church)
requests the pleasure of your company for our Blue and
Gold Banquet on _____, the _____ of
February at _____ o'clock.

School or Church

Street Address

Town

R.S.V.P

Den Leader, Cubmaster, etc.

Address

Phone Number

Invited guests could include:

School Principal and spouse
Church minister or rabbi (where banquet is being held)
P.T.A. President and spouse
Scouting Coordinator
Unit Commissioner
District Scout Executive and family
Scoutmaster of a nearby Troop
Former Cubmaster and spouse
Pack Alumni
Guest speaker

BLUE AND GOLD DINNER SUGGESTIONS

CATERED DINNERS

1. Grande Cash & Carry Catering 8103 W. Tower Ave. Phone 355-6600

They offer two different kinds of catering. They will prepare the food for you and you pick it up and serve it yourself. These dinners range in price from \$3.55 to \$5.00 per person. They have a variety of menus which usually includes two types of meat with all the trimmings. This also includes plates, napkins and plasticware. For an additional charge they will deliver your order to you. The charges range from \$10.00 to \$30.00 depending on your location.

Grande Catering will also serve your party for you. The minimum is 100 people. The price range for these dinners is from \$5.75 to \$5.25. The price depends on how many people you have. They have a nice selection of foods for this type of catering.

If interested in more information call them and they will send you their handbook.

2. Ace Foods, Inc. 4500 W. Wisconsin Ave. Phone 774-1111

Their Buffets range from \$4.25 to \$5.00 per person. They have a choice of 2 kinds of meat per buffet and there are 3 different combinations. These also include all the trimmings and plasticware and all paper goods. They prepare your order for you and you pick it up. They will deliver it to you for an additional charge of \$25.00. 5% Sales Tax will be added to the total bill.

If you are interested in more information call and talk to Scott Stellman. Their menus can be altered to fit more specific needs or budget requirements.

3. Marc's Big Boy Corp. 1064 N. 63 Street Phone 476-7800

A complete do it yourself Kentucky Fried Chicken Buffet. All items packed in aluminum serving pans ready to set out and serve yourself. Your choice of 2, 2 1/2, or 3 piece dinner which includes chicken, cole slaw, potatoe salad OR baked beans and buttermilk biscuit. The price range is from \$2.69 to \$3.39 per plate. This also includes plasticware, plates, napkins, tongs, serving spoons and tablecloth for serving table. For orders of \$200 or more delivery is free. Under \$200 delivery is \$12.

If interested or want more information call Sally. They will send information to you.

4. Executive Catering Inc. 8223 W. Becker Phone 545-0700

You can call for information on types of menus and prices. Orders can be picked up or delivered for a charge. If you tell them it is for a Blue and Gold dinner, they will take a \$1.50 off the price of each child's dinner.

5. Gold Rush Chicken Three locations

A 3 piece chicken dinner includes 3 pieces of chicken, 3 1/2 oz potatoe salad (mayo) , 3 1/2 oz of cole slaw, a roll and a dixie cup. This also includes ketchup, salt and pepper, plates, plasticware and napkins. When bought in bulk and served by the pack the cost would be about \$2.25 per person. They also have a 2 piece chicken dinner which could be ordered for children. They will deliver for a small fee depending upon your location.

6. Meurer Caterers Two locations

Have a variety of menus and price ranges available. Will send out information upon request but allow them plenty of time. If your order is \$200 or more delivery is free. If the order is under \$200 there is a \$25 charge.

7. Pancakes by R & R 20020 W, Lawnsdale Rd Phone 679-3883

They supply all the pancakes and syrup you can eat at \$.67 a plate. You supply whatever else you want to eat with the pancakes. You also supply the plates, flatware and napkins. They have all their own equipment and setup in the room you will be eating in and cook the pancakes while you watch. The minimum number of people they will serve is 200 Monday thru Saturday. On Sunday their minimum is 400 people. They are usually booked a year ahead for Sundays. Call as soon as possible for reservations. Call for more information.

8. Mama Mia on Greenfield Phone 475-0400 Ask for Max

All you can eat Spaghetti Dinner which includes spaghetti, garlic bread and salad. The cost depends on how many people you are feeding. For 250 or more the cost is \$2.20 per plate. For 150-250 the cost is \$2.35 and for 75 to a 150 the cost is about \$2.50. For more information call Max between 11AM and 4PM.

9. Cousins Submarines 28 Locations

Party subs come in 4', 6' and 8' lengths and cost is \$30.50 to \$52.50 per sub. Call ahead and you pick them up.

10. Creative Catering Rawson Foods 1633 Rawson Ave. Phone 762-8866

They offer full dinners or just the meat in 5# pans. They have hot deliveries which means they bring everything to you ready to serve and these prices start at \$5.50 per plate. They have a cold pickup which means you pick it up and heat it yourself. These start at \$3.50 per plate. Call and talk to them. They will work with you to get the price you can afford and the menu want.

Banquet Suggestions`

Pot Luck Dinners:

Each family brings a casserole big enough to feed their family and 4 - 6 more people, depending on the number of guests expected. The different dens can be assigned to bring salads or relishes or desserts.

or

Pack can supply the main dish and the families supply the relish, salad and dessert.

Crowd Size Recipes:

Barbecued Beef - 35 to 40 servings (15 lbs. of hamburger per batch)

15 lbs hamburger drained	2 to 5 sm cans chili powder
5 onions	1 32 oz bottle catsup
2 grated green peppers	7 303 cans tomato sauce
1 28 oz bottle barbecue sauce	

Brown hamburger, onions, green pepper and drain well. Add remaining ingredients, simmer several hours. Serve on buns.

Baked Beans - 50 servings

1 1/2 lg. (114 oz.) can pork `n beans	3/4 c. brown sugar
3 chopped onions	3/8 c. dry mustard
about 28 oz catsup	

Mix and bake at least one hour.

Cabbage Cole Slaw - 25 servings, 1/2 cup each

4 1/2 lbs. cabbage	1/2 c. chopped stuffed olives
3 sm. green peppers	(optional)
(optional)	2 c. salad dressing or mayo
salt & pepper to taste	1 onion chopped (optional)

Wash cabbage and shred or chop. Chop onion and add to cabbage. Sprinkle with salt and pepper and let stand for at least an hour so salt can draw moisture out. Add salad dressing (and other ingredients you want to include) Mix well and refrigerate till ready to serve.

Hobo Soup - enough for everybody

Each family brings one can of soup of their individual choice. Add one can of water for each can of soup. Heat and serve. It may not sound good - but it always tastes great. You'll be surprised!

Crowd Size Recipes: (continued)

Chili - 40 1 1/2 cup servings

8 lb. ground beef	2 - 15 oz cans tomato sauce
8 cups chopped onion	1/4 cup sugar (optional)
8 cans tomatoes (1 lb. 12 oz each)	6 T. chili powder or to taste
8 cans kidney beans (1 lb. each)	3 T. salt or to taste

Cook and stir ground beef and onion in large heavy roaster until meat is brown and onion is tender. Stir in tomatoes, kidney beans and the liquid, tomato sauce and seasonings. Simmer uncovered for about 1 1/2 hours. Stir occasionally.

To make a heartier Chili add 4 to 6 cups of raw elbow macaroni after the Chili has simmered for 1 hour. Stir often so macaroni does not stick. Macaroni should be cooked in about a half hour.

Spaghetti Dinner with Meat Sauce 85 to 100 servings

20 lbs. gd. beef	4 cups chopped onions
3 cans spaghetti sauce (institutional size cans about 4 lbs. each)	10 lbs spaghetti noodles
	1 container grated parmesan cheese (institutional size)

In each of two large roasters or kettles put 10 lbs of the gd. beef and 2 cups of the onions. Cook and stir until meat is brown and onions are cooked. Add half of the spaghetti sauce to each of the roasters or kettles and stir well. Simmer till sauce is hot.

Heat water in large kettles to boiling and add half a cup of oil to each kettle to help keep the spaghetti from sticking together. Add spaghetti and cook until tender. (about 15 to 20 minutes) Drain and serve with meat sauce.

French Bread - for 100 people

12 loaves of french bread	4 to 5 lbs of margarine melted add garlic powder to taste
---------------------------	--

Cut each loaf in half the long way and then into slices. Dip each slice into melted margarine and place on foil on trays. Heat bread in a 325 degree oven till hot. About 10 to 15 minutes. Check bread halfway through cooking time.

INVOCATION

"O Lord of us all, like the Pilgrims, we gather together to praise Thee and to give thanks for all our blessings. Give the gift of joy to us tonight and help us to give goodwill to all men, now and forever. Amen.

THOUGHT

Tonight the birthday of Scouting
we were here to celebrate.

This great movement's been going
Seventy-nine years 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.

OPENING

Print large block letters on 8x10 sheets of white cardboard. The word "BLUE" in blue color, and "and" in black, "GOLD" in gold or red. These may be enhanced by adding silver stars to the letters. Printing script on back of cards cuts memorization to a minimum.

B is for Boys-Bobcats, Wolves, Bears and Webelos.

L is for Leader-The Cubmaster who guides us.

U is for Understanding-We learn to help others.

E is for Excellence-We try to "Do Our Best."

A is for Anniversary-Cubbing's 59th.

N is for Neighborhood-Where Cub Dens meet each week.

D is for Den Chiefs-Scouts who help us in many ways.

G is for Goals-For which Cubbing stands.

O is for Opportunities-For boys to learn and do.

L is for Liberty in the years to come.

D is for Den Leaders-Who love us and help us.

Pack 329, Centralia, Washington.

Setting the Example

I'd rather see a sermon than hear one any day.
I'd rather one should walk with me than merely show the way.
The eye's a better pupil and more willing than the ear.
Fine counsel is confusing, but example is always clear.

The best of all the preachers are the men who live their creeds;
Nor to see the good in action is what everybody needs.
I can say: "I'll learn to do it if you'll let me see it done;
I can watch your hand in action though your tongue too fast may run."

Although the lectures you deliver may be very wise and true,
I'd rather learn my lesson by observing what you do;
For I may misunderstand you and the fine advice you give,
But there's no misunderstanding how you act and how you live.

Edgar A. Guest

CEREMONIES

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

Blue and Gold Package Have awards wrapped in small boxes with blue and gold paper. A delivery boy presents the awards packages to each boy after Cubmaster announces the name and the award being received. You can include recognition awards for leaders and appreciation awards to charter representative and guests in this same manner.

Magic Candle (Candle arranged at head table, light it as you begin). Our candle stands tall, straight and true. As it burns, it gives forth inspiring light. While it shines, you will see our colors blue and gold, as regal as can be. As the blue appears, think of truth and loyalty, the sky so blue, steadfastness and spirituality. When the gold shines forth, be of good cheer and think of sunlight and happiness. Let us silently, as the candle burns, ask the Lord to give us wisdom to lead each boy straight and true. Mold each of us to be like our candle, straight and tall, and to be inspired to give to God and our Country our all.

To make candle: Use tall white candle; drill 1/4" dia. hole every two inches down opposite sides of the candle. Place scrapings of blue and yellow crayon in the holes. Melt paraffin and whip with egg beater. Cover candle with whipped paraffin using a fork to give the candle a rough texture. As the white candle burns, it will drip blue and yellow decoratively down the side.

"I'M GLAD I AM A CUB SCOUT"

[ALL SING AND REPEAT THIS AFTER EACH VERSE]

I'm glad I am a Cub Scout
As you can plainly see
But if I weren't a Cub Scout a

BEAUTICIAN I would be -
Curl the hair and tease the hair
And tie it in a bow

DOG I would be -
Oh golly, Oh gee,
I got to find a tree

COOK I would be -
Mash the hash
And throw it in the trash.

FIREMAN I would be -
Jump lady, Jump lady
oooooh, splat!

BABY I would be -
Mommy, Daddy
I "wuv" you.

HIPPY I would be -
Wow man, Cool man
Far out, Wow!

PIZZA MAKER I would be -
I Love-a pizza
I Love-a pie
I don't like-a the onions
They make-a me cry

STEWARDESS I would be -
Here's your coffee
Here's your tea
Here's your paper bag. . . .oops.

CARPENTER I would be -
2 X 4,
And nail it to the floor

DOCTOR I would be -
Cut 'em up, Slice 'em up
Nail the sucker down

WINDOW WASHER I would be -
Climb the ladder
Wash the window, Spit!

BIRDWATCHER I would be -
Hark! A lark!
In the park, splat!

KARATE EXPERT I would be -
Chop, Chop,
I'll break your dirty block.

WORM I would be -
Itch, Itch
Poison ivy!

PLUMBER I would be -
Plunge it, Flush it,
Look out below!

ICE CREAM MAN I would be -
Gushy, Gushy, Gushy, Gush
MMMM good.

UNDERTAKER I would be -
Dig it, Fill it,
Rest in pease.

MAD SCIENTIST I would be -
Egor, Egor,
Fetch me the brain.

ELECTRICIAN I would be -
AC, DC
Plug it in the wall.

FIGHTER I would be -
Jab, Jab,
Watch that hook!

How The Indians Started It All

INDIAN: How
CHIEF: Akela

Many moons ago the Indians _____ had many problems to solve, just as we do today. This is the story about a young Indian _____ Brave and how he solved his problem. The Chief _____, one evening, noticed that one of the young braves of his tribe was not present at the council fire and ceremonial dances. When the Chief _____ inquired of the other Indians _____ of the tribe as to the whereabouts of the brave, nobody seemed to know where he was. So after much inquiry the Chief _____ finally discovered the young brave busily building something over on the far side of the Indian _____ village.

Just as the Chief _____ approached the young Indian _____ Brave, he turned around and wiping the sweat off his brow, said, "Heap big job done". The Chief _____ stood there looking at the structure which stood before his eyes and stroking the feathers in his headdress, said, "What have you been up to my young brave?" In reply, the young Indian _____ replied with a big grin on his face, "You see, Chief _____, I had heap big problem, but I solved it now. The nights get too chilly for me sleeping out in the open so I built this shelter to keep my wig warm." The Chief _____ then grinned a grin that could be seen for miles and placing his hand on the young brave's shoulder he said, "Big Chief _____ heap proud of you. Tomorrow we will build these, what'ya call 'ums - wigwams for the whole tribe. Thus the Indian's _____ wigwam got it's name.

But that's not the end of this tale; for you see, a neighboring tribe of Indians _____ who lived just south of the border soon heard about the wigwam and their Chief _____ made the journey to that village to see how they were made for he thought it was such a great idea since his hair was thinning with age and he certainly felt the evening's chill on his wig as he tried to keep it warm.

As the visiting Chief _____ came into the village, he was amazed at the sight of all the wigwams and stood in awe for a moment. It, indeed was a beautiful sight. He was spotted right away by the young brave who had originated the wigwam idea and the brave hurried over to greet this visiting Indian _____ Chief _____. The Brave greeted him and asked if he had come to see the wigwam. Of course, being from south of the border this Chief _____ spoke with a spanish accent and his reply went like this, as he motioned toward the wigwam which was swaying slightly in the breeze, "Se, eet ees a leetle tepee!"

With that the young brave laughed and said, "You're right I think I like that name better, we'll call it a tepee." Thus the name tepee was created for an Indian _____ abode. So whether you've heard an Indian's _____ dwelling called a wigwam or a tepee, you'll know how it all got started.

However, in case you're wondering how authentic this tale is, just remember that any resemblance between this tale and the truth is purely coincidental!

Welcome to our first Annual Fashion Show presented by the Pack Leaders from Pack _____. We hope you'll see something you want to own, and when you do, your friends will be speechless at your style!

Our first model, all set for an exciting sports weekend, _____, wears a jumpsuit (MODEL JUMPS ROPE DURING ENTIRE DESCRIPTION). The houndstooth fabric (TEETH ON SUIT) is sharply highlighted by the 3/4 sleeves (THREE QUARTERS ON EACH SLEEVE). You wouldn't change a detail of that sleeve, would you, _____? He wears laced boots (BOOTS WITH DOILIES ATTACHED) which everyone gets a kick out of (MODEL KICKS AND JUMPS).

_____ comes out next wearing a student classic--a turtleneck sweater (SWEATER WITH TURTLES AROUND NECK). With a sweater like this, it'll be a snap to bring even the shyest boy out of his shell! _____ wears a trumpet-flared skirt (TOY TRUMPETS DANGLE FROM FRONT OF SKIRT) and carries a practical handbag (PURSE IN THE SHAPE OF A HAND). She wears saddle shoes, (SHOES HAVE FELT SADDLES OVER THE INSTEPS AND REINS), just the thing for galloping from class to class (MODEL PICKS UP REINS & GALLOPS OFF).

_____ has the perfect outfit for a spring tea. She has a grape blouse (GRAPES ATTACHED TO BLOUSE) and flower skirt (FLOWERS ALL OVER SKIRT). The ensemble is complete with an orange belt (ORANGES ARE WRAPPED IN PLASTIC WRAP THEN TIED AROUND WAIST, FORMING BELT). The belt is a cinch to make this an outstanding costume. The T-strap shoes (TEA BAGS ON SHOES) are steeped in Park Avenue style!

_____ is off for a spring evening on the town. She has a wing collar blouse (LARGE CARDBOARD WINGS ON COLLAR) and roll sleeves (SWEET ROLLS ON SLEEVES). Very sweet, _____. Her bell bottoms (SLACKS WITH BELLS ON BOTTOMS) are checkered (CHECKERS ALL OVER SLACKS), a pattern which has the jump on this year's fashions. In case the night air gets a bit bristly, _____ carries a brushed denim jacket (BRUSHES ON JACKET). And her tie-on shoes (NECKTIES ON SHOES) make her set for whatever the evening holds. To top off this sporty outfit, _____ has a colorful choker (PERSON IN COLORFUL CLOTHES COMES ONSTAGE, TAKES A BOW AND CHOKES HER).

_____ sports a herringbone suit (CARDBOARD FISH SKELETONS) topped with a tank top (CARDBOARD BOX PAINTED TO LOOK LIKE AN AQUARIUM). His chain bracelet (BICYCLE CHAIN) and Oxford shoes (ONE HAS A DIPLOMA ATTACHED AND OTHER HAS A MORTARBOARD) complete this outfit. Tanks, _____.

_____ is going out to dinner! She wears a popcorn knit sweater (POPCORN ON SWEATER) and a waffle-weave skirt (WAFFLES ON SKIRT). Very tastefully done. She carries her spring jacket (COILS OR SPRINGS ON JACKET). _____ is wearing standard pumps (CARDBOARD GAS PUMPS ON SHOES) with matching hose (GARDEN HOSE OVER SHOULDER). Her pillbox hat (PILL BOTTLES ATTACHED TO A BOX) is a sure cure for even the dullest outfit. Notice the makeup. It features a pancake base (PANCAKES COVER HER CHEEKS) and a lovely lipstick (STICK COVERED WITH CARDBOARD LIPS). Divine!

_____ is all set for an evening of dining and dancing in her pale _____ skirt (PAILS ATTACHED TO SKIRT). Notice the diamond studded collar and cuffs on her blouse (DIAMOND SHAPED FROM PAPER ATTACHED TO COLLAR AND CUFFS). The ensemble is complete with bow covered shoes.

Here comes _____ all set for a day at the ball park. Check those baggy pants (PANTS WITH BAGS ATTACHED) and that shirt with capped sleeves (CAPS ATTACHED TO SLEEVES). Her outfit is complete with red ten E's (SHOES WITH TEN E'S ATTACHED).

_____ is wearing an A line skirt (SKIRT WITH A LINE OF A'S ATTACHED) and a year round blouse (MONTHS OF YEAR FROM CLENDAR ATTACHED). Notice those holiday earrings. Those house shoes are very attractive _____. (SHOES WITH HOUSES ATTACHED).

_____ is all set for an afternoon of soap operas in her housecoat (FRONT OF COAT WITH DOOR AND WINDOWS AND ROOF OVER SHOULDERS) and her unusual carpet slippers. Her hair is all rolled up. (ROLLS IN HAIR)

And now, all our enchanting models return to our stage (MODELS ENTER AND FORM LINE) to once again show you their lovely ensembles. Now you see, I wasn't exaggerating when I said these styles would leave you speechless! In fact, so am I!!

GIANT CATERPILLAR STUNT

Three or four boys are on hands and knees with sheets or blankets over them, representing the Caterpillar. The Explorer feeds it a box of fruit, and the boys empty it and rattle rock-filled cans and move up and down as if digesting the food. The empty box is tossed out the rear. Suddenly the Caterpillar grabs the Explorer and pulls him under the sheets. After much commotion, articles of clothing, which were concealed under the sheets, are tossed out, and the Caterpillar crawls off (with the victim staying under the sheets).

CENTA STUNT

Three or four boys under a sheet or blanket, in a standing position. Trainer introduces world's strangest animal, Centa. Trainer has Centa do several tricks; like count to four, Centa stamps foot four times. Then, call on a volunteer from audience to lay down on the floor as Centa walks over volunteer a couple of times to show how gentle it is. The last time Centa walks over volunteer, it stops at the last person under the sheets. That person has a half-filled cup of water which he pours on volunteer. Trainer's punchline: "Oh, my goodness, Centa-pede".

GAMES

"BADEN POWELL" Use 22 adults, divide into two teams. Give each one a letter in the name Baden Powell. Have these made ahead of time, make them large enough for the audience to see. Teams stand at opposite ends of the stage (or front); line them up so each team's letters spell Baden Powell. Then, give a word. The adults with the letters in that word, must come to the front of the group and stand in the proper order to spell that word. Start out slowly with three-letter words, then work up to larger words. Have several judges in the audience and award a small prize to the team that forms the most words the quickest and most correct.

Ape	Eel	Lead	Lean	Dawn	Alone
Low	Web	Bend	Bold	Lapel	
Pen	Won	Well	Bead	Dwell	
Pad	Pole	Need	Weed	Dowel	
Own	Peel	Deep	Pond	Ladle	
Lab	Leap	Bean	Bowl	Adobe	

This next game can be done on an individual basis; awarding a small prize to each person; or supply each den with a bag. The den that gets all the objects into the bag and up to you first, wins. What you want to do is call for unusual objects; such as, an expired drivers license, an emery board, a pen with green ink, a 1965 penny, a cough drop, etc. Don't make the objects too hard or too easy. You'll be surprised what people carry around in their pockets and purses!

SONGS

CUBBING IN THE MORNING (Tune: Sugartime)

Cubbing in the morning, Cubbing in the evening, Cubbing at any time.
You'll find fun and laughter, in Cubbing all the time.
Cubbing in the morning, Cubbing in the evening, Cubbing at any time.
It's the fun we're after, in Cubbing all the time.
Put your left hand out there, extend that thumb along,
Make that living circle and sing our Cubbing song.
Cubbing in the morning, Cubbing in the evening, Cubbing at any time.
Shout it to the rafters and Cub along all the time.

BE A GENIUS (Tune: Frere Jacques)

Be a genius, be a genius
Do your best, do your best.
Give Cubbing your attention,
Make up an invention.
Genius does the rest, genius does the rest.

Are you a Rebus and Anagram Genius?

What is next in this sequence? M Q B 4 8 6 ▽

<p>FARMER'S ALL ALL ALL</p> <p>①</p>	<p>THROUGH</p> <p>②</p>	<p>ALL</p> <p>③</p>	<p>AIRET</p> <p>④</p>	<p>BBOBNBET</p> <p>⑤</p>
<p>YOURSELF LOOK</p> <p>⑥</p>	<p>FI</p> <p>⑦</p>	<p>PFLAALCLE</p> <p>⑧</p>	<p>CAST CAST CAST CAST</p> <p>⑨</p>	<p>ONCE TIME</p> <p>⑩</p>
<p>LVL</p> <p>⑪</p>	<p>ARM</p> <p>⑫</p>	<p>DOOR HEAD</p> <p>⑬</p>	<p>MUNI</p> <p>⑭</p>	<p>BANK</p> <p>⑮</p>
<p>H₂O SWIMMING</p> <p>⑯</p>	<p>BOOK</p> <p>⑰</p>	<p>BSINGINGB</p> <p>⑱</p>	<p>U JUST</p> <p>⑲</p>	<p>S</p> <p>⑳</p>

More Rebus & Anagrams

(In what order are these numbers? (0 2 7 1 9 5 8))

<p>Sand</p> <p>(1)</p>	<p>WEAR LONG</p> <p>(2)</p>	<p>CAST</p> <p>(3)</p>	<p>GROUND FEET FEET FEET FEET</p> <p>(4)</p>	<p>DAY</p> <p>(5)</p>
<p>KNEE LIGHT</p> <p>(6)</p>	<p>TOWN</p> <p>(7)</p>	<p>LE VEL</p> <p>(8)</p>	<p>He'e/Himself</p> <p>(9)</p>	<p>STAIRS</p> <p>(0)</p>
<p>ECNALG</p> <p>(1)</p>	<p>STREET</p> <p>(2)</p>	<p>/R/E/A/D/I/N/G/</p> <p>(3)</p>	<p>MAN board</p> <p>(4)</p>	<p>WIT WIT</p> <p>(5)</p>
<p>Chair</p> <p>(6)</p>	<p>STAND I</p> <p>(7)</p>	<p>oyole oyole oyole</p> <p>(8)</p>	<p>PNGEL</p> <p>(9)</p>	<p>0 H.D. P.H.D. P.D.S.</p> <p>(0)</p>

SOLUTIONS

Are You a Rebus and Anagram Genius?

0. **88**
1. Farmer's Over-alls
2. Through and Through
3. All in All
4. Bacteria
5. Bees in Bonnet
6. Look Ahead of Yourself
7. High Fi
8. Fall in Place
9. Forecast
10. Once Upon A Time
11. All Mixed Up
12. Arm in Arm
13. Overhead Door
14. Half Moon
15. Money in the Bank
16. Swimming Underwater
17. Note Book
18. Singing in The Rain
19. Overseas Flight
20. Just Between Us

More Rebus and Anagrams

0. Alphabetical Backwards
21. Sand Box
22. Long Underwear
23. Broadcast
24. Six Feet Underground
25. Day Break
26. Neon Light
27. Down Town
28. Split Level
29. He's Beside Himself
30. Upstairs
31. Backward Glance
32. Cross The Street
33. Reading Between The Lines
34. Man Overboard
35. Wits End
36. High Chair
37. I Understand
38. Tricycle
39. Archangel
40. 3 Degrees Below Zero

BE PREPARED
 AWARD
 CELEBRATION
 THEMES
 PLANNING
 RANK
 SAFE
 FLAG
 CEREMONIES
 HELP
 RECORDS
 DEN CHIEF
 MEETINGS
 HOBBIES
 OPENING
 LOVE
 CARS
 BOOK
 ACTIVITY
 WEEK
 MAN
 BANQUET
 FOOD
 STUNT
 SPACE

CARS
 CRANKAP
 ORANIDSNFLAGSAFE
 LEVNAUHTSNEHRLRAGSBTY
 BSCOPESHQEWOLPLPTN
 CLOMNSOPREMAOPLPTN
 SEPTDASPAKLESMNORSU
 LAGFGLLEADERSUE
 OHELOVEXZDERFJGBT
 ANIDBCDEARWABLSGBO
 IVDUNOSPQRMSBYTENC
 RINSTUJNTECRBBIATN
 GENFJLWXSICZRAOBC
 ESBEVUWVROGRMEDPK
 POREPRHICNEHCA
 WFEHIGHER
 OPRINOMREBCE
 SEINOTUVWABSDCE
 QBROOMETIINGKSEW
 YDAYCAMPBOOACW
 POSL
 GAMES
 JOST
 RS
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 ABC
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BLUE AND GOLD DINNER
 CUBSCOUTS
 PARENTS
 PINWOOD DERBY
 DAY CAMP
 FUN
 GAMES
 BOYS
 LEADERS
 DENS
 YOU
 WOLF
 BEAR
 BOBCAT
 WEBELOS
 DUES
 PACK
 NO
 YES
 POW WOW
 AMERICA
 PROGRAM
 SERVICE
 INDIAN
 HOPE

GATHERING GAME

"STATE" YOUR SMARTS ABOUT AMERICA

1. "Home On The Range" is the official song of what state?
2. What state is known as the "Constitution State"?
3. Which state is the "Stub-Toe State"?
4. It's state tree is the sugar maple?
5. "Old Folks At Home" is its official song?
6. This one is the "Buckeye State".
7. The 13th of the original 13 states to ratify the Constitution, also the smallest state in the Union.
8. It's the "Web-Foot State".
9. This one is the "Lizard State".
10. It is "The Cornhusker State".

ANSWERS:

1. Kansas 2. Connecticut 3. Montana 4. Vermont
5. Florida 6. Ohio 7. Rhode Island 8. Oregon
9. Alabama 10. Nebraska

CLOSING THOUGHT

A little bit of kindness to each other now and then,
A little bit of blindness to the faults of other men,
A little bit of happiness, a lively Cub Scout smile,
And then as on through life we go, we'll find it all
worthwhile.

INDIAN SIGN BENEDECTION

"May the Great Spirit (point to sky) who has been with you
in the past (point back over shoulder) and who will be with
you in the future (point forward) bring (hands together in
shape of cup) you (point to someone else) great joy."

(Group does benediction together again without words
and departs)

SONGS

PUFF THE MAGIC DRAGON

CHORUS: Puff the magic
dragon, lived by the sea.
And frolicked in the Autumn mist,
In a land called Hanah Lee.

Little Jackie Paper
Loved that rascal Puff
And brought him strings and
sealing wax
And other fancy stuff.

CHORUS

Together they would travel
On a boat with billowed sail
Jackie kept a look out
Perched on Puffs gigantic tail.
Noble Kings and Princes
Would bow when'er they came.
Pirate ships would lower their flags
When Puff roared out his name.

CHORUS

A dragon lives forever,
But not so little boys.
Painted wings and giant rings
Made way for other toys.
One grey night it happened,
Jackie Paper came no more.
And Puff that mighty Dragon
Ceased his fearless roar.

(Sung softly)

His head was bent in sorrow,
Green scales fell like rain.
Puff no longer went to play
Along the Cherry Lane.
Without his lifelong friend
Puff could not be brave.
So Puff that mighty Dragon
Sadly slipped into his cave.

CHORUS

THOUGHT

As Cub Scout leaders, you are creating good and lasting memories for boys and young men. Always "Do Your Best" to keep them fun and happy memories. Remember, that today we hold these boys' futures in our hands. Tomorrow, they will hold ours.

THIS LAND IS YOUR LAND

This land is your land,
This land is my land.
From California
to the New York island.
From the Redwood forests
to the Gulf stream waters
This land was made for you and me.

As I was walking
That ribbon of highway.
I saw above me
That endless sky way.
I saw below me
That golden valley.
This land was made for you and me.

I've roamed and rambled
And followed my footsteps,
To the sparkling sands of
Her diamond deserts.
And all around me
A voice was sounding
This land was made for you and me.

When the sun comes shining
And I was strolling,
And the wheat fields waving
And the dust clouds rolling.
As the fog was lifting
A voice was chanting
This land was made for you and me.

BIRDS IN THE WILDERNESS (Old Grey Mare)

Here we sit like birds in the wilder-
ness, birds in the wilderness, birds
in the wilderness.
Here we sit like birds in the wilder-
ness, waiting for the food to come.
Waiting for the food to come,
Waiting for the food to come.
Here we sit like birds in the wilder-
ness, waiting for the food to come.

BLUE AND GOLD OPENING - This is a flannel board picture story. You may want to light up the board using blue and gold candles. An option would be to have the words printed on cards for the boys to hold.

Den Chief: Back in the good old days, the waving of the school colors gave people a feeling of school pride and loyalty. Today, the blue and gold of Cub Scouting helps to build this spirit among Cubs.

1st Cub: (Pointing to the blue flannel) The blue reminds us of the sky above. It stands for truth, spirituality, and steadfast loyalty.

2nd Cub: (Placing "Truth" card in upper left corner of board) Truth means we must always be honest.

3rd Cub: (Placing "Spirituality" card in upper right corner) Spirituality means a belief and faith in God.

4th Cub: (Placing "Steadfast Loyalty" card across bottom) Steadfast loyalty means being faithful and loyal to God, Country and Fellow Man.

5th Cub: (Placing "Sun" in center) The gold stands for the warm sunlight. (Place "Warm Sunlight" card across top of sun)

6th Cub: Gold also stands for good cheer and happiness. We always feel better when the sun is shining and so will those to whom we give good will. (Places "Good Cheer and Happiness" card in sun)

7th Cub: As we wear our Cub Scout uniforms, may the meaning of the blue and gold colors make us more mindful of our Cub Scout ideals, the Cub Scout Promise and the Law of the Pack.

INVOCATIONS

Philmont Grace: For food, for raiment, for life,
For opportunities, for friendship
And fellowship
We thank you, O Lord.

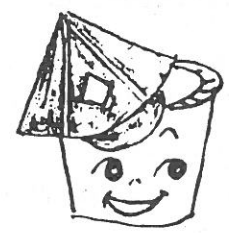
Cub Scout Prayer: We fold our hands and bow our heads,
And thank thee Lord for daily bread.
For home and school and family,
We give thanks O Lord to thee.
Teach us to be both brave and true;
And bless our banquet; gold and blue.

Teach us dear God to work together in cooperation and understanding. Open our eyes to the opportunities of our job. Inspire our thoughts, our words and deeds, that they may help our boys to know Thee better.

We thank Thee for the morning light,
For rest and shelter of the night.
For health and food, for love of
friends,
For everything Thy goodness sends.

Tireless Guardian, on our way,
Thou has kept us well this day.
While we thank Thee, we request,
Care continued, pardon, rest.

Decorations for your Blue and Gold dinner will be determined by your theme. Themes can be centered around Cub Scout ideals, Duty to Country, Happy Birthday to Us or the suggested theme in the Program Helps. Each den is responsible for its table decorations. A group of parents could be assigned the project for room decorations. Care should be taken to see that den decorations are uniform; that is, no one den should use excessive table decorations. These could include; centerpiece, platemats, favors, napkin rings, place cards or nut cups. Official Cub Scout napkins and placemats can also be purchased at the Council Service Center. NOTE: Be sure to inform your Tiger Cub Group well in advance what the theme is as they will need time to prepare their table decorations.



Akela: For Akela's body, use two nut cups. Unroll a small section of the rim of each cup and staple them together at this point. Wrap a piece of fabric or crepe paper, about 3 1/2" x 7 1/2", around the body for a blanket, folding the top edge down about 1/2"

For Akela's head, draw a 1" circle, adding the headdress, ears, and a tab at the bottom; cut out. Color features and details. Insert and glue the tab in a slit cut in the top of the body.



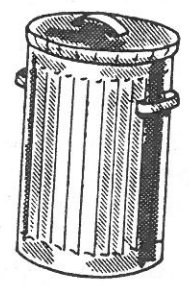
Cub Scout: Use two nut cups for this Scout head, joining them as you did for Akela's body. Cover the top cup with



Towel roll filled with goodies; wrapped in tissue.



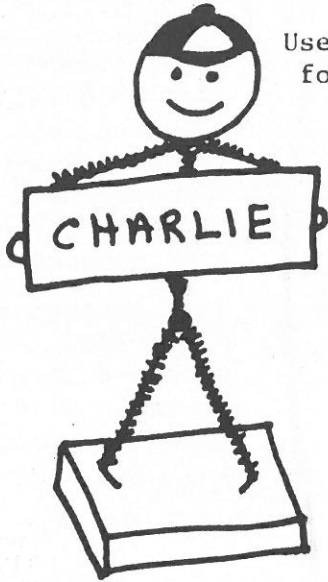
Ice cream cone baked with cake batter; frosted, decorated.



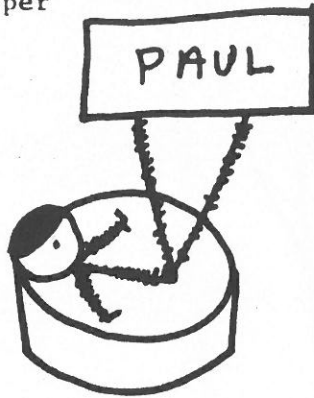
Life Saver Candy Roll

Trash Can: In line with ecology, make this tiny trash can. For the can, cut a cardboard roll about 2 1/2" high. Rest a small nut cup in the top of the can, squeezing it slightly to fit. From cardboard, make a lid and tiny handles for the can. Paint the can, adding markings. The lid simply rests on top.

Hard Plastic foam ball for head
& Pipe cleaners for body shapes



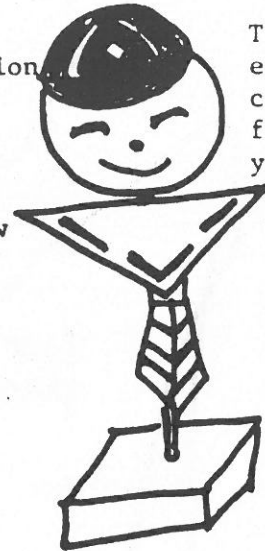
Use blue paper
for caps.



LOLLIPOP FAVOR

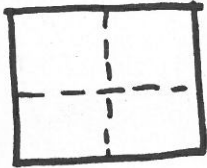
Blue
Construction
paper for
cap.

Use yellow
paper for
scarf.



Trim
excess
cellophane
from a
yellow
lollipop,
Draw the
face with
felt pen

Plastic foam block
for base.

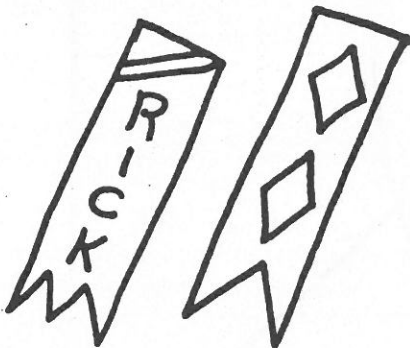


Fold 4" square of
paper twice. After
folding, cut arc in
paper - unfold to
create arc.



Cub Scout head or comic
strip figure pasted on.

BOOKMARK TABLE FAVOR



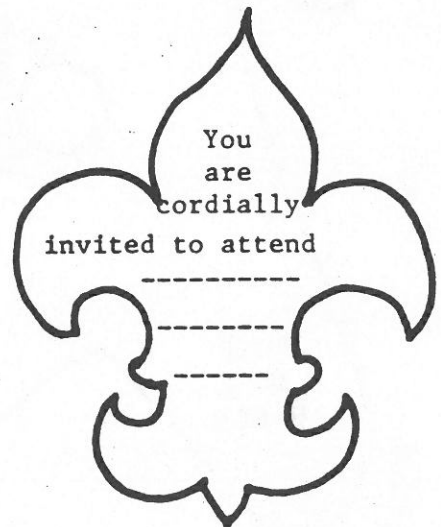
Cut shapes from blue felt
1 1/2" x 9 1/2" Glue letters
or insignia from gold
felt.

INVITATION SILHOUETTES

Wolf Badge



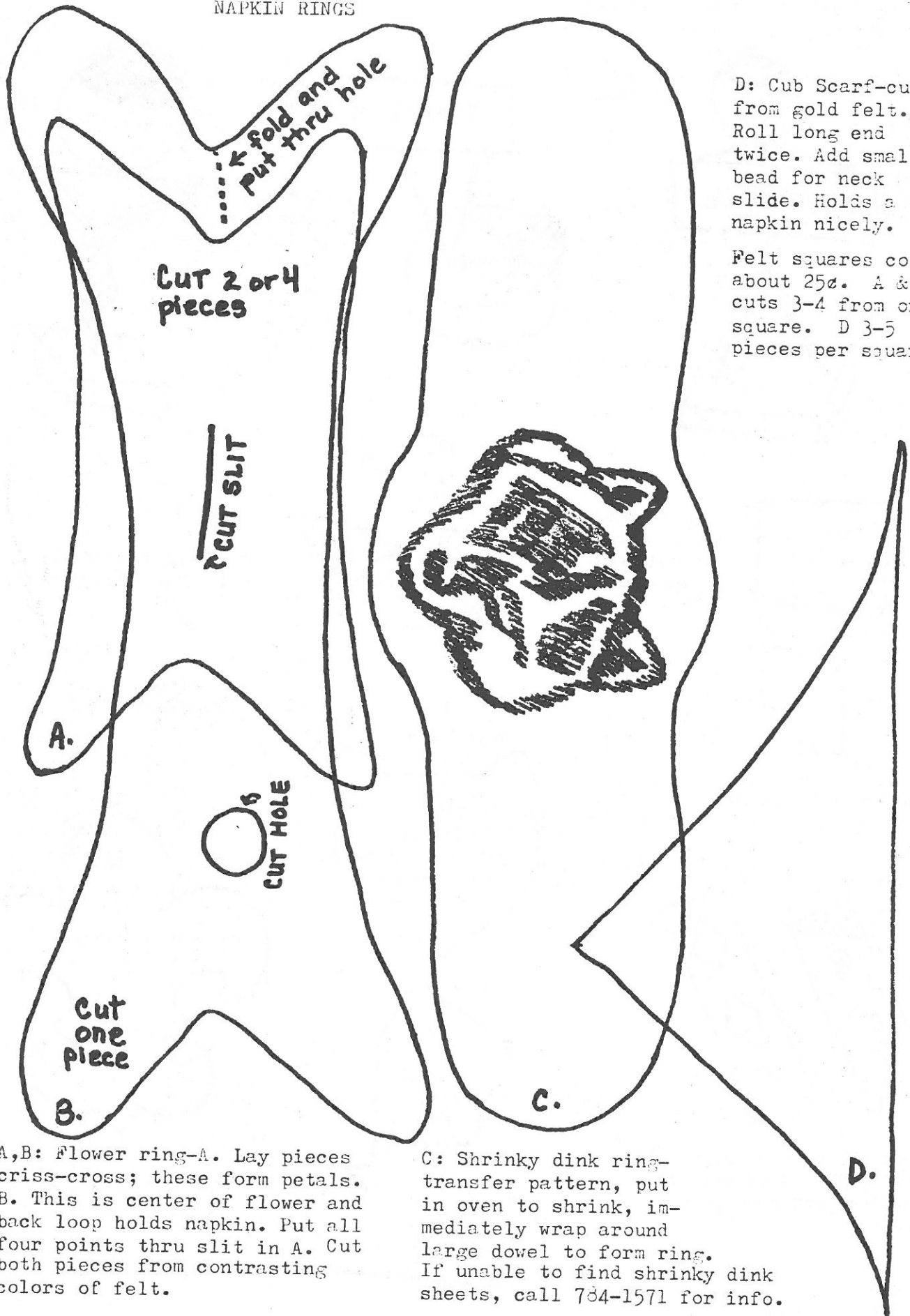
Cub Scout



Scout Badge

Cut out of colored
construction paper

NAPKIN RINGS



D: Cub Scarf-cut from gold felt. Roll long end twice. Add small bead for neck slide. Holds a napkin nicely.

Felt squares cost about 25¢. A & B cuts 3-4 from one square. D 3-5 pieces per square.

A,B: Flower ring-A. Lay pieces criss-cross; these form petals. B. This is center of flower and back loop holds napkin. Put all four points thru slit in A. Cut both pieces from contrasting colors of felt.

C: Shrinky dink ring-transfer pattern, put in oven to shrink, immediately wrap around large dowel to form ring. If unable to find shrinky dink sheets, call 784-1571 for info.

CLOSING CEREMONY

- DEN LEADER: We will try to show you the many sides to the little boys we so proudly call son, but remember, these are all one boy.
- 1ST CUB: I'm the one all full of dirt, so very sure that soap and water will hurt.
- 2ND CUB: I'm the one who lives in his dreams, always off on a cloud, at least that's how it seems.
- 3RD CUB: I'm the show-off and athlete, I just can't stand to be beat.
- 4TH CUB: I'm the pouter, so sensitive and shy, but I try to make people think I'm a real tough guy.
- 5TH CUB: I'm the angel, neat and obedient. Mom wouldn't trade a day with me for all the money in the mint.
- 6TH CUB: I'm the Cub Scout, the one we boys like best. That's because I'm different than all the rest. So everyone join us as we say the Promise we try to live by every day.

(AUDIENCE AND BOYS SAY THE CUB PROMISE)

DEN LEADER: They're all these boys and even more. There are lots of surprises for you in store. So love them, protect them, and try to understand, It's a very hard job growing up to be a man!

STUNT

Group of Cubs or Leaders run into room with a feather in their hair and shouting indian war whoops. Making a couple of turns around the room in a follow-the-leader fashion can "ham it up" a bit. Group stops at front of room and shouts;
"WHERE DOES THE LONE RANGER TAKE HIS GARBAGE?"
Group answers this while slapping thighs in beat and to the tune of the first bars of The Lone Ranger Theme Song.
"TO THE DUMP-TO THE DUMP-TO THE DUMP-DUMP-DUMP!"

ANNIVERSARY WEEK GOOD TURN PLEDGE. Cub Scouts can make these in den meetings for presentation to their mothers. The cover is blue construction paper. The message may be printed or written on yellow paper and pasted inside.

TO MOM.

ON MY HONOR,
I WILL DO MY BEST

DURING THIS WEEK
AT YOUR REQUEST.

TO DO A TASK
WITHOUT ANY FAT.

HAVE THE JOB AND
HAVE THE DAY.

TOMMY

