
TAKE A BITE OUT OF SCOUTING
INDIAN NATIONS COUNCIL
POW WOW 89





Dear Friends:

No matter how long you have been active with the Scouting program, the values have not changed. The principles of the Cub Scout Promise have been the backbone of Scouting since its founding in the United States in 1910. It has been and it still is, the mission of the Boy Scouts of America to serve others by helping to instill in young people character, citizenship, physical and mental fitness, and in other ways to prepare them to make ethical choices throughout their lifetime in achieving their full potential. With your choice to "Take A Bite Out Of Scouting" by being here today, you are taking steps to offer your boys the quality program they deserve.

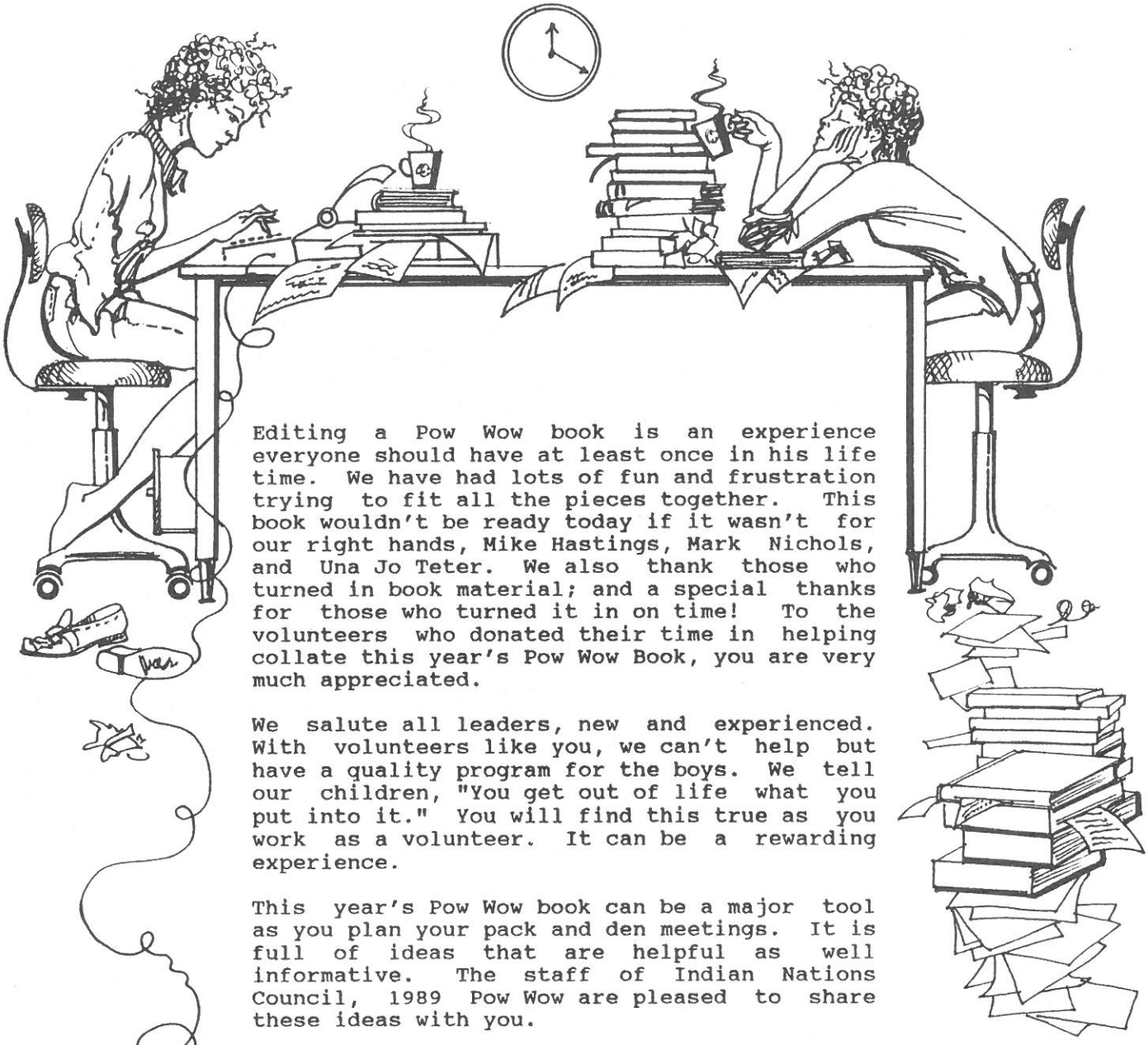
This GREAT Pow Wow would not be possible without the help and support of our excellent staff members who have been preparing for today for one full year. They are the best and some of the most dedicated volunteer Scouters in the Indian Nations Council.

Thanks and love go to our three sons - Stephen, Harold, Jr. and Alex - for all of their patience and understanding for our busy schedule this past year.

We urge you to digest what you are fed here today and go back to you dens and packs and give the boys the quality leadership they deserve, for the boys of today will be the men of tomorrow.

Yours in Scouting,

Harold and Faye Collier
1989 Pow Wow Chairmen
Indian Nations Council, BSA



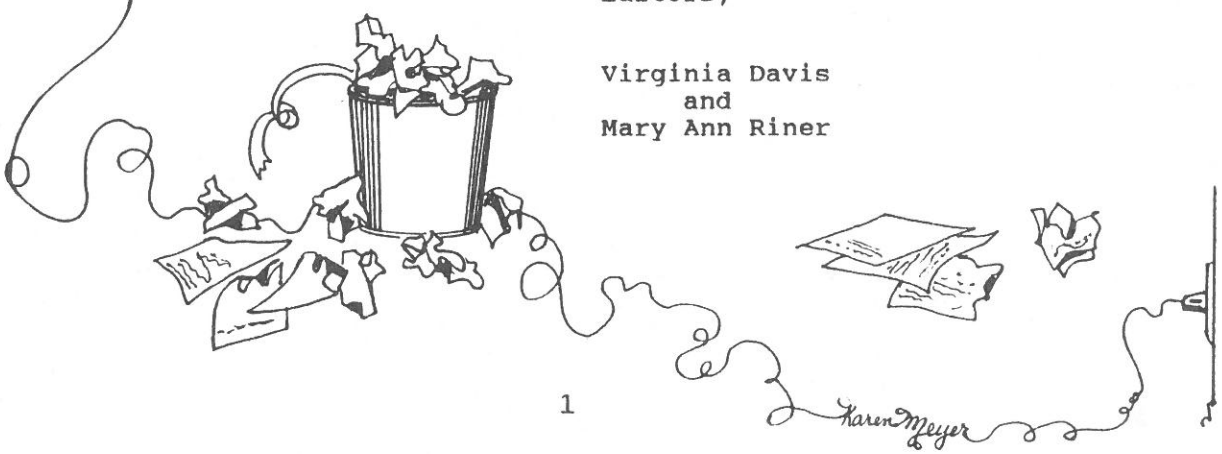
Editing a Pow Wow book is an experience everyone should have at least once in his life time. We have had lots of fun and frustration trying to fit all the pieces together. This book wouldn't be ready today if it wasn't for our right hands, Mike Hastings, Mark Nichols, and Una Jo Teter. We also thank those who turned in book material; and a special thanks for those who turned it in on time! To the volunteers who donated their time in helping collate this year's Pow Wow Book, you are very much appreciated.

We salute all leaders, new and experienced. With volunteers like you, we can't help but have a quality program for the boys. We tell our children, "You get out of life what you put into it." You will find this true as you work as a volunteer. It can be a rewarding experience.

This year's Pow Wow book can be a major tool as you plan your pack and den meetings. It is full of ideas that are helpful as well informative. The staff of Indian Nations Council, 1989 Pow Wow are pleased to share these ideas with you.

Editors,

Virginia Davis
and
Mary Ann Riner



1989 POW WOW STAFF

November 4, 1989

CHAIRMEN

Harold & Faye Collier

ASSISTANT CHAIRMEN

Jim & Barbara Denny

PROFESSIONAL ADVISOR	Mike Whelan
POW WOW BOOK EDITORS	Virginia Davis Mary Ann Riner
EDITORS' SUPPORT STAFF	Mike Hastings Mark Nichols Una Jo Teter
PATCH DESIGN AND DIVIDER ILLUSTRATIONS	Robert Yerton, Jr.
SCHEDULING	Larry Trook, Chairman Craig & Cindy Warne
COMPTROLLER	Bill Baumgartner
REGISTRATION	Pat Baumgartner, Chairman Rick & Edna Grosshans Al & Jean Tomasi Craig & Cindy Warne
OPENING AND CLOSING	Bob & Pat Yerton
PHYSICAL ARRANGEMENTS	Eddie & Susie Edison, Chairmen John & Becky Benge James & Neila Chaney Alan & Carmey McMasters
COFFEE CORNERS	Larry & Kathy Ward, Chairmen Charles & Sue Bisby Howard Hill Rommie & Barbara Gorrell David Millican

PROCURATOR . . . . . Dwight Hyams

GIVE AWAY BAGS . . . . . Deane Smock

PUBLICITY . . . . . Chuck & Janice Bookout

PHOTOGRAPHER . . . . . Mark Nichols

MIDWAY . . . . . David & Paula Logue, Chairmen
Don White

HALLWAY EXHIBITS . . . . . Roger Newton, Chairman
Paul Akin
Patsy Marshall

CLASS INSTRUCTORS

TRAINING SESSIONS CHAIRMAN . . . . . Kathy Hyams

AWARDS FROM THE HEART . . . . . Brenda Moyes, Chairman
Cindy Jacobson

BLUE AND GOLD . . . . . Dick & Doris Shelton, Chairmen
Craig & Sheila Bowman
Jo Ann Stattle

BOY BEHAVIOR . . . . . Dr. Clayton Rogers, Chairman

CHILD ABUSE . . . . . Lara Wilson, Chairman

CUB SCOUT COOKING . . . . . Barbara Lynch, Chairman
David Lynch
Larry & Kim Snead

CUB SCOUTING FOR THE HANDICAPPED . . . Jennifer Lindsey, Chairman
Nancy Anderson
Carol Berry
Dan Callahan
John Eighner

DEN CEREMONIES . . . . . Betsy Corwin, Chairman
Sandy Adair
Rudy Walbroop

FIRST AID . . . . . Charles & Linda White, Chairmen
Buddy Royall

FLAG ETIQUETTE . . . . . Noel & Cathey Walters, Chairmen

GAMES . . . . . Don & Lisa Muttoni, Chairmen
Larry Hash

HELPFUL HINTS FOR DEN MEETINGS . . . . . Linda Schaffer, Chairman
Patsy Marshall
Mary Peugh

PACK ACTIVITIES . . . . . Lynn Kerr, Chairman
Bob Baxter
Chuck & Janice Bookout
Diane Hancock

PACK CEREMONIES . . . . . Mike & Kathy Hastings, Chairmen
Ray & Janet Viel

RELIGIOUS AWARDS . . . . . .

SKITS . . . . . Jim Thoma, Chairman
Larry Bahler
Harold Gordon
Charlie Hoy
Chris Thoma

SONGS AND SPARKLERS . . . . . Ralph & Diane Lohnbakken, Chairmen
Keith & Rose Cook

TREES, BEES, BUGS, AND MORE
or NATURE IN A NUT SHELL . . Phil & Una Jo Teter, Chairmen
Chip & Sue Huddleston
Erick & Nancy Kingery

WEBELOS . . . . . Dale Schaffer, Co-Chairman
Richard Bennett, Co-Chairman
Jack & Toni Bailey
Richard Ewallt
Jim Smith

* * * * * * * * * *

CRAFTS SESSIONS CHAIRMAN . . . . . Julie Richardson

CARDBOARD CARPENTRY . . . . . Dan Davis, Chairman
Carl White

HOLIDAY CRAFTS . . . . . Janice Terry, Co-Chairman
Lanell Rackley, Co-Chairman

LEATHER CRAFTS . . . . . Paul Akin, Chairman
Robert Ahrens

NATURE CRAFTS . . . . . Brendt & Terri Barber, Chairmen

PACK NEWS LETTER . . . . . George King, Chairman

PLASTIC ETCHING . . . . . Ray Blansett, Chairman

PUPPETS . . . . . Michelle Teets, Chairman

PUZZLES . . . . . Chester & Sue Barton, Chairmen

SILKSCREENING . . . . . Charles Lawyer, Chairman

STAIN GLASS . . . . . Karen Hawthorne, Chairman
Shirlene McInturf

TIE SLIDES . . . . . Linda Christensen, Co-Chairman
Kathy Paton, Co-Chairman

TIN AND METAL . . . . . Rodney Frisk, Co-Chairman
Mike Guidry, Co-Chairman

TRASH TO TREASURE . . . . . Caren Reiman, Chairman
Marcy Smith

WOODCRAFTS . . . . . Bill Browning, Chairman
Bob Swatsenbarg

TABLE OF CONTENTS

PACK ADMINISTRATION: P/A

General Information . . . . . 1 - 6
Uniforms . . . . . 7 - 12
Goals . . . . . 13 - 15
Resolving Conflicts 16
Stress and Attitudes . . . . . 17 - 22
Boy Behavior . . . . . 23 - 27
Den Leader Helps and Hints . . . . . 28 - 34
What Every Den Leader Should Know . . . . . 35 - 45
Handicapped Cubs . . . . . 46 - 55
Child Abuse 56

DEN AND PACK ACTIVITIES: D/P

Introduction . . . . . 1 - 4
Ideas for Den and Pack . . . . . 4 - 8
Where to Go and What to Do . . . . . 8 - 15
Outdoor Activities . . . . . 16 - 29
Fishing Derby . . . . . 29 - 31
Cubmobile Derby . . . . . 32 - 35
Bicycle Safety . . . . . 36 - 39
Water Safety . . . . . 39 - 40
Kite Derby . . . . . 40 - 41
Space Derby . . . . . 42 - 43
Raingutter Regatta . . . . . 44 - 45
Pinewood Derby . . . . . 46 - 50
Cub Scout Sports . . . . . 51 - 53
Blue and Gold Banquet . . . . . 54 - 64
Scout-O-Rama 65
Popcorn 66
The Pack News Letter . . . . . 67 - 68

FLAGS: FLG

The Origin of Our Flag 2
The Pledge of Allegiance 3
Story of the Historical Flags . . . . . 4 - 8
How Well Do You Really Know "Old Glory"? 9
Flag Etiquette . . . . . 10 - 17
Flag Ceremonies . . . . . 18 - 28

DEN AND PACK CEREMONIES: D/C

Why Have Ceremonies? 1
Ceremonial Props . . . . . 2 - 4
Pack Induction Ceremonies . . . . . 5 - 10
Den Ceremonies . . . . . 11 - 18
Ceremonies by Monthly Themes . . . . . 19 - 30

AWARDS FROM THE HEART: AWD

Introduction 1
Specific Purpose Awards . . . . . 1 - 4
General Purpose Awards . . . . . 4 - 6
Tiger Cub Graduation Certificate 7
Webelos Activities Certificate 8
Pack Activity Certificates . . . . . 9 - 11
Appreciation Certificates . . . . . 12 - 16

WEBELOS: **WEB**

Introduction and Check List . . . . . 1 - 4
Wilderness Policy and Outdoor Code . . . . . 5 - 7
Overnight Campout . . . . . 8 - 10
Activity Ideas 11
Boy Scout Methods, Oath or Promise, Motto, and Slogan 12
"Name That Webelos Badge" Game 13
Webelos Badges . . . . . 15 - 34
Webelos Requirements . . . . . 35 - 37

FIRST AID: **F/A**

Introduction . . . . . 1 - 2
The ABC's of First Aid 3
Hurry Cases:
No Breathing 4
Choking . . . . . 5 - 6
Heart Attack . . . . . 7 - 8
Poisoning 9
Severe Bleeding 10
Shock 11
Other First Aid Cases . . . . . 12 - 14

CUB SCOUT COOKING: **COOK**

Introduction 1
Cooking and Safety Tips . . . . . 2 - 3
Recipes . . . . . 4 - 8
Microwave Cooking Tips 9
Recipes 10
Outdoor Cooking . . . . . 11 - 15
Recipes . . . . . 16 - 18

TREES, BEES, BUGS, BOYS AND MORE or NATURE IN A NUT SHELL: **NAT**

Introduction 1
Things to Do . . . . . 2 - 3
The World Around Us . . . . . 4 - 5
Habitats and Food Chains . . . . . 6 - 12
Taming the Wild Flower . . . . . 13 - 17
Knock on Wood (Tree Talk) . . . . . 18 - 25
Star Gazing . . . . . 26 - 30
Rocks and Minerals . . . . . 31 - 37
Weather - Whether We Like It or Not . . . . . 38 - 45
When is a Bug not a Bug . . . . . 46 - 50
About Birds . . . . . 51 - 62
Tracks and Signs of Living Things . . . . . 63 - 69
Making Collections . . . . . 70 - 73
Nature Notes (Activities and Resources) . . . . . 74 - 80

SONGS AND SPARKLERS: **S/S**

Introduction 1
Teaching Songs . . . . . 1 - 2
Make Your Own Songs 2
Audience Participation 3
Leading Songs 4
Songs, Applauses, and Group Participation by Monthly Themes . . . . . 5 - 46

SKITS: **SKIT**

Introduction . . . . . 1 - 2
Creative Dramatics . . . . . 2 - 3
Make-Up . . . . . 4 - 5
Scenery 5
Skits by Monthly Themes . . . . . 6 - 32

PUPPETS: **PUP**

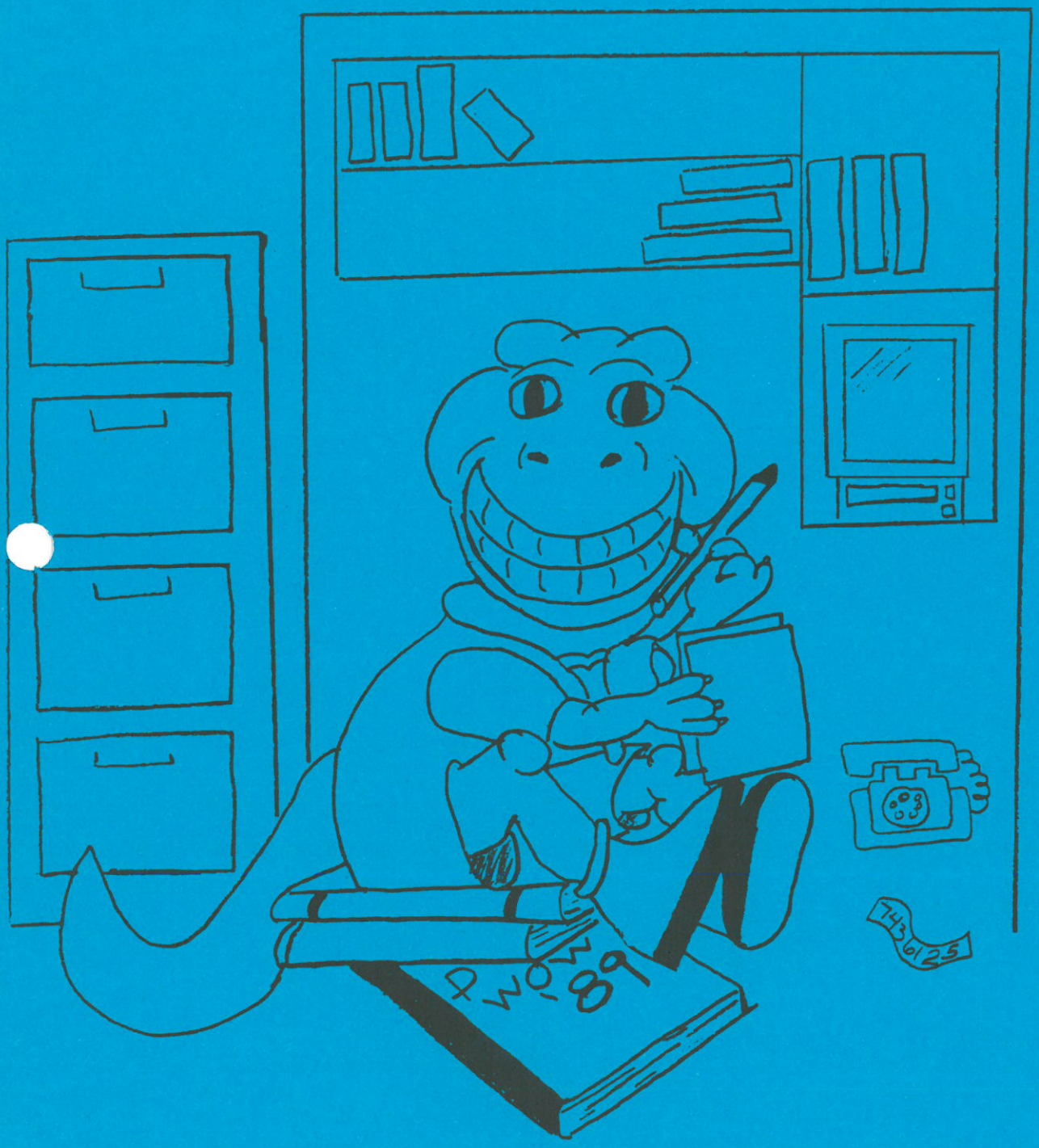
Introduction . . . . . 1 - 2
The Ladder of Success 3
Tips - Personality, Performance, Production . . . . 4 - 5
Writing the Script 5
Organizing the Show 5
Making Puppets . . . . . 6 - 7
Music 8
Production Pointers . . . . . 9 - 10
Puppet Stages . . . . . 11 - 14
Puppets to Make . . . . . 14 - 22
Give Your Puppets Life 16
Puppet Skits . . . . . 23 - 27

GAMES AND PUZZLES: **G&P**

Introduction 1
Hints for Game Leaders 2
Game Chest 3
Choosing Den and Pack Games 4
Miscellaneous Den Games 5
Relays 6
Rainy Day Games 7
Games and Puzzles by Monthly Themes . . . . . 8 - 35
Puzzles, Puzzles, and More Puzzles . . . . . 36 - 46

CRAFTS: **CFT**

Instructions:
Craft Material and Recipes 1
Hints for Crafts 2
Scrap Resource List . . . . . 2 - 5
Cardboard Carpentry . . . . . 6 - 10
Leather Crafting . . . . . 11 - 13
Neckerchief Slides 14
Plastic Etching 15
Silk Screen Printing . . . . . 16 - 24
Tin and Metal . . . . . 25 - 27
Stained Glass 28
Working with Wood 29
Crafts by Monthly Themes . . . . . 30 -126


743 6125

PACK ADMINISTRATION

WHAT IS CUB SCOUTING

Since 1930, Cub Scouting has been a vital and growing part of the Boy Scouts of America. Designed for boys younger than Boy Scout age, Cub Scouting is the largest of the B.S.A.'s divisions. It is a year round, family centered program. In the multidimensional program of the Boy Scouts of America Cub Scouting is where it all begins.

PURPOSES OF CUB SCOUTING:

* Influence the development of character and encourage spiritual growth.
* Develop habits and attitudes of good citizenship.
* Encourage good sportsmanship and pride in growing strong in mind and body.
* Improve understanding within the family.
* Strengthen the ability to get along with other boys and respect other people.
* Foster a sense of personal achievement by developing new interests and skills.
* Show how to be helpful and do one's best.
* Provide fun and exciting new things to do.
* Prepare them to become Boy Scouts.



MEMBERSHIP:

TIGER CUB- Any boy in the First grade.
WOLF- Any boy in the Second grade.
BEAR- Any boy in the Third grade.
WEBELO- Any boy in Fourth or Fifth grade.
ARROW OF LIGHT- Highest rank in Cub Scouts.

Must have consent of his parents or guardian. He obligates himself to observe the Cub Scout Promise, Law of the Pack and attend regular den and pack meetings.

LEADERSHIP:

The Cub Scout program is led by volunteers who are at least 21 years old, good moral character and selected because of their interest in the Cub Scouting Program.

WHO SPONSORS CUB SCOUTING:

Like the other Scouting programs, Cub Scouting is made available to groups having similar interest and goals. These sponsors are called Chartered Organizations because they are chartered by the B.S.A. to use the Scouting program. (churches, school, business, etc.)

A designated individual from the chartered organization becomes the Scouting coordinator and acts as a liaison between the organization and the pack.

Packs should have a good working relationship with their Chartered organization and their Scouting coordinator.

WHAT CUB SCOUTING DOES FOR BOYS

* Cub Scouting gives boys a lot of fun and enjoyment.
* Cub Scouting enables boys to learn new skills.
* Cub Scouting gives boys a chance to live, dramatize and capture a sense of history.
* Cub Scouts learn some of the fundamental elements of teamwork.
* Cub Scouting gives boys a chance for new experiences.
* Cub Scouts learn something about how to take responsibility for their conduct, their appearance, and for their own achievement.
* Cub Scouts learn citizenship.
* Cub Scouting prepares boys for a new and greater challenge in Boy Scouting.



RECRUITING LEADERS



Most leaders are involved in the pack primarily because they have sons in it. It is almost inevitable that when their sons graduate from the pack, the leaders will too. This will leave gaps in the pack leadership and recruiting will be necessary.

The first responsibility of the pack committee is to recruit the best person available for Cubmaster and provide this person with one or more assistants.

One of the new requirements is two-deep leadership. This means at all den meetings and field trips.

The Cubmaster works with the pack committee and den leader coach in selecting and recruiting qualified leaders and seeing that they are trained. **Cub Scouts deserve the best program program possible and they will get it from trained and enthusiastic leaders.** Leaders should be selected because of their qualifications and not recruited because no one else would do the job. Grandparents, other relatives, senior citizens and retired persons also make good leaders. They are many Cub Scout Leaders who don't even have sons. Consider all possibilities.

The Parent-Talent Survey is a useful tool in recruiting leaders. Each parent should complete a copy and turn it in at the School night rally or pack meeting.

They will help you select the right leader for the job. Once you have found the best leaders available and have recruited them, don't let them down. Give them the help they need to get started, and provide continuing support, encouragement and training. Let them know you want to help them be successful.

ADVANCEMENT

Advancement is one the methods we use to achieve Scouting's aims-character development, citizenship training and personal fitness. Everything a Cub Scout does to advance is designed to achieve these aims and aid in his personal growth. Advancement is a process by which a boy progress from badge to badge, learning new skills as he goes. We should remember that badges are simply a means to an end...and not an end in themselves.

Cub Scout advancement is not competition among boys. Each Cub Scout is encouraged to advance steadily and purposefully, setting his own goals with guidance from his family and leaders.

THE RANKS

Each of the five ranks in Cub Scouting **(BOBCAT, WOLF, BEAR, WEBELOS AND ARROW OF LIGHT)** are earned by completing requirements outlined in the boys' handbooks for each rank. The requirements are related to the boy's age and each rank is more challenging. The ranks and badges are an outward recognition, however, the real benefit to the boy comes from doing and learning.

IT IS IMPORTANT THAT ALL BADGES ARE EARNED, NOT JUST GIVEN.



All boys, regardless of age, earn the BOBCAT BADGE first, by learning the **Cub Scout Promise, Law of the Pack, Handshake, Salute, Sign, Motto, and the meaning of "Webelos".** After he receives the Bobcat badge, the boy works on the requirements based on his **GRADE.** Parent involvement is a vital part of the advancement plan.

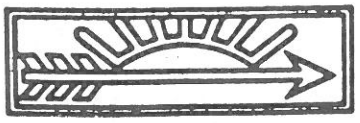


A second grade Cub Scout works on the requirements for the Wolf badge. When he has completed all of these he receives his **Wolf** badge at the pack meeting. Then he works on elective projects in 20 different interest areas until he goes into the third grade.



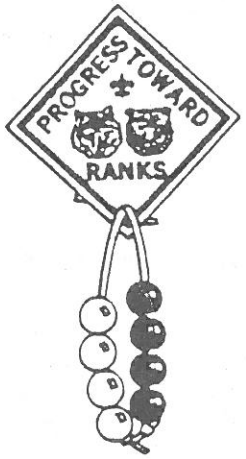
A third grade boy works on his Bear badge. He works from a field of 20 achievements, when he completes 12 then he receives his **Bear** badge at the pack meeting. Upon completing these, he works on elective projects, in either the wolf or bear book.





When the boy enters the fourth grade or (fifth grade in the fall of 1988) he transfers to a Webelos den usually under the leadership of a male. **Fourth graders will begin the new-two year program, while the fifth graders will complete their webelos and arrow of light in one year. THE ARROW OF LIGHT is the highest award in Cub Scouting which helps prepare him for Boy Scouting.**

IMMEDIATE RECOGNITION



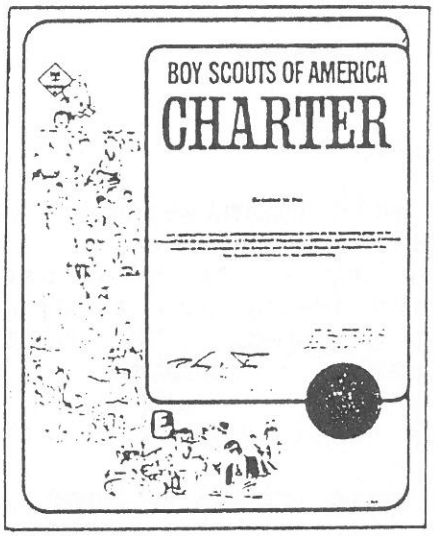
As a Cub Scout completes his achievement for the **Wolf or Bear rank**, the den leader should make sure he is recognized at a simple ceremony in the **den meeting**, using the Cub Scout immediate recognition kit.

When he completes three of the 12 **Wolf** achievements, present him with the **Progress Towards Ranks patch, a thong, and a yellow bead**, attach to it. Each time he completes three more achievements, present another yellow bead. When he completes all 12 achievements, and earned four beads, he is eligible to receive the **Wolf** badge at the pack meeting. This step-by-step recognition is an incentive for boys to earn their badges.

The same procedure is followed for recognizing **Bear** achievements, except the red beads are used. They are attached to the second thong on the **Progress Towards Ranks patch.** This patch may be worn along with the wolf and bear badges.

The advancement plan teaches, encourages, praises and recognizes. The boys who **"DO THEIR BEST"** in the den are usually the ones who advances. Give these boys the recognition they deserve, **but be careful not to embarrass or put down** those who have not done so well. Encourage all boys to strive toward their advancements goals.

CHARTER RENEWAL



Since 1916, when Congress granted a charter to the **Boy Scouts of America**, Scouting has granted charters to organizations. Your chartered organization is issued a charter, effective for one year, to operate a Cub Scout pack. The charter year is not necessarily the same as the program or calendar year. Your current pack charter will show the expiration date.

About three months before the charter expiration date, the D.E. will meet with a key person in your pack, and give him/her a charter renewal kit, which includes all the necessary forms for a new charter and for applying for the **Quality Unit Award.**

Included in the Charter Renewal kit will be three copies of a computer printout of all boys and adults registered in your pack during the year, uniform inspection sheets, and instructions for conducting the pack's roll call and uniform inspection.

LEADERSHIP QUALITIES

Leadership is the activity of influencing people to co-operate toward a common goal.

An effective leader:

1. Has a basic respect for people in general and shows that she/he trusts them to do their best.
2. Is a person of character and integrity; one who has a sense of purpose and direction.
3. Encourages others to offer suggestions and solutions.
4. Seeks opinions of others and listens to them.

5. Is responsive to others; gives credit where it is due.
6. Communicates with others; shares information and ideals.
7. Motivates other people by an example of enthusiasm and dedication.
8. Knows the value of teamwork and cooperation.

" A leader is best when people hardly know he exists; not so good when people acclaim him; worse when they despise him.

Fail to honor people, they will fail to honor you...But of a good leader who talks little, when his work is done, his aim fulfilled, they will say; "We did this ourselves."
Loa-Tse, Chinese philosopher

COMMISSIONER SERVICE



The unit commissioner is an individual whose main responsibility is to give service to assigned packs and troops and help them succeed. The district commissioner selects unit commissioners, assigns and supervises their responsibilities.

The unit commissioner is a friend to your pack. Usually an experienced Scouter, the commissioner helps the unit solve problems and provides a quality program for the boys. Commissioners work to see that packs recharter on time, assists packs that may be having problems in attendance or declining membership, assist with pack uniforms inspections, and serve as a very effective liaison between the pack and the Boy Scout troop.

The unit commissioner does not intrude on the pack's business, but is ready and willing to help whenever called upon by pack leaders. The commissioner should be invited periodically to attend the monthly pack leader's meeting and the monthly pack meeting.

UNIFORMS AND INSIGNIA

The Boy Scouts of America has always been an uniformed movement. Its uniforms help create a sense of belonging to the largest organization of this type in the world. **Uniforms symbolize character development, citizenship training, and personal fitness.**

Wearing a uniform gives youth and adult members a feeling of:

Personal Equality - The uniform represents a democratic idea of equality, bringing racial, economic, religious, ethnic, political, and geographical differences together in the Scouting tradition.

Identification - It identifies youth and adults as members of the Boy Scouts of America, visible as a force for good.

Achievement - What each youth or adult member has accomplished with program opportunities can be recognized by the badges and insignia worn on the uniform.

Personal Commitment - It is a constant reminder to every Cub Scout, Boy Scout, Explorer, or adult of their commitment to the ideals and purposes of the Boy Scouts of America. It's a way of making visible a member's commitment to a belief in God, loyalty to country, and to helping people who need them.

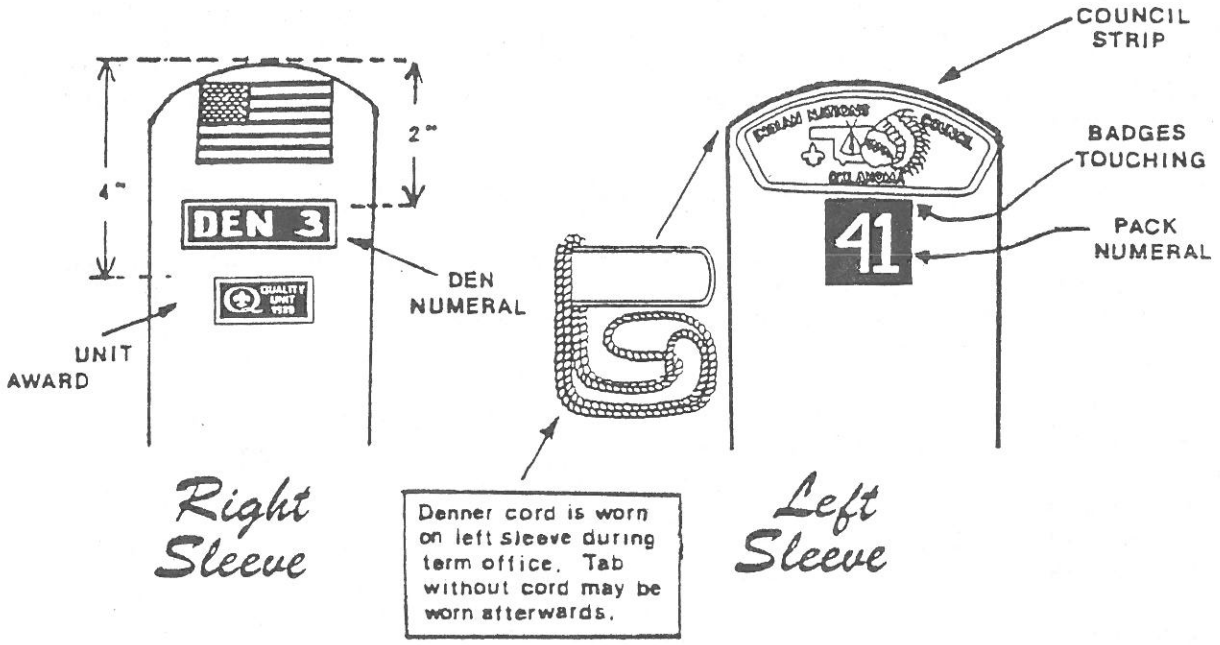
Pride - A Cub Scout doesn't become uniform conscious overnight. Leaders and parents must recognize the importance of wearing the uniform correctly and set a good example which will influence the boys. All leaders should promote the wearing of the correct, complete uniform on all occasions.

UNIFORM POLICY

The official uniforms are intended primarily for use in connection with the activities of the Scouting movement. The uniforms shall not be used:

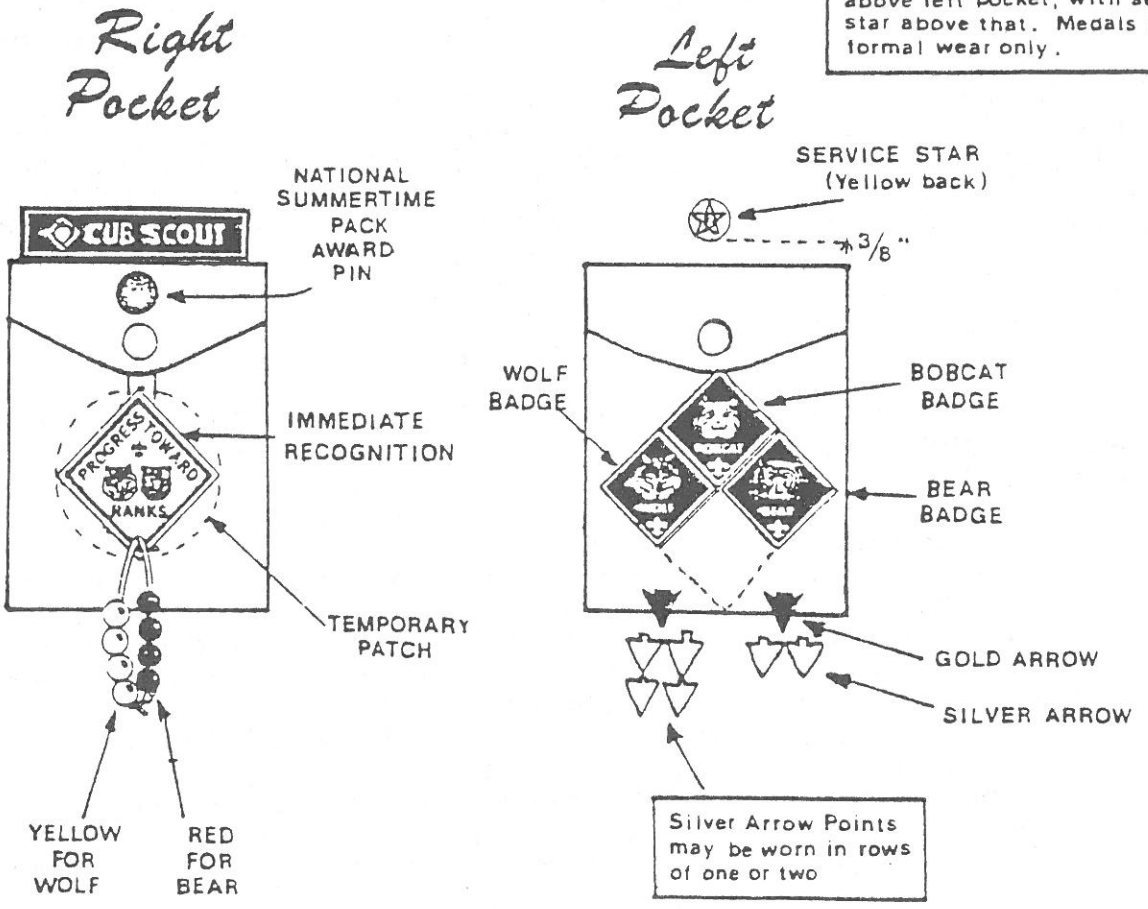
* When soliciting funds or engaging in any commercial enterprise. This does not forbid BSA members from participating in uniform, in local council-approved money-earning projects which do not involve the sale of a commercial product or service. (For example: Uniforms may be worn when selling Scout-O-Rama tickets, but may not be worn to sell candy or light bulbs as a pack money-raising project.)
* When engaging in a distinctly political endeavor.
* When appearing professionally in any entertainment without the specific authority of the Executive Board.

SCOUT INSIGNIA



Denner cord is worn on left sleeve during term office. Tab without cord may be worn afterwards.

Contest medals and religious emblems are worn immediately above left pocket, with service star above that. Medals for formal wear only.



Silver Arrow Points may be worn in rows of one or two

UNIFORM INSPECTIONS

Dens and packs are encouraged to hold regular uniform inspections for continued good uniforming and appearance. **A pack uniform inspection is necessary for charter renewal and to earn the Honor Unit Award.** (See Cub Scout Leader Book, Chapter 14, for more information on uniform inspections.)

ADULT FIELD UNIFORM

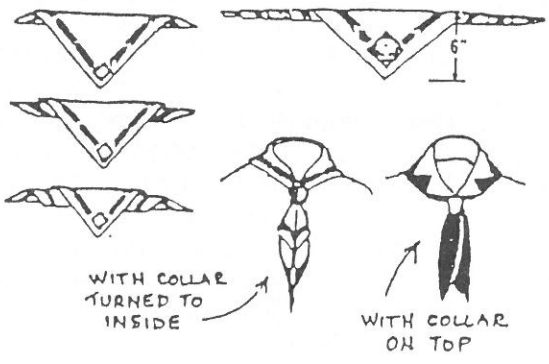
The field uniform should be worn when the focus of the program is directed at young people. This would include Scouting shows, camporees, unit events, camp, unit meetings, roundtables, leader training, commissioner functions and similar events or activities. The field uniform for men and women is described in Cub Scout Leader Book, Chapter 14, and Insignia Control Guide, No. 3064.

ADULT DRESS UNIFORM

The dress uniform is worn when the volunteer or professional is involved with non-uniformed Scouters, such as district committee, council executive board, and council committees, or with non-Scouter groups such as service clubs, PTA's, or at formal Scouting functions such as annual dinners, annual meetings.

WEARING THE NECKERCHIEF

1. Fold the long edge over several flat folds to about 6 inches from the tip of the neckerchief. A tight fold prevents gathering around the neck and is neater than rolling.
2. Place the neckerchief around the neck of a shirt, either with the collar turned under, or with the neckerchief worn under the collar.
3. Draw neckerchief slide over ends and adjust to fit snugly.
4. The portion of the neckerchief which shows below the back of the neck should measure no more than 6 inches.



The following neckerchiefs are approved for wear in Cub Scouting:

For Boys:

Gold Wolf neckerchief
Light blue Bear neckerchief
Plaid Webelos Scout neckerchief

For Adults:

Cub Scout leader neckerchief (dark blue with gold trim)
Webelos Den leader neckerchief (plaid, similar to boys')
Dark blue Cub Scout Trainers' Wood Badge training neckerchief (if earned)
Mauve Wood Badge neckerchief (if earned)
District or Roundtable neckerchiefs (if approved by Council)

SQUARE KNOTS

Embroidered knots, representing medals with pendants and certificate awards earned, are worn on the field uniform, centered above the left pocket, in rows of three, **with the distinguishing color (not white) to the wearer's right.** There is no order of precedence for knots.

Medals are worn for ceremonial occasions only, such as blue and gold banquets, district and council dinners, troop courts of honor, etc.

Silver Beaver
- Blue and white knot on khaki

District Award of Merit
- Silver overhand knot on dark blue

Scouter's Key
- Green and white knot on khaki (CM and commissioners)

Scouter's Training Award
- Green knot on khaki

Den Leader's Training Award
- Gold knot on blue

Den Leader Coach's Training Award
- Blue and gold knot on blue

Arrow of Light Award
- Red and green knot on khaki (worn by men who earned award as boys)

Eagle Award
- Red, white and blue knot on khaki

Religious Award
- Purple knot on silver (adult awards)
- Silver knot on purple (boy awards)

DISTRICT INSIGNIA

Districts are operational arms of the local council. Members are not identified as members of a district, but of the local council and the Boy Scouts of America. For this reason, district insignia is not authorized for wear on the uniform.

Where it is desirable to use district identification, district flags, banners, or neckerchiefs may be authorized by the local council.

INSIGNIA FOR RED JACKETS

The proper universal emblem for the appropriate Scouting branch is worn on the left pocket. The Philmont bull emblem is designed for the red wool jac-shirt (black for men, white for women) and is worn on the left shoulder above the pocket. Boy Scouts may wear their leadership corps patch centered on the right pocket. On all jackets, the Schiff, Philmont, or other high-adventure base emblems may be worn centered on the right pocket or in the same relative position if there is no pocket. Members of the National Eagle Scout Ass'n. and Order of the Arrow may wear their six-inch emblem on the back of the jacket, as may those who have participated in international activities such as the World Jamboree. Only one such emblem may be worn. No other badges or insignia are approved for the red jackets.

RECOMMENDED SUMMER OUTDOOR UNIFORM

Boys:

Official shorts and Cub Scout T-shirts are recommended for all outside summer activities. This gives the boys a feeling of being in uniform without wearing the uniform with all the badges, which would be restrictive.

Adults:

For both men and women, official shorts and knee socks. Men can wear official T-shirts.



THE WEBELOS UNIFORM

The Webelos Scout has the option of wearing either the blue uniform of Cub Scouting or the Khaki/Tan uniform they will wear as Boy Scouts.

Insignia placement is the same on both uniforms. The placement of insignia on the webelos uniform differs from the Cub Scout uniform as follows:

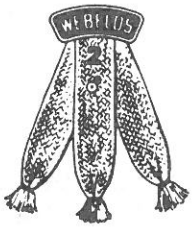
Flag- Moves from above the right breast pocket to the right shoulder;

Den Number- May or may not be worn. Patrol emblems may be worn to designate different Webelos Dens on the same pack. Other than these differences, the placement of permanent insignia on the two uniforms will remain the same.

The Webelos visored cap or the Webelos colors is where the Webelos Scouts wear their Webelos Activity Badges as hat pins. If the colors are choses, they are worn at the top of the right sleeve under the flag.

The Webelos Neckerchief is a plaid neckerchief, No. K890.

NOTE:
This is the neckerchief that the boys wear and not the one with gold trim which is the Webelos Den Leader's neckerchief.

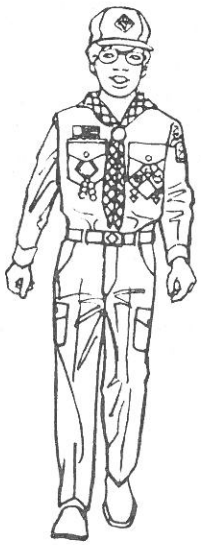


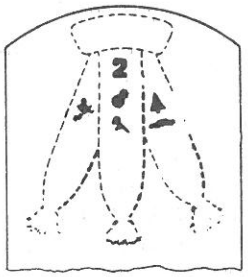
Webelos Colors



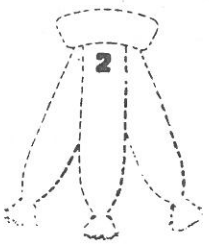
Webelos Slide, No. 891.



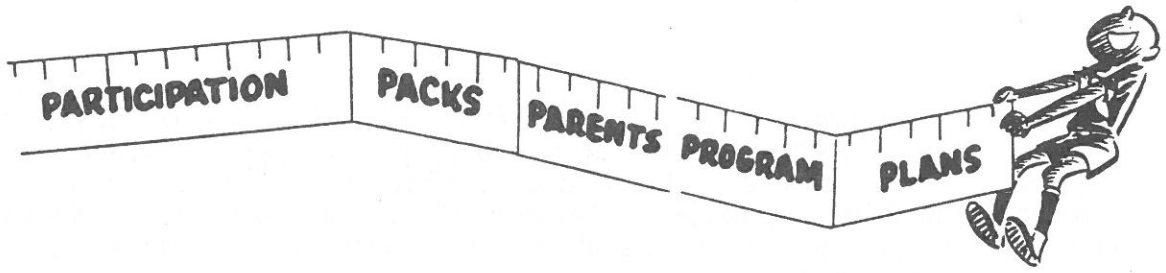




RIGHT SLEEVE



Webelos Den Numeral



GOALS ARE WORTH SETTING

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

Goals should be WRITTEN, SPECIFIC AND DETAILED, CONSISTENT, CONCRETE, CONSTRUCTIVE, CHALLENGING AND COMMUNICATED.

Here are some worthwhile suggestions:

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

2. Win, Don't Repel. A man was walking in the country with his grandson when they came across a small land turtle. The boy picked up his find examined it and tried to pry open the shell with a stick. The turtle promptly pulled in its head. "that will never get you anywhere", said the grandfather. "Let me show you". They returned home and put the turtle on the warm hearth. In a few minutes the turtle stuck out its head and feet and started crawling toward the boy. "Never try to force a fellow into anything", said the grandfather. "Just warm him up with a little kindness and he'll probably respond."

   This is an attitude that we should strive for in our relationships in Cub Scouting.

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

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

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

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

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

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

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

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

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

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

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

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

K I S M I F

Keep it simple, make it fun

Give it all your attention,
practice to make it work,
then evaluate to make sure
you have it right.











RESOLVING CONFLICTS

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

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

If two people are willing to make a mutual effort, the conflict can be reconciled. This doesn't necessarily mean that the conflict is solved, but there will be an easing of tensions which occur because of honest differences of opinion.

The idea is not to think alike, but to think together. This is unity, not uniformity. We need differences of opinion. Conflict is necessary to cause action. How we handle conflict determines whether the action is harmful or constructive.

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

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

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

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

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

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

Preventing Stress

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

The following are suggestions for preventing stress:

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

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

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

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

a. Massage
b. Catnap
c. Daydream
d. Controlled breathing
e. Do something different
f. Sing in the shower
g. Start a new hobby
h. Stretch the body

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



STRESS AND CUB SCOUTING

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

SOURCES OF STRESS

Lack of Parental Support

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

No Recognition

Adults need recognition too. Block out a bit of time at each pack meeting, committee meeting, or other meeting to recognize the contributions of adult Scout leaders and parents. Recognition doesn't have to be an elaborate trophy or plaque, it can be a verbal Thank You for a job well done, or a simple hand-made certificate.

Untrained Leaders

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

Poor Program

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

Scout Committee

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

No Money

One of the major premises of Cub Scouting is that the boys should help support the program. Accepting the premise leads to the conclusion that the boys and parents should accept the burden of helping raise money. Within certain sensible and logical restrictions, money can be raised, the boys will love it and the aims of Cub Scouting will be furthered.

Serious Business

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

No Fun

One of the best paychecks for investing time as a Cub Scout leader can be having fun with the boys. Loosen up, get on the floor on their level and try to have fun. It works and it infects others. FUN IS CONTAGIOUS!

Bureaucracy

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

Bad Communications

The transmission of an idea from one mind to another, more or less undistorted, is the most difficult thing humans attempt. Give this process the time and attention it deserves. Good intentions are no substitute for accepting the responsibility for good communication. Try having a secretary for the pack, to take minutes, and compile important dates, facts and assignments for a pack newsletter. If yearly planning is done, most of the work is already done. WE DON'T PLAN TO FAIL...WE FAIL TO PLAN!

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



A CUB LEADER'S ATTITUDE TOWARD OTHERS

COOPERATIVE	Knows how to work with other people.
SYMPATHETIC	Is sensitive to difficulties of others. Not absorbed by self-interest.
CONSIDERATE	Takes into account all factors involved in the other person's behavior. Doesn't jump to conclusion quickly, but is inclined to give the benefit of the doubt to others.
UNSELFISH	Doesn't crave the spotlight. Remembers that it's the boy who counts.
PATIENT	Corrects mistakes without losing temper, and without embarrassing the person at fault.
ENCOURAGING	Encourages and reinforces boys and other leaders by words of praise, commendation and thanks.
BELIEVING	Has faith in people. Believes they will respond to what is good if given sufficient opportunity. Believes they are cooperative. Believes they have capacity and ability.
AMBITIOUS	Not self-satisfied.
HOPEFUL	Not pessimistic.
PROGRESSIVE	Not opposed to change.
DETERMINED	Not easily discouraged.
IDEALISTIC	Not content with low standards.
SENSE/HUMOR	Not upset by trifles.
FORGIVING	Not vindictive.
HUMBLE	Not conceited.
TOLERANT	Not angry over differences of opinion.
GRATEFUL	Not inattentive to kindness.
FRIENDLY	Not lacking in good will.



THE POWER OF WORDS

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

Words, with enough repetition, whether silent, self-talk or spoken, produce attitudes.
Attitudes with repetition produce habit patterns.
Habits with reinforcement, produce character traits.

Thus, words **determine your destiny**!

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

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



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

Habits are important. You need them to function in this world. Without habits your daily activities would be slowed down to a snail's pace. Our emotional reactions and feeling depend on habit patterns. You can develop the constructive habit of profiting by mistakes, getting a sense of self-direction. Driving toward your goals in spite of obstacles is the beginning of habit... for habit is repetition. Resentment is a vicious habit because it is a repetitous circle that never ends.

It's all up to you ... the person you will be. You are the master of your own destiny, and that destiny will be determined by your own words!

This message from an Indian Scout Leader in Canada translates:

"Father, in your youth have time for your son so that in your old age your son will have time for you."



EFFECTIVE COUNSELING



The counseling technique is a basic tool in the development of Cub leaders. It is a tool which helps an individual help himself. As we give leadership in Cub Scouting, we will have opportunities to counsel men, women and boys.

Who counsels? The Cubmaster, the Committee Chairman and Den Leader Coach can help create conditions whereby other Cub leaders assume greater responsibility for their jobs in Cub Scouting and are able to solve their own problems. The Den Leader will find counseling an effective tool in working with boys and parents.

Why do we counsel? To help solve problems. To encourage or reassure. To help develop more effective Cub Scouts and Scouters.

When do we counsel? When we find a person who is undecided, confused, who cannot interpret the facts, does not have all the facts, does not know what to do, is not aware of the choices he has. When a person has made a snap decision, is worried about his decision, is angry or confused, did not consider all facts, has misinterpreted the facts, did not consider the consequences.

Counseling is not an easy thing to do. Being a professional counselor requires years of training and experience. Cub leaders cannot expect to become proficient in a short period of time; however, they can give a kind of 'first aid' counseling by understanding and using the fundamentals listed below:

A. Listen. This is most difficult, for we are usually not good listeners. Give your undivided attention. Be willing to take time to hear all the facts.
B. Understand what is being said.
C. Do not give advice. If you do, you may prevent the other person from solving his own problem, and the advice may be wrong for him.
D. Summarize the problem. Do this several times during the conversation. It helps the other person know you understand. It keeps him on the right track and helps him check on what he is telling you.
E. Give additional information. He may not have all the facts. He may not know all the resources that are available to him. Be sure this is not advice.
F. Encourage him to think of different ways to handle his problem. Try not to let him settle on just one approach, and not too soon. Encourage him to think. Let him decide which solution to use.

BOY BEHAVIOR

Behavior can best be described as a result of motivation which is designed to accomplish a purpose or goal. Whether behavior is flagged as constructive or inappropriate, a desired outcome is usually pursued by all boys. Even boys who ultimately receive attention from misbehavior are as equally gratified at times as those who receive praise for positive behavior. Remember that boys will seek out "payoffs" for behavior despite the positive or negative aspects.

A higher level of motivation is observed with boys who search for internal (inward) and not external (outward) rewards. Far too often leaders of children base activities and games on rewards that induce a belief of "What will I get for this?" A sense of internal satisfaction is far more beneficial as a positive system of motivation than it's counterpart of some external reward. Otherwise, boys, like all people, come to anticipate "something in return for everything they do."

Many significant aspects of behavior can be gauged by the following model:

Commitment (Unyielding)
Aspirations (goals)
Possibilities (potential)
Sacrifice (necessity)

Commitments (Unyielding)
Quite frequently, boys (as do all of us) are motivated to establish commitments "only after we feel ready to do it." If an individual waits until "they feel like it" commitments will never be born. In almost all situations, "feeling good" follows completion of a commitment. Feelings are far too unpredictable and unstable while commitments are predictable and stable across time.

Aspirations (goals)
To be properly commited and motivated a desired goal must be established. Boys need guidance in understanding that goals can be of both a short term and/or long term basis. A goal gives individuals direction and a map to reach a desired outcome. Establishing a goal also provides the greater opportunity for self-control or self-monitoring.

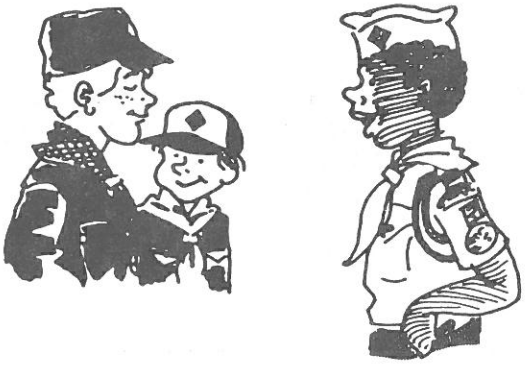
Possibilities (potential)
A multitude of ways are usually available in reaching a desired outcome. Boys need to be allowed the opportunity to be creative, original and self-directive. Most boys are only limited when they assume less responsibility and opportunity. Potential and possibilities are often limited when boys do only what they "want" instead of "need" to do.

Sacrifice (necessity)
Sacrifice makes all of us a little uncomfortable. Sacrifice helps boys understand that they must surrender or give up something that may be immediately gratifying but has short-term benefits. Sacrifice teaches that struggles are inevitable and unavoidable when making and practicing commitments.

Healthy motivations of boy behavior might include assisting the understanding of interdependence in family, friend and work relationships. Interdependence develops a stronger belief that boys share with and enjoy interpersonal relationships. Boys might further benefit from learning that dependency in relationships basically states "I expect you to make me happy!" Motivations of behavior concerning interdependence vs. dependence is critical concerning development of self-reliance and a healthy sharing of one's life with significant others.

An absence of self-control in a boy's life can eventually lead to out-of-control behavior. Self-control enables boys to eliminate and reduce the need to manipulate, deceive and control others. Self-control is based on total accountability for self while motivations to control others can simply be a means to blame others and other situations for what we, ourselves failed to accomplish.

It's important to know how boys behave; however it may be more important to understand models that enhance our opportunity to guide boys into appropriate, healthy and acceptable behavior.



UNDERSTANDING BOYS

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

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

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

HOW A CUB SCOUT LEARNS

A CUB SCOUT LEARNS THROUGH TRIAL AND ERROR

When a Cub Scout does a project right, he is such a happy high-spirited, good-humored and light-hearted boy. When he does things wrong, gloom, a broken heart and a cave of despair prevails. You, his den leader, can help him find the answer for himself. He remembers things by doing them. You must realize he is now living the most formative years of his life--the age when he is learning to make decisions and is a person who can do things for himself. You, his den leader, needs to be there, so he doesn't get hurt by failure. You are to be his guide, his director of footsteps. Don't let him fall too often but often enough to let him learn how to win and lose. As life is a combination of winning and losing this is what we are trying to teach him to live with.

A CUB SCOUT LEARNS BY DOING

You will often hear a Cub Scout say, "Don't help me! Let me do it!" Let him have a place to put the project that he works on. Let him solve the problems and practice what to do in difficult situations. Let him test his ideas and find out about himself and others at his den meetings. In Cub Scouting, he is learning that he is a part of God's great and wonderful world. Don't just tell him to share and take turns in things but encourage him to do things for himself. If possible, do things to encourage him to do it on his own choosing, as some come forward faster than others. Thank, God, as a den leader, that you can give him a place where he can live with others. Don't rush him into becoming a man but guide him by being an adult example. You never know, you may be the best thing that ever happens to one of these boys.

A CUB SCOUT LEARNS BY INSIGHT

How often you will hear the words, "So that's the way you do it. You showed me and showed me and I tried and tried - now I can do it." Your boys will be so pleased that you had the patience to show them. They will not say it in so many words but they will be overjoyed by the fact that you let them try and try. Now, thanks to you, Den Leader, each boy can do things that he never dreamed of doing before. One stands a little taller when your boys start becoming leaders instead of followers.



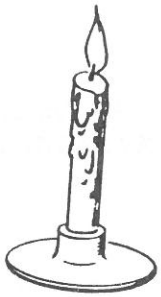
A CUB SCOUT LEARNS BY HIS SENSES

"Hey, let me see it! Come on, I want to touch it. What's it for? How do I use it? Quiet, I want to hear it." These are five of the most often phrases said by a Cub Scout. If you don't think so, tape your den meeting and play it back. A boy needs to be taught to use all his senses to help him understand what life's all about. He sure can't find out what this world is all about unless he does. He needs to learn about things in this wondrous world that God planned for him. There is no place better (outside his church) to help him respond in wonder and awe, than the well-planned program outlined by the Boy Scouts of America. They have a program for boys to learn by seeing, feeling, smelling, touching, hearing and people to show him, what things are for and how to use them. He feels best when he feels secure. Your home, outside of school, may be the boy's first place away from his home. How does he feel in your home? "This place is a good place to be. The guys here all like me. Gee, there are so many things I like here. I can explore and do things here. My den leader helps me when I need help. She lets me investigate so many things in the Scouting world. I like being at my den meeting Yes, my den's a real warm, smiley place to be!" Is this how your boys feel about their den meetings?

A CUB SCOUT LEARNS THROUGH IMAGINATION AND IDENTIFICATION

"Let me take my turn as the Denner. Hey, let me help with the things we're going to do at Scout-O-Rama. When are we going to start making things for Christmas? What do I think about growing up? Well, I want to be a grown-up person some day. If grown-up people around me are kind and loving then I will be kind and loving too."

YES, THANKS TO YOU, MR. AND MRS. DEN LEADER, HE'S LEARNING SOMETHING NEW ALL THE TIME. YOUR BOYS WILL REMEMBER 10% OF WHAT THEY HEAR, 50% OF WHAT THEY SEE, AND 90% OF WHAT THEY DO. ARE YOU A DO-ER???



CONDUCT CANDLE

Use a conduct candle which burns during den meetings and is extinguished when bad behavior occurs. This is a good way to remind boys of the importance of good behavior. When the candle has finally burned down, the boys receive a special treat or take a special trip. The more times there is bad behavior, the more often the candle is extinguished and the longer it takes to burn down.

GETTING YOUR DEN STARTED

The key to getting your den off to a good start is by meeting and talking with the parents to let them know just how you plan to run your den. The following items are essential to a well organized den:

1. Den meeting time, place and day of the week.
2. Dues (monthly, weekly?)
3. Refreshments (who brings what and when)
4. Craft items
5. Books needed (Wolf, Bear)
6. Field trips permission slip.
7. Help expected from parents (transportation, etc.)
8. Pack Meeting (Day, time, place, who and why.)
9. Uniform (what, why, and where to purchase.)
10. Discipline in the den.

BASIC PRINCIPLES OF CUB SCOUTING RELATED TO PARENT COOPERATION

1. It is a program for Cub Scouts and their parents.
2. Cub Scouting program of activities and achievements place in the home under the guidance and with the cooperation of the parents.
3. One of the main purposes of Cub Scouting is to bring the boy and his parents close together through worthwhile activities.
4. A boy should be permitted to become a Cub Scout only when his parents are informed and agree to follow their responsibilities.
5. In signing their son's application to become a Cub Scout, the parents agree to:
    a. Help their son progress in his achievements.
    b. Attend Pack meetings.
    c. Cooperate with den and pack leaders.



It is unfair to leaders and the boys they lead to expect them to carry out responsibilities they do not understand. Successful leaders, men and women, need <u>training</u>.

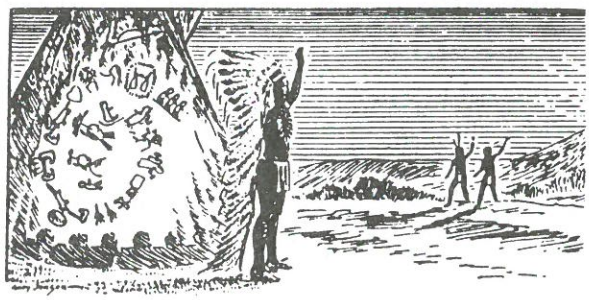


SECURING PARENTAL COOPERATION IN THE DEN

1. Recruit in haste, repent at leisure.
   Invite the mother of the prospective Cub to come with him to the second meeting he attends.
2. What you don't know, may hurt you.
   Get acquainted with parents of Cubs in your den. Knowledge and friendship lead to respect and loyalty.
3. Two hands are better than one.
   Recruit assistant den dad's and den mothers from parents of the boys in your den.
4. Misery loves company.
   Den dads should ask other Cub Dads to come along on den outings.
5. In number there is strength.
   Promote parent social meetings on a den basis, discuss plans/problems.
6. A group that plays together stays together.
   Promote den outings on a den basis.
7. Have them sign on the dotted line.
   Be sure parents are helping their boys on their achievements and that they sign their book.
8. Strut your stuff!!!
   Promote attendance of Parents at Pack meetings. Strive for 100% turn-out.
9. No parent - No badge
   Do not give out advancement recognition at pack meeting unless the Cub Scout's parents are on hand with the boy.

A LEADER'S RESOLUTION

I shall study my Cub Scouts - so that I may understand them.
I shall like my Cub Scouts - so that I can help them.
I shall learn - for they have much to teach me.
I shall laugh - for youth grows comfortable with laughter.
I shall give myself freely - yet I shall take so that they may acquire the habit of giving.
I shall be a friend - for a friend is needed.
I shall lead - yet I shall beware of pushing.
I shall listen - for a listener prevents combustion.
I shall warn them - when my experience warrants it.
I shall commend - when actions merit it.
I shall not overlook mistakes - yet I shall not blame them.
Lastly, I shall try to be that which I hope they think I am.



DEN DOODLES

Many dens use den doodles as an incentive for advancement. It is the most fun if the boys help make the doodle. Decide on a theme that fits your particular den. Doodles can be table models or standing models. You may want to call on some dads to help out.

Boys will look forward to hanging the devices on the den doodle as they earn achievements and electives. This can be done in conjunction with the Immediate Recognition ceremony. (See Staging Den & Pack Ceremonies, and Den Leader's Book for information and illustrations.)

SPECIAL RECOGNITIONS

Boys love to be recognized. This is a chance to use your imagination and pay recognition where it is due. Some of the things you might wish to recognize in den meetings are:

1. Birthdays (sing "Happy Birthday", have cake).
2. Welcome a new member (sing a welcome song and have each boy tell something about himself to get acquainted).
3. Transfer to Webelos den (A "good-bye...good luck" type of ceremony).
4. Special recognition for achievement in school, church, etc.



THE LITTLE CHAP WHO FOLLOWS ME

A careful man I ought to be;
A little fellow follows me;
I do not dare to go astray
For fear he'll go the self-same way.
I cannot once escape his eyes;
What'er he sees me do he tries,
Like me, he says, he's going to be;
The little chap who follows me.
He thinks that I am good and fine,
Believes in every word of mine;
The base in me he must not see;
The little chap who follows me.
I must remember as I go
Through summer's sun and winter's snow,
I'm building for the years to be,
A little fellow follows me.



IDEAS FOR DEN MEETINGS

Trip to Fire Station
Visit Police Station
Picnic
Visit a bakery
Backyard Olympics
Visit the airport
Fishing Contest
Visit Courthouse
Kite Flying Contest
Visit Newspaper Office
Nature Hike
Scavenger Hunt
Marble shooting contest
Tour State Park
Visit Weather Station
Visit a museum
Make Puppets and put on show
Plant a tree
Safety inspection for bikes
Glider flying contest
Den bowling tournament
Visit a zoo
Swim at City pool
Obstacle Race
Treasure Hunt
Visit County Jail
Visit Municipal Building
Make Games for Shut Ins
Fossil or Rock Hunt
Backyard camp out
Pet Show (boys bring theirs)
Visit Historical Spot
Collect leaves
Have a Bug Hunt
Collect recycling items
Learn Basic First Aid

DEN RULES

If you have decided to take on the responsibility for a Den, you will want some rules. No one can tell you what rules you should have. That's a matter of personal values and life styles. But there are some general thoughts to ponder when setting up "GOOD" rules:

1. Den Leaders and Den Chiefs should discuss all rules between themselves before announcing them to the boys. Failure to act as one can be disastrous.

2. Do not make a rule until you are sure it is a good rule.

3. If you made a mistake, it is OK to change the rule. But be careful that the new one is one you can live with.

4. All rules and changes in rules should be announced before you begin enforcing them. Send written rules home to parents so they can go over them with the boys.

5. Follow through with the rules. BE CONSISTENT! Exceptions will invalidate your rules.

6. Keep rules to a minimum. Most boys can be covered by these three simple rules:

    A. Respect Property
    B. Respect Others
    C. Respect Themselves

DEN PERMISSION SLIPS

Permission slips are required before boys take any trips. Most packs make up their own. This is for information as well as protection. **The form should include the following information:**

1. Boy's name, address and phone.
2. Pack and den number and council name.
3. Description of trip-destination, type of transportation, time of departure and return, person in charge.
4. Name of parent or guardian.
5. Where parents or guardian can be reached in case of emergency.
6. Name, address and phone of family physician.
7. Medications taken by boy.
8. Any allergies the boy has.
9. Illness or disability the boy has that nay affect activities or require emergency treatment.
10. Age of boy.
11. Approval signature of parents or guardian.

DEN PERMISSION SLIP

I give permission for my son, _____ . to go on a den/pack outing with

Pack_____. Den_____ on _____.

I understand they will be going to _____

I understand my son will be riding with/on _____

I understand they will be leaving from _____ at_____

and returning to _____ at_____

In case of emergency, I can be reached by phone at _____

If I cannot be reached, please contact _____

at_____.

Signed _____ Date_____
(Parent or Guardian)

TOUR PERMIT

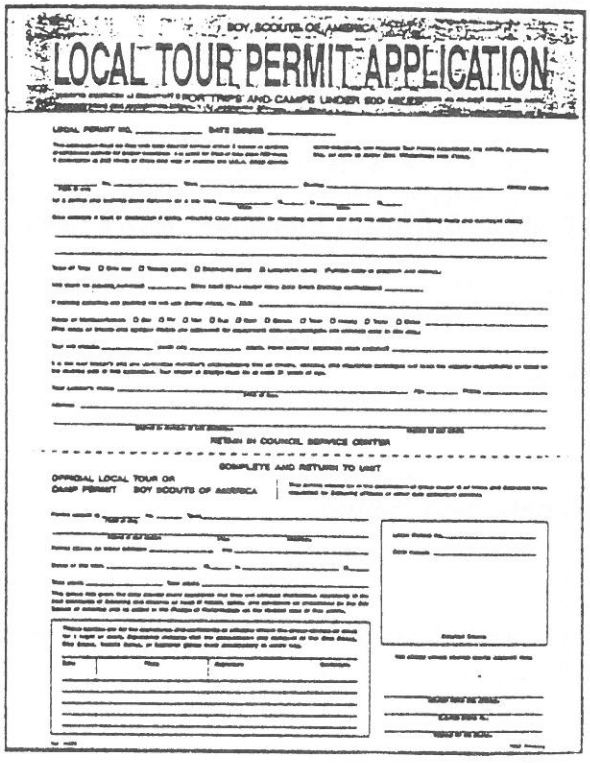
Tour permits also required before taking any trips. They ensure a safer, better planned trip and furnish the Scout Service Center with important information in case of an emergency should arise.

The local tour permit (Form #4426) is used for trips of 250 miles or less. This permit should be applied for at least 2 weeks prior to the trip and filed with the Scout Service Center. Packs should file tour permits for any pack trips. Webelos dens should file tour permits for dad and son overnight campouts. Short in town den trips of a few hours do not require a tour permit.

Tour permits provide information about insurance and vehicle requirements, and minimum age of drivers. They also list national requirements for minimum liability insurance. The signature of a pack official is required to show these requirements have been met.

Leaders should carefully read **"OUR PLEDGE OF PERFORMANCE"** on back of the local tour permit.

THE TOUR PERMIT


BOY SCOUTS OF AMERICA

LOCAL TOUR PERMIT APPLICATION

FOR TRIPS AND CAMPS UNDER 500 MILES

RETAIN IN COUNCIL SERVICE CENTER

COMPLETE AND RETURN TO UNIT

OFFICIAL LOCAL TOUR OR CAMP PERMIT BOY SCOUTS OF AMERICA

PACK TRIPS more than 500 miles. File tour permit two weeks prior.

WEBELOS file for campouts.



DEN TRIPS Tour permit not required.

PERMISSION SLIPS SHOULD BE USED!

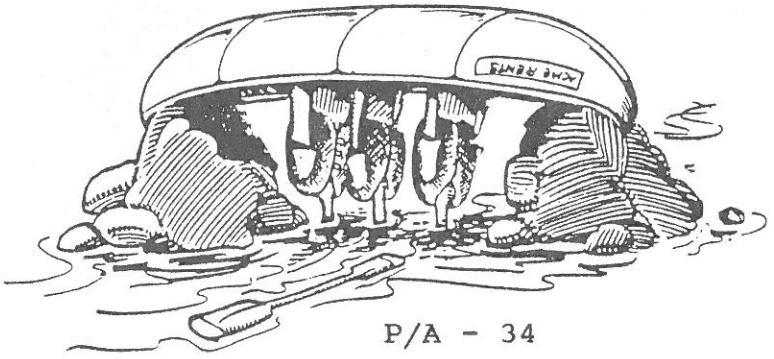
A person's attitude can affect his success. Attitudes of confidence encouragement, honesty, enthusiasm, respect and optimism can enhance a person's effectiveness, whereas attitudes of criticism, pessimism,hate, fear, inferiority, or envy can detract from a person's effectiveness. We all would rather say,"I'd love to help, sure, I can do it," or I'd like to give it a try."

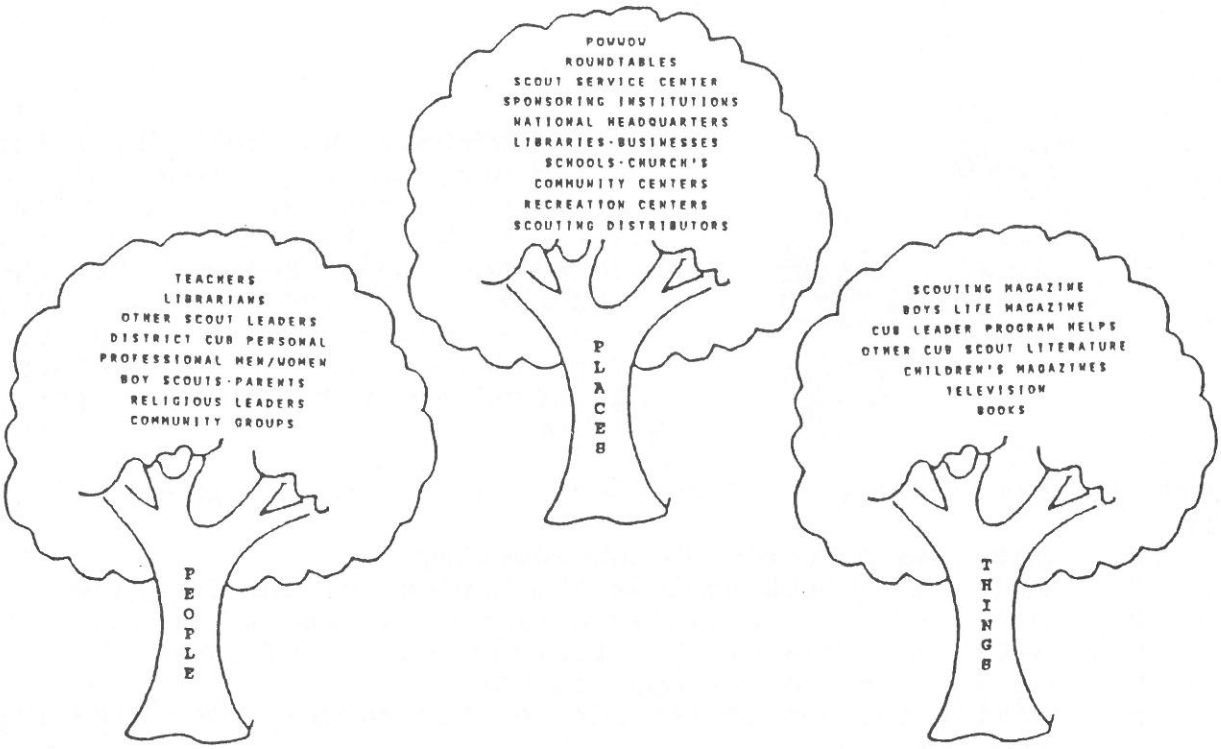
You are basically creative, but some have fears that obstruct the flow of creativity. These fears are: fear of ridicule, fear of change, and fear of the unknown. In order to use your full potential of creativity, you need to develop self-confidence and a high self-esteem . Start liking yourself. Search out opportunities. Work on your limitations and build up your strengths. Find new approaches and put your ideas to use.

HOW TO PADDLE YOUR OWN CANOE

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

A CUB SCOUT LEARNS THROUGH TRIAL AND ERROR
A CUB SCOUT LEARNS BY DOING
A CUB SCOUT LEARNS BY INSIGHT
A CUB SCOUT LEARNS BY HIS SENSES
A CUB SCOUT LEARNS THROUGH IMAGINATION AND IDENTIFICATION





TRAINING



Each and every Cub Scout deserves a qualified, trained leader to provide him with the best program possible. The following training is available for leaders.

The first step in training is the First Start Orientation, which provides the information needed by the leader to get started in his or her job.

As soon as possible the new leader should complete Cub Scout Basic Training. Basic training is divided into sessions related to the leaders position in scouting.

Other training available to Cub Scout Leaders are: **POWWOW, ROUNDTABLES, WORKSHOPS, PHILMONT, AND WOOD BADGE.**

Training helps us understand the purposes of the Scouting program and improves our ability to work with boys and other leaders. It teaches us Cub Scout skills and shows us how to plan an effective program for the boys and their families.

DEN CHIEF



QUALIFICATIONS: An older Boy Scout or Explorer Scout. Preferably a former Cub Scout, at least First Class Rank. Selected by the Scoutmaster upon request by the Cubmaster. Approved by the Cubmaster and pack committee for recommendation to the den leader. Registered as a member of a troop or post.

RESPONSIBILITIES the Cub Scout Den Chief has the responsibility to:

1. Know the purposes of Cub Scouting.
2. Help Cub Scouts achieve the purpose of Cub Scouting.
3. Serve as the activities assistant at den meetings.
4. Set a good example by attitude and uniforming.
5. Be a friend to the boys in the den.
6. Assist the den in its part of the monthly pack meeting program.
7. Know the importance of the monthly theme.
8. Meet regularly with the den leader to review den and pack meeting plans.
9. Attend annual pack program planning conference.
10. Meet as needed with adult members of the den, pack and troop.
11. See that den activities do not include Boy Scout activities that would take away from the boy's future experience in the troop.
12. Receive training from the den leader (and Cubmaster or assistant Cubmaster.) Attend den chief training conference.
13. Encourage the Cub Scouts to become Webelos Scouts when they are eligible.
14. Help the denner and the assistant denner to be leaders.
15. Help the Cub Scouts on advancements requirements.

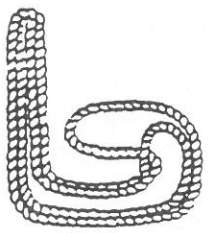
CUB SCOUT DENNER OR ASSISTANT DENNER

The Cub Scout denner is a den member, elected by the den for a short period, usually 1 month. This way all boys have a turn at being denner. His responsibilities are determined by the den leader and den chief. This might include helping to set up the den meeting place and help clean up, helping with the games, ceremonies, tricks, puzzles, or leading a song. He should be given meaningful responsibilities and recognition to help him learn how to be a leader, so all boys will look forward to their turn as denner.

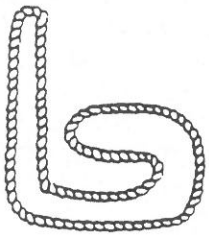
The Cub Scout assistant denner is a den member, elected by the den for a short term of office to coincide with the denner's term. He assists the denner and usually becomes denner for the next term.



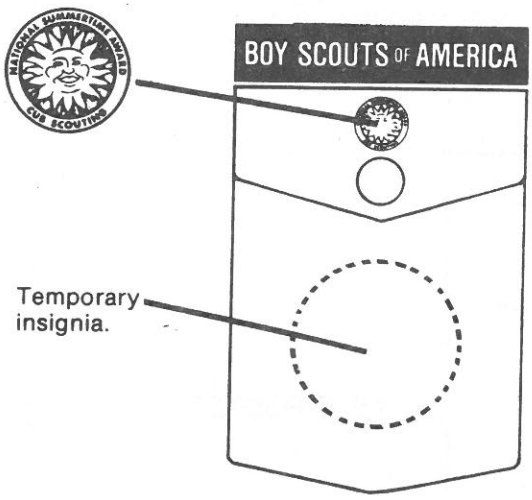
YOUTH AND ADULT SCOUTING RECOGNITION



Denner cord



Assistant denner cord



National Summertime Award Pin... A gold sunburst pin given to the Cub Scouts and Webelos Scouts in pack earning the National Summertime Pack Award. Boys must participate in three summer pack activities to be eligible for the award. Can be earned more than once. Worn centered on the right pocket flag of the uniform. (Not for adults.)

Recruiter Strip... Cloth strip presented to boys for recruiting another boy in to the program. Worn by Scouts centered below right pocket.

Temporary Insignia... Any insignia authorized by the local council for a particular purpose, such as Scout-O-Ramas, Cub Scout Day Camp, World Conservation Award, Tiger Cub graduation, etc. Worn by Cub Scouts centered on the right pocket of the uniform shirt. Only one temporary patch may be worn at a time.

Quality Unit Award... Embroidered cloth strip worn by boys and leaders who met the criteria. Worn centered on right sleeve, 4 inches below shoulder seam.

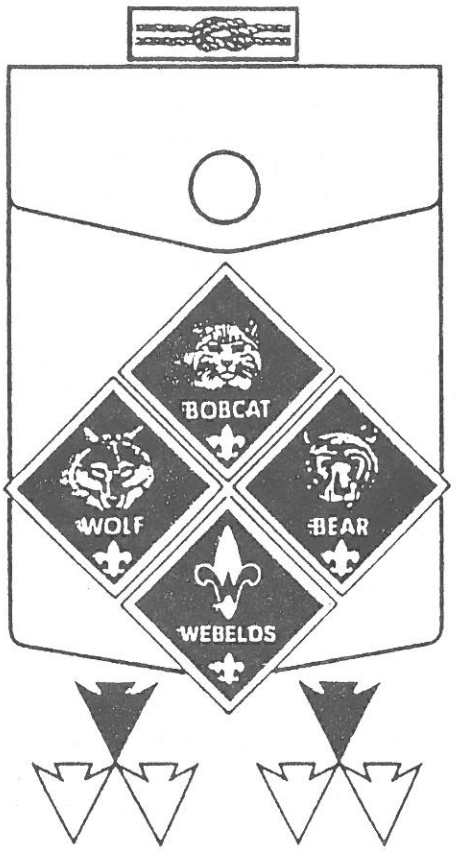
Service Stars... Gold metallic numbered star worn with colored background to indicate years of service in the Scouting. Cub Scouts and Webelos Scouts wear star(s) with gold background, centered 3/8 inch above left shirt pocket. Boys who have been Tiger Cubs wear the Service Star with a orange backing, on the Cub Scout uniform.



Attendance Pin and Bar... A gold colored pin that may be worn recognize good attendance at den and pack meetings. Year bars are available to attach to the first year bar and pin. Worn centered above he left pocket by Cub Scouts and Webelos Scouts. (requirements for this recognition are determined by the pack committee. The award is for boys only.)

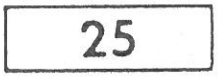


The religious emblem... Square knot, silver knot on purple background, is worn over the left pocket on the Cub Scout uniform shirt by a Cub Scout who has earned his religious emblem.



LEFT POCKET

Veteran Unit Bar...25 Years. A silver embroidered bar worn by boys and adults leaders in packs which have been chartered 25 years. Worn directly below council patch, above and touching the pack numberal.





Veteran Unit Bar... 50 Years. A gold embroidered bar worn by boys an adults leaders in packs which have been chartered 50 years. Worn directly below by council patch, above and touching the pack numberal.

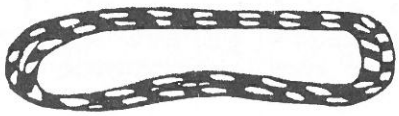
DEN CHIEF UNIFORM AND INSIGNIA

The den chief is a Boy Scout or Explorer and wears the appropriate uniform. (see the Official Boy Scout Handbook.) In addition, he wears the following:



Den Chief Badge of Office... Round green cloth badge embroidered in gold, worn on the left uniform sleeve, directly below and touching unit numberal, while serving as a den chief.

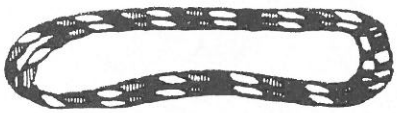
Den Chief Shoulder Cord... Double strand of blue and gold interwoven cord, worn suspended from the uniform eqaulet on left shoulder of Scout uniform with cord passing under armpit.





Webelos Den Chief Shoulder Cord... Double strand of blue and gold interwoven cord, worn in same manner as the den chief cord.

Den Chief Service Award... A special recognition given to den chiefs who complete certain service and training requirements. Presented with approval of Cubmaster and Scoutmaster. (See Den Chiefs handbook, for requirements and procedure.) A distinctive red, white, and blue shoulder cord which replaces the regular blue and gold or blue, red and gold cord. Worn as described for the den chief shoulder cord.



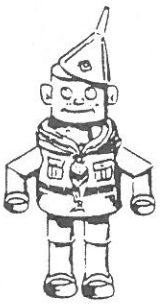
HOW TO GET FAMILIES TO ATTEND MEETINGS

Once families get into the habit of attending pack meetings, they usually continue, if the pack program is worth-while. When they enjoy their first pack meeting, they'll probably come back for more. So a good rule is to be sure all meetings are planned with the families in mind.

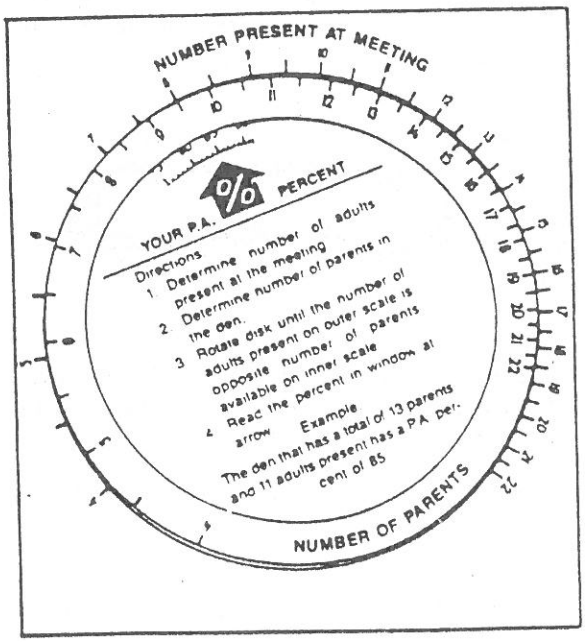
Each pack has its own way of building family attendance. Some have a simple trophy of a homemade "CUBBY" which is presented to the den having the best adult attendance at each pack meeting.

The winning den keeps the trophy in its meeting place until the next pack meeting, where it is passed on.

"CUBBY", a homemade attendance trophy, can be made from tin cans or any scrap material. Challenge a creative parent to design an make your own attendance trophy.



Some packs present a family attendance ribbon to the den with the best attendance. The den keeps this the ribbon and attaches it to the den flag.



Attendance percentages can be figured easily with a simple homemade family attendance calculator.

Telephoning is another method for obtaining good attendance. An adult in each den can call other den families to remind them of the pack meeting and point out that the boys will be disappointed if their families don't go. Each family gets a personal invitation and a remainder of the meeting.

Some packs have regular newsletter which is sent to families, to keep them informed and remind them of meetings.

If attendance of families at pack meeting is not what you would like it to be, perhaps the pack committee can come up with a plan for increasing attendance.

TRAINED LEADER EMBLEMS

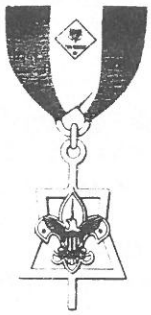
A trained Leader emblem is available for all leaders who have completed the basic training program appropriates to their positions. The emblem is worn immediately below and touching the emblem of office for which it was earned. In the case of commissioners, it is worn between the emblem of office an the Arrowhead Honor.

Den chiefs who have completed the Den Chief Training Conference, may wear the **Trained Leader Emblem** this may be worn in connection with the emblem of office for which basic training has been completed.

APPLYING FOR AWARDS

The application for an award is the completed progress record for that award. The application is reviewed by the council training committee and, if approved the record is signed by the committee chairman. The district is informed so that its leadership training records can be updated. (all of the awards for training recognition can be ordered by the council for the Supply Division.

EARNING THE AWARD



Scouter's Key, No. 5103.

The Scouter's Key is intended to recognize Cubmasters, who have taken the recommended training for that position and have achieved a high standard of performance over a 3-year period.

As a cubmaster you must complete the training programs, participate in the Cub Scout leader's pow wow and at least eight Cub Scout leader roundtables each year.

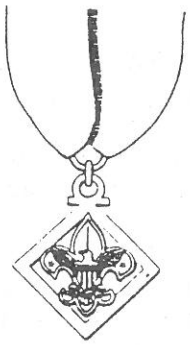
Complete 3 years of tenure as a Cubmaster with-in a 5-year period. At least twice during this 3-year period, serve as cubmaster of a pack that (1) reregisters at least 50 percent of its Cub Scouts (half of those Cub Scouts reregistering having advanced in rank during the past year) (2) earns the National Summertime Pack award, and (3) attend at least eight monthly pack leader meetings each year.

The Scouter's Training award is the recognition for the individuals who have not obtained the Scouter's Key but are trained and give consistent service to Cub Scouting, Boy Scouting, Varsity Scouting, and Exploring or serving on a roundtable staff.



As a Cub Scout Leader you must complete the training sessions, serve a total of 3 years as a registered adult leader, and do five (5) of the following:

* Serve as a leader for five outdoor Cub Scout activities or field trips.
* Supervise or counsel a den in planning and doing five neighborhood, community or chartered organization service projects.
* Assist a pack in planning a program that will achieve advancement in rank for most members for a least 2-year period.
* Participate with other pack leaders in a 16 pack program planning meetings.
* Participate in a den chief training conference.
* Help with two annual unit and/or district sustaining membership enrollments.
* Serve as a commissioner or Scouting Coordinator for 1 year.
* Attend Cub Scout Leader Pow Wow.
* Attend eight roundtables.
* Help organize or reorganize a Cub Scout pack.
* Serve on the staff of a council or district training event.



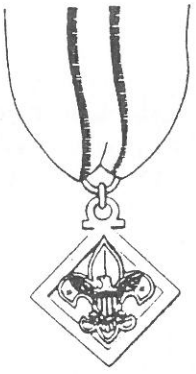
The Den Leader's Training Award honors den leaders, Webelos den leaders and assistants.

For den leaders and assistants you must complete the training sessions, attend a Cub Scout Leaders pow wow. Complete 2 years as a registered den leader or Webelos den leader or 1 year as assistant and 1 year as den leader (certified by the Cubmaster).

* Assume leadership responsibility in the Cub Scout program for at least three den meeting a month, 9 months a year.
* Earn the National Summertime Pack award (den ribbon).
* Have a den chief or den aide who meets regularly with your den.
* Plan and conduct at least once a year, a successful meeting for parents of boys in your den.
* Attend eight roundtables.

Do two of the following projects (certified by Cubmaster or pack committee chairman):

* Serve on a project committee of your pack for four outdoor pack activities.
* Build or assemble a den game chest. Submit list of this equipment.
* Supervise or counsel a den in furnishing and equipping a den meeting palace.
* Participate with other adult pack leaders in pack leaders' or den leaders planning meeting.



The Den Leader Coach's Training Award is for den leader coaches. Requirements for Den Leader Coach is to complete the training session, complete 2 consecutive years as registered den leader coach.

At the end of the 2-year tenure period, produce satisfactory evidence that you served as a coach/counselor to the den leaders in your pack. On a regular basis confer with and keep the Cubmaster aware of the conditions and needs of the dens. Attend eight monthly pack leaders meetings each year. Schedule and conduct regular monthly meetings of your den leaders.

A holder of the Scouter's Key may not earn the Scouter's Award in the same program area. If a committee member or assistant unit leader has earned the Scouter's Award, however, the key may be earned if that individual becomes a unit leader in the same program area and meets the training tenure, and performance requirements as a unit leader. If a Scouter who has earned the Scouter's Key changes programs (a Cubmaster becoming an assistant Scoutmaster, for example), th e ward may be earned in the program in which he or she is currently registered.

TENURE TO EARN ONE KEY OR AWARD CANNOT BE USED TO EARN ANOTHER KEY OR AWARD.

The leadership training recognition plan is intended to honor demonstrated performance and tenure of trained leaders in all areas of the Scouting program directly involving units. Leaders interested in collecting recognitions for the sake of the emblem only should be counseled as to the true intent of the plan.

PRESENTING THE AWARDS

Trained leaders have the knowledge and self confidence needed to provide young people with a quality program. It is important to the recognition plan that all awards be presented in a dignified manner at an occasion befitting the achievment.

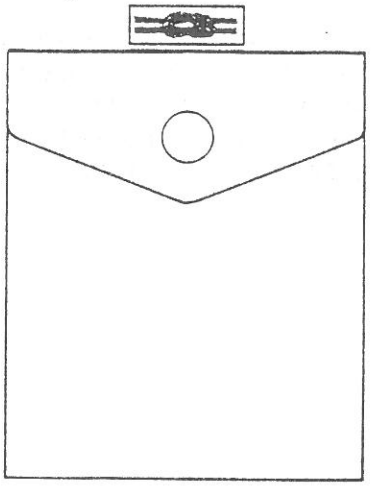
Immediate recognition of achievement should be given by presentation of the award in the presence of the unit membership and representatives of the chartered organization. Announcement in the council newsletter and in other news media is also recommended. In addition, announcements at a major event in the district or council are desirable.

Keep in mind that an important objective is to encourage other leaders to strive to be fully trained. Properly handled, the awards presentation can serve to prompt others to seek training and recognition.

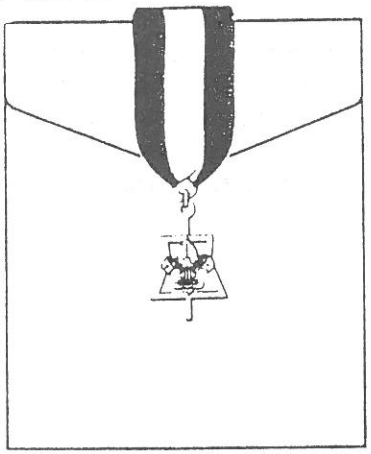
WEARING THE AWARDS

Scouter's Key and Scouter's Training Awards, and the equivalent square knots, are worn on uniforms as prescribed in the Insignia Control Guide. Many Scouters prefer to wear the equivalent square knot on the field uniform. The square knot should be worn with the green rope ends to the wearer's right, white ends to the left. Knots and ribboned awards are worn just above the upper seam of the left breast pocket. Holders of both the Scouter's Key and the Scouter's Training award may wear them or the equivalent knots at the same time.

A Scouters who has earn the Scouter's Key or Scouter's Training Award in one program may continue to wear it though engaged in another. A miniature device indicating the program in which the key or training award was earned is worn on the ribbon and knot to distinguish it. If the key or training award is again earned in a different program, another distinguishing device may be added to the ribbon and knot.



LEFT POCKET



LEFT POCKET

RELIGIOUS EMBLEMS PROGRAM

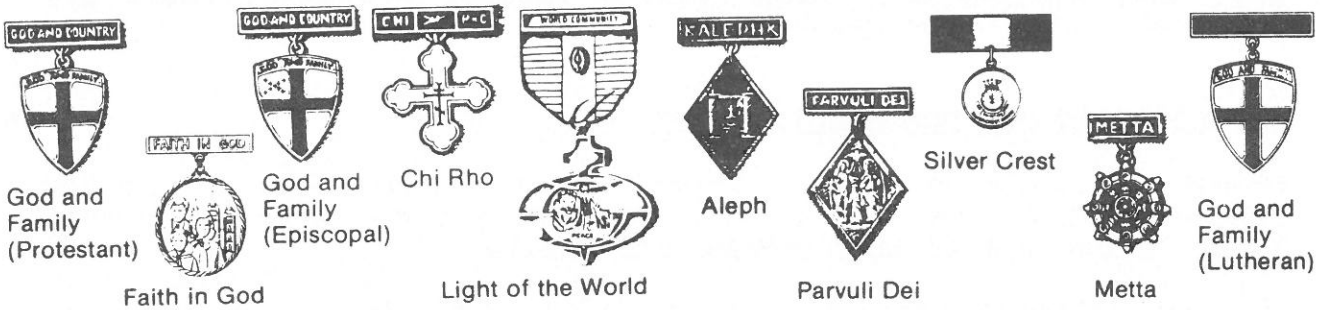
From it beginning the Scouting movement has encouraged its members to be faithful in the practice of their religions. The Cub Scout Promise, Scout Oath and the Explorer Code all call upon members to pledge themselves to do their duty to God.

The Boy Scouts of America does not define what constitutes belief in God or the practice of religion. Rather, it provided programs and ideals that complement the aims of all religions, with the result that religious organizations are the single largest category of chartered organization for packs, troop, teams and posts.

FOR CUB SCOUTS

All of the major churches and other religious bodies in the United States have program to recognize Cub Scouts who demonstrate faith, observe their creed or principles and give service. The religious emblems are not Scouting awards. They are presented by religious groups to boys who work with their religious leader or counselor on a program of requirements which often takes a year or more to complete.

In most cases, a Cub Scout may start work on a religious emblem as soon as he joins the pack. However some religious bodies require him to receive a certain rank or tenure before he can receive the emblem.



FOR ADULTS

There are also religious emblems for adult scouters which are presented for exceptional service to boyhood through Scouting. (For additional information contact Religious Relationships Service, BSA 1325 Walnut Lane, Irving Texas 75038-3096.)

CUB SCOUTING FOR THE HANDICAPPED

While handicapped Cub Scouts in one pack were learning to salute the flag, Cub Scout Tommy, who could lift his right arm, struggled to do it right. His cubmaster assured him that it was all right for him to salute with his left hand.

But for Tommy, it wasn't. A little later, his cubmaster found him sitting with the right arm propped on his knee, a big smile on his face, and his right hand in perfect saluting position.

"The child is there
Beyond the hurt and handicap...
Beyond the defect and the difference...
Beyond the problem and its probing.
How can we reach him?
How can we set him free?"
(Nat'l Assoc. for Retarded Children)

HISTORY

Handicapped youth have been in Scouting since its inception. The first mentally handicapped unit was registered in 1951. In the framework of Scouting history, this is relatively recent. The word "pioneer" really expresses it best. Until recently, there was no formal training program for people working with these boys and they had to rely solely on their own judgment and resources.

There are many people and organizations working with the handicapped, but considering that out of 2.8 million retarded boys only 175,000 are being reached through Scouting, there are many more boys to be reached.

WHY SCOUTING FOR THE HANDICAPPED?

Answer: Because it works! Scouting has proven to be one of the most effective ways to help handicapped persons become prepared to be successful as adolescents and adults.

Most handicapped children like to play, and when they do, they usually develop mentally, physically and socially. What we as adults sometimes overlook is that a handicapped child frequently has to be taught how to play. He does not do it spontaneously and because of this a particular form of happiness has been denied him. Too many handicapped children have spent much of their time just sitting doing nothing.

HOW DOES SCOUTING FULFULL THESE NEEDS?

Dr. Gunnar Dybwad, a former Executive Director of the International Association for retarded Children, stated, "If Scouting is good for normal boys of Scouting age, it is absolutely essential for retarded boys of that age." Scouting can challenge boys who cannot swim, run, jump or hike like other boys." The challenge is to boyhood spirit. All boys, regardless of handicap, have boyhood spirit.

Scouting fulfills the first basic need, love, because the leader is someone who will talk to him, simply and patiently; someone who will listen to him no matter how hard it is to understand him; someone to comfort and encourage him when he is disappointed. This in turn satisfies another basic need, acceptance.

By belonging to a group of boys in a den, he feels acceptance. Within this group he learns that he is accepted as he is, which many times is a completely new experience. When he receives praise for doing something right, that, too, is a form of acceptance, and this leads on to the third basic need, achievement.

Through the advancement program in Scouting, a boy is rewarded for doing his best and achieving. Every time he finishes a craft or learns a song, the boy gets a better awareness of himself through the ability of accomplishing a task. This gives him self-confidence.

Lastly, Scouting provides social activity and fun with others which are essential. We know now that human potential is determined not by nature alone, but by each individual's response to his environment. It follows that an improved environment can change the course of life. It is nature and nurture that shape human lives--a fact that makes all the difference in current attitudes and actions toward the handicapped.

The same Cub program used by millions of 8-, 9-, and 10-year old boys works for the handicapped. The motto "Do Your Best" applies. The handicapped youth who feels: I belong, I am accepted, I can help others, has greatly benefitted. A concerned leader can make the difference! Help recruit, accept and make Cubbing happen for the handicapped.





WAYS CUB SCOUTING CAN HELP THE HANDICAPPED BOY

* The Cub Scout program can change a "can't do" attitude, if present in the boy, to a "can do" attitude when he achieves.
* He can develop through Cub Scouts achievement and activity awards.
* He can enter competitions.
* He can start, lead, or help in many projects that a den gets involved with.
* He can be helped to do his very best.
* He will learn that he has worth and dignity.
* He will have group experiences.
* He will be helped to develop sound character and good citizenship.
* He will have opportunities to put his best qualities into practice.
* He can gain a sense of accomplishment.
* He will have the opportunity to associate with other boys.
* He may be helped to build self-confidence.
* He will see that he can do many Scout activities that the other boys do.
* He may inspire other boys to do better.
* He may motivate other boys to do their best.
* Like other boys, he will be given understanding, not sympathy.
* He may gain a feeling of self-reliance.
* He will learn to follow through on an assignment.
* He will benefit from the enthusiasm of his fellow Cub Scouts.
* He will have the opportunity to learn new skills through practice and perseverance.
* He can practice and become proficient.
* He likes the Cub Scout program straight out, uncut and undiluted.

MEMBERSHIP

Some handicapped boys over the chronological age of 11 years may be registered as Cub Scouts. This is provided in Clause 19 of Article XI, Section 3 of the Rules and Regulations of the Boy Scouts of America. They may fully participate in the advancement program if the chartered organization determines with the approval of appropriate medical authorities, that the handicapped youth qualifies to register beyond the normal registration age. The cubmaster's signature on the boy's Cub Scout application or on the unit's charter renewal application certifies the approval of the chartered organization.

The medical condition of all candidates for membership beyond the normal registration age must be certified by a physician licensed to practice medicine, using Health and Medical record form No. 4412. In the case of mentally disturbed candidates for membership, their condition must be certified by a statement signed by a licensed psychologist or psychiatrist. Current health, medical, or certification records of all handicapped members beyond the normal registration age are retained at the Council Service Center.

TYPES OF HANDICAPS:

For more technical or detailed definitions, consult with a qualified person.

Autism	Mental Retardation	Mildly Retarded
Blindness	Cerebral Palsy	Emotionally Disturbed
Epilepsy	Learning Disabilities	Postlanguage Deaf
Prelanguage Deaf	Severely Retarded	Moderately Retarded
Multiple Sclerosis	Muscular Dystrophy	Profoundly Retarded
Visually Handicapped		Physically Handicapped

WORKING WITH THE HANDICAPPED BOY

There is a great danger in pigeon-holing a boy if a leader's attitude is negative rather than positive. Ask, "What are the capabilities of these boys?" instead of "How badly handicapped are they?" One question implies a reaching out, the other implies no advancement.

Suggestions:

* If the boy forgets directions, they should be given to him one at a time. When speaking to him, the leader should use as few words as possible and make use the boy is facing him.

* If he is frustrated by a task, the boy may need to be assisted or have a simpler task substituted. Group projects in which every boy has a part that he can do are good.

* Whenever possible, competitive games should be interspersed with games played solely for fun.

* Before changing the customary agenda of meetings or before a special activity, describe the sequence of events to the boy so he can structure it in his own mind and handle it with a minimum of anxiety.

* If the boy becomes upset or excited he may need to retreat to a quiet room to collect himself. This should not be considered punishment.

* Boys can telephone one another between meetings to remind each other to attend and to bring the necessary materials or equipment Many children receive no phone calls from their peers, so this will mean a great deal to them. Help the boy learn any lacking social skills.

Some of these boys handle themselves in a perfectly normal fashion outside school and can be fully functioning members of a den or pack. In this case, it may be necessary for the leader to explain to the other boys why they are behind in school or in special classes.

WAYS IN WHICH HANDICAPPED BOYS ARE SIMILAR TO NON-HANDICAPPED

In reality the difference between handicapped boys and other boys are not great. All Cub-aged boys...

Like fun	Want friends
Want recognition	Want adventure
Like competition	Like crafts
Want to achieve	Dislike nagging
Want to be self-reliant	Rebel against authority
Are turned off by criticism	Have short attention span
Want to help others	Are uncoordinated
Practice hero-worship	Want acceptance by others
Like active games	Have vivid imaginations
Have enthusiasm	Believe in fair play
Want to prove their abilities	Want responsibility
Are sensitive to right and wrong	Dislike being made fun of
Can help others achieve	Likes water in lakes

The success or failure of integrating handicapped boys will depend to a great extent on the attitude of the boys already in the den and pack. They should be actively involved in the planning and decision-making.



Cub Scouts who are handicapped can participate in all the fun of Cub Scouting.

ORIENTATION AGENDA FOR A DEN

The den leader should hold two orientation sessions with the den, the first two meetings before the new boy is to join. The assistant den leader and den chief should share in planning these meetings and should be knowledgeable about the boy's condition. These sessions should take about half of the meeting. Den leaders should adjust the parts of these den meetings to include the following orientation suggestions for present den members.

Set up a chalkboard and announce a 'rap' session. Tell the boys they are getting a new member. If they do not know him, name him and explain that he is a bit different from them, but only in one way. Ask boys to tell and list on the board those things that we all can do, such as feel, smell, run and walk, ride bicycles, etc. Deliberately leave out the way in which the boy is handicapped. Then point out that he can do all of these things except the one thing he cannot do: see, hear, walk, etc.

If the Cub Scouts know the boy, have them share experiences they have had. Ask for ways in which they may have already helped him. Use the listing of ways in which the handicapped Cub Scout is more like non-handicapped boys than he is different.

Make sure that the boys understand that he is "all boy" in his interests, feelings and goals. Explain the word "handicap" by showing that everyone has some kind of handicap. Nobody can do everything, except perhaps Superman!

Use the chalkboard to list a "handicap" for each member (include the den leader, assistant den leader and den chief) such as can't carry a tune, can't draw, can't throw a ball, etc.

If no one knows the boy, describe his handicap in simple terms and explain that he may do some things differently than others. Tell them that in spite of his handicap he will be assigned den tasks and do the same achievements they do.

If anyone asks how he can do something such as whittling if he's blind, explain that the Cub Scout motto is "Do Your Best", and it means that everyone does as much of each achievement as possible and that den members can help. Point out that usually when a boy has a handicap, such as blindness, he has developed his other senses to a greater extent than most other people.

If any members are in the same school as the new boy, or attend the same church, ask them to welcome him to the den when they see him.



Simulation Game:

After talking about the boy's handicap, ask the members if they have an idea of what it would be like not to be able to do something they take for granted. Suggest a game to find out. The game played depends upon the handicap the new boy has, such as:

BLINDNESS: Blindfold the Cub Scouts and have them perform such things as "Bring me the blue pencil," identify other boys be voice, and locate where they are, write their names, etc. Have den members take turns using a "sonar" cane to walk among typical barriers (curbs, doors, steps).

DEAFNESS: No talking. Let the boys try to communicate a code word to other members using deaf sign language. (Each group will have pictures of signs).

PHYSICALLY HANDICAPPED: Loosely tie Cubs' feet together and have them try a relay race, or bind newspaper around one knee so that they cannot bend it. Two teams of four Cubs each have their right arms tied to their sides and have five minutes to attempt to erect a pup tent cooperatively.

SPEECH HANDICAPPED: Cub (with large object in mouth) gives directions for next activity to other den members.

MULTI-HANDICAPPED OBSTACLE COURSE: Each den member is "handicapped" by one of the following: Earplugs and blindfold, one arm tied to body, one foot tied to back of leg and on crutches, mouth taped with adhesive, and earplugs. Boys then assist each other in completing an obstacle course of balance beam, walking through tires lying on the ground, crawling through barrel on the ground and walking through ladder on ground, etc. Cooperation and compensating abilities will solve their problems.

The den leader should try to simulate as realistically as possible the boy's handicap, using the information from the family interview. Remember, the handicap can be as simple as a stutter, or a reading or perceptual disability; but without the understanding of the other boys in the den, such a small handicap may make other boys treat him unkindly.

Many things are taken for granted when working with normal boys and the word normal is a bad word to use. Remember that when working with handicapped children Scouting will increase each boy's potential, and since it is difficult to do, will appeal to the handicapped boy's intellect. The primary thrust is their senses.

REMAINDER OF THE DEN MEETING: Continue with the business and activity parts of the den meeting as suggested in Cub Scout Program Helps. A three-legged race or one-arm catch game would be appropriate. After the game, ask the boys and the den chief to think during the week about suggestions for good games that the new boy can play and ways that he can do his achievements, electives, and participate in ceremonies.

SECOND ORIENTATION

Opening: Learn "Cub Scout Welcome Song" or "We're Glad to See You Here". (Cub Scout Song Book)

Rap Session: Ask the boys, assistant den leader, and den chief for their suggestions for games, ceremonies, achievements, etc. List suggestions on the chalkboard. If anyone suggests a game that is not familiar, try it out.

Explain the buddy system that the den will use: One boy each week will be asked to volunteer to help the new Cub Scout prepare for the next meeting and help with his achievements. Emphasize that the important factor is "Do Your Best" and the boy who is helping the new Cub Scout must be patient -- not only because of the handicap but because he is a new Cub Scout.

Simulation Games: Select several Wolf or Bear achievements and have two Cub Scouts work together, with one as the handicapped boy and the other as the helper. Examples: Perform one of the feats of skill; set up a seed collection; tie a knot.

Song: Practice the "Cub Scout Welcome Song" (or "We're Glad to See You Here") again for next week's meeting to welcome the new Cub. By this time the cubs have had enough preparation and should continue with regular activities for the monthly theme.

FIRST DEN MEETING WITH THE HANDICAPPED CUB SCOUT

Before the meeting: Plan the meeting in advance with the assistant den leader and den chief and assemble all equipment.

Important: Introduce the new boy to the den.

Opening: If the den ordinarily has a ceremony to welcome a new boy, use it or a welcoming ceremony from the Den leader's Book or Staging Den and Pack Ceremonies. However, if this has not been done when other boys joined the den, don't single out this boy. Use any favorite opening.

Icebreaker: Choose a simple one from Group Meeting Sparklers. This choice could depend on the abilities of the handicapped Cub Scout.

Mutual Interest Session: On chalkboard, set up lists of the boys' favorites in different fields, such as sports, hobbies, TV shows, and school subjects. This is a good way to show the boys how much they have in common.

Game: See Games for Cub Scouts for a game in which the new boy can participate. One simple game that most boys will be able to manage is: Line up the boys in two facing rows about six feet apart. Have the boys count off. Using a large, light ball (perhaps a beach ball), have the boys call out numbers at random and have the boy with the ball throw or roll it to the number called. Do not let the game go on too long.

Activity Period: Crafts for Cub Scouts contains many suggestions for simple items that most boys can make. The den chief or assistant den leader should be assigned the specific task of helping the handicapped boy with his craft projects.

Refreshments: Have this meeting end with a party. Most dens have some simple refreshments at their meetings, and in this case perhaps they could be a little more elaborate than usual as a welcoming gesture. Have the cubs sing the welcoming song they practiced last week.

Closing: The den leader should give a very brief talk on what is expected of each den member--that he does his best. Then tell the members what they will be doing at the next meeting and assign a buddy to help the handicapped Cub Scout start working on one of his achievements. (This Cub Scout could be the denner for the first week.) Close with the Living Circle.

FIRST PACK MEETING WITH THE HANDICAPPED BOY

A cubmaster should consider these suggestions:

* Have the den introduce its new member.
* Use regular induction ceremony, including the induction of the boy's parents, and put some emphasis on the Law of the Pack and motto, "Do Your Best".
* If appropriate, make reference to the boy's handicap in the induction, such as "With your special awareness of sound, you might hear things most boys would miss."

ADVANCEMENT:

All current requirements for an advancement award must actually be met by the candidate. No substitutions or alternatives are permitted except those specifically stated in the requirements from current literature. The concept of "Do Your Best" applies to all requirements.

Den leaders and cubmasters should try to help parents in drawing the line between expecting too much and too little. Some parents of handicapped boys may be inclined to approve their son's work on his first try, whether or not he has really expended much effort on it. Others may react in the opposite fashion, demending more of him than he can reasonable be expected to achieve. The key is the Cub Scout motto, "Do your best". When parents are convinced that their son has done his level best, they should approve his work and sign his book--not before then.

Immediate recognition of advancement is even more important for handicapped boys. The Immediate Recognition Kit, No. 1804, the den doodle, and the Cub Scout Advancement Chart, No. 4192, all help provide immediate recognition in den meetings as achievements and electives are completed. Remember that a month seems like a long time to a boy and that completing requirements for a badge may seem forever to him. Be sure to give him periodic recognition at den meetings and prompt recognition at pack meetings when he earns a badge.

A simple thing like applause, a ribbon or colored string, a star on a chart for each accomplishment provides amazing motivation for the mentally retarded or handicapped. They generally need more incentives than other boys. Official Scout badges and insignia can be given only to those who have passed all the requirements for that particular rank or award. The new Immediate Recognition award should be an ideal incentive for advancement.

Ceremonies can add much to Scouting for the handicapped boy. A simple ceremony can often be learned and presented with impressive dignity.

RESOURCES

CATALOG NUMBER	ITEM
3008	Scouting for the Emotionally Disturbed
3039	Scouting for the Physically Handicapped
3058	Scouting for the Mentally Handicapped
3061	Scouting for the Hearing Impaired
3063	Scouting for the Visually Handicapped
3094	Scouting for the Handicapped Resource Book
3839A	Understanding Cub Scouts with Handicaps

The following can be used with boys who have learning diablilites or limited reading abilities:

3900	Family Action Book
3901	Bobcat Action Book
3902	Wolf Action Book
3903	Bear Action Book
3904	New Scout Action Book

Order items with 12- prefix from Education Relationships Service B.S.A.

12-217	Thursday's Child (Mentally Handicapped)
12-218	Classroom Cub Scouting (In-school Scouting)
12-119	Books for Scouts who Have Learning Disabilities
12-170	We Stand Ready to Help the Mentally Retarded Boy
12-220	Cub Scouting is for All Boys (In-School Scout.)
12-226	Kiwanis -- Special Kind of Scout
12-228	A Classroom Bonanza
12-230	Sign Language for the Deaf
12-230	Puppet Program
12-234	Scouting Programs for the Handicapped

BENEFITS OF MAINSTREAMING

THE HANDICAPPED BOY WILL.....

* Be in a group that accepts him and cares about him.
* Be part of a more challenging atmosphere provided by Scouting.
* Be made aware that he is like other boys in most ways.
* Have good models for social behavior provided by Scouting.
* Be accepted more readily in school by regular students after interacting together in Cub Scouting.
* Develop friendships with non-handicapped boys whom he might otherwise not have met.
* Prove that he can function in the regular community by being part of a group.
* Expand his knowledge of the non-handicapped world.

CHILD ABUSE

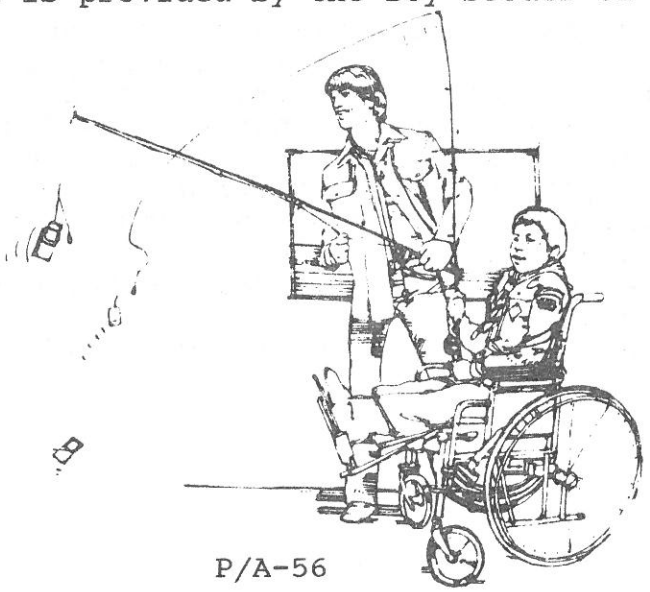
For over three quarters of a century, the Boy Scouts of America has worked to develop the character, citizenship, and personal fitness of America's youth. We realize that the future of our society is vested in each successive generation and the values inherited.

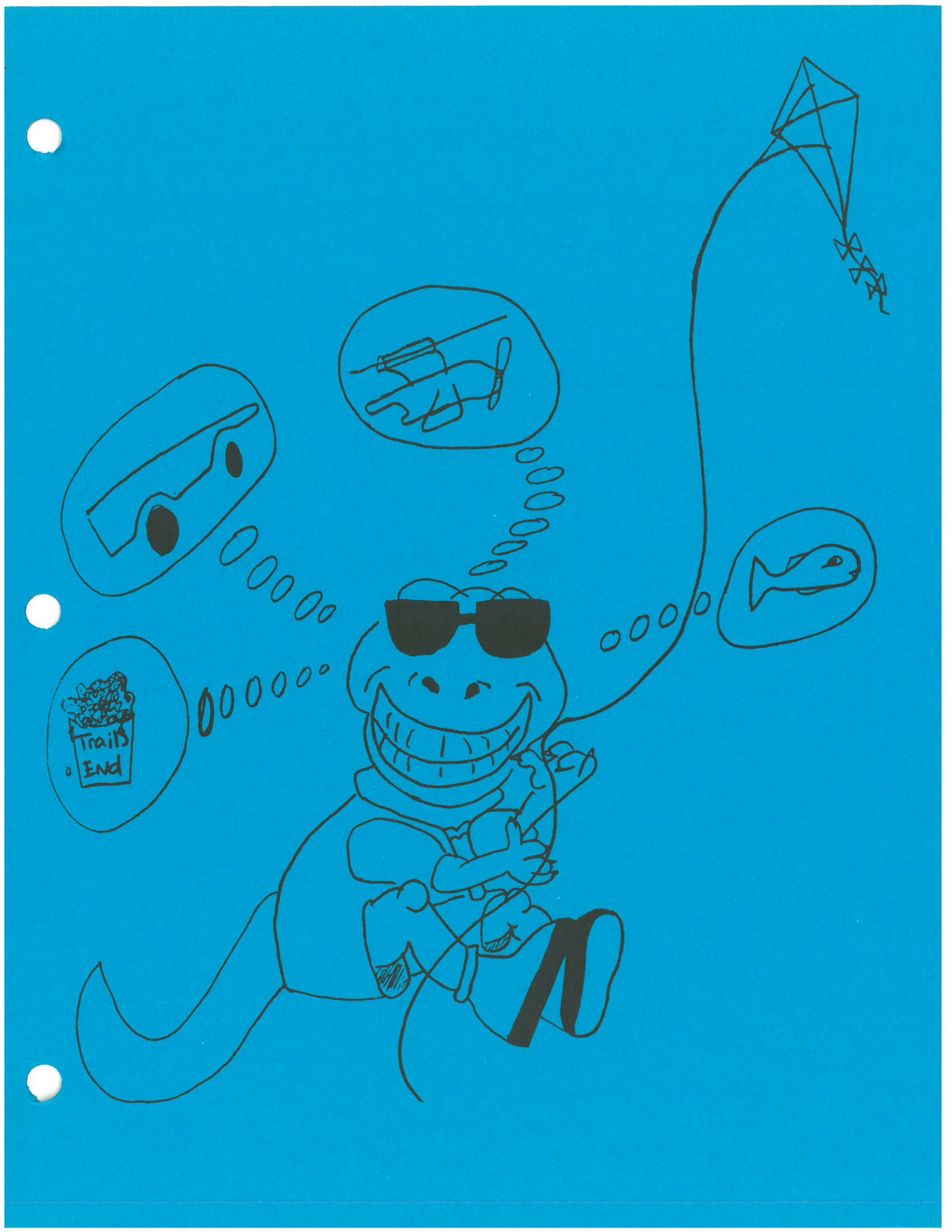
Today, as we look toward the 21st century, society is challenged by those who would prey upon America's youth--either by altering their minds with illegal substances or through physically or sexually assaulting their bodies. These scourges--drug abuse and child abuse--must be eliminated.

As a major youth-serving organization, the Boy Scouts of America has a unique opportunity to help protect the youth of our nation. The booklet, How to Protect Your Children from Child Abuse and Drug Abuse: A Parent's Guide will help parents teach their children self-protection strategies. In it are basic protection strategies and activities that parents may do with their children. By doing these exercises, parents will also be developing the kind of open communication that will enable their children to feel comfortable discussing sensitive problems or telling them about experiences involving inappropriate adult behavior. Some of the exercises may count toward completion of advancement requirements in Cub Scouting and Boy Scouting.

This booklet is designed to provide parents and their children with basic information that will increase awareness of the magnitude of these problems and their manifestations. Through this effort, the youth that are giving knowledge and a sense of personal power will be able to assist in their own self-protection. We as adults owe children all the safety we can possibly provide.

All registered leaders are required to see a film related to child abuse which is provided by the Boy Scouts of America.




Trails
End

DEN AND PACK ACTIVITIES

SCOUTING MEANS DOING. Activities in the **CUB SCOUT** program are designed to have the boys doing things. Each activity should fulfill the aims and purposes of the **CUB SCOUTING PROGRAM.**

Most Cub Scout activities take place in weekly den meetings and the monthly pack meeting. Your pack committee will also plan special activities such as the:

PINEWOOD DERBY
BLUE AND GOLD BANQUET
RAINGUTTER REGATTA
KITE DERBY
AND SPECIAL PROJECTS

Many packs participate in the Council's annual Scout-O-Rama, the biggest Scout show in the Southwest. This activity is rewarding not only in terms of experience gained and prizes earned by the boys, but it is financially helpful to packs and allows the community to see Scouting in action. **Cub Scouts** can participate in the **DEN DOODLE COMPETITION** and **PINEWOOD DERBY COUNCIL CHAMPIONSHIP** race sponsored by **INDIAN NATIONS COUNCIL.**







Advance planning is the key to a successful program of activities. At the pack's annual planning conference, usually held in July or August. A year's program is planned based on monthly themes and activity badges.

The secret of good planning for Cub Scout den activities is the wise use of the monthly theme. The theme idea simplifies the planning of den and pack meetings. It gives each den a focus for its work and play during the month and brings them all together at the monthly pack meeting with skits, stunts, and handicrafts, all related to a single theme. If the dens are active during the month, an interesting and entertaining pack meeting is the natural result, because it reviews all things the dens have done.

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

Cub Scout families are eager to see what other dens have done with the theme. A friendly rivalry usually results, and quite often, den spirit is developed, even among parents. Many packs present a **PARENT PARTICIPATION RIBBON** to the den who has the most parents at the pack meeting.



Webelos dens do not use the pack's monthly theme. Instead, their emphasis is on one of the activity badge areas. Often the **Cub Scout theme** and **activity badge** area are compatible, such as **"Cub Scout Circus"** and **"Showman"** ... or **"Going Places"** and **"Traveler"**.

Each year, **Cub Scout Program Helps** suggests 12 monthly themes for Cub Scouts and provides program ideas on those themes. **Boy's Life** magazine also features program ideas each month on the recommended theme and the district roundtable meetings provide program ideas on these same themes.



1989/90 CUB SCOUT PROGRAM THEMES

MONTH	THEME	WEBELOS BADGE
Nov '89	Parade of Presidents	Craftsman Citizen
Dec '89	Customs of Countries	Craftsman Citizen
Jan '90	Invention Convention	Handyman Readyman
Feb '90	Mardi Gras	Scholar Engineer
Mar '90	Achievement Parade	Naturalist Engineer
Apr '90	Mountains of America	Geologist Family Member
May '90	Under the Big Top	Outdoorsman Showman
Jun '90	Sports Arena	Naturalist Athlete Sportsman
Jul '90	Buckskin Pioneers	Aquanaut Forester
Aug '90	Harbors, Stations, and Airports	Traveler Artist
Sep '90	Explore Your Neighborhood	Communicator Scientist
Oct '90	Land of Make Believe	Fitness Scientist

This allows time for leaders to make the best use of available resources and obtain the help needed in conducting a quality program.

Cub Scouting is a year-round program. Remember to include the summer months in your activities, most districts offer activities for the packs to participate in during the summer months. This not only helps keep the pack together, but it also provides opportunities for some of the easiest and most fun activities, such as:

Hikes
Picnics
Swimming
Cubmobile
Bike Rodeo
Fishing Derby
Family Camping



CUB SCOUTING

THE YEAR ROUND!!

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

The Cub Scout program is flexible, and if another theme better suits your pack, it is your option to change to another theme. These things should be kept in mind when selecting a theme:

1. **It must have strong appeal for Cub Scout-age boys.**
2. **It should be a wide subject that provides variety so that each boy can do the things he likes to do.**
3. **It should instill the deeper, more lasting values of Cub Scouting.**

IDEAS FOR DEN ACTIVITIES

1. Make gifts for parents
2. Make gifts for the handicapped
3. Collect articles for Goodwill Industries
4. Put on a skit for a Day Care Center or Pre-School
5. Learn sign language
6. Attend church together on Scout Sunday
7. Learn about the history of Scouting
8. Make items for Blue and Gold Banquet
9. Make kites
10. Prepare for Scout-O-Rama
11. Learn a magic trick
12. Make insect cage
13. Visit a park and hold meetings outdoors
14. Make anti-litter posters and post in schools
15. Grow seeds
16. Make terrariums
17. Earn Zoo Trail patch
18. Make leaf prints
19. Treat Moms to lunch
20. Make Mother's and Father's Day items
21. Get bikes in shape for inspection
22. Learn about U. S. Flag
23. Play miniature golf
24. Spend day at an amusement park
25. Make litter bags
26. Go bird watching (can be done in back yard)
27. Learn basic first aid
28. Go bowling
29. Visit a dairy
30. Visit newspaper office
31. Invite younger boys to meeting
32. Visit fire station
33. Conduct home fire safety inspection
34. Learn about fire hazards and how to prevent them
35. Have boys draw a fire escape plan for home
36. Have a den uniform inspection
37. Visit a Scout troop
38. Visit a museum
39. Visit Police Department
40. Jamboree-on-the-Air, the annual Scouting/Ham Radio event held during the third weekend of October.

IDEAS FOR PACK ACTIVITIES

1. Collect toys for "Toys for Tots" project
2. Invite Order of Arrow to conduct Arrow of Light ceremony
3. Begin to earn National Honor Unit award
4. Hold Pinewood Derby race
5. Hold Blue and Gold Banquet, invite former members, representatives from troop and chartered organization.
6. Hold a pack open house
7. Do a pack good turn for chartered organization
8. Hold a kite flying pack meet
9. Participate in Scout-O-Rama
10. Sell Scout sponsored items, S-O-R tickets, popcorn
11. Have a bike rodeo
12. Have a bike safety inspection clinic
13. Be sure boys are given opportunity to attend Cub Scout Day Camp.
14. Hold a pack softball game
15. Hold a pool party
16. Invite special guest to pack meeting, such as local government people, radio and TV people, Red Cross people.
17. Have a Raingutter Regatta
18. Have a Cubmobile Derby
19. Hold a Cub Scout physical fitness championship
20. Induct new Bobcats at pack meeting with special ceremony
21. Display den items at pack meeting
22. Present service stars and attendance awards
23. Recognize adults for their help
24. Show a film on safety
25. Have a pack uniform inspection
26. Take part in local parade
27. Have a paper drive
28. Mom and Me Campouts
29. Dad and Lad Campouts
30. Family Campouts
31. Cub Scout lock-in



RAINY-DAY OLYMPICS

When the den or pack has planned an outdoor program and been rained out. The rainy-day Olympics can be scheduled ahead of time to provide a quick and fun-filled substitute program for the day. The beauty of the rainy-day Olympics is that it will take you only about one half hour to gather materials for it. You will need such items as feathers, uncooked navy beans, lemons or hard-boiled eggs, paper plates, balloons, string, ping-pong balls, paper bags, marshmallows and crackers.

The following list of Olympic events will determine the amounts of each material you will need. Remember, all events may be run on an individual or den basis, as races or relays.

HAMMER THROW - An inflated balloon is tied to the end of a string. Each boy throws the "hammer" by the end of the string. One throwing farthest wins.

FOOTBALL GAME - One team gets on each side of a table. Each side tries to blow a ping-pong ball off opponent's side of table.

DISCUS THROW - A paper pie plate is thrown from a chalk line. Plate must be held flat in hand and not sailed with thumb and fingers.

FOOT RACE - Each Cub Scout stands with one foot touching the other, heel and toe. The greatest aggregate length wins.

SHOT PUT - Each Cub Scout is given 10 navy beans that he attempts to throw into a quart jar from a chalk line on the floor.

STANDING BROAD GRIN - The width of the grins are measured by judges. The broadest grin wins.

16-POUND PUT - An inflated bag is put for distance, as though it were shot from the shoulder.

RUNNING HIGH WHISTLE - The boy who holds a whistled for the longest using only one breath wins.

30-INCH DASH - A piece of string 30" long with a marshmallow at the end is tacked on the wall. The boy who chews the string and reaches the marshmallow first wins.

EATING RACE - Give each boy two double crackers. The boy who can eat them all and whistle first wins, or blow a bubble.

50-YARD SWIM - Each boy hops on one foot, carrying a paper cup of water. First one over the finish line with the most water in his cup wins.

RELAY OF BEANS - Carry beans, one at a time, between matchsticks or toothpicks or on a knife.

WATER-DRINKING RELAY - One Cub Scout feeds partner water with a spoon. First team to use all water wins.

LONG GLUM - See which Cub Scout can stay sober longest, while anyone in the room tries to make him laugh.

RUNNING HIGH SQUEAL - Cub Scout who yells in a high and loud tone of voice for longest time wins.

FEATHER BLOW RELAY - Blow a feather 25 feet and return, touching off the next boy. The more the merrier for this event.

TREASURE HUNT RACE - Put a coin in a saucer of flour. Hands are barred. The first boy to get his coin wins.

FLUFF - Carry feathers on a plate. Boy must pick up any that drop.

20-FOOT DASH - Each player uses a stick to roll a lemon or hard-boiled egg down the course and back, then touch off the next man.

BALLOON BLOWING - Give each boy a balloon to be blown up. First to burst balloon wins.

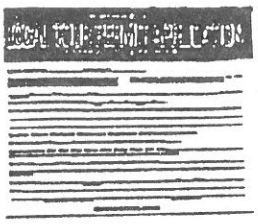


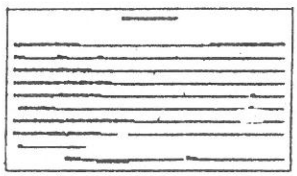


PLANNING DEN AND PACK TRIPS

Good planning contributes to **fun-filled** and **worthwhile** den and pack trips. Both boys and leaders should be properly prepared. There are certain guidelines which should be followed:

1. **File Local Tour Permit Application** with the Council office two (2) weeks prior to any pack trip of less than 500 miles to provide clearance. Webelos dens should file tour permits for Webelos dad-and-son overnight campouts.



2. 

Short in-town den trips during the den meeting hours do not require tour permits, however, it is recommended that permission slips be obtained. (See sample) This is a **must** for all excursions-**NO PERMISSION SLIP, NO GO!** The pack committee and Cubmaster should be informed about den trips. Den families should be notified any time the den is away from the regular meeting place. File the Tour Permit Application for longer den trips. Check with the Council service center for policy on trips. Phone number 743-6125.

3. Secure adequate, responsible, and safe transportation. More accidents occur within a few miles of home than anywhere else. Use passenger cars or station wagons, making certain that boys and adults use safety belts. Boys should not ride in the back of station wagons. Transporting passengers in trucks is not permitted. Drivers of motor vehicles must be licensed, at least 21 years of age, and be adequately insured. Ask families to provide transportation for den and pack trips.

4. **Cub Scouts and leaders should be in proper uniform.**

5. **Good behavior** is important so other Scout groups will be welcome later.

6. Provide plenty of **adult supervision.** Enlist the help of adult family members.

7. **Consider distance** -- how much travel time is involved?

8. **Make arrangements in advance** with the place you plan to visit. Be on time.

9. **Tell the boys in advance** the highlights of what they expect to see and do.

10. Coach the boys so they are **attentive, courteous, and observe all necessary rules.**

11. Establish the **buddy system** before starting the trip. Explain that boys remain together at all times.

12. **Locate restrooms** immediately upon your arrival.

13. Decide on rendezvous points, gathering times and plans for eating.

14. Know where **emergency care** can be obtained.

15. See that each boy has enough money for an emergency phone call.

16. Know how many boys are with you, and have a list of them. Be sure each has an identification card.

17. **Upon your return, have the boys write your hosts to thank them for a pleasant visit.**

WHERE TO GO AND WHAT TO DO

A SUGGESTION LIST FOR DEN AND PACK TOURS AND TRIPS

THE WILD KINGDOM

ALLEN RANCH - 19600 South Memorial Drive, 366-3010 Trail rides $8.00 hr. hayride $4.00 per person ($75 minimum). Rides are available with wiener roast for $12 per person. Overnight campouts with 3 hour rides with or without food are available. Campground facilities and GROUP DISCOUNTS.

KJM STABLES - 9801 South Sheridan Rd. 299-9283. Contact Kevin McCorkle or Don Starrow, about group rates or rides and lessons.

LAWRENCE FARMS - 12601 South Mingo Rd., 369-5692 or 369-2400 Open everyday 9:00 a.m. - 9:00 p.m. Trail rides $5.00 hour; hayrides $1.80 per person if more than 25 people. $45 minimum (can combine with other groups). Cookout available with trail ride or hayride. Covered wagons when it rains and an inside picnic. Western and English riding lessons. Horseman merit badge offered, please call for information. Scout discounts.

AGE OF AQUARIUS - 7827 East 51st, Tulsa, 622-6450. 200 varieties of fish, 40 types of birds. Tours Monday, Tuesday and Friday after 2 p.m. Need at least 24 hours notice. Call first.

TULSA STOCKYARDS - 913 North 161st East Ave., 234-3438. Sales on Monday mornings, tours available then. Call in advance.

GOOD THINGS TO EAT

CRYSTAL'S PIZZA - 21st & Sheridan, Tulsa, 836-8111. Call ahead for tours. Monday through Friday, 9:30 a.m. or 3:00 p.m. Takes about half an hour. Get to see how they do everything and get a free sundae and drink.

McDONALD'S HAMBURGERS - 2:30 - 4:30 p.m. is the best time, but call the hostess if this time is not good. One adult required for each six children. Free drink.

CASA BONITA - 21st & Sheridan, Tulsa, 836-6464. Tours are given between September 1 and May 31 at the following times: 10:30 a.m., 3:30 p.m. and 3:45 p.m. Call between 8 a.m. and 4 p.m. in advance to schedule your tours.

KEN'S AND MAZZIO'S PIZZA - Call the manager of the store you wish to tour to make arrangements.

TACO BUENO - Call the manager of the store near you to make arrangements.

HOW OUR GOVERNMENT WORKS

CITY HALL - Tulsa Civic Center - Call Euna Smith at 596-7911 in advance to schedule tours. Tours given any day of the week. Best tours would be during city commission meetings on Tuesday at 2:00 p.m. or Fridays at 9:00 a.m. The commission will recognize groups attending this function.

TULSA POLICE DEPARTMENT - Crime Prevention Department - 600 Civic Center, call 596-9338 in advance to arrange tours, for daytime only.

TULSA CONVENTION CENTER - Call 596-7177, talk to any of the events coordinators to arrange tour. Tour is approximately one half hour.

TULSA COUNTY SHERIFF'S OFFICE - Call 585-1261 in advance to arrange a tour. Given between 8:00 a.m. and 5:00 p.m., Monday through Friday. Special arrangements could be made for Saturday, but preferred weekdays.

TULSA COUNTY COURT HOUSE - Call Freda Hopper, 742-6074, to arrange your tour. Tours given on Tuesday and Thursday at 10:00 a.m. and 3:00 p.m., about 2 hours long. See the jury room and court room. If a judge is available, he will explain how the court system works.

UNITED STATES POST OFFICE - 3rd and Denver, Tulsa. Call 599-6800 to see when the next tours will be given. Tours last 30-40 minutes. Ask about the Ben Franklin Stamp Club when they explain about stamp collections.

BEHIND THE SCENES TOURS

WESTIN WILLIAMS CENTER HOTEL - Call Lin Bergeron at 582-9000 ext. 2226, for arrangements to tour the hotel. Tours will depend on the occupancy of the hotel.

FRANKOMA POTTERY - Frankoma Road, Sapulpa, 224-5511. Showroom open 8:00 a.m. to 6:00 p.m., Monday through Saturday: Sunday from 12:00 p.m. to 6:00 p.m. Tours start at 8:30 a.m. until 2:45 p.m. Call in advance to schedule tour.

JUNIPER HILL FARM - 9740 East 121st South, Bixby, call 369-5256, 1-2 weeks in advance to schedule.

WATER TREATMENT PLANT - call Bill Kirk at 596-9847 or 596-9848 between 7:00 a.m. and 4:00 p.m. in advance for yours. 8 years or older, please. Visit either plant, 3600 East Mohawk or 18707 East 21st. About 1 hour.

WASTE TREATMENT PLANT - Call Kathy Smith at 586-9841 to make arrangements.

ORAL ROBERTS UNIVERSITY - 7777 South Lewis. Self-guided tour of the Prayer Tour, also a slide show. Please call 495-6807 for further information. 10:00 a.m. to 4:30 p.m.

FIRE STATIONS - Contact Captain of the station you wish to tour to make arrangements. Station #4 which is near downtown has a fire pole, a dog that does tricks and an old fire engine. Any station will be happy to give you a tour.

ARKANSAS VALLEY STATE BANK - 302 South Main, Broken Arrow, 251-9611. Please call Roy Moore for arrangements.

F & M STATE BANK AND TRUST - 1330 South Harvard, Tulsa. Call Becky Callison, 744-1330 ext. 306, to arrange tours. Please allow at least 1 or 2 weeks notice.

OKLAHOMA ARMY NATIONAL GUARD - 637 East College, Broken Arrow. Please call first, 258-8643.

OKLAHOMA AIR NATIONAL GUARD - Tulsa International Airport, call 832-8300. Contact Captain Bruce Charler or Sgt. Dennis Blake during Spring and Summer weekdays only.

BROKEN ARROW LEDGER - 524 South Main, Broken Arrow. Call Mark Banks, 258-6688, for appointment.

TULSA TRIBUNE - 318 South Main, Tulsa. Call Teresa Young, 581-8489, to make arrangements for a tour.

RADIO STATIONS - Contact individual stations for information.

TELEVISION STATIONS - (same as above)

SUN OIL REFINERY - Call Debbie, 586-7601. to find out when the next tours can be scheduled. Tours vary as to when they can be given.

UNITED STATES WEATHER BUREAU - Tulsa International Airport. Contact Don Devore, 838-7838, to schedule tours. Tours Monday through Friday 8 a.m. to 5 p.m.

SOUTHWESTERN BELL TELEPHONE COMPANY (downtown Tulsa) - Call 585-6140 to schedule a tour. Advance notice is required. Tours given Monday through Friday during normal working hours. Ask for Alnoma.

PEPSI BOTTLING PLANT - 510 West Skelly Drive. Please call ahead. Ask for Jeri Ridener, 446-6601 ext. 387. Prefer to give tours on Tuesday and Wednesday with last tour at 3:30 p.m. Takes about one hour. Free soft drink.

TULSA INTERNATIONAL AIRPORT - Call 838-5000 to set up a tour, shortly after the first of the month (this helps them set up their schedule). No groups larger than 25, and a minimum of two adults with each group.

P.S.O. GENERATING PLANT AT RIVERSIDE (JENKS) - Call 599-2318, Howard Ground to schedule tour.

THEATER TULSA - 1511 South Delaware, Tulsa, 747-4239. Contact Debbie Burroughs Monday through Friday, 9 a.m. - 5 p.m. Call a week in advance. The best time to visit is two weeks after the opening of a show so you can see the sets.
TULSA BALLET THEATER - 2210 South Main, Tulsa, 585-2575. Monday through Friday, 9 a.m. - 5 p.m., during school year.

AMERICAN THEATRE COMPANY - Call 747-9494 about group rates. All shows are at the John Williams Theatre of Performing Arts.

JOHNSON ATELIER - 1714 South 123 East Ave. Many different arts and crafts offered. Call for information, 438-0272.

DISCOVERYLAND THEATER - West 41st, Prattville. This is the 5th largest amphitheater in the nation. Open June to August for "Oklahoma", the musical. Call 245-0242 for information.

THE GREAT OUTDOORS

RIVERPARKS AUTHORITY - 582-0051

Fitness Parcour - Trail runs along river between 11th and 18th Streets. A small nature trail is off the main trail.

Frisbee Golf - 41st and Riverside.

Wildflower Plots - 46th and Riverside

Amphitheater - west side of river

Old West Playground - West across 23rd Street bridge. Take road on south side of bridge, just past McMichael's. Signs to follow. Clever old west town and stagecoach.

19th Street Overlook - restaurant, restrooms and playgrounds

Pedestrian Bridge and Dam - 31st Street. Trails, hiking path and flower gardens.

Turkey Mountain - Take I-44 west to U.S. 75, south to 61st street exit, east to parking lot on Elwood Street. This Riverparks area is in the initial stages of development. There are no facilities at this time. It offers an excellent view of Tulsa and the Arkansas River.

TULSA ZOOLOGICAL PARK - Open 10 a.m. to dusk. Call 596-2419 to schedule docents guided tours. $2.50 adults, $1.25 children (6-12). There is a patch you may earn.

OKLAHOMA DEPARTMENT OF WILDLIFE CONSERVATION - Fairgrounds, 744-1039. Lots of pamphlets available for pickup and also a film library of nature films to be ordered from Oklahoma City.

OXLEY NATURE CENTER - 4700 Mohawk Blvd., 832-8112. Go in main zoo entrance and follow the road until you come to the sign and gate. Open 8 a.m. to 4:30 p.m., Monday through Saturday. Eight trails ranging from 100 yards to 1 mile in length. There is a patch you may earn and purchase there.

TULSA MUNICIPAL ROSE GARDEN AND ANN HATHAWAY HERB GARDEN (Woodward Park) - 23rd and Peoria, next to the Tulsa Garden Center. Contact them at 749-6401 for information about special shows and programs.

CARMICHAEL PRODUCE - 14800 South Memorial, 366-4728. Great place to go in October to see hundreds of pumpkins piled up, scarecrows, corn and animals. Nice jack-o-lanterns available for about $1.

WOOLAROC MUSEUM - 1-336-0307. 14 miles S.W. of Bartlesville, on Highway 123 (Frank Phillips Memorial Highway). Open 10 a.m. to 5 p.m. daily except Monday. Entry fee is $2.00 for adults, children under 16 free. Group tours or special lectures may be arranged in advance by writing the Museum Director, Woolaroc Museum, Bartlesville, OK 74003 or by calling. There is a Woolaroc patch you may earn from the Indian Nations Council, BSA or the "Woolaroc Pioneer Badge" (Cherokee Area, BSA) available for hiking the nature trails and completing questionnaires.

SWAN LAKE - 17th Place and Utica. Swans, turtles, ducks, fish.

REDBUD VALLEY NATURE TRAIL - East of Tulsa, west of 161 East Ave. between Hwy 266 and I-44. Approximately 1 mile long trail, circling through areas that shelter many small animals and song-birds. Drinking water, restrooms, etc. not available.

OKMULGEE HISTORIC TRAIL - Hike the trail and complete other requirements and earn the "Historic Trail Patch." Contact the Okmulgee Chamber of Commerce at 756-6172.

GRAPEVINE HOLLOW NATURE TRAIL - Located in Chandler Park, West 21st Street. Trail is 1/4 mile long, winding through hickory woods and huge boulders below a cliff overlooking the Arkansas River.

OUTLAW TRAIL - Located in the hills of Arrowhead State Park on Eufaula. It has a 1 mile nature path and a 3 mile hike section. The nature trail look is is located near the Arrowhead Lodge.

BELLE STAR TRAIL - This one mile trail begins and ends near the Belle Starr South Public Use Area on Lake Eufaula. It winds through the area once roamed by fabled outlaw Belle Starr. The trail is tree lined, mostly with dogwoods. Drinking water, restrooms and camping facilities available.

OVERLOOK NATURE TRAIL - This 1/4 mile nature trail is located below the Corps of Engineers Ft. Gibson project Headquarters. It winds along a rocky bluff overlooking the reservoir. It is an easy trail, but no facilities are available.

KEYSTONE STATE PARK - Nature trail approximately 1 mile long. Guided tours are available in the summer. Call 1-865-4999 for more information. Hard to get a hold of, be persistent.

KEYSTONE DAM - Call 1-865-2919 for information and to schedule tours.

CANOE FLOAT TRIPS - Contact one of these operators: Sparrow Hawk 1-456-8371; War Eagle Resort, 1-456-6272; Eagle Bluff 1-456-3031; Peyton's Place 1-456-3847; Illinois River Floats 1-456-8171. All these on the Illinois River.

Spring River - Blue Hole Canoe Floats, 1-542-6344. 3 miles east of Quapaw, OK. (Quapaw is 13 miles east of Miami).

Flint Creek - Spencer's Ridge Resort, 1-868-2269. 5 miles east of Kansas, OK, off OK#33

FUN, FUN, FUN

GOLF WORLD - 81st and South Garnett, 252-9797. Special group rates. Miniature golf, practice range, and batting cages.

BELL'S AMUSEMENT PARK - 3900 East 21st Street, 744-1991. Rides and miniature golf. Special rate of $8.00 for rides and miniature golf for groups of 20 or more.

BIG SPLASH WATER PARK - 21st and Yale, 749-9991. Water fun.

ICE SKATING - Williams Center Forum, 585-128. Monday through Friday, 11 a.m. - 5 p.m. and 7 p.m. to 10 p.m.; Saturday and Sunday, 12 p.m. - 10 p.m. Adults $4.50; children $3.50.

ROLLER SKATING - Skate World, 2136 East 69th, 494-8686
- Skate Land, 1150 South Sheridan, 836-3344.

HISTORICAL TULSA

HARWELDON - 2210 South Main, Tulsa, 584-3333. You can just walk through or arrange for a tour. Monday - Friday, 8:30 a.m. - 4:30 p.m. Home of Arts and Humanities Council, Ballet and Philharmonic. Beautiful old mansion. Free. Ask for Tamara.

CREEK COUNCIL OAK TREE - 18th & Cheyenne. This is the site of the council fire used as a tribal meeting area by one segment of the Creek Tribe known as the Lochaplkas or the Turtle Clan.

PERRYMAN INDIAN CEMETERY - 32nd & Utica. The Perrymans were early settlers in the Tulsa area and once owned all the land in this area. This is a good cleanup project as the cemetery usually needs some work.

PERRYMAN HOME - located on the southwest corner of 31st and Utica.

FIRST POST OFFICE MARKER - 41st Street near Trenton. The first post office was opened near this site by Lewis Perryman.

WASHINGTON IRVING MONUMENT - Irving passed through in the early 1800's. Located at intersection of West Easton and North Vancouver.

TULSA COUNTY HISTORICAL SOCIETY - now located on the grounds of the Gilcrease Museum in the restored Gilcrease home. Hours are not set, call for information concerning open hours and days.

MUSEUMS OF TULSA

GILCREASE MUSEUM - 1400 Gilcrease Museum Road, 582-3122. September through March best months for tours. Tours weekdays 9 a.m. - 5 p.m., Sunday 1-5 p.m. Call for reservations for tours and information about special displays. Make reservations 2 weeks in advance.

PHILBROOK MUSEUM - 2727 South Rockford, 749-7941 ext. 309 or 310, Tuesday through Saturday, 10 a.m. - 5 p.m.; Sunday 1-5 p.m. Adults $2.00, children free. Call in advance to make arrangements. Guides will go on tours with you.

FENSTER GALLERY OF JEWISH ART - 1719 South Owasso, 582-3732. Group tours by appointment. Not open on Sabbath or other Jewish holidays. Call for time available. Free admission.

ALEXANDER HOGUE GALLERY - Phillips Hall, University of Tulsa, 600 South College, 631-2202. September - May, 8:00 a.m. - 4:30 p.m., Monday - Friday.

ART OF TULSA MUSEUMS AND HISTORICAL SITES OF THE AREA

FIVE CIVILIZED TRIBES MUSEUM - Muskogee. Open Monday through Saturday, 10 a.m. - 5 p.m. 10 a.m. to 5 p.m., Sunday. Adults $1.00, children (6-16) 50c.

FT. GIBSON STOCKADE - Fort Gibson, Oklahoma. Monday - Saturday, 9 a.m. to 7 p.m. Sunday 1 p.m. to 7 p.m. Restored fort of the early frontier. Free. While you are in the area go to the National Cemetery near Ft. Gibson.

USS BATFISH WAR MEMORIAL PART (SUBMARINE) - Open March 15 - October 15, Monday through Saturday. 9 a.m. - 5 p.m. Four miles north on Hwy 62 on Muskogee Turnpike. Free tours.

BACONE INDIAN COLLEGE MUSEUM - Muskogee, OK. Monday through Friday, 10 a.m. - 12 noon; and 1 - 4 p.m. Indian artifacts and crafts.

HONOR HEIGHTS PARK - Muskogee, OK Contains every flower and shrub native to Oklahoma. Famous for spring showing of azaleas, but equally showy with fall flowers.

ANTIQUES INC. MOTOR MUSEUM - 2215 West Shawnee, Muskogee, OK Open 10 a.m. to 5 p.m. Admission charge - adults $3.50; children (6-16) $2.00. Collection of vintage autos, tractors, wagons, covered wagons and etc. Call 1-687-4447 for more information.

WILL ROGERS MEMORIAL - On the hill overlooking Claremore, OK. Open daily 8 a.m. - 5 p.m. Admission is free at this time. For more information, call 1-341-0719.

WILL ROGERS BIRTHPLACE/HOME - near Oologah, follow the signs. Inquire at the Memorial.

J. M. DAVIS GUN MUSEUM - 333 North Lynn Riggs Blvd. Claremore, OK Monday through Saturday, 8:30 a.m. to 5:00 p.m.; Sunday 1-5 p.m. Free admission. More than just a gun museum. See it to believe it! For more information, call 1-341-5707.

WOOLAROC MUSEUM - Bartlesville, OK (see previous information)

FRANK PHILLIPS HOME - 1100 South Cherokee, Bartlesville, OK Tuesday-Friday, 9 a.m. to 5 p.m.; Sunday, 2-5 p.m. Free admission.

TSA-LA-GI CHEROKEE VILLAGE - Tahlequah, OK. Open May 1 - September 3. Two miles south of Tahlequah on Hwy 82. Tuesday through Sunday, 1-5 p.m., Saturday, 10 a.m. - 5 p.m. Charge for admission. Call for special group/Scout rate, 1-456-6007.

TRAIL OF TEARS PRODUCTION - Tahlequah, OK. Contact Cherokee Heritage Center, P. O. Box 515 (74465) for details. Special group/Scout rate.

MURRELL HOME - Tahlequah, OK. Monday - Saturday, 9 a.m. to 7 p.m.; Sunday, 1-7 p.m. Three miles south of Tahlequah on Hwy 62, then 1 mile east (watch for sign). Restored. Site of many early day social events of the area. Free admission.

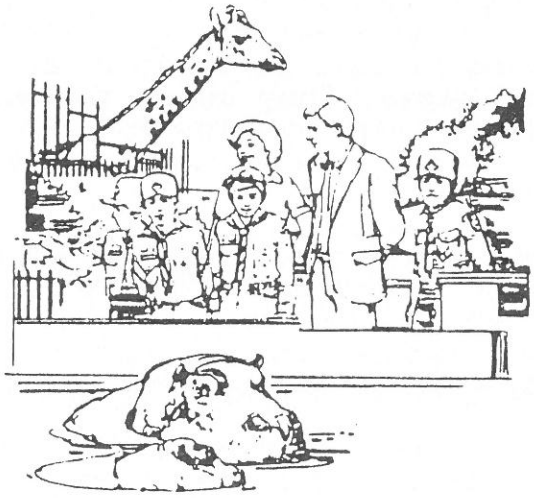
KERR MUSEUM - Poteau, OK. Monday through Friday, 10 a.m. - 5 p.m.; Saturday and Sunday, 1-5 p.m. Six miles south of Poteau on Hwy 59 and 271. Admission fee. Home of former Gov./Senator Robert S. Kerr.

SAPULPA HISTORICAL MUSEUM - Sapulpa, OK. (224-4871) Historical artifacts from the city of Sapulpa.

TRIANGLE OIL AND HISTORICAL MUSEUM - 1 mile west of Cleveland on U.S. 62 and SH 99. Open Tuesdays through Friday, 9 a.m. - 5 p.m.; Saturday and Sunday, 2 p.m. - 5 p.m. Historical information.

COLLINSVILLE DEPOT MUSEUM - 115 South 10th Street, on fairgrounds. Open Sunday 1-5 p.m., other times by appointment. Call for information and appointment. Area historical information.

HAR-BER VILLAGE - Lake Road 1, 3-1/4 miles west of Grove, OK. Open 9 a.m. to 6 p.m. daily, May 1 to October 31. Historical information and collections. 82 different buildings and displays.



OUTDOOR ACTIVITIES

"OUTING" is an important part of the word **"Scouting"**. One of the purposes of Cub Scouting is "to prepare them to become Boy Scouts." As **Cub Scout leaders,** we have an opportunity to help prepare Cub Scouts for the outdoor activities they will enjoy later as Boy Scouts.

Cub Scouts are introduced to the outdoors through den and pack activities and Wolf and Bear requirements. They learn proper methods and safety procedures for hikes, cookouts, and conservation projects. **The Scouts enjoy camping with their family.**

Webelos Scouts, start the transition in outdoor adventure, By participating in father (or adult male)-son overnight campouts. They develop some basic camping and outdoor skills which help prepare them for troop experience when they move to Boy Scouting.

Each step in the outdoor program is a foundation for the next higher step. A boy's outdoor experience in Cub Scouting determines to a large degree how much he enjoys his later experience in the troop. It is our challenge as Cub Scout leaders to set the stage in the proper way.

Cub Scouts are explorers by nature, so the outdoor program helps open up the world around them. As boys hike, explore, run, and romp, they are learning about God's beautiful world and the importance of conserving natural resources. As they take part in competitive sports and games, they learn the values of physical fitness and good sportsmanship. While they are having fun in the outdoors, they are learning important human values and growing strong in mind and body.

Outdoor den meetings can be family adventures in backyards or community parks. Cub Scouts can make their own outdoor games, improvise sleeping equipment for outdoor camping and by collecting objects from nature. The Cub Scouts learn to help plan and prepare for family camping experiences, picnics and trips.

Outdoor pack activities should be adapted to the facilities available. Make good use of rural areas, Scout and church camps, as well as city parks and recreation areas.



SAFETY RULES FOR OUTDOOR ACTIVITIES

1. **Always have a first aid kit handy.** If possible, have an adult trained in first aid and cardiopulmonary resuscitation (CPR) attend pack functions.

2. Remember that **adequate leadership** and supervision help prevent accidents.

3. Encourage boys to **pair up in buddies** to be aware of each other's whereabouts at all times.

4. **Have a plan** for personal or natural emergencies (such as lightning storms, high winds, or flash floods) which could occur during an outdoor activity. Know where emergency care can be obtained quickly.

5. If possible, **check out the location** in advance for hazards.

6. Avoid such dangers as buildings in disrepair or under construction, fire hazards, stinging insects, poison plants, tools improperly used, too-rough sports or games for age and size of boys. **Accidents can be prevented.**

7. Select a well-identified gathering place in the event the group is separated.

8. **An adult should always supervise** when Cub Scouts are building fires and cooking. If the den is using a ground fire, clear a space 10 feet in diameter of all burnable material. Stay away from trees with low-hanging branches. Use of chemical or liquid fuel stoves must be limited to adults.

SAFETY AWARENESS

Leaders are responsible for safety while the boys are in their care. **Safety rules should be enforced at all times** during den/pack meetings and activities.

1. **Teach the boys the rules of safety** around the home, fire safety, and water safety, using the Cub Scout achievements and electives.

2. Meeting places must be free of accident hazards. Using the Meeting Place Inspection Form, No. 6140, to check them.

3. Use a few minutes of den or pack parents' meeting to discuss the value of teaching the boys to cope with everyday hazards of living.

   * Often parents place too much emphasis on keeping children away from hazards and not enough on teaching them what to do when they are faced with hazards such as a broken electric cord.

   * Instead of asking boys to stay off the streets, teach them to observe proper precautions while they are in the street.

   * Instead of keeping boys indoors in cold weather, teach them how to dress to protect themselves against the cold.

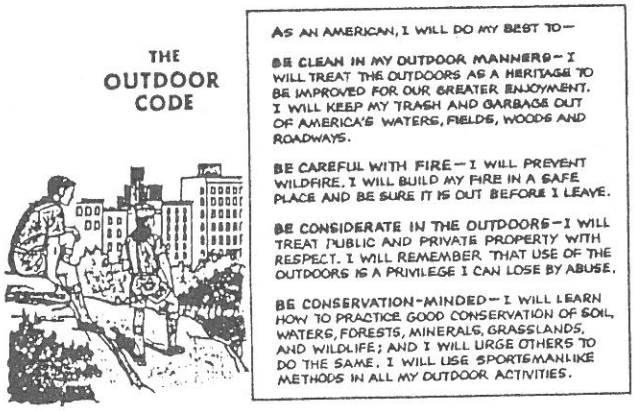
4. **Invite local experts** to visit with parents and Cub Scouts about such subjects as:

   . . . FIRE SAFETY

   . . . TRAFFIC RULES

THE OUTDOOR CODE

Whenever Cub Scout activities take place in the outdoors, the Scouts and everybody in attendance should be reminded that as Cub Scouts, they are **pledged to follow the Outdoor Code.** The Outdoor Code is a pledge for proper outdoor conduct. All Cub Scouts and leaders should understand and follow the ideals set by this BSA Outdoor Program Policy.



CUB SCOUT DAY CAMP

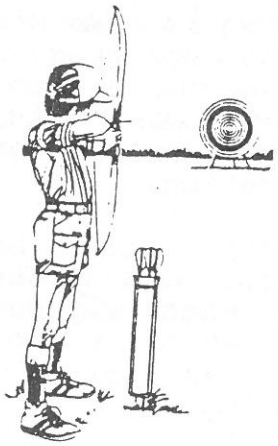
Cub Scout Day Camp is a week-long summer-time experience available for all Cub Scouts, from the newest Tiger Cub graduate to the new Webelos (first grade through forth grade graduates). The only catch...is you've got to be a **Cub Scout.**

Just like it sounds, day camp takes place during the day usually from 8:30-4:00. Camp usually takes place at a city park or other wooded area in your pack's district.

The camp is directed and staffed by volunteers just like you who put in a little extra time for some special training.

The boys spend their day shooting B-B Guns, using a Bow and Arrow, making crafts learning Outdoor-Nature skills and playing Cub Scout games. In short, they have **FUN** and in the process they complete electives and achievements toward their advancements.

Every camp is unique in the **"SPECIAL"** activities that each camp's director chooses to put on each day:



...100-FOOT LONG BANANA SPLIT

...HOT AIR BALLOONING

...EGG DROP CONTEST

...PUTT-PUTT GOLF

...HELICOPTERS

...SWIMMING



In addition to the typical camp you have been reading about the council hosts a **SUPER DAY CAMP.** Super camp is geared toward older Scout and is just that, **SUPER.**

Super Campers don't participate in the typical day camp activities; Super Campers take special Field Trips, swim at Big Splash, go to Drillers' Baseball Games, and much more.

Well, how do you sign up to help and how do Cub Scouts sign up to attend?

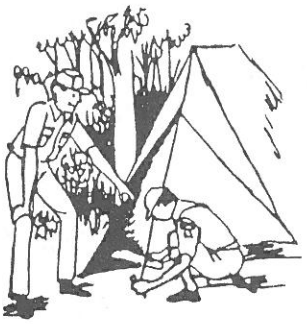
Applications are mailed in April to every registered Cub Scout with all the nitty-gritty details so watch your mail box. In addition, staff applications and additional Cub applications are available at the Scout Service Center and at your district roundtable around the April time frame.



CUB SCOUT DAY CAMP...DON'T MISS IT!

DON'T LET YOUR CUB SCOUTS MISS IT!!!

FAMILY CAMPING



Since Cub Scouting is home and family centered, its outdoor program must be also. It gives the boy and his family an introduction to the outdoors and an appreciation of nature and its conservation.

Family camping can be rewarding and fun for Cub Scout families. You can't camp without equipment and equipment can be expensive. Many beginners rent the larger items the first year from a dealer who will apply the rental fee to the purchase price if they decide to buy.

Some families try a practice camping weekend before taking a camping vacation. This helps ensure that the equipment is complete and in working order. Check with an experienced camper to determine what equipment is needed. This will probably include a tent, a good sleeping bag for a good night's rest, cooking and eating equipment, food and food containers, some tools, and personal equipment.

There are many places to camp. State and national parks offer some of the nation's most beautiful scenery, with rangers and other park personnel there to help you enjoy it. Some council Scout camps have family camping facilities. And there are many campgrounds which have running water, sanitary facilities, and outdoor fireplaces. It's your choice whether you camp at a campground or an undeveloped area.

Cub Scouts will be able to pass some of their advancement requirements while on a family camping trip. The whole family will have a lot of fun.

THE FOLLOWING ARE SOME GUIDELINES FOR THE CUB SCOUT CAMPING PROGRAMS CURRENTLY BEING OFFERED BY THE INDIAN NATIONS COUNCIL:

MOM AND ME

Specially for registered Cub Scouts and accompanied by their MOM or other Adult female. This program is for second, third and fourth grade boys. It is a short-term, week-end camp-out on Council property.

LAD AND DAD

Specifically for registered Cub Scouts and accompanied by their father or adult male. It is a short-term, week-end, two days and one night program at a council camp, usually hosted by a district.

WEBELOS WOODS

Specifically for boys who are registered and are within 90 days of transitioning into Boy Scouting. This is a short-term, two days and one night. Usually Father and son camp out at a council camp. This event is usually staffed by district Boy Scout Troops and is designed to introduce Webelos to Boy Scouting in the Outdoors.

WEBELOS LONG-TERM CAMP

Designed for all registered Webelos-age boys (graduated from third grade). This is a long-term (five days and four nights) camping experience at a council camp (GARLAND). It is offered by the Council with a paid staff. Adult supervision is furnished by the pack or family. A ratio of three boys to one adult from each pack is allowed.

POLICY OF BSA

BACKYARD CAMPING:

"Backyard camping is encouraged. Family camping is an excellent Cub Scout activity. Overnight or extended camping is good as long as it is done as a **family experience** it is not authorized for the younger Cub Scouts except as a part of the family camping".

The Boy Scouts of America does not permit overnight camping by dens or packs for younger Cub Scouts. Backyard camping and family camping are encouraged for the younger Cub Scouts. A boy is not likely to run into problems beyond his ability when his family is with him or close by. Backyard camping is simply sleeping out with a friend or two, either under the "stars" or in a "homemade" tent. The boys may try to cook their meals outdoors, too. (SEE THE COOKING SECTION IN THIS POW-WOW BOOK).

WEBELOS DAD-SON OVERNIGHT CAMPOUT

"Webelos overnight camping is an important part of the Cub Scout's outdoor experience. It is at the final step to Boy Scouting, a bridge with the parent and son together, and may be done on a den, pack, district, or council basis. It provides a good opportunity for a nearby troop to assist and, therefore, helps strengthen the tie between the pack and troop. As a Webelos/adult male outing, adult males must be present."



Webelos dens are encouraged to have several overnight campouts. This is an important step in the transition period from Cub Scouting to Boy Scouting.

The Webelos leader has the main responsibility for the overnight campouts; however he enlists other leadership as needed--dads, den chiefs, etc.

One of the important things to remember is that every **Webelos Scout should have a dad (or substitute) accompanying him on the overnight.**

The campout includes a planned program of activities-some just for fun and others to help with advancements requirements. Good planning is essential for a successful Webelos dad-and son overnight experience.

OUTDOOR CEREMONIES

Ceremonies are important, even in the outdoors. Outdoor pack activities usually call for an opening and closing ceremony (or closing campfire). Any outdoor pact activities which take the place of regular pack meetings should also include advancement ceremonies so awards can be presented promptly.

The outdoors is a good place to hold the Webelos "ARROW OF LIGHT" graduation ceremony.

Remember these things when planning outdoor ceremonies:

* **Weather.** It is difficult to keep candles lit in winds or light rain. Have a backup plan, with some type of protection.

* **Acoustics.** The wind sometimes carries voices in the wrong direction. Make sure the speaker can be heard.

* **Natural Surroundings.** Make the most of the surroundings to furnish background. Lake fronts or open areas in the woods make good ceremony sites.

* **Length.** Make ceremonies short, especially if the audience is standing.

* **Flag.** Be certain the U. S. Flag is secure. A normal flag holder will not be adequate in winds. Insist on respect for the flag, indoors and outdoors.

CAMPFIRES

Campfires can be an exciting and inspirational part of the Cub Scout outdoor program. There is no better way to end an evening pack outdoor activity than with a well-planned campfire.

Select a scenic spot, with good drainage, so ground will be dry for seating. Provide protection from the wind and insects. Check out the firewood supply -- you may need to bring firewood with you. And **check for fire safety. Check with local authorities for any necessary permission.** Can the fire be built and extinguished safely? Listen for outside noises which may be distracting. It is much better to have waves lapping against the shore or wind blowing through the trees than highway or airplane sounds.

Successful campfires have four important ingredients. They are:

1. **Songs** - fun, action, patriotic, inspirational

2. **Stunts/ceremonies**
   * Fire lighting
   * Opening, to set tone of whole program
   * Advancement, if needed.
   * Stunts or skits
   * Closing, quiet or inspirational

3. **Stories**

4. **Showmanship.** Dress up the setting, encourage enthusiasm, get everyone involved. There should be lots of pep as the fire leaps high, quiet and inspirational as the embers die.

Remember that Scouts leave no trace when they are gone, particularly fire scars and litter. Enlist the help of the den chief in laying, lighting, and putting out campfires.

Use "Campfire Program Planner" sheet (No. 3696) as a guide for planning.

A hike is a journey on foot, usually with a purpose, a route, and a destination. Cub Scout dens will enjoy short hikes, and Webelos dens will have several opportunities for hikes related to activity badge requirements.

Boys should be properly clothed, depending on the season. In winter, clothing should provide warmth; in summer, protection from the sun. Suitable footwear is important. Use the buddy system when hiking, with leader at the front and end of the line.

Some suggestions for different types of hikes are shown below:

* **Homes Hike** Look for spider webs, nests, holes, and other nature homes. Make a list.

* **Stop, Look, and Listen Hike** Hike for 5 minutes or for a certain number of steps. Stop and write down all that you see and hear. Make several different stops.

* **Puddle Hike** Hike in a gentle rain or just after a rain, with boys wearing appropriate rain gear. See how animals and insects take cover from the weather.

* **Crafts Hike** Collect nature items to be used in crafts leaves, rocks, shells. Make leaf rubbings, leaf prints, or other projects later.

* **Penny Hike** Flip a coin to see which direction you will go. Flip the coin at each intersection or fork in the road.

* **Color Hike** Look for objects of a preselected color. Make list.

* **Historical Hike** Hike to a historical spot. Know the history before going.

* **City Hike** Look for scraps of nature between cracks in the sidewalk. Look at buildings -- carvings, cornices. A vacant lot can provide a lot of interest; even one overturned rock can reveal surprises. Look for birds and trees.

* **Snoop** Explore, be aware, notice oddities, be snoopy.

* **Baby Hike** Gather or list all babies seen, bird, fern, leaf, snail, etc.

* **Detective Hike** Spot and list all evidence of man in nature (even litter, which can be picked up and put in the litter bag you have)

* **String Hike** Follow string and identify objects along the way.

* **Indian Hike** Hike quietly, single file, wear headbands, learn Indian dance, tell a nature-related Indian story, always look and listen.

NATURE SPECIALS

The Cub Scouts in your den should experience a nature hike or project suitable for Cub Scouts and Webelos. The advancement program suggests ideas. Your pack committee's ingenuity can develop them further. Your location should be explored in advance for possibilities and ideas. Take full advantage of local conditions. Even on a city street, you can take a STOP, LOOK, LISTEN and LIST hike. You can take the whole pack on the same outing, or have different leaders take a couple of boys each, or have "do-it-yourself" directions prepared for each den.

COLLECTIONS

If you do these, you need identification sources, books, or people who know. Do not spread misinformation about nature. Many day camps fall down in this respect.

ROCKS
LEAVES
MUSHROOMS -- Do not eat, wash hands after touching
SHELLS
SEED AND NUTS and CONES AND DRIED WEEDS
WILDFLOWERS -- only if permissible and plentiful
FOSSILS
BUGS
ODDLY SHAPED STICKS AND TWIGS
TRASH

Use a Cub Scout's viewpoint! We're not too old to see with eyes of wonder and delight in the small scenes of nature .. as part of our **duty to God** we learn about and care for his creation.

HIKING TRAILS

Hiking is an enjoyable den and family activity. The **Cub Scout Leader Book**, Chapter 5, describes a variety of short hikes which are fun for Cub Scouts. Leaders should be familiar with the hiking safety rules found in Chapter 8, **Cub Scout Leader Book.**

In Oklahoma, more than 200 miles of hiking trails have been built. They offer a variety of opportunities - everything from easy walking for children to more challenging back-packing trails. The ones described here are in the Tulsa area and are either nature trails or day-hike trails suitable for Cub Scouts and Webelos.

* **MOHAWK PARK** - Surrounding Mohawk Park and Zoo are some 700 acres of forests, streams and fields inhabited and used by a variety of wildlife species. Several miles of trails have been blazed within the Mohawk Nature Development Center. The nature center is open to the public year-round. Guided tours for groups can be arranged by calling 425-9214.

* **REDBUD VALLEY** - This nature trail is one mile long, making a full circle through heavily wooded areas that shelter many small animals and songbirds. It is located east of Tulsa, west of 161st East Ave., between Hwy 266 and I-44. Drinking water, restrooms and similar facilities are not available.

* **ENCHANTED WALKWAY NATURE TRAIL** - The first quarter-mile of this 1-1/1 mile nature trail is paved to provide access for wheelchairs. The trail is maintained by the Frank Phillips Foundation and is located near Woolaroc Museum near Bartlesville. Drinking water and restroom facilities are available at the trail entrance.

* **TAYLOR FERRY SOUTH TRAIL** - This is a one-quarter mile nature trail winding through redbud, oak and hickory woods south of the Taylor Ferry Public Use Area on Ft. Gibson lake. The trail has a gentle slope and a variety of birds and wildlife inhabit the area. Drinking water, camping and picnic facilities are available.

* **SKULL HOLLOW NATURE TRAIL** - Skull Hollow trail contains three loops with a total length of two miles. Shorter hikes can be made by cutting across the main loop on one of the shorter loops. The trail is located at the Hawthorn Bluff Recreation Area near the dam at Oologah Lake, about 30 miles northeast of Tulsa. Picnic, camping and restroom facilities are available.

* **RUNESTONE TRAIL** - This one-mile day-hike trail is northeast of Heavener in LeFlore County. It winds through the Heavener Runestone State Park. There are several steep grades making walking more difficult than on most nature trails. The trail leads to the mysterious monument-like stone, 12 feet high, bearing Runic alphabet markings, dated to 1012 A.D. The inscriptions are believed to have been carved by Viking explorers 500 years before Columbus.

CONSERVATION PROJECTS

* Make exhibits or demonstrations for pack meeting that show how clothes and food come from the soil why soil conservation is important.

* Work on Wolf and Bear conservation achievements and Webelos activity badge areas involving nature.

* Check with your local conservation office for a pack project related to conservation.

* Encourage Cub Scouts to keep roadsides, streets, and sidewalks free of trash.

* Learn how air pollution damages plant life, human health, buildings and clothing.

* Take a trip to a local industry to see how air pollution is prevented.

* Help control ragweed pollen, an important pollutant. Teach Cub Scouts how to recognize the week and cut it off at ground level. Do not pull up the roots. Start project in summer and continue until the first frost.

* Plant shrubs that provide food or cover for wildlife.

* Make litter bags for family's and neighbor's cars or boats.

* Put up Outdoor Code posters in school and explain code to others.

* Adopt a vacant lot or open area. Clean it up, and keep it clean.

* Help distribute fire-prevention posters in the neighborhood.

* Build and set out bird houses or feeding stations in backyards.

* Plant grass seed on bare ground in park, school, or church yard to help prevent erosion.

* Make window boxes and plant flowers. Or plant tubs with trees or shrubs.

* Collect insects and find out which ones are harmful to crops and trees.

* **Pick up litter.** Build a litter scarecrow to display to the public.

* Make a live litterbug. Use a suitable trash container with a sign "See the Live Litterbug Here." Container has a mirror in the bottom.

* Obtain litter bags from a business or industrial firm and distribute them to the community.

* Collect glass, aluminum and paper for recycling.

* Decorate trash containers for school, park or other spot.

* Distribute advertising literature from U. S. Department of Agriculture about Woodsy the Owl - "Give a Hoot, Don't Pollute". Or obtain Smokey Bear posters from U. S. Forestry Department and place in public spots.

* Have an anti-litter and anti-pollution poster contest, with prizes for the winners. Display posters in public places afterwards.

* Make and display energy conservation posters.

* Collect litter and get permission to pile it in a fenced-in area with a sign: "Does This Belong to You?"

* **Encourage Cub Scouts and Webelos Scouts to earn the World Conservation Award.**

FISHING DERBY

There are two kinds of Cub Scout pack fishing derbies: both are fun for boys and parents. One kind is a **partner-and-son** fishing trip to a nearby lake or river where adults and boys can fish off the bank or in boats. Small prizes are awarded for the biggest fish and the best string.

The other type is a **family outing** with games and contests related to fishing. The ideas here are for this kind of derby.

The fishing derby committee should follow the guidelines for planning special events. Planning includes securing a site, arranging for transportation, planning activities and obtaining prizes, and arranging for food and equipment. Try special promotional gimmicks such as invitation in the shape of a fish.

Make identifying signs for each contest area. Use ropes, posts, colored streamers, and colorful signs to mark game areas. Consider using a public address system to control the activities, if necessary, and a tape player to provide lively music.



SUGGESTED FISHING DERBY SCHEDULE

1:00-2:00	Gathering-time activities.
2:00-3:30	Special contests.
3:30-3:45	Awards ceremony.
3:45-5:00	Free time for fishing.
5:00-6:00	Meal and clean-up. Roast corn and fried fish might be prepared by the fishing derby committee, or a picnic supper, with hot dogs, baked beans, and ice cream might be served.

MAKING FISHING LURES

You say your Cub Scouts are a bit burned out on crafts? Let's face it, a lot of Cub Scout craft projects are for mom and dad, the house or family dog. Very few projects are for the boy himself. One favorite project is making fishing lures. It can be very involved or very easy. Materials for the projects are collected and the only non-craft item needed is a few fish hooks.

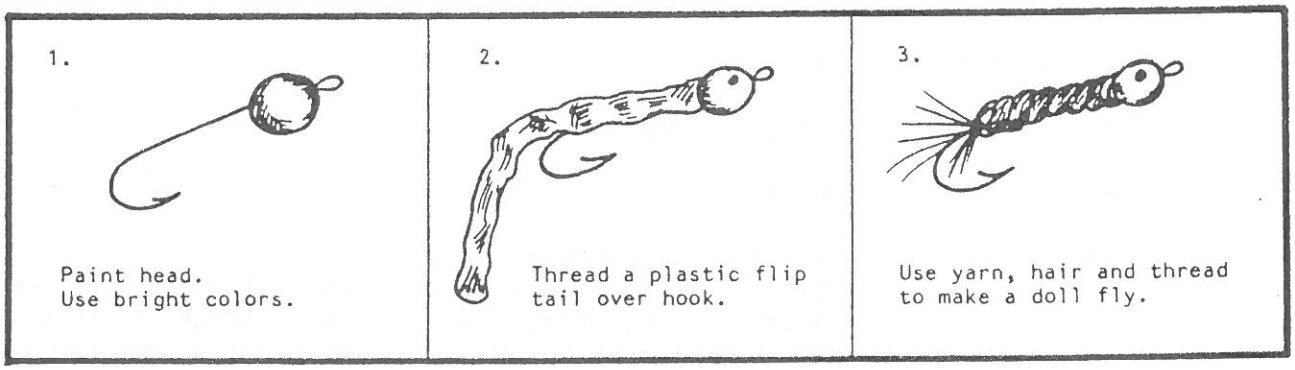
The simplest lures are the lead head doll flies and the light weight flies: They require only a hook, a piece of feather, a bit of hair or fur, a touch of colored yarn and a few inches of thread.

When a few minutes at the end of a meeting are available, break out some lead headed hooks and have the Cubs paint colorful heads on the lead balls. At the next meeting, a plastic flip tail or a fur and yarn body can be added. By making several different types of lures at one time, a den with widely spaced craft abilities can all make something at their own skill level.

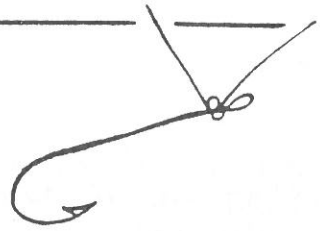
Lures should be made to resemble the types of insects, small fish, crawdads or other food that fish like. This gives a good lead-in for nature study. Don't worry about getting them exactly right, (most lures are made to catch fishermen!). A little flash and color are usually all that is needed for perch. Silver, yellow and red paints are usually the best colors.

A small C-clamp vise is handy to hold the business end of the hook while working on the lure but a clothes pin nailed to a block of wood or a pair of pliers with the handles rubber banded together will also work.

Materials available from scrap yarn, tinsel, hair (deer is best, but horse is fair and any course hair of 1" or longer will do), small diameter wire, small feathers, bits of balsa wood. hooks may be small to medium (2/0 to 6/0), nylon or polyethylene thread is required to assemble the components.

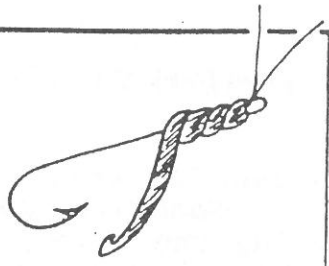


1.



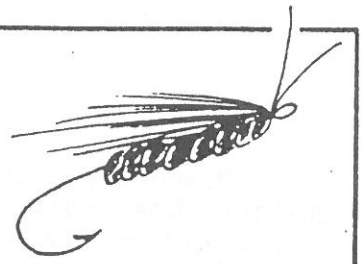
Polyethylene thread tied tightly at base of eye in hook. Leads about 3 inches.

2.



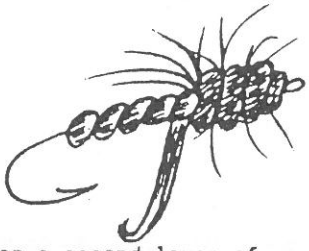
Colored yarn, tied off at the eye and wrapped tightly. Tie off at end with thread.

3.



Attach small bunch of hair and tie at tip.

4.



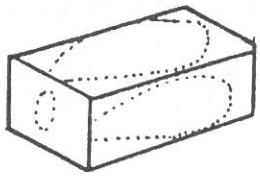
Wrap a second layer of yarn tightly around the first, pulling a few hairs between each wrap. Tie off at the end with thread

5.



Trim with scissors to make the lure look like a wooly caterpillar.

1.



Trace or draw design on wood block.

2.



Carve and shape to design. Sand smooth.

3.



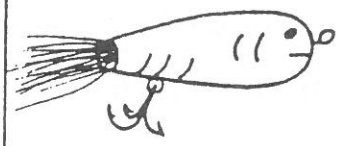
Paint base coat and general design.

4.



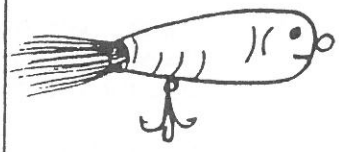
Attach trebel hooks and eye.

5.



Glue on rubber skirt, hair, or flip tail.

6.



Paint final details.

Fly #1



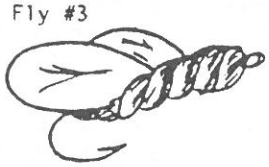
Feather tips - butterfly or mayfly.

Fly #2



Red or black yarn to make and ant.

Fly #3



Green yarn with dark thread and feathers for grasshopper.

CUBMOBILE DERBY

Planning for a Cubmobile Derby should begin several months before the race date. **Each boy participating should have an information sheet listing the rules, awards, procedure, building specifications, date, time, place, and registration fee (if any).**

It is recommended that each pack have their own Cubmobile, but don't let that keep you from attending your district cubmobile race.

CUB SCOUT CUBMOBILE
OFFICIAL BUILDING SPECIFICATIONS

1. **Wheels** should be approximately 10 inches in diameter, 1-3/4' in width, with ball or roller bearings and semi-pneumatic or solid rubber tires.

2. **Car frame** is to be made from 2X4 construction lumber.

3. 1/4 inch round head **bolts should be used** to hold frame together. Screws are second-best choice. **Nails will not hold up to a day of racing.**

4. All cars are to have a seat and **BRACED** backrest, placed so that all team members can rest feet comfortably on front cross bar.

5. If threaded axles are used, the nuts are to be secured with cotter pins or safety wire.

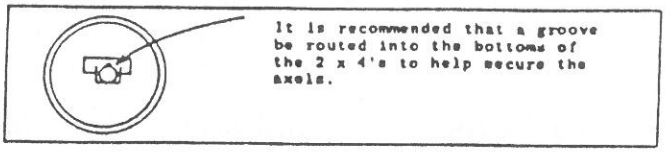
6. **Seat belts** are optional. (each district sets their own rules) If one is used it should be securely fastened to the main backbone of the car.

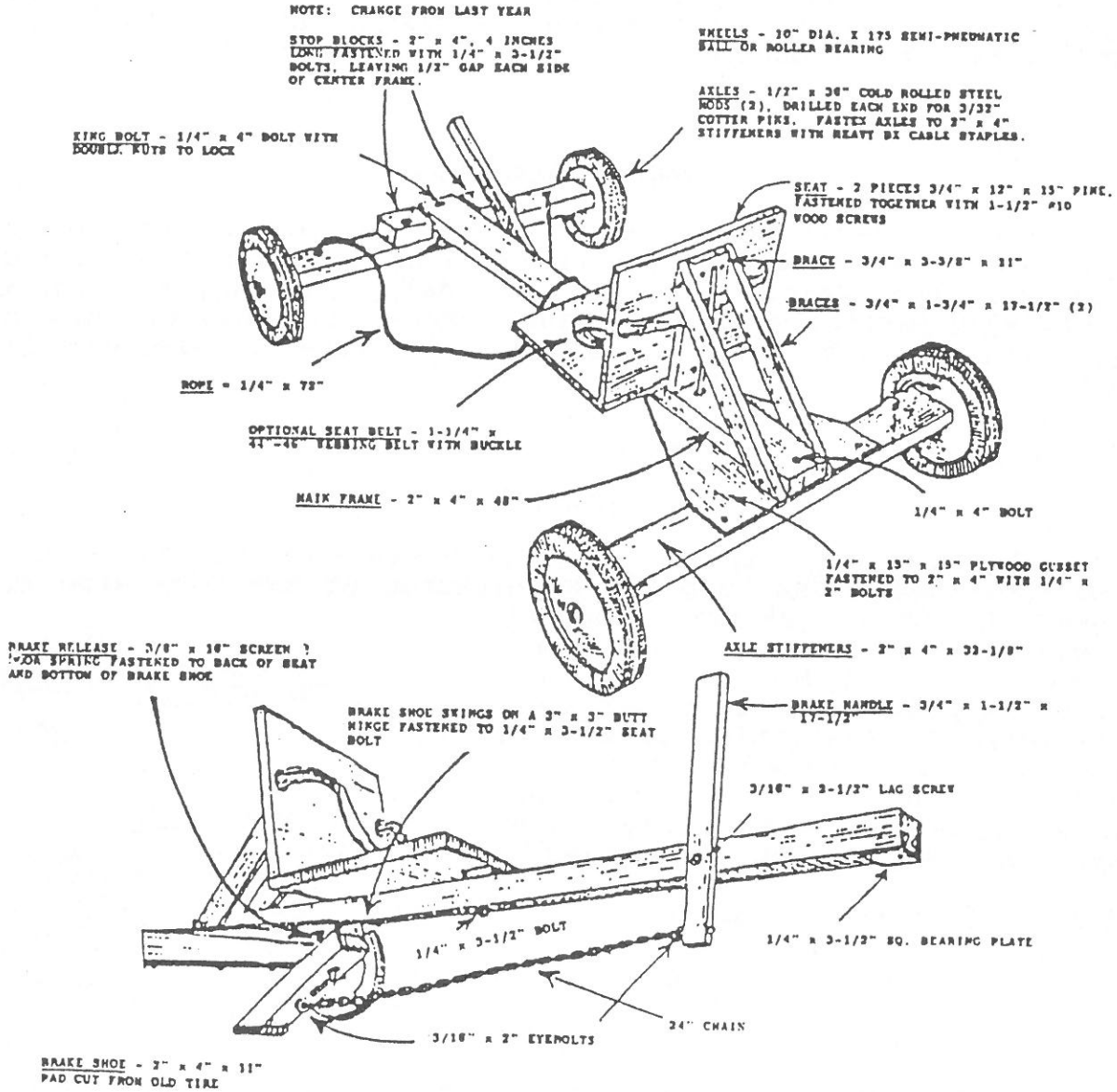
7. Each boy, while participating in the race is to wear a **protective head covering** such as a football helmet, racing helmet, or construction hard hat. For health reasons the borrowing of helmets is discouraged. Each boy should have his own.

8. **Overall length** of the car is to be 5 feet or less, **overall width,** 3 feet or less, distance between axles no more than 4 feet.

7. **Cars must be equipped with a hand brake** with its rubbing surface faced with a rubber material such as a strip of old tire. This when dragged on the ground, will stop the car.

PUSHMOBILE BUILDING SPECIFICATIONS





THE TRACK

One of the best locations is a fairly flat parking lot that is normally not used on the day of your scheduled event. (Schools, churches, or parking areas of an abandon shopping center makes an excellent track. **Be sure and get permission before scheduling your event.** The lanes should be roped off, and mark with chalk, so boys will know where they are to drive.

Crossing over from one lane to another will happen, especially with inexperienced drivers. Boys should be instructed to stay within their own lanes. Judges should observe entire race for any fouls. If a driver is fouled, he will be able to have a re-run, if desired.

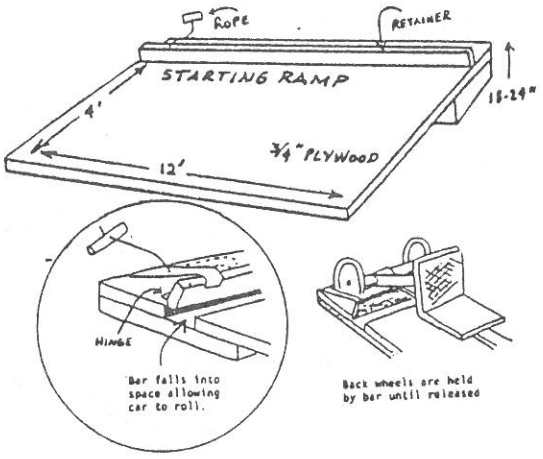
RACING PROCEDURE

Since several boys race the same car and compete against recorded time, Cubmobiles can be raced again as soon as they get back from the finish line. It will delay the race if boys are assigned a particular time to race. Run a race when two cars and two drivers reach the starting ramp. **Accurate time-keeping is a must.**

STARTING

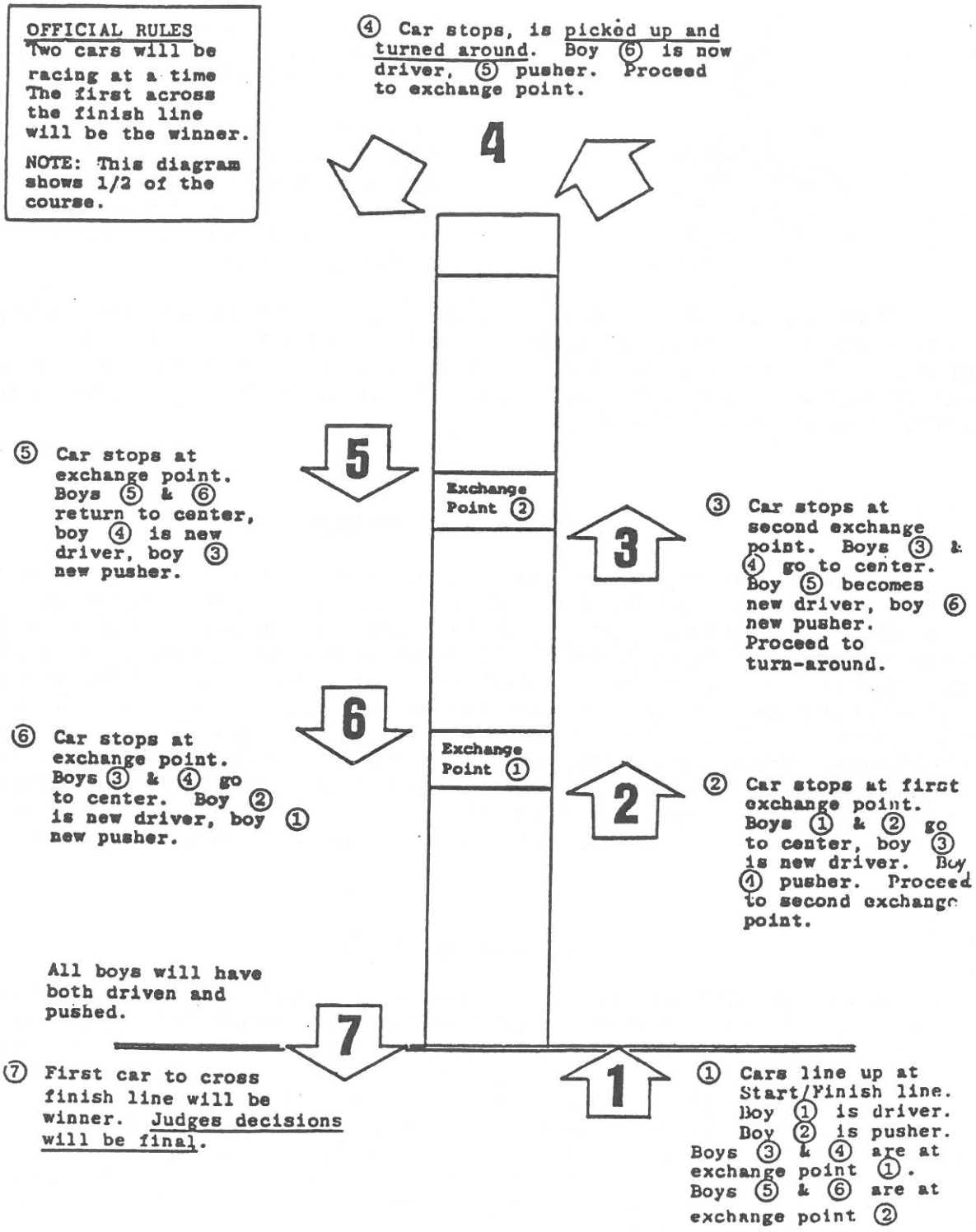
The starting ramp should allow ample room for two cars at the same time. The ramp can be elevated at the back side with cement blocks to get more speed at the start. Cubmobiles start from a stand still and by gravitational force run down the ramp and down the slope to the finish line. No pushing or pumping with the feet is allowed. **All drivers must wear protective head gear during race and seat belts must be fastened.**

Have a first aid kit handy.



PRIZES

Every boy participating should receive some type of recognition. Ribbons and trophies are available. Prizes are awarded according to official time, not on the basis of who finishes first.


OFFICIAL RULES
Two cars will be racing at a time The first across the finish line will be the winner.
NOTE: This diagram shows 1/2 of the course.
④ Car stops, is picked up and turned around. Boy ⑥ is now driver, ⑤ pusher. Proceed to exchange point.
4
⑤ Car stops at exchange point. Boys ⑤ & ⑥ return to center, boy ④ is new driver, boy ③ new pusher.
5
Exchange Point ②
③ Car stops at second exchange point. Boys ③ & ④ go to center. Boy ⑤ becomes new driver, boy ⑥ new pusher. Proceed to turn-around.
3
⑥ Car stops at exchange point. Boys ③ & ④ go to center. Boy ② is new driver, boy ① new pusher.
6
Exchange Point ①
② Car stops at first exchange point. Boys ① & ② go to center, boy ③ is new driver. Boy ④ pusher. Proceed to second exchange point.
2
All boys will have both driven and pushed.
7
⑦ First car to cross finish line will be winner. Judges decisions will be final.
1
① Cars line up at Start/Finish line. Boy ① is driver. Boy ② is pusher. Boys ③ & ④ are at exchange point ①. Boys ⑤ & ⑥ are at exchange point ②

CUB SCOUT BICYCLE SAFETY PROGRAM



During May, packs all over the nation join in the **Cub Scout Bicycle Safety Program.** This is a cooperative effort with the **National Safety Council** and the **Bicycle Institute of America** which has helped offset the rising bicycle accident rate and establish good bike-driving habits.

Most of the den and pack activity is concerned with bicycle maintenance and safe driving. This calls for plenty of fun and games. By the end of the month, boys should know how to keep their bicycles in safe condition, drive safely, and know traffic signs and rules of the road.

BICYCLE MAINTENANCE

In den meeting, there should be instruction and practice in minor maintenance problems and the servicing of a bicycle. The den chief, an adult, or older brother can help. Show the boys what happens if brakes fail, if handlebars are loose, if a wheel is wobbly, or a tire is cut or bruised. **Use the Bicycle Maintenance Quiz found on the following page.** Show the boys how to check saddle adjustment, handlebar adjustment, spoke tightness, wheel trueness, brake operation, tire condition, frame straightness, chain tension, bearing adjustment, lights, reflectors, bell or horn operation and gear operation. Urge the boys to make any necessary repairs before the pack's bike clinic.

BICYCLE SECURITY

Have the den chief or an older brother demonstrate how to lock a bicycle properly. This should be done by wrapping the chain through the frame, both wheels and a post or other solid object, and then attaching the lock. Show how easy it would be to steal a bike that is secured in other ways. Show how to find the serial number on a bike. It will be found either directly above the front fork, on the left side of the rear fork just above the axle, or on the underside of the pedal crank housing. Urge the boys to register their bicycles and obtain a license, if they don't already have one.

BICYCLE SAFETY INSPECTION CHECKLIST

CUB SCOUT'S NAME_____ **AGE**_____

PACK_____ **ADDRESS**_____

BICYCLE MAKE AND MODEL_____ **COLOR**_____

STATION 1	INSPECTION CHECK OK	INSPECTION CHECK NO	SERVICE CHECK OK	SERVICE CHECK NO
SIZE-FIT OF BIKE TO DRIVER.	---	---	---	---
Can driver straddle frame with both feet on ground?	---	---	---	---
Check height of seat post (2" minimum in frame.)	---	---	---	---
HANDLEBARS-TIGHT AND IN LINE WITH WHEEL?	---	---	---	---
Height below driver's shoulder level?	---	---	---	---
Check height of stem (2" minimum in frame).	---	---	---	---
Grips tight and ends in good condition?	---	---	---	---
FRAME-ALL TUBES IN LINE, NOT BENT?	---	---	---	---
Front fork straight, in good condition?	---	---	---	---
Pedals-Tight, intact, no binding?	---	---	---	---
STATION 2				
WHEELS-BOTH RUN TRUE SIDE TO SIDE AND ROUND?	---	---	---	---
Spokes-good tension, none missing?	---	---	---	---
Rims-no dents or kinks?	---	---	---	---
Tires-good tread, no side wall damage, value stem straight and properly inflated?	---	---	---	---
STATION 3				
BEARINGS-No looseness or binding.	---	---	---	---
Front wheel	---	---	---	---
Front fork	---	---	---	---
Rear wheel	---	---	---	---
Pedal crank	---	---	---	---
Chain-1/2" play, no excessive looseness.	---	---	---	---
Chain guard-unbent, free of chain.	---	---	---	---
Chain clean and free of rust?	---	---	---	---

STATION 4

BRAKES	---	---	---	---
Coaster brakes-operate within 20 degrees of horizontal?	---	---	---	---
Hand brakes-sufficient reserve when lever is engaged, and brake lever tight?	---	---	---	---
Caliper brakes centered and tight?	---	---	---	---
Nuts tight on brake shoes?	---	---	---	---
At least 3/16-inch rubber on shoes?	---	---	---	---
Cable taut, no frayed ends?	---	---	---	---
Shift control operating properly?	---	---	---	---
Multi-speed mechanism operating properly?	---	---	---	---

STATION 5

*NOTE: Follow local laws in approving or disapproving bikes at this station.

Rear reflector-conforms to local laws?	---	---	---	---
Additional reflectors, if required.	---	---	---	---
Front light-battery or generator and bulb satisfactory? (*If applicable under local laws or ordinances).	---	---	---	---
This bicycle ___ approved for night riding ___ not approved for night riding.				
Bell or horn-working and audible?	---	---	---	---

ACCESSORIES, OTHER.

Illegal or unsafe accessories?	---	---	---	---
Unsafe modification of bicycle	---	---	---	---
This bicycle has passed this safety inspection	---	---		
This bicycle has not passed this safety inspection	---	---		

FINAL INSPECTOR'S NAME_____

DATE_____

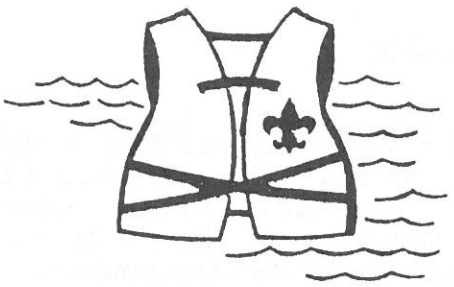
RESOURCES

The following are available from the Scout Service Center or local Scout distributor:

No. 3463	Bicycle Safety Program Decal
1895	Bicycle Safety Neckerchief
	Slide Mold (2 Wolf, 2 Bear, 2 Webelos)
13-156	Bicycle Safety Participation Award Certificate

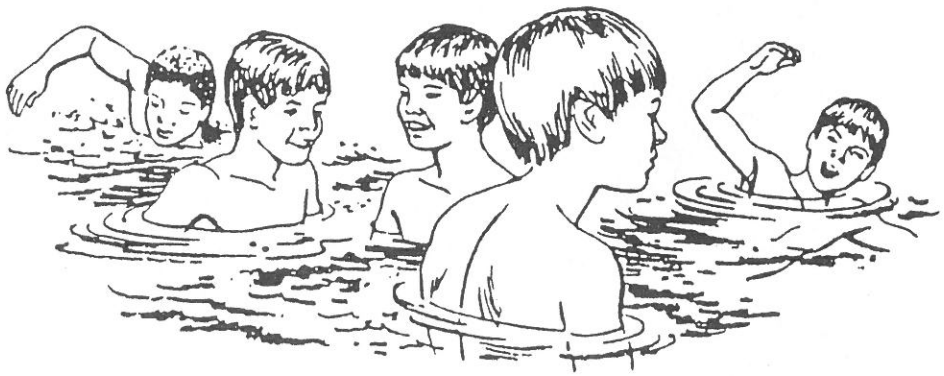
See "Cub Scout Bicycle Safety Program Leader's Guide" for information on bike clinic, bike rodeo, Safe Driving Quiz, Bike Clinic Safety Inspection Checklist, safe bike driving rules and bike games. Also see Bear Cub Scout Book for bike safety rules.

WATER SAFETY



Swimming is a fine, all-around body builder and makes a good den or pack activity. It goes without saying that you must be safety conscious anytime your pack is holding an event around the water. Probably some of the boys are non-swimmers, and it is likely that some who think of themselves as swimmers can't swim very far or safely in deep water.

To ensure safe swimming, whether with the family, den, or pack, the Boy Scouts of America has developed **Safe Swimming Defense.** In essence, it is a plan to conduct an organized group-swim safely by establishing standards and procedures to minimize the inherent risks. This plan should be followed on any group activity which includes swimming.



SAFE SWIM DEFENSE includes the following eight points (read the Cub Scout Leader Book for a clarification of each point):

1. **Qualified Supervision**
2. **Physical Fitness**
3. **Safe Area**
4. **Lifeguard on Duty**
5. **Lookout**
6. **Ability Groups**
7. **Buddy System**
8. **Discipline**

In the Water Safety section of the **"Cub Scout Leader Book"** (page. 92-95) you will find detailed information and instruction concerning Safe Swim Defense, Home Swimming Safety Rules, Water Rescue and Safety Afloat (Boating Safety).

Prepare your Cub Scouts and their families for fun and activity on, in and near water - especially in Oklahoma where we have an abundance of lakes and rivers and other waterways that get a great deal of use. Invite authorities (firemen, police, paramedics, Red Cross volunteers) to visit with parents and boys about what to do if they encounter an emergency situation while on the water or at water-related activities.

KITE DERBY

A kite derby can be a special activity, on either a den or pack basis. If you are planning one, be sure to announce it far enough ahead of time so the boys can make their kites, know the rules and understand the events scheduled. On the day of the derby, you'll need an open field, judges, and an announcer.

There may be several classifications of kites: **Box, tailless, those with tails, etc.**



ENTRANCE REQUIREMENTS

1. **All kites are dad and son made,** (or substitute dad)
2. Each entrant may have his dad (or other adult) help him get the kite into the air and help catch it when it comes down.
3. **A kite must fly** in order to be eligible for prizes.
4. No restrictions on materials used in construction of kits, except **no fighting kites are allowed (glass, razor blades, etc. are not permitted)**
5. **No wire flight lines are permitted.**
6. **Kites in power lines are lost and may not be retrieved.**
7. Kites may be adjusted and modified at any time during the derby.

PRE-FLIGHT JUDGING

Prizes could be awarded for:

Smallest kite
Largest kite
Strangest kite
Best craftsmanship kite
Funniest kite
Prettiest kite
Most unusual kite

JUDGING WHILE IN FLIGHT

Prizes could be awarded for:

First kite in air
Highest after 15 minutes
Most graceful in air
Best sportsmanship (boy)
Highest after 5 minutes
Most stable flying
Fastest climbing
Most persistent flier (boy)

You may want to include events in the kite derby such as **100-yard dash** with kites being flown at the end of a 100-yard kite string; an altitude race, and others.

See Wolf Elective #6 for Kite-Flying Safety Rules.

SPACE DERBY

Cub Scouts will find the space derby exciting. Join in the fun as the countdown begins for the space race of the century.

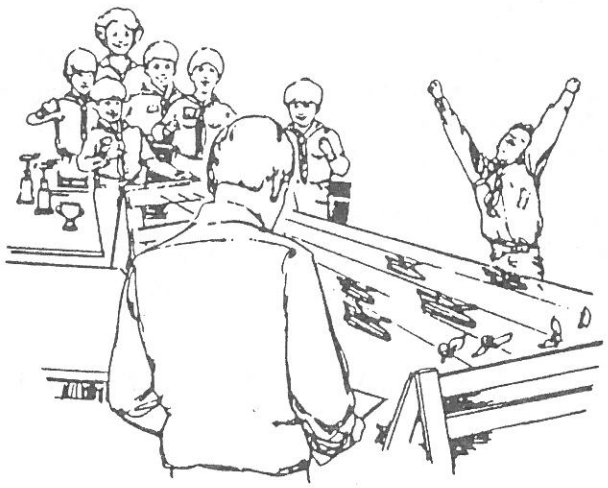
RACE SUGGESTIONS

1. **To stage** the race, boys wind up their rubber band propelled rocket motors. Then they hook the rockets over the guidelines, centering the rockets between the vertical dowels and locking the propellers behind the horizontal dowels on the starting gate. Start the countdown and fire at 'zero' by lifting the rear of the starting gate frame which releases the rockets.

2. **Run the race in heats,** up to four contestants at a time. Boys work hard on their rockets, so each boy gets to try at least twice instead of eliminating him from competition after the first race. For example, in a 6-boy den, try heats of three boys each. The winner of each heat goes into the den finals. Then race the other four again with the winner competing with the other heat winners for the den championship and entry into pack finals.

3. **Recruit dads** as your flight operations team-two as starters with green flags, two as judges with checkered flags, and two as gate-keepers to line up the boys. Use other adults as inspectors, scorekeepers etc.

4. **Experienced rocket racers warm up their space ships by gradually winding the rubber hand motors to full capacity.** Try 50 turns first, then 100, 200, so on. Release the propeller between each winding. Try some backyard runs on a length of monofillament line before competition.



Space Derby cont.

NOTE: A small hand drill is excellent for winding the rubber bands. It also helps speed up the event. Check the ratio of the drill by making one revolution of the crank handle and count the number of times the chuck turns. Most drills average a 1-4 ratio. It would thus take 40 turns of the crank to give you 160 winds on the rubber band motor. It is advisable to have one person hold the rocket and propeller while the other stretches the bands, about 1-15" beyond the rocket tail and turns the rubber bands, he gradually shortens the distance between him and the rocket. A handmade fitting of coat hanger wire makes winding easier. The wire for this winder accessory is not included in the kit, but can be easily made from scraps around the home.

5. Soak rubber bands in castor oil several days before the space derby. This prolongs the band's life and power and will help eliminate breaking during competition. Leaders should have extra rubber bands and props handy for emergencies. Remember that it takes three rubber bands to fly each ship properly.

6. To save time, whenever a ship gives any trouble, pull it off the line and run it with the last heat. Allow boys to wind propellers before coming to the starting gate. Turn a spotlight briefly on each heat winner.

RESOURCES FOR SPACE DERBY

The following are available at our Scout Distributor:

NO:		
	1694	Individual Space Derby Kit
	1695	Space Derby 8-pack
	1695A	Replacement propeller
	1695B	Replacement rubber bands (24)
	1695C	Space Derby Carrier
	1694D	Space Derby Accessory Kit (Carriers, snap swivel and line)
	1688	Space Derby Casting Mold (plaque with rockets)
	7714	Space Derby Ribbons (10)
	5515	Gold Space Derby medal
	5516	Silver Space Derby Medal
	5517	Bronze Space Derby Medal
	5730	1st Place Trophy
	5731	2nd Place Trophy
	5732	3rd Place Trophy



RAINGUTTER REGATTA

RACING COURSE

The course will be determined by the facilities available. A portable wading pool, regular swimming pool, pond, lake, or even a good size puddle after a rainstorm can be used for racing the boats. **The commonly used course, where the race gets its name is the raingutter.** The course is made of standard rain gutters 10' long, set in grooves in two saw horses. Allow sufficient space around the course for both participants and spectators. With gutters in place, put a small amount of water into each to make sure they are level. Make any needed adjustments, and when level, fill to about 1/2" from top.

RACING PROCEDURE

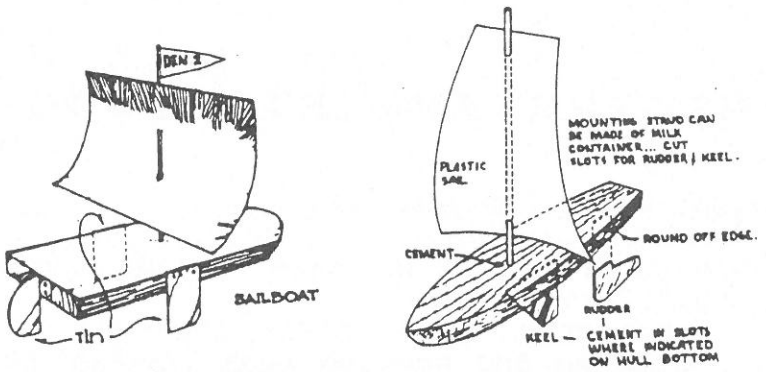
The boats are propelled by boys blowing into the sails. Start with the boat's stern touching the end of the rain gutter. The starter stands at the opposite end with hands raised. When he drops his hand, the boys begin to blow. Once the race is started, the boys may not touch the boats with their hands. The first boat to reach the end of the gutter is the winner.

All races are run on an elimination system, by heats. Timing of boats has no bearing on determining heat or final winners. Winners of the first heats will compete against each other in second heat, and third, etc. until a final winner is determined.

On courses other that the raingutter course, boats must be held by the pilots at the starting line and released at a pre-determined signal. No pushing is allowed. The boat crossing the finish line first is the winner of the heat. If two or more boats run a foul, there is no contest. The race is re-run.

BOAT SPECIFICATIONS

HULL	No longer than 7" or shorter than 6 1/2"
MAST	6 1/2" from deck to top
KEEL	Supplied in kit-no alternations
RUDDER	Supplied in kit-no alternations
SAIL	No larger than material supplied in kit



BUILDING INSTRUCTIONS

1. Sandpaper the balsa hull to the desired shape, adhering to the specifications listed above. First use a medium-grade sandpaper, then finish off with very fine sandpaper.

2. Give model two coats of sanding sealer which can be obtained at a craft or hobby store.

3. Mast can be tapered by chucking either in a hand or electric drill. While you carefully turn the dowel, work a piece of sandpaper back and forth until the desired shape is achieved.

4. Give entire model two coats of colored lacquer in desired color and design.

5. Add official number at top of sail.

MATERIAL FOR DOUBLE RACEWAY

2 10 ft. lengths of 5" dia. half round gutter
4 End caps for gutter and rivets or bolts to attach end caps.
2 Trough supports (1"X4"X36") cut so gutter will fit snug.
2 End braces (1"X4"x23")
2 Diagonal braces (1"X2"X72")
4 Legs (2"X2"X34")
1 1/2" #10 flat-head wood screws for all fastenings

This will make a frame to support two 10' lengths of rain gutter filled with 8 gallons of water. It can be assembled and disassembled.

NOTE: Trophies and medals are available at your local Scout distributor, along with the regatta kits.

ORGANIZING THE PINEWOOD DERBY

Suggested things to do for your race.

1. Decide on location and date (if not already set)
2. Recruit Team Leaders
   a. Inspection and registration team
   b. Judging and scoring team (prefer people outside Pack, principal, policemen, firemen, etc.)
   c. Race operations Team
3. Decide on judging catorgies and awards
4. Recruit person to order cars and awards
5. Recruit person to locate or build a race track to be used
6. Establish list of equipment needed
7. Finalize racing rules (as per pack racing committees decision)
8. Draw plan of race area and room arrangements
9. **DISTRIBUTE CARS WITH RULES FOR RACE**
10. Arrange for photos and publicity (local newspaper)

HOLD PRELIMINARY INSPECTION OF CARS. MAKE OFFICIAL WEIGHTING SCALES AVAILABLE. (at least one week before race)

Each pack sets their own rules and race as they see fit. This may be the only time that a parent gets involved with their child so encourage parent participation for your pack. **SET AND KEEP RULES AND RACE AS FAIR AS POSSIBLE FOR EVERY ONE INVOLVED.**

USE ONLY ONE SET OF SCALES TO WEIGH ALL CARS.

A good time to present trophies is at the **BLUE AND GOLD BANQUET** in February. This allows the trophies to be personalized for the winners.

How about theme Cars:

BEST BY CUBS
BEST PAINT JOB
MOST UNUSUAL
BEST DETAIL
JUDGES AWARD

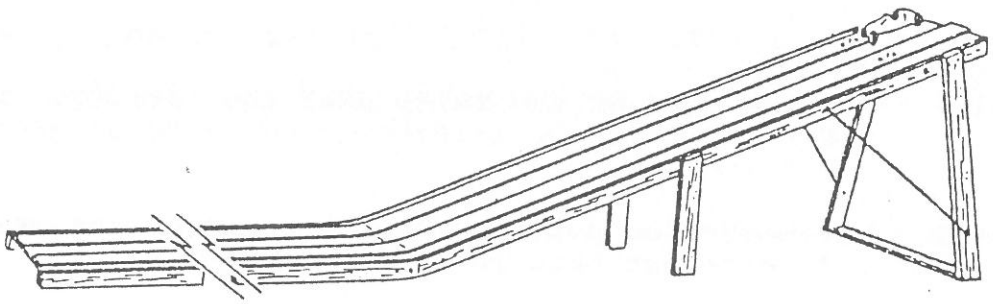
Judging of theme cars should be done by people outside of the Pack. (**OLDER** Boy Scout, School Principals, Law Officers, etc.)

CAR QUALIFICATION RULES

Most packs encourage parent and Scout working together on their car. For some parents this may be the only time they take an active part in Scouting with their son. Parents that are a single parent family should ask for assistance if needed. All Scouts need to have the opportunity to experience the thrill of racing.

The rules of car qualifying and racing are established by each pack committee or race committee. Below are many years experience running and racing Pinewood Derby Cars.

1. **Car must have been made this year.**
2. The **width** shall not exceed 2 3/4 inches.
3. The **length** shall not exceed 7 3/8 inches.
4. The bottom of **car clearance** must have a minimum of 3/8 inch above the track surface. (including the weights if on bottom)
5. Wheel bearings, washers, and bushings are not to be used.
6. **Added details must be with in length, width, and weight limits.**
7. The car must be free wheeling with no starting devices.
8. No loose material of any kind is to be in or on the car.
9. **Graphite may be used on car.** (powered graphite only)
10. Grand Prix Pinewood Derby Kit #1622 was provided for your Scout. This kit may be modified in any way you wish, (sand, file, turn wheels etc., help available in back of **BOY'S LIFE MAGAZINE.**
11. No mags are to be allowed. **(only official wheels please)**
12. **THE CAR'S WEIGHT SHALL NOT EXCEED FIVE (5) OUNCES.** (Cars will be checked on official scales. All cars are to be weight on same scales. **WEIGHT SHALL BE ADJUSTED TO BE WITHIN LIMIT. THIS IS THE RESPONSIBILITY OF THE PARENTS FOR THIS ADJUSTMENT.** Bring tools with you to do adjustments, super glue, drill, etc.)



RACE OUTLINE

This is only one method that is proven to keep track of who wins and advances toward the Pack Championship.

IF YOUR TRACK IS FOUR LANES OR MORE:

1. Run three heat system giving points to each car as they finish. Total accumulated points will determine the order of winners.

FIRST PLACE	3 POINT
SECOND PLACE	2 POINT
THIRD PLACE	1 POINT

2. **EASY WAY TO KEEP RACE MOVING.** Use colored dot system, first place one color, second place another color, third place another. How ever many places your pack decides to have this system will work well. **Cars should run on different lane each time down. At end of three heats** all cars with dots are registered and **winners are determined from total accumulated points.** This takes out track lane differences. **Then all dots are removed to continue to next bracket race.**

3. Graphiting is allow only before registration. (and at specified times during the race)

4. After registration and inspection the cars will be placed on the judging table and should not be picked up again.

5. Each race consist of THREE (3) HEAT RUNS.

6. When each race is announced, the drivers will report to the starting line and place their car on the track.

7. The starter will assign lanes for each heat on a rotating basis.

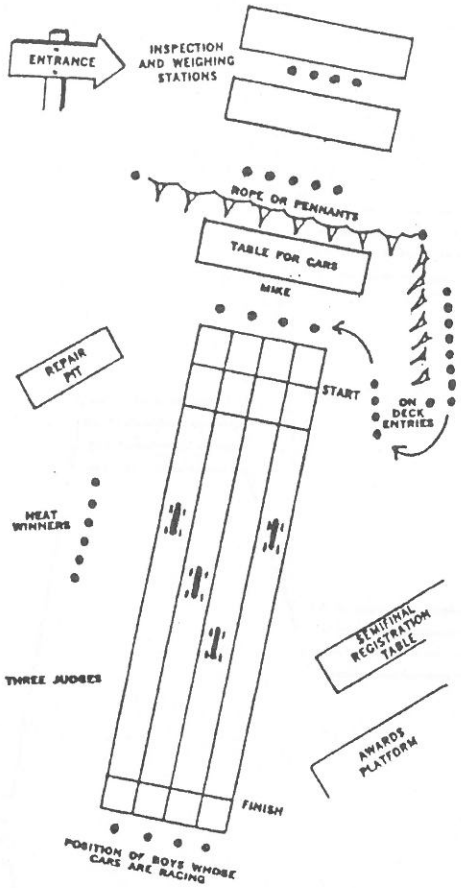
8. PLEASE!!! **DO NOT PICK UP ANY ONES CAR OTHER THAN YOUR OWN AT ANY TIME.**

9. Judges will mark all winning cars as appropriate.

10. At the end of the **THIRD HEAT** the drivers will take their car to the registration table to be placed on the chart results.

SUGGEST: For better competition have a pre-race one week before real race. To work out bugs in cars. Scouts love it.

JUDGES DECISIONS ON THEME CARS AND PACK WINNERS ARE FINAL.



SUGGESTED AWARDS STRUCTURE

PACK CHAMPIONS

1st Place
2nd Place
3rd Place

DEN CHAMPIONS

1st Place
2nd Place
3rd Place

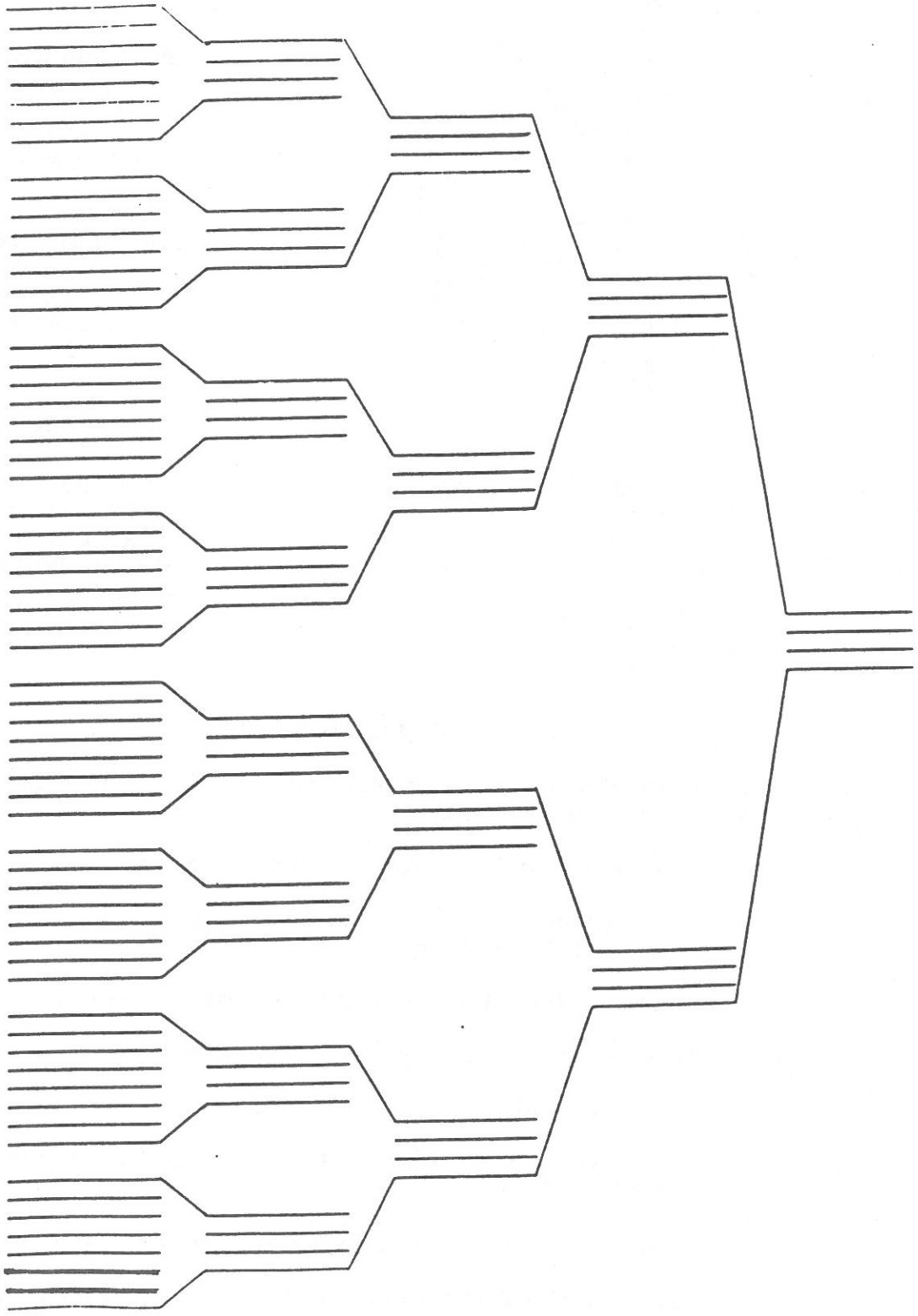
THEME CARS

BEST BY CUB
BEST PAINT JOB
BEST DETAIL
MOST UNUSUAL CAR
JUDGES AWARDS

CAR BUILDING TIPS

All these building tips should be checked with your racing committee before using them.

1. Remove mold projections from wheels.
2. Sand wheels lightly, do not put anything inside of wheels when sanding
3. **Polish axles before putting into wheels.**
4. Glue axles into car body very carefully.
5. **Place weight over back wheels.**
6. **Three wheels go faster then four,** leave one front wheel off the track.
7. Long wheel base cars run straighter down track.
8. **Powered graphite only,** work it into wheels and car body.
9. Have as smooth a paint job as possible.



CUB SCOUT SPORTS

WHY CUB SCOUT SPORTS?

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

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

Now you may be asking yourself, "What kinds of sports are included in the Cub Scout Sports Program?" Well, I'm glad you asked. There are 14 different sports included in the program. Here is what is included and whether it is a team or individual sport.

	SPORT	TEAM/INDIVIDUAL
1.	Archery	Individual
2.	Baseball	Team
3.	Basketball	Team
4.	Bowling	Individual
5.	Golf	Individual
6.	Marbles	Individual
7.	Physical Fitness	Individual
8.	Skiing	Individual
9.	Soccer	Team
10.	Softball	Team
11.	Swimming	Individual
12.	Table Tennis	Individual
13.	Tennis	Individual
14.	Volleyball	Team

As you can see there are more individual sports than there are team sports. This is so that the family can become more involved in the sports program with the boys.

There are individual books on each of these sports which tells you how to organize the sport and the rules for each of them. These are available at the Scout Service Center.

The Cub Scout Sports Program provides a variety of choices of recognitions of Cub Scouts and their families who participate.

These are:

1. **PARTICIPATION BELT LOOPS**
   These are available for the pack to award to each Cub Scout participating in the sport either chosen by his unit or of his own choosing.

   Belt loops are to be worn on the Cub Scout uniform belt only.

2. **SPORTS PHYSICAL FITNESS PIN**
   As a Cub Scout develops physically over a 3-month period of practice and experience in a sport, he and his adult teammate are encouraged to earn their physical fitness pins.

   The physical fitness pins are worn by the Cub Scout on his sports letter and by the adult on civilian clothes.

3. **CUB SCOUT SPORTS LETTER**
   Each Cub Scout may qualify for his own Cub Scout sports letter by:

   1. Earning one sport belt loop.
   2. Earning a physical fitness pin.
   3. Involving an adult teammate in also earning a physical fitness pin.

   The sports letter may be worn on your sweater or jacket.

All sports should be for fun, physical development, and family involvement.

For more information on specific sports, contact the following organization:

U.S. TENNIS ASSOCIATION, INC.
EDUCATION AND RESEARCH CENTER
729 ALEXANDER ROAD
PRINCETON, NJ 08540

NATIONAL GOLF FOUNDATION
200 CASTLEWOOD DRIVE
NO. PALM BEACH, FL 33408

U.S. SOCCER FEDERATION
350 FIFTH AVE., SUITE 4010
NEW YORK, NY 10118

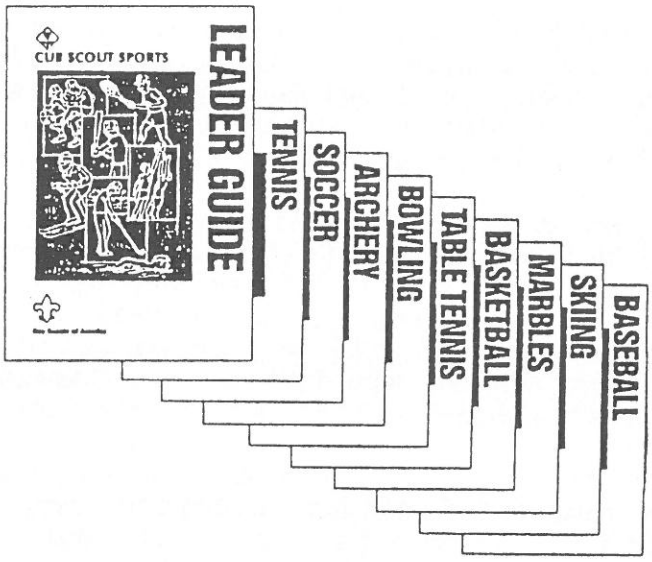
U.S. BASEBALL FEDERATION
4 GREGORY DRIVE
HAMILTON SQUARE, NJ 08690

AMATEUR SOFTBALL ASSOC. OF AMER.
2801 N.E. 50TH ST.
RR4 BOX 385
OKLAHOMA CITY, OK 73211

Information on table tennis, swimming, archery, volleyball and skiing can be obtained by writing to:

1750 E. BOULDER
COLORADO SPRINGS, CO. 80909

Address your letter directly to the sport you are wanting information about.



YOUR ROLE AS A PARENT

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 son play.
* Help them have fun!

SOME DON'TS

* Don't shout advice or criticism to your son or to anyone during the 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 does not like.

BLUE AND GOLD BANQUET

WHAT IS A BLUE AND GOLD BANQUET?

A Blue and Gold banquet is a birthday dinner for the Cub Scouting program. It is held during February, the anniversary month of the Boy Scouts of America. The Boy Scouts program was organized February, 1910, and the Cub Scout program was organized 20 years later in 1930.

This year, Cub Scouts are celebrating their 60th birthday. Lord Baden-Powell is the founder of Scouting. His birthday is February 22. The pack's big celebration gets its name from the Cub Scout colors. The Blue and Gold banquets are held all during the month of February in packs across the country.

The banquet can be a potluck affair with each family bringing food; or many packs prefer buying the food and having it prepared by a mother's committee. Other packs prefer having the dinner catered. The plan of feeding is not important -- it's the Cub Scouting that takes place during the preparation and dinner that really counts. Dens should sit together. Guests may be invited and seated either at a head table or with the dens.

Decorations can be as elaborate or as simple as you wish. Attractive menu cards or dinner programs can be made, place cards, centerpieces, placemats, nut cups, and favors are all suggestions of things which might be used. Cubs should take part in making the decorations.

The dinner program should include entertainment from within the pack, but outside entertainers is okay. Don't forget the importance of recognizing advancement of the boys and leaders of the pack.

IMPORTANT THINGS TO REMEMBER

1. Be sure the boys, leaders, and parents know that the banquet is Cub Scouting's birthday celebration.

2. The banquet chairman should begin planning at least two months ahead involving leaders and parents. Make it easier and fun for everyone by sharing responsibilities.

3. Den leaders should let the boys help plan and make the decorations, but keep the cutting and pasting to a minimum. The Cubs will enjoy the banquet more if they helped.

PLANNING THE BLUE AND GOLD BANQUET

I. Select the date, time, and place

A. The banquet often takes the place of the February pack meeting, although not necessarily on the regular meeting night.

B. In selecting the place, consider the following:

1. Adequate space for seating and displays
2. Availability of parking space, restrooms, etc.
3. Program needs, such as microphone, stage, etc.
4. Convenience for food preparation and/or serving
5. Reserve meeting place well in advance.

II. Dinner Committee

A. Select meal plan - catered, potluck, or prepared by committee

B. Determine serving needs - kitchen and utensils

C. Select menu and estimate cost

D. Assign serving and clean-up jobs

III. Program

A. Entertainment

B. Props for skits and ceremonies

C. Recognition of boys and leaders

D. Make assignments for various parts of program

1. Invocation
2. Welcome and introduction of guests
3. Ceremonies
4. Recognitions
5. Entertainment

IV. Decorations

A. Room decorations

B. Table decorations

C. Displays

V. Publicity

A. Inform all pack families of date, time, place, and cost. Is it for parents and Cub Scouts only, or is the whole family invited?

B. Invitations

1. Consider inviting guests such as Head of Sponsoring Organization, School Principal, Unit Commissioner, Scouting Co-ordinator, Area Scoutmaster, or District Committee Member.

BLUE AND GOLD CHECK LIST

ARRANGEMENTS:

_____ Set date and appoint person to secure place for dinner.
_____ Committee decides dinner to be pot-luck or catered.
_____ Determine menu, whether pot-luck or catered.
_____ Prepare den leaders and dens to decorate room and tables.
_____

IF POT-LUCK:

_____ If planned on den basis, will den leader or other serve as co-ordinator?
_____ Let each den family know how much food to bring and whether it will be meat, vegetable, etc.
_____ Who will furnish drinks and desserts? Pack? Den?
_____ Be sure to prepare for guests, as they will not be bringing food.
_____

IF CATERED:

_____ Determine cost of dinner. Adults _____ Children _____
_____ Will caterer furnish drinks, dinner, dessert, table settings?
_____ Set date the final reservations must be turned in.
_____ Prepaid? Reservations must be paid for!
_____

INVITATIONS:

_____ Invitation to sponsor head and spouse
_____ Invitation to Principal or Pastor
_____ Invitation to Scouting Coordinator
_____ Invitation to District Committee Member
_____ Don't forget Den Chiefs
_____

PROGRAM:

_____ If you have printed programs, who will handle it?
_____ Person or Den responsible for Opening Ceremony
_____ Person to give invocation - notify in advance
_____ Songs? Have a song sheet and leader
_____ Advancement awards ceremony - who will handle?
_____ Special awards - good opportunity to honor den leaders, den chiefs, etc.
_____ Special events - skits, speaker, entertainment, who will handle?
_____ Closing ceremony - who will handle?
_____

RECIPE FOR BLUE AND GOLD

Take One Auditorium

Decorate in Blue and Gold

Set Tables with Centerpieces, Placemats, Nut Cups, and Name Cards

Add Special Guests

Fill with each little Cub Scout and His Family

Entertain with Interesting Program of Skits and Awards

All Enjoy a Cubbing Birthday Dinner

* * * * * * * * * * * * * * * * * * *

SET UP YOUR BLUE AND GOLD COMMITTEE

	Assigned To:
Attendance	_____
Food	_____
Decorations	_____
Program	_____
Invocation	_____
Songs	_____
Welcome	_____
Skits	_____
Awards	_____
Announcements	_____

* * * * * * * * * * * * * * * * * * *

PLANNING FOR BLUE AND GOLD

I. Program

A. Opening - led by a Den or the Den Chiefs

B. Invocation

C. Introduction of guests by Cubmaster or Committee Chairman. (Be sure to send invitations to guests about one month in advance.)

D. Skits

1. By the Dens
2. By the Boy Scouts
3. By the adults in the pack

E. Awards

1. Certificates of appreciation or plaques

a. Sponsor
b. School
c. Anyone who had done anything special during the year to help the pack

2. Adults in Pack - certificate or plaque depending on the length of time they have served the Pack
3. Boys' Awards

F. Closing

1. By a Den
2. May be a Benediction

II. Dinner

A. Plan the menu

1. Basic menu for the whole pack
2. Each den plan their own menu

B. Supplying Food

1. Each Cub family bring a dish based on the menu
2. Pack buys the food and a group of mothers prepare it (each person or family paying a set amount)
3. Catering with a set charge per person
4. If Cub families supply the food, they are to bring enough for the guest table also.

C. Serving of food

1. Family style in den groups
2. Cafeteria or buffet style
3. Restaurant style

a. Have Boy Scouts, Girl Scouts or Junior Campfire Girls serve
b. Plates are filled in the kitchen and served to each person

D. Seating

1. One guest table and Cub families sit in Den groups
2. Dens are hosts to the guests assigned to them

III. Setting and Cleaning Up

A. Have two or three mothers from each den arrive early, or earlier in the day, to help the Den Mothers set the tables and decorate.

B. Have two or three mothers or dads stay and clean up. (Remember it is important to leave the cafeteria as clean as you found it.)

C. If it is a family style dinner, have two mothers from each den serve the coffee, punch, and dessert.

IV. Items Pack and Dens generally supply:

A. Pack

1. Coffee and tea
2. Punch or milk
3. Ice
4. Cake
5. Paper plates and cups (or have families bring own)

B. Dens

1. Placemats and napkins

a. Buy all alike
b. Have Cubs make them (this is the best way)

2. Napkin rings - Made by Cubs
3. Place Cards - Made by Cubs
4. Invitations to parents - Made by Cubs
5. Nut Cups - Made by Cubs
6. Centerpieces - Made by Cubs (also may be made by Leaders if time does not allow for Cubs to make)
7. Plastic forks and spoons, or have families bring their own

THE BANQUET MEAL

The type of menu selected for the banquet will be determined by current food prices; however, a well-balanced meal should include meat, vegetables, salads, bread, dessert, and drinks. The following information will help the banquet committee in planning.

Pot Luck Meal - For a den of 8 families:

2 Families bring meat dishes
2 Families bring vegetable dishes
2 Families bring salads
1 Family brings dessert
1 Family brings bread and drinks

Food Committee - The table below will serve as a guide for the committee in buying food for the banquet. The quantities listed will serve **25 people.**

QUANTITY BUYING TABLE

Baked Beans - 4 qt. bowl
Butter - 1/2 lb. - 32 servings
Carrots, raw sticks - 1 1/2 lb.
Coffee (regular) - 1 lb. (40-50 cups)
Coffee (instant) - 1-2 oz. jar makes 40 cups
Lettuce - 3 heads
Salad Dressing - 1 pt. or 1/2 lb.
Potato Salad - 1 at. bowl
Jell-O Salad - 1 - 1 1/2 qt. mold or 9" X 13" dish
Mashed Potatoes - 4 qt. bowl
String Beans - 3 #2 cans
Peas - 5 #2 cans
Baked Ham - boneless - 6-7 lbs.
Swiss Steak - 10 lbs.
Meat Loaf - 1 1/2 lbs. pork, 1 1/2 lbs. beef
Chicken - 40 pieces
Turkey - 18-20 lbs.
Stuffing for poultry - 5 qts.
Pickles - 1 1/2 pt.
Jelly - 1 1/2 pt.
Rolls - 50
Cream for coffee - 1 1/2 pt.
Ice Cream - 1 gal.
Punch or Iced Tea - 2 gal. makes 50 5 oz. servings
Crackers - 3 lbs.
Cream for whipped topping - 1 pt.
Frankfurters - 7 lbs. (2 each)
Juices - 3 46 oz. cans (5 oz. each)
Ketchup - 3 14 oz. bottles
Lemon - (for tea) - 4
Mints - 1 1/2 lbs.
Nuts, salted - 2 lbs.
Peanut Butter - 3 cups to spread 25 sandwiches
Potato Chips - 2 lbs.
Radishes - 4-5 bunches
Sugar (for tea or coffee) 3/4 lb.

NOTE: If the banquet is pot-luck or prepared by a food committee, it usually best to use paper plates and cups and plastic utensils to avoid dish washing. If you're eating at a cafeteria or restaurant, you won't need to worry about dishes.

BLUE AND GOLD OPENING CEREMONY

ARRANGEMENT: On head table are arranged magic candles which should be lighted as ceremony begins.

NARRATOR: Our candle stands tall, straight and white. It burns and gives forth inspiring light. As its light shines forth, you will see our colors blue and gold are 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 happiness and the sunlight so clear. As our candle's flame reaches toward the sky so blue, let us ask the Lord to give us wisdom to lead each boy straight and true. Mold each of us to be like our candles, straight and tall, and be inspired to give to God and our country our all.

HOW TO MAKE MAGIC CANDLES:

Use a tall white candle. Drill 1/4" diameter holes every two inches down opposite sides of the candle. Place scrapings of blue and gold crayons in the holes. Melt paraffin and whip with egg beater. Cover candle with whipped paraffin using a fork to give the candle a rough decoration. As the white candle burns, it will drip blue and gold wax decoratively down the side of the candle.

CLOSING THOUGHTS

BADEN-POWELL CLOSING

This closing can be done by having boys recite one line each, or one person can read the entire thing.



Baden-Powell had a vision
Which he made come true,
So that we enjoy Scouting
And have fun while we do.
He wasn't an American
But he's famous to us;
He has earned in America
Our admiration and trust.

May the Spirit of Scouting
Be with both young and old,
As you never forget
The Blue and the Gold.

May you strive for Truth and Spirituality
In the warm Sunlight under the Sky above.
May you bring Good Cheer and Happiness
To others and have steadfast Loyalty and Love.

FOR EVERY 100 BOYS WHO JOIN SCOUTING:

2 will become Eagle Scouts
Rarely will one be brought before juvenile court
12 will have their first contact with a church
1 will enter the clergy
18 will develop hobbies that last through their adult life
5 will earn their church award
8 will enter a vocation that was learned through the merit badge system
1 will use his scouting skills to save a life
1 will use his scouting skills to save his own life
17 will be future scout volunteers

THOUGHT

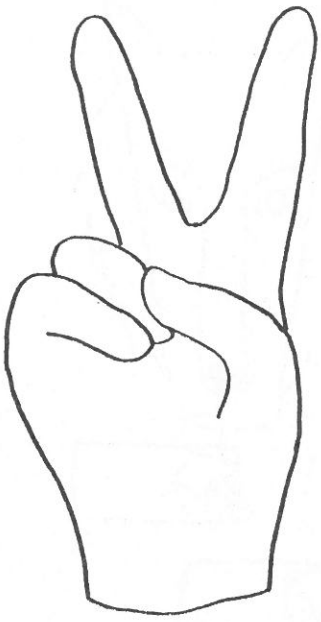
You've heard the TV commercial which says: "You're not growing older, you're getting better." That's the way it is with Scouting. It's getting better all the time. Scouting is improved and updated to keep pace with a changing world and to make it relevant to today's boys. So even though some of you may think that 60 sounds pretty old, just remember: "Scouting isn't getting older ... it's getting better."

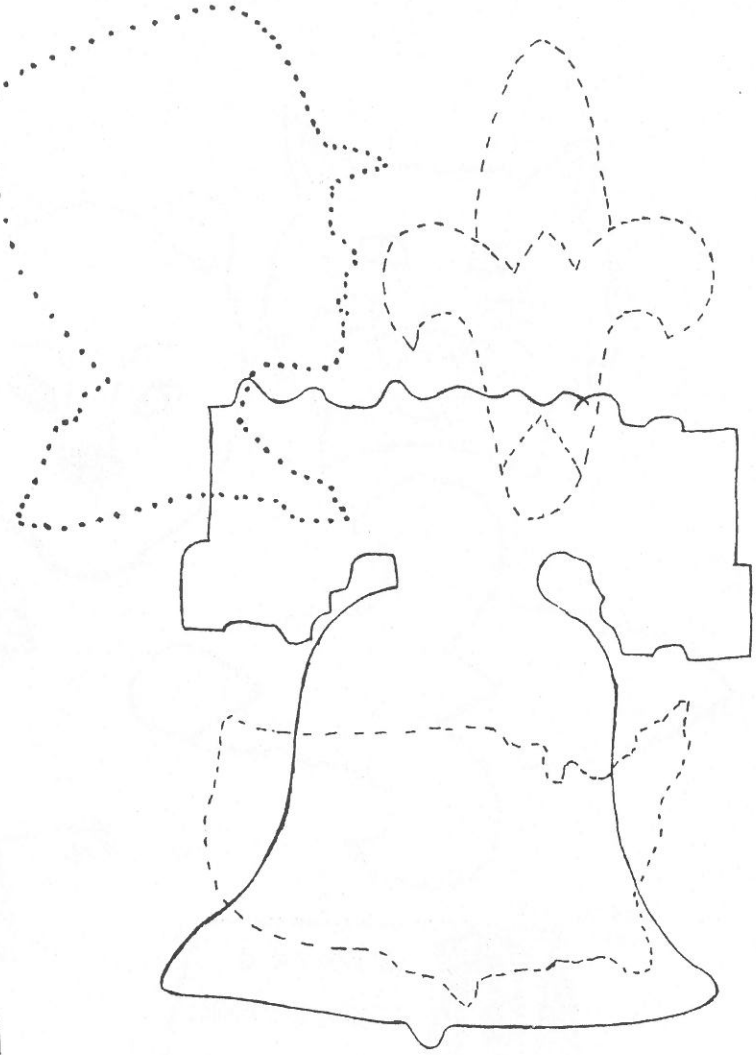
Good night.

* *

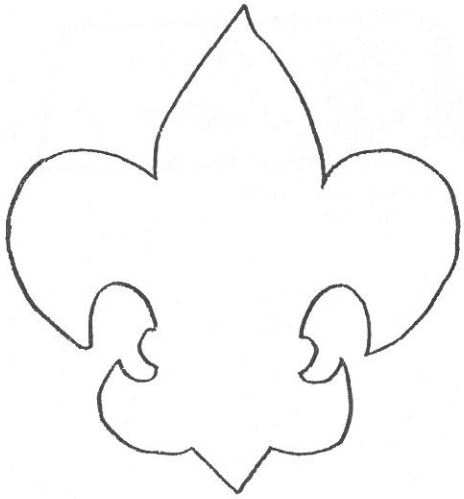
A CUB PARENT'S PRAYER

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






DICK
SHELTON




HEAVY CORD
DAN DAVIS
CONSTRUCTION PAPER
WEBELOS
HAROLD COLLIER
4" X 5" CARDS FOLDED
HEAVY PAPER OR CARDBOARD
REGULAR NUT CUP
CONSTRUCTION PAPER RING
DORIS SHELTON
CONSTRUCTION PAPER CUTOUT

SCOUT-O-RAMA

Scout-O-Rama is a fun-filled day that boys and girls of all ages enjoy. It's a day that all Explorers, Boy Scouts, Cub Scouts, and Tiger Cubs get together under one roof for entertainment, fellowship, and to strut their stuff. There are over 250 Scouting-in-Action exhibits covering 320,000 square feet. There will be over 15,000 Scouts and leaders participating, and 15,000 to 20,000 visitors at the show.

Indian Nations Council Scout-O-Rama is held in the spring with ticket sales beginning in February. All Scouts can earn a patch and "Scout Bucks" for selling tickets which can be used to purchase merchandise from tooth brushes to camping equipment.

Each Pack needs to select a responsible and dependable chairman for this event to keep accurate records. The chairman will be responsible for turning in all money and unsold tickets and distributing the Scout Bucks to the Cubs. The chairman needs to form a committee to decide the pack's activity for Scout-O-Rama and to set up the booth.

Examples of previous booths include carnival games, science project the Cubs can do, miniature golf, Indian Lore, Boy Scout cooking competition, etc.

All Den Leaders are encouraged to enter the "Den Doodle" competition.

Suggestions for making your booth more attractive and exciting are:

1. Booth ready on time
2. Signs posted showing unit number, sponsor, theme
3. Evidence of Scout-prepared/developed material in booth
4. Cub Scouts/Scouts/Explorers are properly uniformed or costumed, neat and clean
5. General attitude, behavior and courtesy of youth displayed
6. Amount and excellence of live, active, display of skills required of the youth related to their theme
7. Knowledge of their subject as they demonstrate and explain their theme to the public
8. Overall attractiveness and general interest to those participating or watching

POPCORN SALES

A good fund raiser for a unit is selling Trails End Popcorn. This is a council activity, and as such, the boys may wear their uniforms while selling the popcorn.

The unit makes $1.00 for each package of popcorn it sells, plus, $.05 per package for getting the order in by the deadline, and another $.10 per package for getting the money turned in on time. So, you can see that a unit can make $1.15 for each package of popcorn sold.

The popcorn comes un-popped either in microwave packages or in bags of regular popping corn. The Microwave popcorn comes in boxes of 5 - 3 oz. packages and there are 12 boxes per case. The regular popcorn comes in buckets with 2 - 1.75 lb. bags and there are 6 buckets per case. The cases will not be broken up for less than case orders, so if a unit has orders for 27 boxes of microwave popcorn, you would have to take 6 cases of 5 boxes, or 30 boxes and it would be up to the unit to sell the other 3 boxes. But Trails End Popcorn is such good popcorn that it shouldn't be any trouble to sell the extra boxes.

Just as an example of what a unit can do, in 1987, 130 units in Indian Nations Council split $30,000 in profits.

This is an excellent way to finance your pack as well as helping the council with some of its financial needs. If you have any questions, contact the council office at **743-6125.**

THE NEWS LETTER

Want an idea that can help reduce phone calls, keep events on schedule, and give an automatic pat on the back when it's needed? Then you need the new, improved, better than ever Pack or Den News Letter. Think it will take too much time? This little jewel can save **YOU** time!

The news letter can be as simple as a single typed or handwritten sheet or more ornate for those possessed of enormous talent on a personal computer and some inexpensive desktop publishing software. Here are some quick pointers to guide you through your first news letter.

Publishing a news leter will take about one or two hours per month. Get a volunteer from the committee to take the job, but coordination is the key.

THE TITLE

DATE

WHO IS IN CHARGE?

THE CALENDAR - WITH DETAI OF EVENTS AND WHO TO CONTACT

PACK 55 NEWS

February/March 1989
Cubmaster - Pat Anderson — Asst. Cubmaster - George Davis

Feb 10	Blue & Gold Banquet, 7 P.M., Baker Elem. Awards & Entertainment Cost is $2 for adults; $1 for children. Make reservations with Den Leader.
Feb 18	Dist. Pinewood Derby, Southside Elem. 9 A.M.
Mar 6	Pack Committee Meeting, 7 P.M., West Regional Library.
Mar 27	Pack Meeting, 7 P.M., Baker Elem.
Apr 1	Pack Committee Meeting, 7 P.M. West Regional Library.
Apr 8	Scout-O-Rama -- All ticket money and unsold tickets must be turned in.
Apr 20	Pack Meeting, 7 P.M., Baker Elem. Tiger Cub Advancement.
Apr 28-30	Webelos Woods -- Two night campout with Boy Scout Troop 922.
May 1	Pack Committee Meeting, 7 P.M. West Regional Library.
May 13	Dist. Cubmobile Race, 8 - 9 A.M. East Bryant St., between Oak & Park, Sapulpa. Any questions, call Bill Smith, 251-5555.
May 20	Pack Meeting, 7 P.M. City Park. Picnic & Outdoor Arrow of Light Ceremony. For additional details, contact your Den Leader or Amy Jones, 555-1212.

* * * * * * * * * * * * * * * *

Congratulations ! ! !

John Jones, Den 1, Student of the month.

Timmy Lee, Webelos 2, and Jimmy Smith, Den 2, Facts Master Award.

* * * * * * * * * * * * * * * *

SPECIAL THANKS

Harold & Faye Collier, Indian Chiefs Dist., and Virginia Davis, Apache Dist., for judging our Pinewood Derby Race.

Mike Hayes and Rodney Majors, coordinarors for the Pine-wood Derby Race. Great job, guys!

* * * * * * * * * * * * * * * *

EVERY CUB LIKES TO SEE HIS HIS NAME IN PRINT

SPECIAL RECOGNITION

PARTS OF A SUCCESSFUL, INFORMATIVE NEWS LETTER

TITLE: Let the Cubs pick the title. It will give them a sense of ownership.

CALENDAR: A good calendar will keep your events on time and help increase attendance. Keep to the basics in the calendar. Tell the details in the articles. Don't schedule more than two months ahead. (An out of date calendar can cause some real problems.)

EVENTS: Write a simple, easy to read paragraph with the details of the event or announcement. Be sure to include the name and phone number of the person in charge. Use the 4 W's approach: (1) Who, (2) What, (3) Where, and (4) When. Keep the language simple; it must be read by beginning readers.

GRAPHICS: Two or three graphics per page get attention and break up the page. Some desk top publishing software has graphics. If you don't have a computer, use the pencil.

ACHIEVEMENTS: Get a monthly copy of awards from the awards chairman. Congratulate Cubs and mention what award they are working on now.

ENCOURAGEMENT: If a Cub is close to an award, congratulate him and encourage his last few steps.

NEEDS: The news letter is a good place to ask for help and even supplies for a Den or Pack project.

WHO'S WHO: Twice a year, publish the names and phone numbers of the leaders, the meeting places, and times of the Dens. After a round-up, print the Den rosters to help new Cubs and their parents know where to go and what else is happening.

PLANS: Articles on summertime plans not only stir up interest, they can also be used to get help.

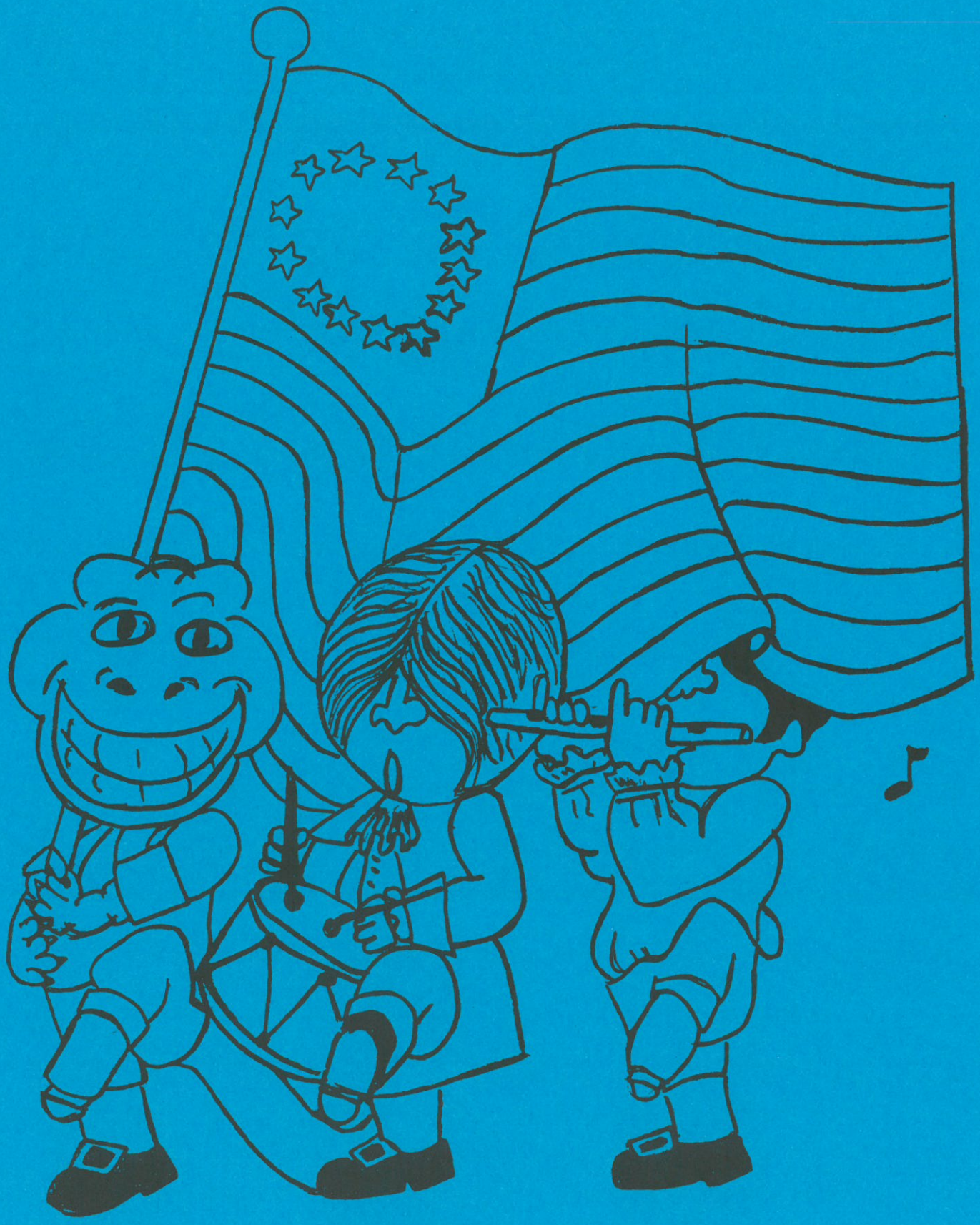
PUZZLES: Puzzles can be used as attention getters, Pack contests, etc.

RACE RESULTS: If the Pack is large, this may take a second page. Print every Cub's name if possible. Congratulate the winners and the other entrants. There are no loosers!

SPECIAL RECOGNITION: Cubs aren't the only ones that like to see their name in print. Remember to thank your Adult and Scout Helpers.

DEN NEWS: Let each Den leader (or the Den) write a paragraph of what they have done in the past month or about Den plans.

Publishing a news letter will take about one or two hours per month. Get a volunteer from the committee to take the job, but coordination is the key.



THE FLAG OF THE UNITED STATES OF AMERICA





AFTER THE SIGNING OF THE DECLARATION OF INDEPENDENCE ON JULY 4, 1776, AMERICANS REALIZED THEY NEEDED A NATIONAL FLAG TO TAKE THE PLACE OF ALL THE INDIVIDUAL BANNERS CARRIED BY THE VARIOUS REGIMENTS—ONE THAT WOULD SYMBOLIZE THE NEWLY CREATED UNION OF STATES. FINALLY, ON JUNE 14, 1777, THE CONTINENTAL CONGRESS ADOPTED THE FOLLOWING BRIEF RESOLUTION...

"RESOLVED, THAT THE FLAG OF THE 13 UNITED STATES BE THIRTEEN STRIPES, ALTERNATE RED AND WHITE: THAT THE UNION BE THIRTEEN STARS, WHITE IN A BLUE FIELD, REPRESENTING A NEW CONSTELLATION."



THE ORIGIN OF OUR FLAG

Most people in America think that the Stars and Stripes were ordered by General George Washington; that Betsy Ross sewed the first flag; and that the Revolutionary forces used this flag from the day the Declaration of Independence was signed.

The story of the Stars and Stripes is the story of the nation itself; the evolution of the flag is symbolic of the evolution of our free institutions and the nation's development into a great land.

Early in the days of the Republic, when the 13 original states were still colonies, the banners borne by the revolutionary forces were as varied as the races that made up the liberty-loving colonists. The local flags and colonial devices displayed in battle on land and sea during the first months of the American Revolution carried the varied grievances that the individual states had against their Mother Country, England.

After July 4, 1776, the people of the colonies felt the need of a national flag to symbolize their new spirit of unity and independence. Congress, on June 14, 1777, adopted the following resolution: Resolved that the flag of the thirteen United States be thirteen stripes, alternate red and white' that the union be thirteen stars, white on a blue field. The significance of the colors was defined as: White signifies Purity and Innocence; Red, Hardiness and Valor; Blue, Vigilance, Perseverance and Justice.

Betsy Ross, a flag maker of Philadelphia, is credited by some historians with having made the first flag and with having suggested that the stars be five-pointed. The home of Betsy Ross at 230 Arch Street, Philadelphia, is a national shrine and the flag flies on a staff from her third floor window. Thousands of people of all nations visit this house, which is known as the Birthplace of Old Glory.

It is true that Betsy Ross was a flag maker. There is in the Navy archives an order to Elizabeth Ross 'for making ships colors' for 14 pounds, 12 shillings, and 2 pence, paid to her exactly two weeks before the flag resolution of June 14, 1777. But none of the authentic records of history substantiate the story that Betsy Ross was appointed by Congress to design a flag. Neither the annuals of the Continental Congress nor the personal writings of anyone, including George Washington, shed any light on the question of when, where, or by whom the first American flag was made.

But regardless of who was responsible for making the first flag, the Stars and Stripes, born in the midst of battle, proudly announced to the world the birth of a new nation. However obscure its origin, the flag was soon hailed universally as the symbol of the Land of the Free.

THE PLEDGE OF ALLEGIANCE

Francis Bellamy (1855-1931) wrote the Pledge of Allegiance for observance of the 400th Anniversary of the discovery of America by Columbus. He was assistant editor for "Youth's Companion" a juvenile periodical. His job was to promote patriotism and the flying of the flag over public schools. He was made chairman of the executive committee for the National Public School Celebration of Columbus Day in 1892. He felt every public and private school in the land should fly the flag.

Bellamy visited President Benjamin Harrison in Washington D.C. to ask him to endorse the idea of a flag over every school and the teaching of patriotism in all schools. On June 21, 1892, President Harrison signed the proclamation which read: Let the National Flag gloat over every school house in the country and the exercises be such as shall impress upon our youth the patriotic duties of American citizenship.

Bellamy wrote these now famous words, first printed in "Youth's Companion" on September 8, 1892:

> I PLEDGE ALLEGIANCE TO THE FLAG OF THE UNITED STATES AND TO THE REPUBLIC FOR WHICH IT STANDS, ONE NATION, INDIVISIBLE, WITH LIBERTY AND JUSTICE FOR ALL.

At the Second National Flag Conference, held in Washington D.C. on Flag Day, 1924, they added the words "of America".

A further change was made by House Joint Resolution 243, approved by President Dwight Eisenhower on June 14, 1954. This amended the language by adding the words "under God", so that it now reads:

> I PLEDGE ALLEGIANCE TO THE FLAG OF THE UNITED STATES OF AMERICA AND TO THE REPUBLIC FOR WHICH IT STANDS, ONE NATION UNDER GOD, INDIVISIBLE, WITH LIBERTY AND JUSTICE FOR ALL.

Often we hear people recite the Pledge: "... Nation (pause) under God.." There is no comma after "Nation", and no reason to pause there as many people do. This extra pause totally destroys the rhythm and meaning of these great lines. After all, the concept of one nation under God is a precious and valued thing. Teach Cub Scouts to repeat it properly.



STORY OF THE HISTORICAL FLAGS

VIKING BANNER - The Vikings revered the raven. When they ranged far from their native shores, they would release a raven, and it would fly in the direction of land, guiding them to safety. Thorfinn Karlsefni, brother of Leif Ericson, probably carried the symbol of the raven to the New World in 1003 A.D. The Norse colony of Vineland lasted for three years, until the settlers were driven off these shores by hostile natives.

ROYAL STANDARD OF SPAIN - Christopher Columbus, sailing under the flag of King Ferdinand and Queen Isabella of Spain, landed in San Salvador on October 12, 1492, establishing Spain's early domination over Central America. The Spanish explorers and colonists who followed him carried this banner throughout the New World from Florida to California.

CROSS OF ST. GEORGE - The red cross of St. George was for centuries the national banner of England. Under this flag, John Cabot, Sir Walter Raleigh, and Francis Drake made their early explorations. under this flag England became a mighty naval power. Even after the adoption of the British ships, the Cross of St. George was flown from the foremast of English ships.

BRITISH UNION - The British Union Flag, sometimes called the "Union Jack" was created in 1606 through the union of England's Cross of St. George with Scotland's Cross of St. Andrew. This was the banner that rose above the early English settlements of the New World - the stockaded village of Jamestown in 1607, the Pilgrims on the Mayflower in 1620, and continuing to the time of the American Revolution.

QUEEN ANNE FLAG - In 1707 Queen Anne adopted a new flag for England and her colonies. The British Union was placed on a field of red. This was called the British Red Ensign or the Cromwell Flag.

FRENCH FLEUR-DE-LIS - The explorers LaSalle, Joliet, and Champlain carried the royal emblems of France into the very heartland of the New World. In 1754 the French built Fort Duquesne at the Forks of the Ohio to protect the lands they claimed to the west and to force the English settlements back over the mountains. General John Forbes' army entered the smoldering ruins of the evacuated Fort Duquesne on November 25, 1758, and the French were never to return to the valley of La Belle Riviere.

SONS OF LIBERTY - The 'Sons of Liberty' learned on the night of December 16, 1773, that East India Company tea was to be landed at Boston Harbor despite their protests. They took matters into their own hands and dumped 342 chests of tea into the sea. The "Rebellious Stripes" became popular in the colonies, with a nine-striped flag appearing in 1765 when nine colonies participated in the Stamp Act Congress. The patriots of that Congress were called 'Sons of Liberty in Parliament. From 1765, as this group took on prominence in American politics, so did the flag of alternating red and white stripes.

RHODE ISLAND FLAG - An increasing resentment against the oppressive laws of the British Parliament led to a number of acts of violence by early patriots. Such an incident occurred on the night of June 10, 1772, when an angry group of Rhode Islanders captured and burned his Majesty's Revenue Cutter 'Gaspee'. Three years later, native Rhode Islanders were among the first to join the Minutemen outside Boston. Rhode Island regiments served proudly at the battles of Brandywine, Trenton, and Yorktown.

TAUNTON - The naval flags were perhaps an even more familiar sight to the flourishing maritime colonists than the British Union Flag. The most common of these was the English Red Ensign or Meteor Flag. The people of Taunton, Massachusetts, added the words, "Liberty and Union" on this flag in 1774 and so displayed it for all to see their growing dissatisfaction with the motherland, England.

BEDFORD- The Bedford Flag was the first flag of the Revolution to receive a baptism of British fire. It was said to have been carried by the Bedford Minutemen at Lexington and Concord on that fateful day of April 19, 1775.

PHILADELPHIA LIGHT HORSE - No more colorful and dashing unit responded in the Revolutionary call to arms than the First Troop, Philadelphia City Cavalry. Known as the Philadelphia Light Horse, the troop served as General Washington's escort when he left Philadelphia to take command of the Continental Army at Cambridge, outside of Boston, in June 1775. The Light Horse later carried its flag in the battles of Trenton, Princeton, Brandywine, and Germantown. In the fall of 1781, when the British and Hessian Army surrendered at Yorktown, the Light Horse paraded the captured flags through Philadelphia streets for official presentation to the Continental Congress.

WASHINGTON'S CRUISERS - In the fall of 1775, General Washington outfitted a squadron of six schooners at his own expense for use in the coastal waters off the Colonies. His secretary, in writing to the agents preparing the cruisers, suggested they use this flag, which was then flying over the floating batteries. The Massachusetts naval forces later adopted and used the flag.

THE GREEN MOUNTAINS - Early on the morning of May 10, 1775, Ethan Allen and a small force of his Green Mountain Boys stole silently into the British held Fort Ticonderoga and demanded its surrender. Colonel Henry Knox transported the captured cannon and mortars across rugged snow-covered mountains of New England. Their installation overlooking Boston Harbor enabled Washington to force the British to leave that important seaport.

CONTINENTAL FLAG - During the Revolutionary War the colonists began unfurling many new flags. Among them was the popular Continental Flag. It was similar to the Cromwell Flag, but replaced the King's Colors with a Pine Tree, symbolic of the New England way of life.

RATTLESNAKE FLAG - Several versions of the "Striped Rattlesnake Flag" are identified with the Revolutionary naval forces. The flag we know today as the first Navy Jack was flown aboard the 'Alfred', flag ship of the newly commissioned Continental fleet, in January 1776. American ships continued to use this flag or one of its variations throughout the Revolutionary War.

GADSDEN FLAG - The Southern Colonial States played an equally important part in writing our flag history. Colonel Gadsden of South Carolina designed this snake flag as an answer to the British. It is said the inscription on the flag was a warning, meaning it was as dangerous to tread on the colonies as it would be to step on an American rattlesnake.

FORT MOULTRIE - The crescent flag of Colonel William Moultrie's South Carolina Militia was flying above the defenses on Sullivan Island in Charleston Harbor on June 28, 1776. The British fleet attacked on that day. In the course of the battle, the flag was shot away and fell on the outer works. Sgt. William Jasper, defying shot and shell, heroically recovered the banner. The successful defense of Charleston saved the South from British occupation for an additional two years.

GRAND UNION - The Grand Union was the first flag of the new American nation, though it was not recognized as such when first raised. On January 1, 1776, the Continental Army came into formal existence. The next day in Cambridge, Massachusetts, George Washington, Commander-in-Chief, accepted this flag in compliment to the United Colonies. The thirteen stripes signified the original colonies. The retention of the British Union indicated a continued loyalty, to the constitutional government against which they fought.

BENNINGTON - This flag, with its unusual arrangement of Stars and Stripes, flew over the military stores in Bennington, Vermont, on August 16, 1777. The Americans decisively defeated a large British raiding force, thus protecting the precious military supplies at Bennington. The seven-pointed stars were not seen on many flags.

STARS AND STRIPES - The Continental Congress resolved on June 14, 1777, "that the flag of the thirteen United States be thirteen stripes alternating red and white; that the union be thirteen stars, white in a blue field, representing a new constellation". Unfortunately, the Congress did not specify an arrangement for the stars in the union, and as a result there were many variations in the flags that followed. This is often called the "Betsy Ross Flag".

SERAPIS - In a letter to the King of Naples in 1778, Benjamin Franklin, Commissioner to France, described our nation's new flag as "having thirteen stripes alternating red, white, and blue." In August of the following year, John Paul Jones sailed the Bon-Homme Richard to its fateful meeting with the Serapis. Although he won this most famous of the Revolutionary sea battles, Jones was forced to abandon his sinking ship and transfer to the Serapis, which flew this flag as, battered but triumphant, she sailed into port.

COWPENS - Americans hopes were at a low point at the start of 1781. Then, on January 17, General Daniel Morgan won one of the most brilliant victories of the war at Cowpens, South Carolina. The attacking British were stopped in their tracks, with Cavalry pressing their right and the militia on the left, and they soon surrendered.

GUILFORD COURTHOUSE - General Green's militiamen carried this flag at the Battle of Guilford Courthouse, North Carolina. On March 15, 1781 in one of the bloodiest battles of the long war, the British lost more than a quarter of their force and, as a result, halted their drive through the Carolinas and withdrew to seaport towns. The Guilford Flag is an interesting example of the lack of uniformity in American flags.

COMMODORE PERRY - In 1812, America again found itself in armed conflict with Great Britain. Commodore Oliver H. Perry, commanding an improvised American squadron in the Battle of Lake Erie on September 10, 1813, flew this flag aboard his flagship 'Lawrence'. Perry had named his ship after Captain James Lawrence, hero of an earlier sea battle, whose dying words were 'Don't give up the ship'.

STAR SPANGLED BANNER - This flag was flying above Fort McHenry in Baltimore when the British attacked on September 13, 1814. Francis Scott Key, a Washington lawyer, had gone aboard a British ship seeking the release of a friend who was held prisoner. He was detained throughout the night. The sight of the American flag still flying over the fortress the next morning inspired Key to write what later became our National anthem. The original Fort McHenry flag is in the Smithsonian Institution in Washington D.C.

ALAMO - After thirteen days of continuous assaults, the Mexican Army under Santa Anna on March 16, 1836, breached the walls of the Alamo at San Antonio, Texas. Among the 187 defenders who died that morning were men who had already become legends in their time - Jim Bowie, Davey Crockett, and William Travis. All were avenged six weeks later when Sam Houston, with the cry "Remember the Alamo" defeated Santa Anna and established the independence of the Texas Republic.

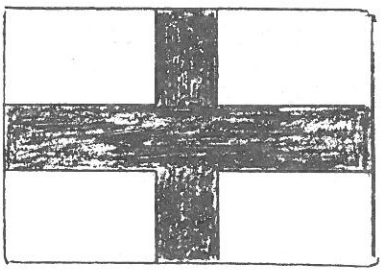
PROMONTORY POINT - The place was Promontory Point, Utah. The date was May 10, 1869. Two locomotives, the Juniper and 119, moved toward each other under this flag of thirty-seven stars. They met to the cheers of a large crowd, and a golden spike was driven into a tie. The final section of rail was completed, and the mighty continent was linked from east to west with bands of steel.

As the United States expanded and more states entered the Union, it became necessary to adopt a practical design to represent each new state. On April 4, 1818, Congress passed legislation establishing the number of stripes at seven red and six white and an additional star for every new state joining the Union.

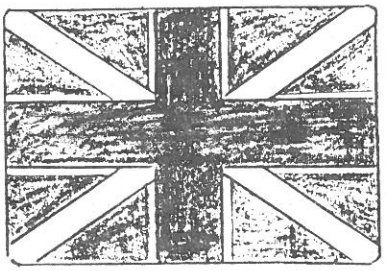
Twice in this century, America has risen to protect man's freedom in World Wars. No single incident better reflects the resolute courage and valor of those who fought and died that we might be free than the raising of the 48 Star Flag over Mount Suribachi. This dramatic scene occurred on Iwo Jima, one of the volcano islands south of Japan, captured by American forces early in 1945.

After traveling triumphantly where man had never been before, on Sunday, July 20, 1969, Astronaut Neil A. Armstrong and Col. Edwin E. Aldrin, Jr. planted and saluted the 50 Star Flag of the United States of American on the gaunt grandeur of the lunar surface, 238,548 miles from earth.

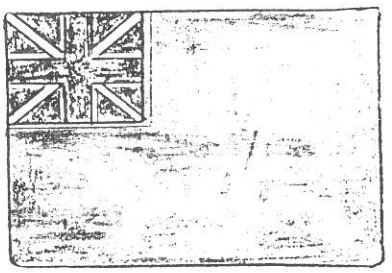
FLAGS OF AMERICA



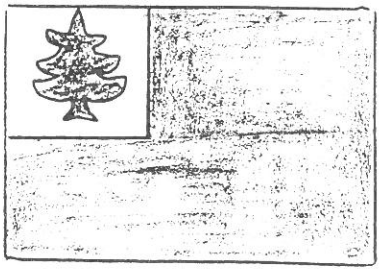
ST. GEORGE CROSS
1497



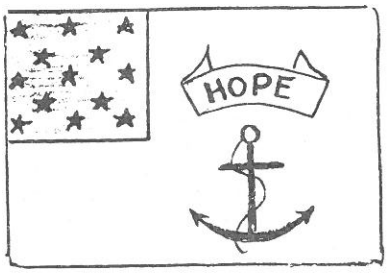
KING'S COLORS
1620



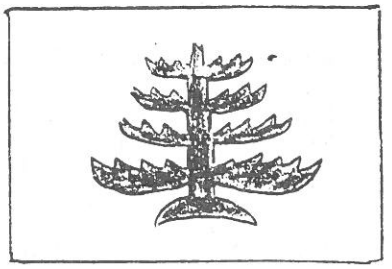
CROMWELL FLAG
1707



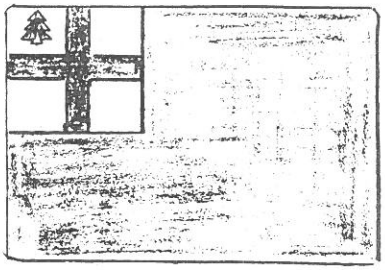
CONTINENTAL FLAG
1770



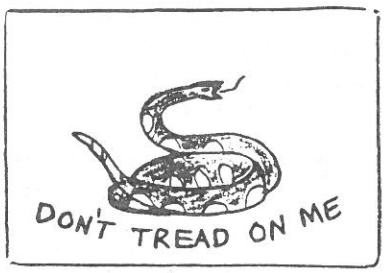
RHODE ISLAND FLAG
1772



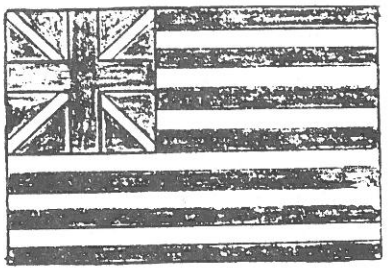
PINE TREE FLAG
1775



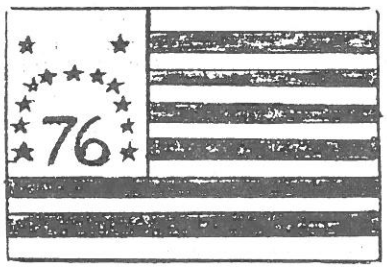
BUNKER HILL FLAG
1775



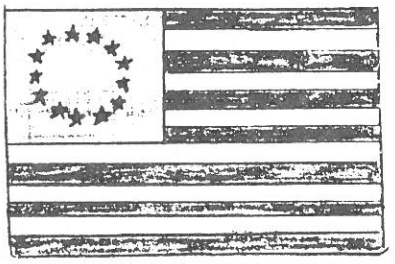
GADSDEN FLAG
1776



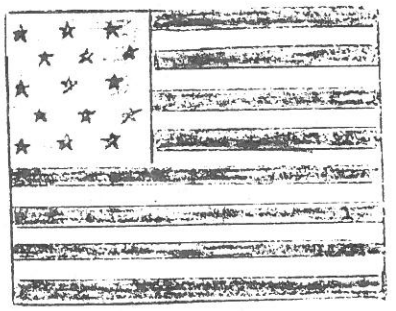
GRAND UNION FLAG
1776



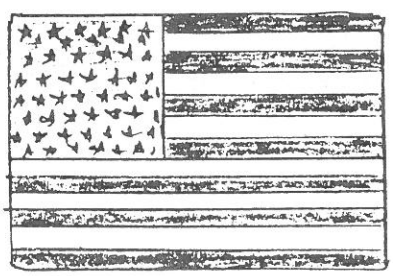
BENNINGTON FLAG
1777



STARS & STRIPES



STAR SPANGLED BANNER
1814



OLD GLORY
1818

HOW WELL DO YOU REALLY KNOW "OLD GLORY"?

We see the American flag many times a day - flying at school, over office building, decals on vehicles - we even wear it on our Scout uniforms, but how well do we really know "Old Glory"? Can you draw and accurate picture of the flag? There are certain rules to be followed in flag-making.

The Flag of the United States has thirteen horizontal stripes - seven red and six white, the red and white stripes alternating - and a union, which consists of white stars of five points on a blue field placed in the upper quarter next to the staff and extending to the lower edge of the fourth red stripe from the top. The number of stars is the same as the number of states in the Union. The canton or union now contains fifty stars on nine staggered rows, six stars in five rows and five stars in four alternating rows, each star with one point upward.



The thirteen stripes stand for the thirteen original states - Delaware, Pennsylvania, New Jersey, Georgia, New Hampshire, Virginia, New York, North Carolina and Rhode Island.

The Colors of the Flag are red, representing valor; white, representing purity; blue, representing justice. The five-pointed stars originally designated "a new constellation" arisen in the skies of the world - in other words, a new nation.

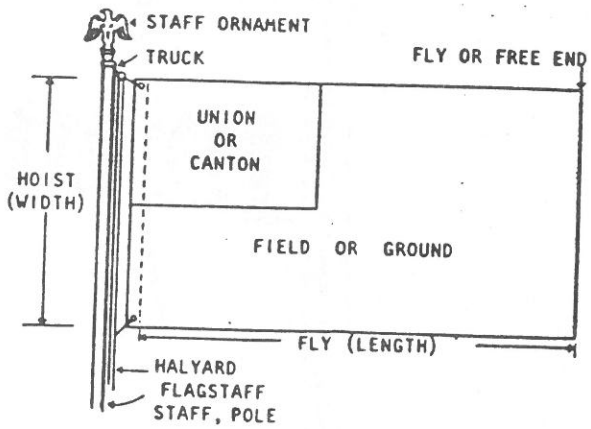
The exact proportions of the American Flag have been fixed by the executive order of President Taft October 29, 1912. The exact size is variable, but the proportions must remain constant, as follows:

If the width of the flag is taken as the basis and called 1, then-

- The length will be 1.9.
- Each stripe will be 1/13 of 1.
- The blue field will .76 long and 7/13 of 1 wide.

Other features of an officially designated flag are as follows: The top and bottom stripes are red. Each state is represented by a five-pointed star, one of whose points shall be directed toward the top of the flag.

- Hoist (width) of flag - 1
- Fly (length) - 1.9
- Hoist (width) of Union - 7/13
- Fly (length) of Union - 0.76
- Width of each stripe - 1/13 of hoist
- Diameter of star - .0616

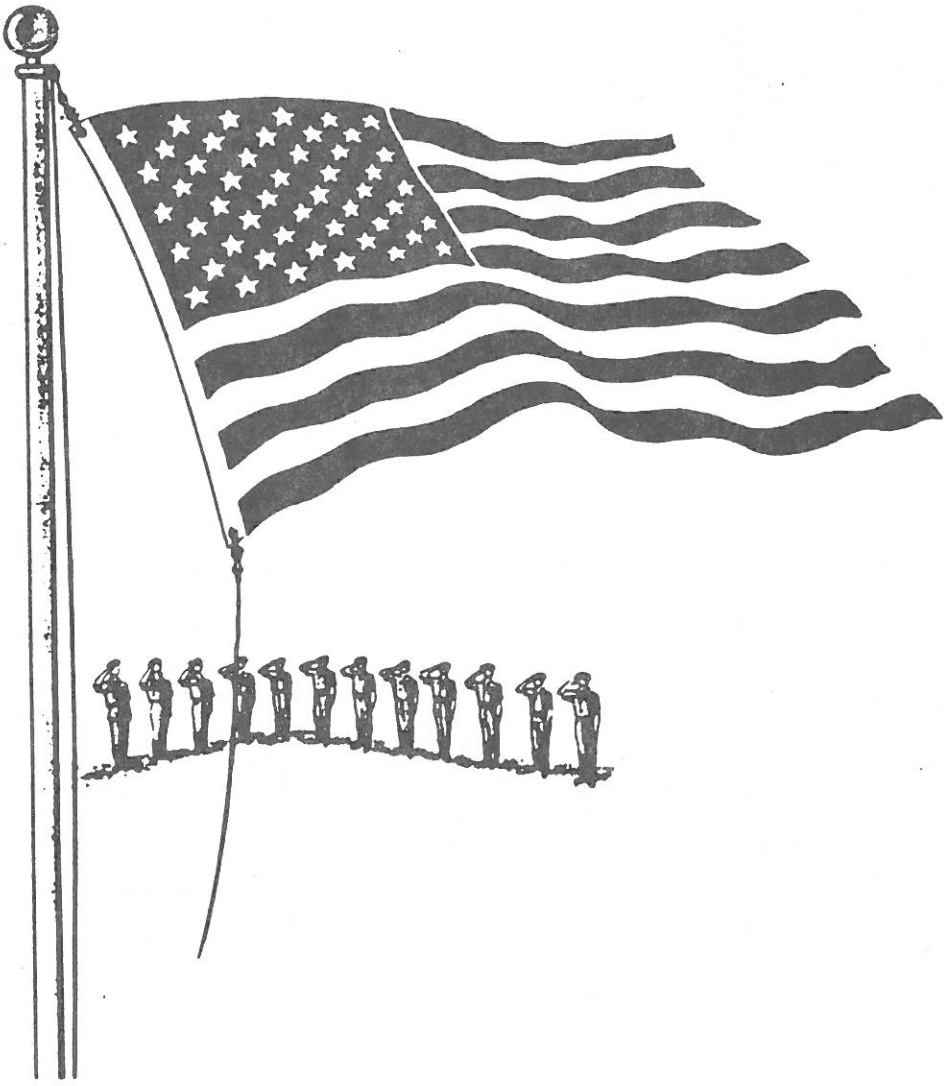


FLAG ETIQUETTE - GUIDELINES, RULES AND REGULATIONS

Just having a flag is not enough. What to do with it properly, by using a set of guidelines developed through the years, is necessary. Flag etiquette is the term given to the rules and regulations regarding the use of the American Flag.

Following you will find the general over-all rules that should be discussed with the Cub Scouts concerning the care and use of the flag. Learn a few at a time as they come into use, too many at once will be overwhelming. Here is a place when setting-the-example will come into play - your Cub Scouts will look to you, their leader, as a model.

Generally, flag courtesy is just plain common sense. Remember that the American Flag is the symbol of our country, recognized around the world - treat it with a full measure of respect.







GENERAL RULES OF RESPECT AND APPROVED CUSTOMS FOR THE AMERICAN FLAG

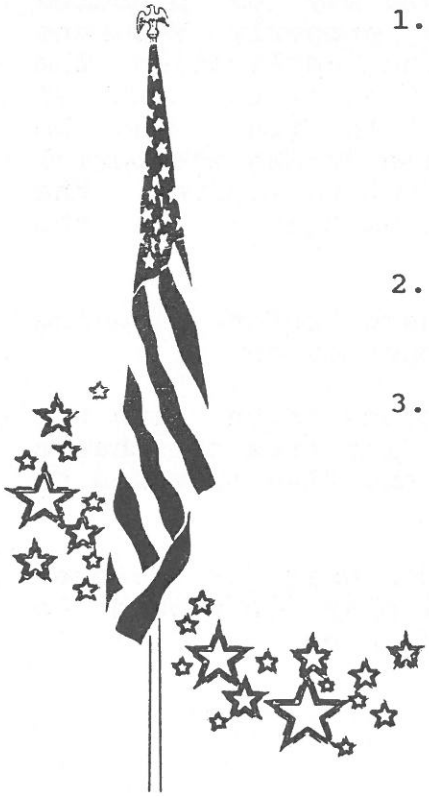
The flag should be displayed on all days, especially on New Year's Day, January 1; Inauguration Day, January 20; Lincoln's Birthday, February 12; Washington's Birthday, third Monday in February; Easter Sunday (variable); Mother's Day, second Sunday in May; Armed Forces Day, third Saturday in May; Memorial Day (half-staff until noon), the last Monday in May; Flag day, June 14; Independence Day, July 4; Labor Day, first Monday in September; Constitution Day, September 17; Columbus Day, second Monday in October; Navy Day, October 27; Veterans Day, November 11; Thanksgiving Day, fourth Thursday in November; Christmas Day, December 25; and such other days as may be proclaimed by the President of the United States; the birthdays of States (date of admission); and on State holidays.

The flag should not be displayed on days when the weather is inclement, except when an all-weather flag is displayed.

The American Flag should be flown daily from sunrise to sunset (in good weather) from public buildings, schools, permanent staffs in the open and near polling places on election days. The flag may be flown at night on special patriotic occasions.

There are two places in the United States where the Stars and Stripes is flown at night by specific legal authority. At all other places where it is flown at night, authority is derived from interpretation of the Joint Resolution of Congress described in Public Law 829 or from previously established custom.

The three instances in which the flag is flown at night by specific authority, two in Baltimore, Maryland, are the following:



1. Under authority granted in the Joint Resolution of December 22, 1942, President Truman issued a proclamation stating that: "As a perpetual symbol of our patriotism, the flag of the United States shall hereafter be displayed at Fort McHenry National Monument and Historic Shrine at all times during the day and night, except when the weather is inclement."

2. Public Law 319, approved in 1954, permits the flying of the U.S. Flag twenty-four hours a day at Flag House, Flag House Square, East Pratt Street, Baltimore.

3. Under authority granted in the Joint Resolution, President Kennedy issued a proclamation stating that "The flag of the United States of America shall hereafter be displayed at the U.S. Marine Corps Memorial in Arlington, Virginia, at all times during the day and night, except when the weather is inclement."

   This memorial, often popularly known as the two Jima Memorial, portrays members of the U.S. Marine Corps raising the flag over Mt. Suribachi on Iwo Jima, on February 23, 1945.

At other places where the flag is flown at night, it is done because of long-established local custom or under the authority of the Joint Resolution of December 1942, which states that "The flag may be displayed at night upon special occasions when it is desired to produce a patriotic effect."

The Flag should be hoisted briskly and lowered ceremoniously. It should never be displayed with the union down except as a signal of dire distress.

The Flag should never be allowed to touch anything beneath it, nor should it ever be carried flat or horizontally. It should always be free and aloft. It should never be used as drapery or decoration, for carrying or holding anything, or stored in such a manner that it will be damaged or soiled.

The Flag should never be used for advertising purposes in any manner whatsoever, nor should any picture, drawing, insignia or other decoration be placed upon or attached to the flag, its staff or halyard. The Flag should not be embroidered on personal items nor printed on anything designed for temporary use and and then discarded.

The custom of lowering the flag to half-mast or half-staff comes from the old military practice of "Striking the Colors" in time of war as a signal of submission. It is known that as early as 1627 the flying of the flag at half-mast was a sign of mourning, and this has been continued to the present day.

If a serviceman or woman dies during a period of service, the flag is furnished by the Service. However, if he or she dies as an honorably discharged veteran, the flag is furnished by the Veterans Administration, Washington, D.C., and may be procured from the nearest post office by executing properly Veterans Administration Form 2008. In filling out the application the person signing for the flag must state whether he is the next of kin or if another relative, giving kinship. The flag must be presented to the next of kin at the proper time during the burial service. If there is no relative, or one cannot be located, the flag must be returned to the Veterans Administration in the franked container for that purpose.

Postmasters require proof of honorable discharge before issuing the flag. Flags are issued promptly upon proper evidence.

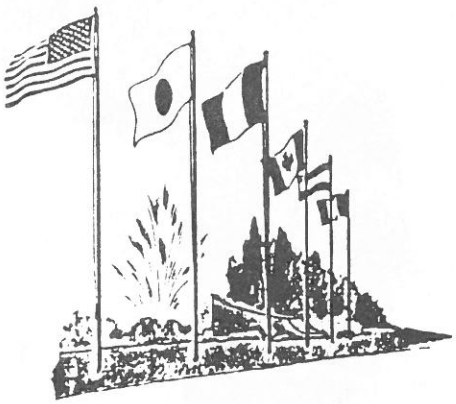
Many of the Nation's dry cleaners, in cooperation with the American Legion, will dry-clean the National flag free of charge between June 1 and 12, provided the owner of the flag promises to fly it on Flag Day, June 14.

When the flag is in such a condition, through wear or damage, that it is no longer a fitting emblem for display, it should be destroyed in a dignified way, preferably by burning.

DOING IT RIGHT

Are you aware that flags are flown, displayed, carried, presented and placed? Each action has a set of rules to be followed by the flyer, displayer, carrier, presentor or placer.

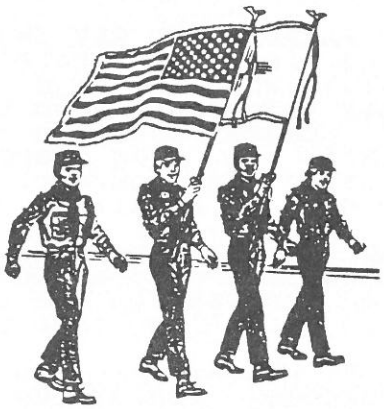
Here is just a general overview - a sampling - of some of the rules that apply to our usage of the Flag and how it should be handled.



Flags of other nations must be flown from separate flagpoles of equal height and all flags should be approximately equal in size with the United States Flag. The U.S. Flag should be to the right of all others. Custom forbids the display of the flag of one nation above that of another nation in time of peace.



With other flags displayed from staffs, the national flag should be at the center, and at the highest point of the group when being displayed with a group of state, local or organizational flags.



When carried in a procession with other flags, the American Flag should be on the marching right. If there is a line of other flags it should be front and center of that line. The U.S. flag should always be on a staff if on a parade float.



When the American Flag is displayed against a wall with another flag, the United States Flag will be on the right, with its staff crossing over the staff of the other flag.

When flown from a staff in a church chancel or on a school stage, the flag should be placed on the speaker's right. If placed elsewhere than on the stage, it should be on the right of the audience as they face the stage.

* * * \



THE SALUTE IS TO THE FLAG

The Cub Scout salute signifies respect and courtesy. It is used to salute the American Flag and as a recognition of a position of leadership. The Cub Scout salute throughout the world is made with the right hand, with the first two fingers extended to touch the cap, or forehead if no cap is worn.

WHEN IN UNIFORM - Salute with your head covered or uncovered, either indoors or outdoors, stand at attention and salute with your right hand.

WHEN NOT IN UNIFORM - During ceremonies stand at attention, place your right hand over your heart. Men wearing hats should remove them and hold over the heart. **At a sports event**, team members wearing uniforms should uncover their heads, stand at attention and hold hat or helmet in right hand.

THE NATIONAL ANTHEM - Stand at attention, facing the flag, and salute at the first note. Hold the salute until the very last note of the anthem. If there is no flag or it cannot be seen, face the music. Stand at attention, but do not salute if the National Anthem is sung without accompaniment or is a recording.

AT PARADES AND REVIEWS - Start your salute when the approaching flag is approximately six paces (12 feet) from you. Drop the salute when the flag is about the same distance past you. Follow this procedure when the flag is carried by mounted flag bearers or passes you on a vehicle, provided the flag is flown from a staff. A flag draped coffin rates the same honor as the flag passing in a parade. It is customary to salute when "Taps" is sounded at a military funeral.

The salute is held during the recitation of the Pledge of Allegiance as you face the flag. Remember, you are saluting the flag and saying the Pledge of Allegiance, one does not say the Pledge of Allegiance to the flag.

WHEN COLORS ARE RAISED - Stand at attention facing the flagpole. Salute as soon as the Flag is started on its way up and hold the salute until it is at the peak. If the Flag is to be flown at half-mast after first being hoisted to the peak.

AT RETREAT - Start the salute at the moment the Flag is on its way down and hold until the Flag is gathered at the base of the flagstaff. If the Flag is at half-mast, salute as it is first hoisted to the peak; hold the salute until it is gathered at the base.

SIMPLY SAID; Salute the Flag of the United States:

- When you say the Pledge of Allegiance.
- The moment a flag passes in front of you at a parade.
- From the moment a flag starts being raised up a pole until it reaches the top.
- From the moment it starts being lowered until in the hands of the color guard.
- When the flag is present and the "Star Spangled Banner" is being played.
- When other flags are being presented, do not salute.

THE FLAG SHOULD BE **HOISTED** SMARTLY!

IT TAKES TWO TO HOIST THE FLAG PROPERLY. ONE TO SECURE THE FLAG TO THE HALYARD AND HOIST IT—THE OTHER TO HOLD AND KEEP IT FROM TOUCHING THE GROUND.

NO.1 NO.2



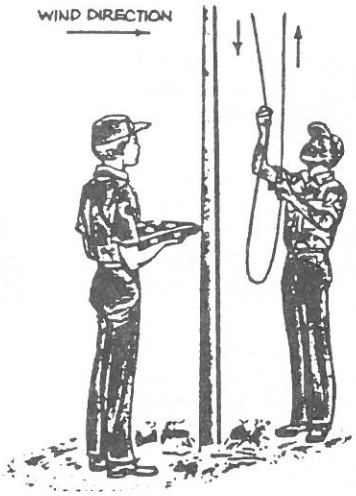
THE TWO FLAG-RAISERS MARCH, IN STEP, TO THE FLAGPOLE. NUMBER ONE, ON THE RIGHT, CARRIES THE FOLDED FLAG.

THE FLAG IS ALWAYS KEPT FOLDED WHEN STORED. SEE CHAPTER ON LOWERING THE FLAG FOR FOLDING INSTRUCTIONS.



AT THE FLAGPOLE, NUMBER ONE CONTINUES TO HOLD THE FOLDED FLAG WHILE NUMBER TWO UNFASTENS THE HALYARD FROM THE CLEAT ON THE POLE. HE QUICKLY TESTS THE HALYARD, MAKING SURE IT IS RUNNING FREELY.

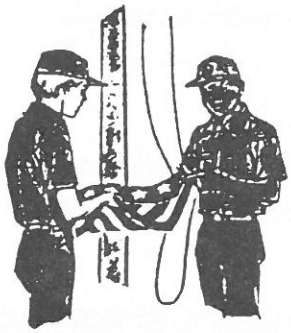
WIND DIRECTION



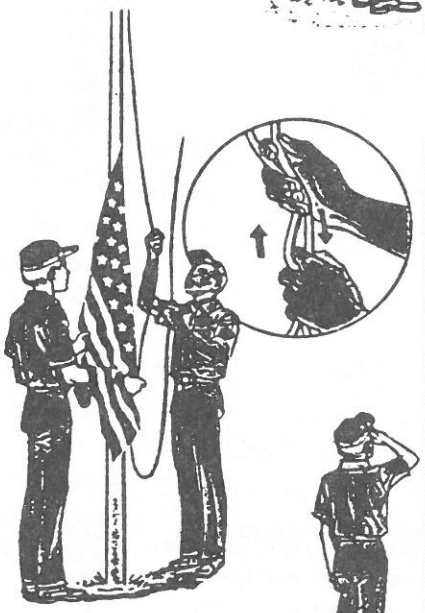
THIS IS VERY IMPORTANT— PARTICULARLY WHEN ICE OR RUST MAY HAVE FORMED ON THE PULLEY AT THE PEAK IN COLD WEATHER OR WHEN THE POLE MAY NOT HAVE BEEN USED FOR A NUMBER OF DAYS.

THE FLAG IS ALWAYS HOISTED FROM THE LEEWARD SIDE OF THE FLAGPOLE.

NUMBER ONE THEN LOOSENS THE FOLDED FLAG AND HANDS THE HOIST END TO NUMBER TWO, UNION FIRST, BEING CAREFUL TO HOLD HIS END OF THE FLAG SO THAT NO PART OF IT TOUCHES THE GROUND...



NUMBER TWO FASTENS THE HALYARD TO BOTH GROMMETS ON THE FLAG'S HOIST.

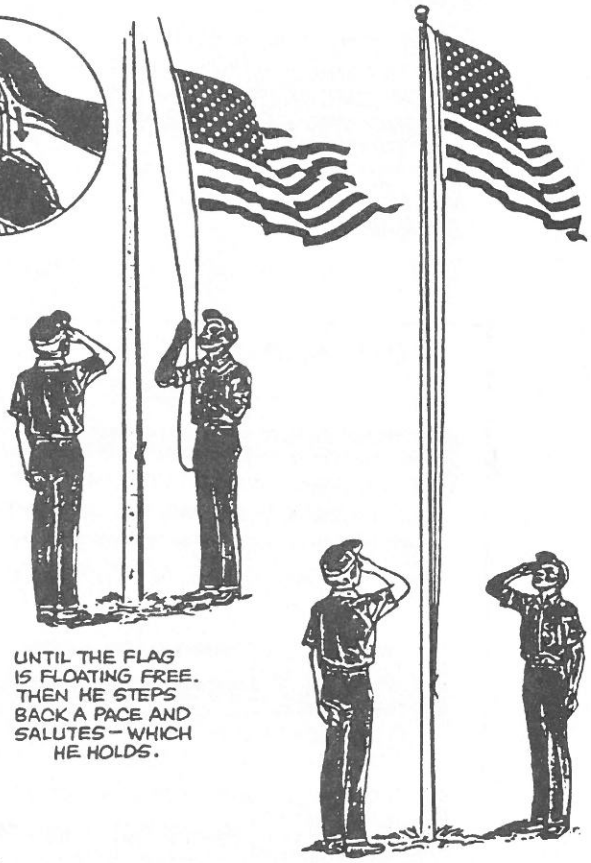


NUMBER TWO STARTS HOISTING THE FLAG BRISKLY HAND OVER HAND WITHOUT A PAUSE.

NUMBER ONE KEEPS IT FROM TOUCHING THE GROUND...

NOTE: NUMBER TWO ALLOWS THE UP HALYARD TO SLIDE THROUGH HIS HANDS AS HE HAULS ON THE DOWN HALYARD TO RAISE THE FLAG.

IF THE BREEZE IS TOO STRONG FOR HIM TO CONTROL THE FLAG, NUMBER ONE HOLDS THE UP HALYARD UNTIL THE FLAG IS AT THE PEAK.



UNTIL THE FLAG IS FLOATING FREE. THEN HE STEPS BACK A PACE AND SALUTES—WHICH HE HOLDS.

AS SOON AS THE FLAG IS RAISED TO THE PEAK, NUMBER TWO SECURES THE HALYARD TO THE POLE, STEPS BACK A PACE AND JOINS NUMBER ONE IN THE SALUTE. THEN BOTH DROP THEIR SALUTES IN UNISON AND MARCH OFF.

HOISTING THE NATIONAL FLAG ROLLED UP AND SECURED BY THE HALYARDS SO IT CAN BE "BROKEN OUT" ON REACHING THE PEAK (LIKE A SIGNAL FLAG) IS NOT PROPER. THE FLAG SHOULD ALWAYS BE HOISTED UNFURLED.

THE FLAG SHOULD BE

LOWERED

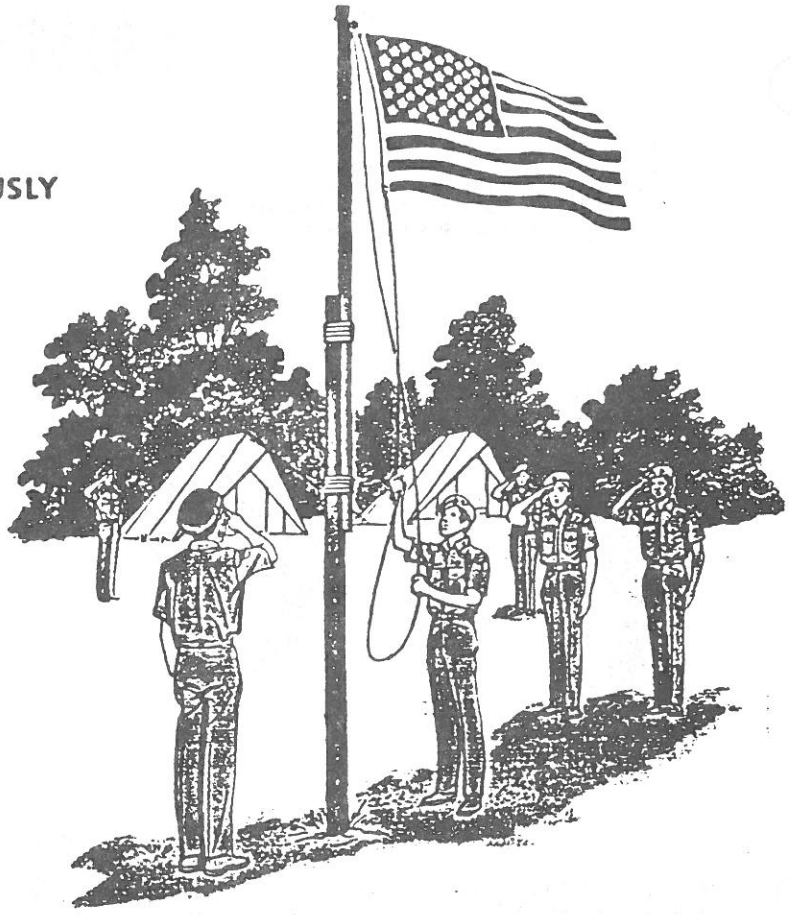
SLOWLY AND CEREMONIOUSLY

HAULING DOWN THE COLORS AT SUNDOWN (RETREAT), ON LAND OR AFLOAT, HAS ITS OWN TIME-HONORED PROCEDURES.

TWO-MAN FLAG DETAIL: THEY MARCH TO THE FLAGSTAFF, UNFASTEN THE HALYARD, AND WHILE ONE STANDS AT SALUTE, THE OTHER HAULS THE COLORS DOWN SLOWLY.

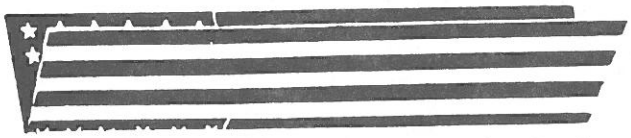
WHEN THE FLAG IS DOWN WITHIN REACHING DISTANCE, THE SALUTING MAN DROPS HIS SALUTE AND GATHERS THE FLAG IN HIS ARMS TO PREVENT ITS TOUCHING THE GROUND. THE HALYARD'S ENDS ARE CLIPPED OR TIED TOGETHER AND SECURED TO THE FLAGSTAFF CLEAT.

IT IS VERY IMPORTANT TO FASTEN THE HALYARD ENDS BACK TOGETHER AFTER REMOVING THE FLAG—OR YOU MAY FIND ONE END OF IT AT THE TOP OF THE POLE THE NEXT TIME THE FLAG IS TO BE RAISED.

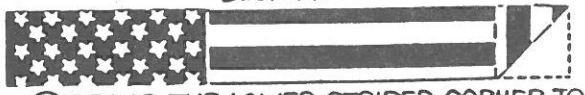


IF IT IS NOT A FORMAL RETREAT CEREMONY, THE FLAG DETAIL SHOUTS "COLORS" JUST BEFORE HAULING THE FLAG DOWN. ALL THOSE WITHIN 50 YARDS COME TO ATTENTION AND SALUTE UNTIL THE FLAG IS GATHERED IN.

ON BEING DETACHED FROM THE HALYARD THE FLAG MUST BE FOLDED IMMEDIATELY!



① TO FOLD THE FLAG CORRECTLY—BRING THE STRIPED HALF UP OVER THE BLUE FIELD...



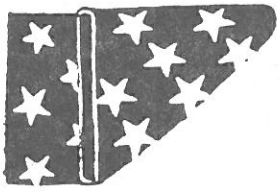
③ BRING THE LOWER STRIPED CORNER TO THE UPPER EDGE FORMING A TRIANGLE...



④ THEN FOLD THE UPPER POINT IN TO FORM ANOTHER TRIANGLE. CONTINUE UNTIL THE ENTIRE LENGTH OF THE FLAG IS FOLDED.



② THEN FOLD IT IN HALF AGAIN.



⑤ WHEN YOU GET ALMOST TO THE END, NOTHING BUT THE BLUE FIELD SHOWING—TUCK THE LAST BIT INTO THE OTHER FOLDS TO SECURE IT.



⑥ THE FINAL FOLDED FLAG RESEMBLES A COCKED HAT WITH ONLY THE WHITE STARS ON A BLUE FIELD SHOWING.

A PERSON LOWERING THE FLAG ALONE NEED NOT TRY TO FOLD IT. GATHERING IT INTO HIS ARMS SO THAT IT DOES NOT TOUCH THE GROUND IS SUFFICIENT.

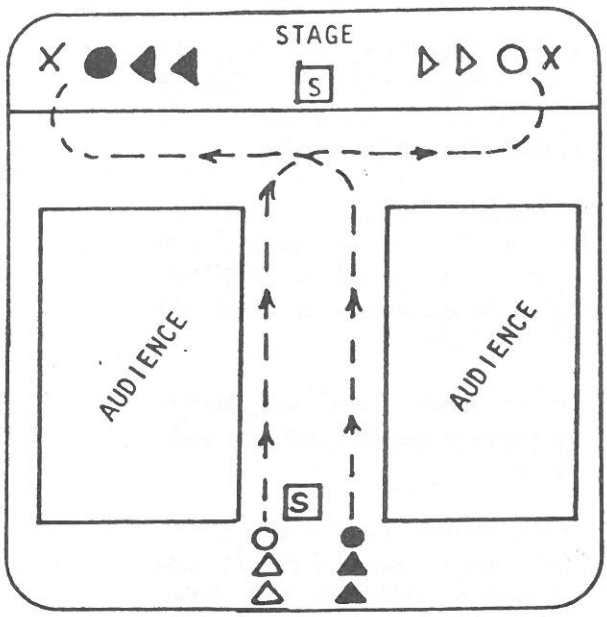
ARRANGEMENT FOR FLAG CEREMONY

X FLAG STAND
● AMERICAN FLAG BEARER
▲ AMERICAN FLAG GUARD

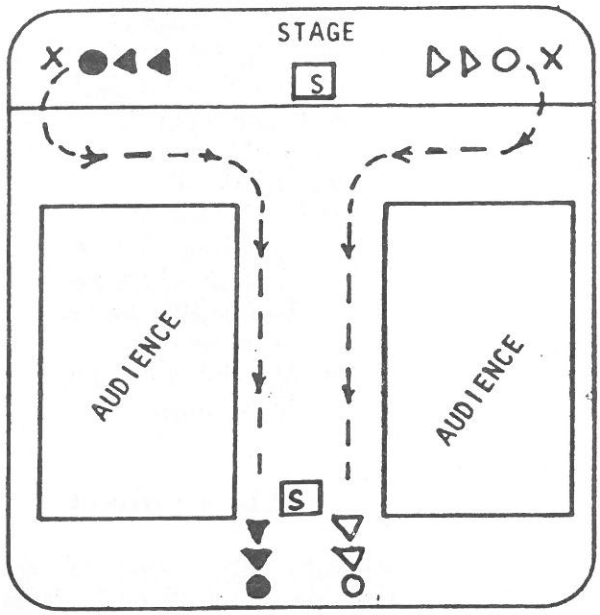
FLAGS ON STAGE

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

ADVANCING THE COLORS

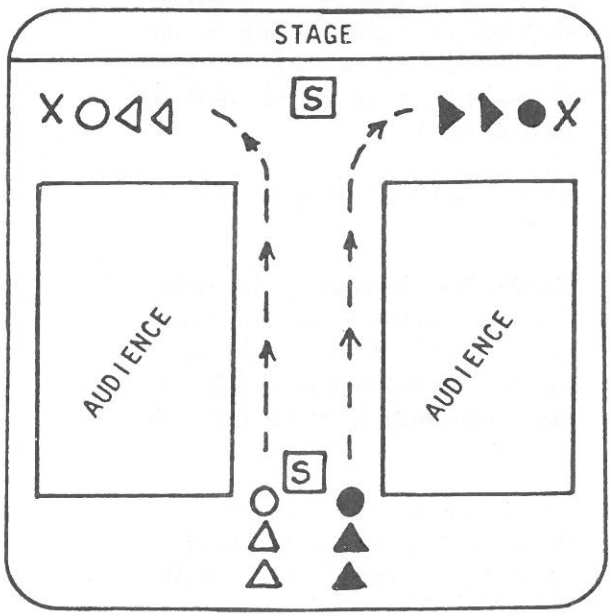


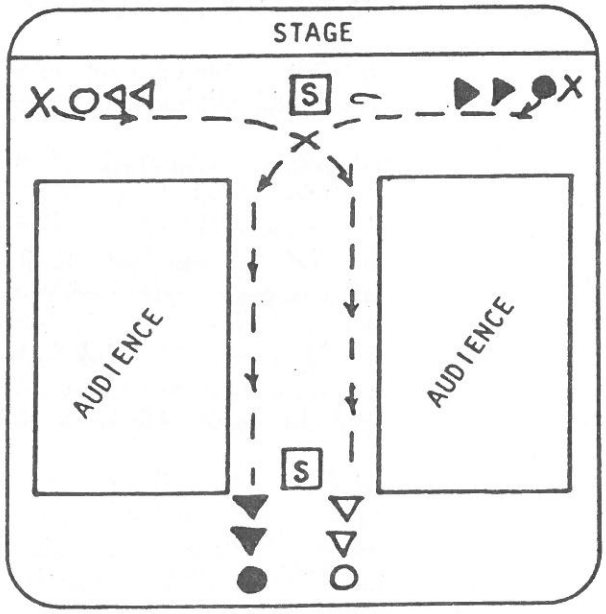
RETIRING THE COLORS



FLAGS BELOW STAGE

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





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

FLAG CEREMONY

PLANNING A FLAG CEREMONY

A group planning a flag ceremony needs to decide these things:

Who will carry the flag?
Who will be the guards?
Who will give directions for the ceremony?
What song shall we sing?
Who will start the song?
Do we want a poem or quotation?
Who will say it?
After the Pledge of Allegiance, shall we shall we say the Cub Scout Promise and Law of the Pack?
In what order shall we do these things?

STANDARD FLAG CEREMONY

Personnel: Flag bearers for American flag and Pack flag; Color guards for American flag and Pack flag; Speaker.

(if there is an uneven number of color guards, the American flag has precedence and should have the most guards)

Equipment: American flag; Pack flag; flag stands; recorded music if desired.

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

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

Color guard advances from rear of room with flag bearers in front, followed by color guards. The U.S. 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 positions in front of room near flag stands. They stand at attention, facing the audience. The flags are held vertically.

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

At this command, the Pack flag is lowered slightly (take care that it does not touch the floor) and full attention is given to the American flag. Flag bearers and color guards do not salute or repeat Pledge.

When Pledge is finished, the speaker gives the next command, which is the signal for all salutes to be dropped. The Pack flag is raised to vertical position again.

SPEAKER: TWO!....COLOR GUARD, POST THE COLORS!

The Pack flag is placed in its stand; then Pack flag bearer and color guards salute it and step back into place. The American flag is then posted; its bearer and guards salute it and step back into place.

SPEAKER: COLOR GUARD, RETREAT! (or "retire") (Flag Bearers lead procession to back of room.....with speaker following last).

F L A G I N T R O D U C T I O N S

"I PLEDGE ALLEGIANCE"

According to the Charter and Bylaws of the Boy Scouts of America, the goals of the Scouting program are character development, citizenship training and personal fitness. Proper citizenship can't be taught without emphasizing proper respect for the U.S. flag. When we salute the flag, we should do it with sincerity and appreciation.

Below are listed some different and meaningful introductions to make the flag salute more effective.

- Because we are thankful and appreciate of such leaders as Abraham Lincoln, let us salute the flag and at the same time remember all of the great Presidents of our great land.

- As we salute the flag today, let's remember George Washington, the Father of our Country, and the heritage of America.

- Because we are proud and appreciative of America's role in world leadership, let us now salute the U.S. flag.

- For the opportunities our country offers to young people, let us now salute our flag, the emblem of the United States of America.

- For those who died that this nation might live, let us now salute the flag.

- We, the people. That's what our flag stands for. Let us salute the U.S. flag.

- To secure the blessings of liberty to ourselves and our posterity is a challenge to all of us. Let us salute our flag.

- In the folds of the flag are enshrined every ideal, hope, and opportunity made possible because someone has lived. Let us salute our flag.

- The 31 words of the Pledge of Allegiance are among the best-known words in America. Let us repeat them now with meaning as we salute the flag.

- Our state is represented by one of the 50 stars on the U.S. flag. Let us now pledge allegiance to our flag as

FLAG INTRODUCTIONS (cont.)

- The flag of the United States of America is the emblem of a free nation - a leader in the free world. Let us now salute our flag.

- When you look at the flag, you can see the Constitution and the courts, the laws and lawmakers, a soldier, a street-sweeper, a lawyer or a doctor. What do you see as we salute the flag today?

- Planted firmly on the high pinnacle of American faith, the U.S. flag has proven an inspiration to untold millions. Men look upon the flag as a symbol of national unity. Let us unify today as we salute the flag.

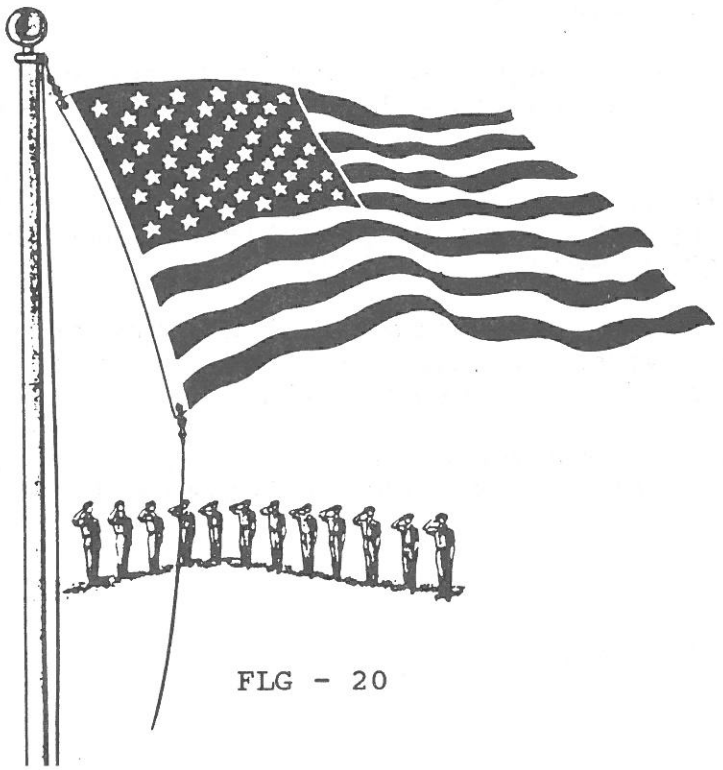
- Our flag is bright with cheer, brilliant with courage, and firm with faith. Let us add to this a sincere salute today.

- Our flag stands for all that we hope to be and have the courage to try for. Please join in the Pledge of Allegiance to our flag.

- The red in our flag stands for courage and bravery. Today as we salute the flag, let's remember our men in the Armed Forces who are serving us and our country.

- "Long may it wave!" Let's remember the history behind this famous phrase as we salute the flag.

- Today let's salute the flag in honor of our Founding Fathers who had visions of today's America.



EXPLANATION OF THE PLEDGE OF ALLEGIANCE (Opening)

We often recite the Pledge of Allegiance without really listening to or understanding the words we are saying. If I may, may I recite it and try to explain the meaning of each word:

I

Me, an individual, a committee of one.

PLEDGE

Dedicate all my worldly goods to give without self-pity.

ALLEGIANCE

My love and devotion.

TO THE FLAG

Our standard -Old Glory - a symbol of freedom. Wherever she waves there is respect because your loyalty has given her a dignity that shouts, "Freedom is everybody's job."

OF THE UNITED

United ... that means that we have all come together.

STATES OF AMERICA

State ... individual communities that have united into 50 great states - 50 individual communities with pride and dignity and purpose; all divided with imaginary boundaries, yet united to a common purpose - love for country.

AND TO THE REPUBLIC

Republic ... a state in which sovereign power is invested in representatives chosen by the people to govern ... and the government is the people; and it's from the people to the leaders, not from the leaders to the people.

FOR WHICH IT STANDS

ONE NATION UNDER GOD

Meaning so blessed by God.

INDIVISIBLE

Incapable of being divided.

WITH LIBERTY

Which is freedom - the right to live one's own life without threats, fear of some sort of retaliation.

AND JUSTICE

The principle of qualities of dealing fairly with others.

FOR ALL

For all ... which means, boys and girls, ladies and gentlemen, it's your country as much as it is mine.

Will you all please stand and repeat with me the Pledge of Allegiance.

- from Red Skelton's recording

THE FLAG SPEAKS

Personnel - Talking American Flag (voice behind stage) and one Cub Scout.

Equipment - American Flag; two microphones connected to a PA system.

Setting - American Flag and microphone are placed at front of room on right side. A den chief (or adult), acting as the voice of the flag, is off stage with second microphone.

(Uniformed Cub Scout strolls onto stage, crosses behind the Flag, and walks to microphone. As he passes the microphone, the Flag speaks, and the Cub Scout slowly turns to look at the Flag)

FLAG Hello, Cub Scout.

CUB SCOUT (Acts surprised and turns around) Who said that?

FLAG I, the flag of your country.

CUB SCOUT A talking flag? That's different.

FLAG Of course I can talk. I've always been able to talk, but you have not heard me.

CUB SCOUT Oh? What have you been trying to tell me?

FLAG For one thing, I want you to know how proud I am of my fifty stars. Do you know which states added my last two stars?

CUB SCOUT Alaska and Hawaii.

FLAG And that hasn't been too long ago, but it was before you were born.

CUB SCOUT Tell me more.

FLAG What would you like to know?

CUB SCOUT Tell me your history.

FLAG O.K. When the colonist came to America, I was the Queen Anne flag - all red, with a Union Jack. Then I changed to the Grand Union flag, and my red changed to seven red stripes and six white stripes, but I still had the Union Jack. I was first raised over General George Washington's headquarters in Cambridge, Massachusetts, in January 1776, as the standard of the Continental Army.

After America became a new nation, I changed the Old Glory and still had the thirteen stripes, but added a circle of thirteen stars on a field of blue instead of the Union Jack. For several years, I had fifteen stars and fifteen stripes and was called the Star Spangled Banner. Francis Scott Key wrote our National Anthem about me in 1814.

The years rolled by, and finally in 1818 the stripes were reduced to the original thirteen, and from that time on, a new star was added for each new state that joined the union, until there are fifty stars today.

CUB SCOUT You know, I feel like singing to you. (More Cub Scouts join him around the microphone.) Come on, everyone! Join us in singing "The Star Spangled Banner".

RED, WHITE, AND BLUE (Opening)

Setting - After flags are advanced and posted in the usual manner, four uniformed Cub Scouts repeat the following lines:

1ST BOY - Here's to the Red of it; there's not a thread of it,
No, nor a shread of it, in all the spread of it from foot to head.
But heroes bled for it, faced steel and lead for it,
Precious blood shed for it, bathing it red.

2ND BOY - Here's to the White of it; thrilled by the sight of it,
Who knows the right of it, but feels the might of it through day and night.
Womanhood's care for it; make manhood dare for it;
Purity's prayer for it keeps it so white.

3RD BOY - Here's to the Blue of it; beauteous view of it;
Heavenly hue of it, star-spangled dew of it, constant and true.
Diadems gleam for it, states stand supreme for it,
Liberty's beam for it brightens the blue.

4TH BOY - Here's to the Whole of it, stars, stripes and pole of it.
Body and soul of it, and to the roll of it, sun shining through.
Hearts in accord for it, swear by the sword for it,
Thanking the Lord for it, Red, White, and Blue.

(Followed by Pledge of Allegiance)

AMERICA (Opening)

Setting - Flags are advanced in the usual manner. While audience is still standing, a voice speaks from offstage over microphone.

VOICE - I am your flag. I have a special meaning to the Boy Scouts of America because your Cub Scout Promise emphasizes duty to God and Country. I stand for your country.

I am a symbol of America. I suppose you could say that I am America. I am great corn fields in the Midwest, throbbing industries in great cities, orchards and vineyards in the valleys of the West. I am mountains, rivers, and lakes.

I am the citadel of democracy and the vanguard of freedom in a world where both are being threatened.

I am opportunity for any boy to become anything, if he has the skill and the will to do it. I am most things to everyone and everything to most people. In fact, that's what I am - people - free people - you!

(Followed by Pledge of Allegiance)

THE RED, WHITE, AND BLUE (Opening)

Personnel - 4 Cub Scouts and a den chief, all in uniform.

Equipment - American flag, Pack flag. One red, one white, and one blue candle in holders on front table.

Setting - After flags are advanced in the usual manner, and before they are posted, the Cub Scouts recite the following lines.

DEN CHIEF - Practically from the beginning of time, man has used symbols to express hope, ideas, and love in his own nation. Our United States flag represents the ideals and traditions of our people, their progress in art and science, commerce and agriculture. It symbolizes the sacrifice made by men and women for the future of our great land. It stands for our home, and everything we hold dear.

1ST BOY - I light the red candle which is the symbol of the red in our flag. It stands for hardiness and valor, and symbolizes the life blood of brave men and women.

2ND BOY - I light the white candle which is the symbol of purity and innocence and symbolizes the white of our flag.

3RD BOY - I light the blue candle which is the symbol of perseverance and justice, and symbolize the eternal blue of the heavens.

4TH BOY - The stars in our flag represent states. They show the heights of achievement for our nation and limitless as the heavens above. Please join in the Pledge of allegiance to our Flag.

(Audience stands, salutes and repeats the Pledge of Allegiance. Flags are posted. Color guard retreats.)

THE FLAG (Opening)

Setting - Four uniformed Cub Scouts hold cards reading F-L-A-G and read parts:

1ST BOY - F stands for Freedom, on land and on sea; for America is the land for me.

2ND BOY - L stands for Liberty, for love and for care. Look at America; you'll find it there.

3RD BOY - A stands for Achievement, and America, too. American achievement is the best thing for you.

4TH BOY - G stands for Greatness, Glory, and one nation under God. If you don't love the flag, you certainly should.

ALL - The flag is America's symbol, the land of the free. That's what our flag means to you and me.

(Followed by Pledge of Allegiance)

OUR FLAG (Opening)

Setting - 7 Cub Scouts or Webelos Scouts holding 7 cardboard or cloth replicas of historic flags. U.S. and Pack flag are advanced in usual manner.

1ST BOY - This evening we will display the flags we have made and give you a brief history of our U.S. flag.

2ND BOY - This is the Grand Union Flag. At the beginning of the American Revolution, the colonist hoped not so much to gain independence as to correct the wrongs done them under the rule of King George III. They kept the British Jack out of loyalty to the crown, but added 13 stripes to show their own unity. It was raised the first day of January, 1776, over George Washington's headquarters.

3RD BOY - This is Old Glory, the first official flag of the United States. It was created by a resolution of the Continental Congress, passed June 14, 1777, a day we celebrate as Flag Day.

4TH BOY - This is the Star Spangled Banner. This flag with 15 stars and stripes flew over Fort McHenry the night of its bombardment in 1814 and inspired Francis Scott Key to write the National Anthem.

5TH BOY - This is the Flag of 1818. As more states joined the Union, the flag would become an awkward shape if more stripes were added. So, on April 4, 1818, Congress passed a law that restored the design of the flag to the original 13 stripes and provided that a star should be added for each new state.

6TH BOY - This is the 48 Star Flag that came into being in 1912 when Arizona became a state. President Taft ordered that the stars be placed in six rows of eight stars each. This flag served us through two world wars and the Korean conflict.

7TH BOY - This is the 50 Star Flag, the Flag of the United States of America today. It has 13 red and white stripes and 50 white stars. The stripes remind us of the 13 original colonies that gained us our liberty. The stars represent the states that are bound together into one country. When we salute our country's flag, let's remember all the things for which it stands ... our history, our liberty, our traditions, our American way of life. Then let's pledge ourselves to honor them as boys and to uphold them as men.

Please stand and join me in the Pledge of Allegiance.

OPENING

Colors are advanced in normal manner. Audience is standing and facing the flag. Flag stands alone while voice comes over loud speaker.

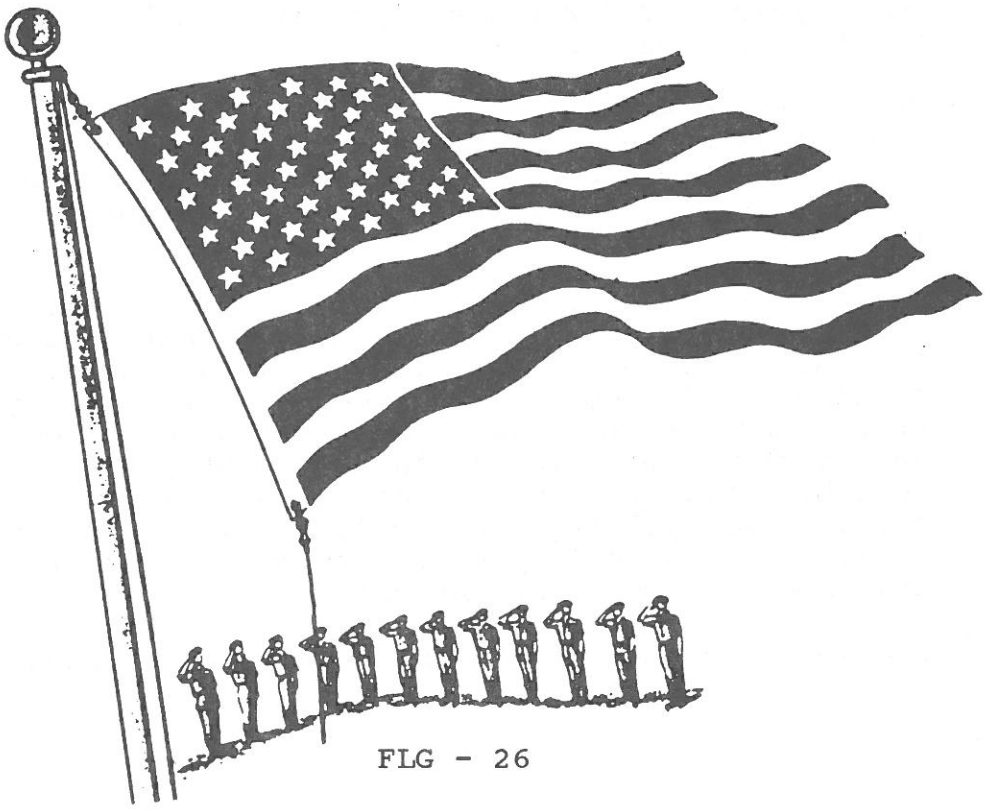
VOICE: I am your flag. I have a special meaning to the Boy Scouts of America because your Scout Promise emphasizes duty to God and Country.

I am a symbol of America. I suppose you might say I am America. I am great corn fields in the Midwest; throbbing industries in great cities; orchards and vineyards in the great valleys of the West. I am mountains, rivers and lakes.

I am the citadel of democracy and the vanguard of freedom in the world where both are being threatened with annihilation.

I am opportunity for any boy to become most anything if he has the skill and the will to scale the heights. I am most things to everyone and everything to most people. As a matter of fact, I guess that is what I am most ... people ... free people ... you! I am your Flag!

ANOTHER VOICE: Let us all rededicate ourselves to our duty to keep America great and free. The Pledge of Allegiance.



I AM AMERICA'S HERITAGE

THERE SHE IS! SHE'S STILL FLYING! IT'S BEEN A LONG NIGHT AND AS THE DAWN APPEARS AND THE SMOKE CLEARS, SHE IS STILL FLUTTERING IN THE BREEZE.

I AM THE AMERICAN REVOLUTION AND THE VALIANT PATRIOTS WHO LOST THEIR LIVES THAT THIS NATION MIGHT LIVE.



I AM PAUL REVERE AND HIS MIDNIGHT RIDE.

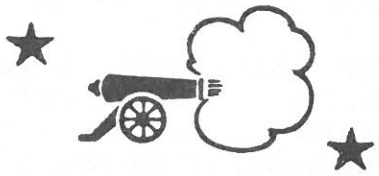
I AM NATHAN HALE AND HIS STAND FOR FREEDOM.

I AM GEORGE WASHINGTON CROSSING THE DELAWARE.

I AM THE BOSTON TEA PARTY AND BUNKER HILL.

I AM KING'S MOUNTAIN AND THE GUILFORD COURTHOUSE.

I AM THE CONSTITUTION OF THE UNITED STATES, THE BILL OF RIGHTS, AND THE SYMBOL OF RELIGIOUS FREEDOM.



I AM THE WAR OF 1812 AND THE MEXICAN WAR.

I AM THE ALAMO AND THE BATTLE OF BULL RUN.

I AM THE BATTLE OF VICKSBURG AND THE BLOOD AND TORMENT OF THE CIVIL WAR.

I AM THE MONROE DOCTRINE AND THE SPANISH-AMERICAN WAR.

I AM WORLD WAR I AND THE DEPRESSION OF 1929.

I AM PEARL HARBOR, WORLD WAR II, THE KOREAN CONFLICT, AND VIET NAM.

I AM THE PAIN AND SORROW, THE HAPPINESS AND JOY OF BYGONE DAYS.

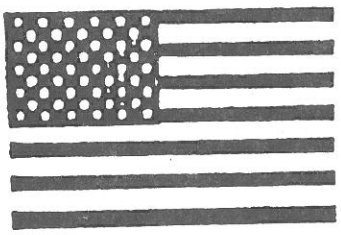
I HAVE SEEN POVERTY AND WEALTH, DREAD AND ANTICIPATION, HATE AND LOVE.



I HAVE SEEN AMERICA THROUGH ALL HER HISTORY.

I AM AMERICA'S HERITAGE.

LOVE ME. RESPECT ME. I AM YOUR FLAG.



Hello, Remember Me?



Some people call me Old Glory, others call me the Star Spangled Banner, but whatever they call me, I am your flag, the Flag of the United States of America. Something has been bothering me, so I thought I might talk it over with you, because it is about you and me.

I remember some time ago people lined up on both sides of the street to watch the parade and naturally I was leading every parade, proudly waving in the breeze. When your grandpa saw me coming, he immediately removed his hat and placed it against his left shoulder so that his hand was directly over his heart.

And your dad, I remember him, standing there straight as a soldier. He didn't have a hat, but he was giving the right salute. And his little sister, not to be outdone, was saluting the same, with her right hand over her heart.

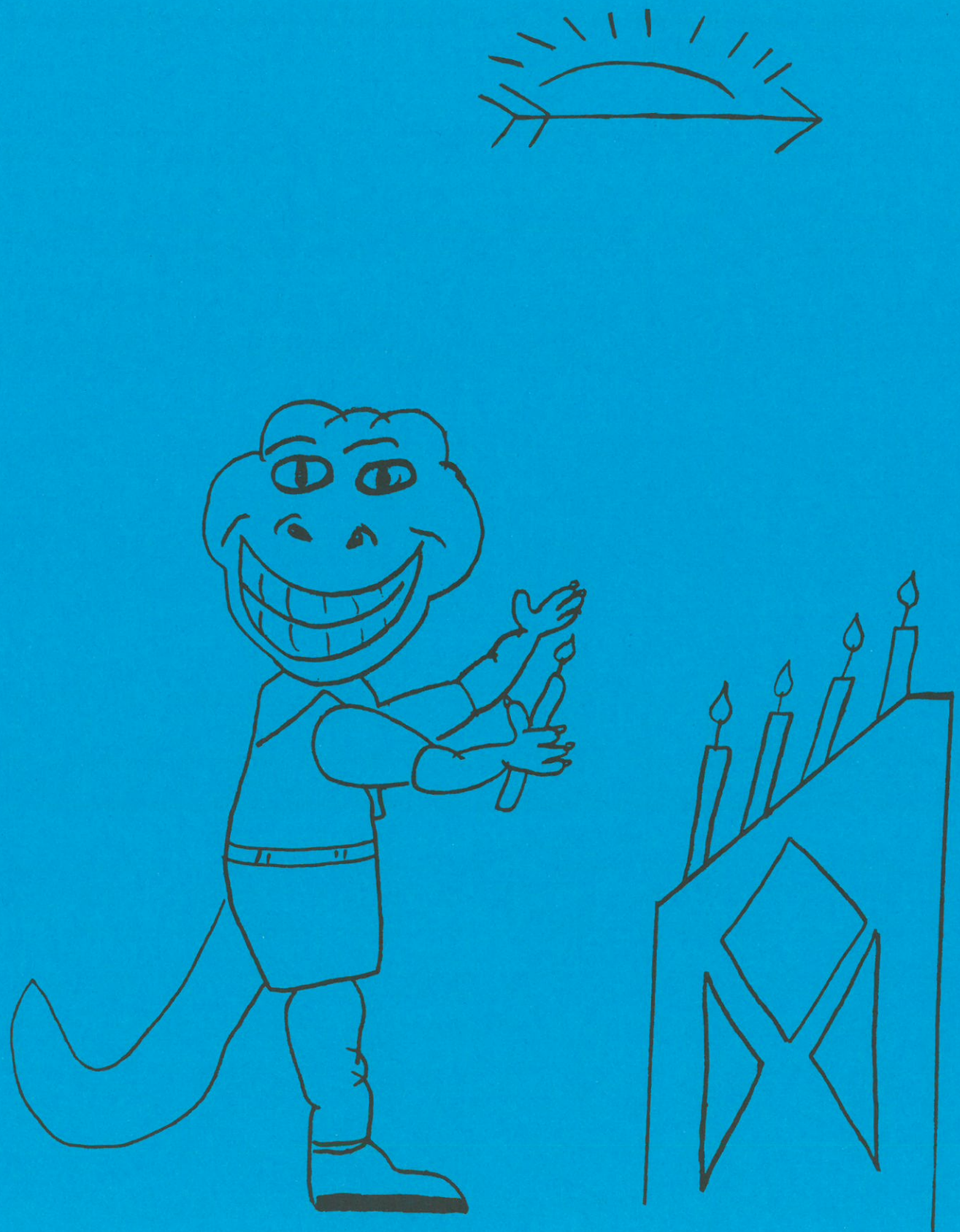
What happened? I'm still the same old flag. I have had a few stars added, and a lot more blood has been shed since those parades of long ago.

But I don't feel as proud as I used to. When I came down your street you just stand there with your hands in your pockets and I may get a small glance and then you look away. Then I see the children running around and shouting - they don't seem to know who I am. I saw one man take off his hat, then look around. He didn't see anybody else with their hats off so he quickly put his back on.

Is it a sin to be patriotic now-a-days? Have you forgotten what I stand for and where I've been? Anzio, Guadalcanal, Korea, Viet Nam, Cambodia. Take a look at the memorial honor rolls sometime of those who never came back. They gave their lives to keep this country free. One Nation Under God. When you salute me, you are actually saluting them.

Well, it won't be long until I'll be coming down your street again. So when you see me, stand straight, place your right hand over your heart, and I'll salute you by waving back. And most important, I'll know that YOU REMEMBER!

BE PROUD YOU'RE AN AMERICAN! DISPLAY YOUR FLAG!



PACK CEREMONIES

FLAG CEREMONY

The stage is set with a large kettle and campfire. Inside the kettle and against one side is a folded flag out of the sight of the audience.

1st Boy: Tonight we are going to fix for you
A treat that is really grand.
And make for you a recipe--
The greatest in the land.

2nd Boy: In first we'll put a heaping cup
of red for courage true.
(He pours in a container of red paper.)

3rd Boy: And then we'll add for loyalty
A dash of blue. (Pours in the blue paper.)

4th Boy: For purity, we'll now sift in
A layer of snowy white. (Sifts in white.)

5th Boy: We'll sprinkle in a pinch of stars
To make it come out right.

6th Boy: We'll stir and stir
And then you'll see
That what we've made
Is "OLD GLORY" (Pulls flag out of the kettle suddenly)

7th Boy: Our Flag is the most beautiful flag in the world.
Let's always be LOYAL to it.
Will everyone please stand and give the Pledge of Allegiance.



OPENING

I am the voice of the Presidents of the United States, from the past to present, and I speak for America.

When I was at Valley Forge in the cold of winter, I saw perseverance and loyalty for the cause of freedom.

When war again threatened the country, I wrote of the right of the people not to threatened by foreign powers and that freedom stands today.

I was president as the Louisiana Territory opened up and pioneers settled and stretched west past the Mississippi.

I was president as fighting took place in Texas and even as gold was discovered in California.

I was president as our country was torn by civil war, and a proclamation of freedom began a new life for people who had lived in slavery.

The gold spike was driven into the rails at Promontory, Utah and the opening of the west by the railroad. I watched on.

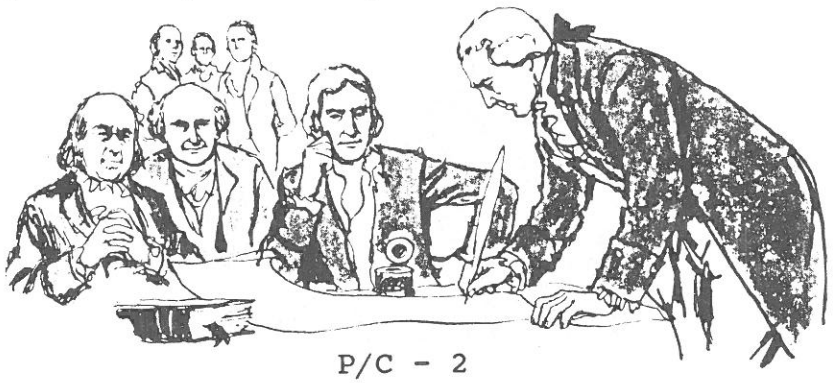
I took over the presidency in a year of prosperity yet filled with sorrow as one of the finest ships ever built sunk in the North American waters.

I fought at least two wars in my presiding over the country. One war was against poverty, and the other was against foreign invasion.

I was a president of the new frontier that began the preparations for the space program. The space center is named for the president, and now you see space shuttles making new discoveries with each voyage.

And I am the voice of your president today who asks all to unite in supporting the ideals of the country that all presidents have served.

CUBMASTER: Please stand and honor the flag of freedom, the flag of free men, the flag of each president,--our flag.



CLOSING

Tonight we have seen a picture of our National leaders. (Have Cubs hold up the names of the following Presidents- George Washington, John Adams, Thomas Jefferson, James Madison, James Monroe, John Quincy Adams, Andrew Jackson, Martin Van Buren, William Harrison, John Tyler, James Polk, Zachary Taylor, Millard Fillmore, Franklin Pierce, James Buchanan, Abraham Lincoln, Andrew Johnson, Ulysses S. Grant, Rutherford B. Hayes, James Garner, Chester A. Arthur, Grover Cleveland, Benjamin Harrison, William McKinley, Theodore Roosevelt, William Taft, Woodrow Wilson, Warren Harding, Calvin Coolidge, Herbert Hoover, Franklin Roosevelt, Harry Truman, Dwight Eisenhower, John Kennedy, Lyndon Johnson, Richard Nixon, Gerald Ford, Jimmy Carter, Ronald Reagan, George Bush.)
All names could be read by Cubs or other speakers.

ADVANCEMENTS

Adults of the pack, or boys who are very good readers can help with this idea for an advancement ceremony.

Picture of the president or a sign with the name of the President can be held up by one person. The reader then says:

George Washington- the Father of our country, and first president, used to say, "Martha, where're my teeth? I must have a good smile this day."

Thomas Jefferson, our third president always felt he learned his lesson, because he never again wrote another constitution, having said, "I've written it once. I'll not write it again."

Andrew Jackson fought in the Louisiana Territory and fought his way to the White House. He'd often say. "Where's my horse? I can't get anywhere without my horse!"

Abraham Lincoln is said to have walked 20 miles to school, but no one ever said if he was late.

Finally Ronald Reagan got to the White House by being unique - an actor - and one of the only left-handed cowboys, except for Little Joe Cartwright.

CUBMASTER: Each had a goal. And tonight, we honor boys who have achieved their goals, too. But to receive the goal you must name a President before coming forward to get your award. (Parents may help when needed.)

CLOSING THOUGHTS FOR DEN OR PACK MEETING

THANK YOU - (Hold up a card with the words THANK YOU printed on it). Two important words that tell someone else that you are appreciative, courteous and thoughtful. We do many good turns for others..but do we always take time to thank others for a good turn done for us?

A SMILE - A smile costs nothing, but creates much. It happens in a flash, but the memory sometimes lasts forever. It cannot be bought, begged, borrowed or stolen, but it is something that is of no earthly good to anyone unless it is given away. So, if in your hurry and rush you meet someone who is too weary to give you a smile, leave one of yours. No one needs a smile quite as much as a person who has none left to give.

THE LAW - Nations, states, communities, and even families have laws..rules by which people must live in order to have harmony. Laws are based on you rights and the rights of others. If a law is broken, our freedom can be taken away. Every individual has laws too.. his personal moral standards.. the laws by which he lives. If those laws are broken, we are unhappy and disappointed in ourselves. You have promised to obey the Law of the Pack. By doing so, you'll have a much happier life and be respected by your fellow Cub Scouts, and be a citizen of whom your community and nation can be proud.

FITNESS - A Cub Scout keeps himself strong and healthy..not just for his own sake, but also so that he can be a more useful citizen. When you are fit physically, you can be more helpful to those around you.

DO YOUR BEST - One of the hardest things for anyone to do is to stick to what he knows is right, while his friends are coaxing him or his enemies are threatening him to do just the opposite. A Cub Scout always does his best.

FREEDOM - We shouldn't take our freedom for granted. Our right of free speech, to worship as we choose, to enjoy the freedom we have as Americans too often is taken for granted. There was a time in our history when men could only hope for these freedoms...and now they have become a reality. Our freedom is a result of courage and sacrifice of thousands of our forefathers. Let's remember what it cost these men to provide the freedom we have today.

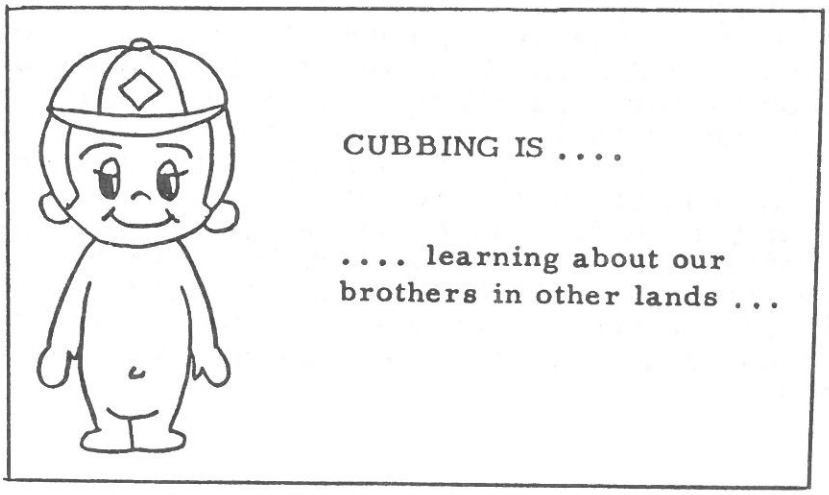
CHEERFUL - We have a choice. We can be pleasant or unpleasant. Which do you choose? You can be grouchy and grumbly or you can be happy and cheerful. Which would you rather be? It's up to you.

CUSTOMS OF COUNTRIES

IRELAND - In Ireland, building a grotto for the Nativity scene becomes a family project. Figures of the Holy Family are placed in the center of the grotto, with adoring angels, animals and shepherds nearby. Wise men are moved closer to the Christ Child each day of the Holy season. A Dublin fruitcake, covered with thick almond-flavored icing and decorated with green gumdrop shamrocks is the food highlight. In Ireland, every window of every house has a lighted candle in it.

DENMARK - The Danes excel at simple but effective Christmas ornaments. Balsa wood decorations are cut out in every imaginable outline and painted in bright colors. The greatest festival of the year in Denmark is Christmas Eve, a time of chiming church bells, of family dinners, of ceremonies around the tree, and of hymns and carols sung in candle-lighted churches. After dinner is over, the father and mother disappear into the locked parlor, light the tree, and open the door. Members of the family clasp hands and circle around the tree, singing Danish hymns. The youngest member of the family is allowed to approach the tree first.

FINLAND - The happy task of making Christmas ornaments starts early for the Finns with a joyous celebration the last Sunday in November. On that afternoon, called 'Little Christmas' everyone from toddlers to elderly folks helps carve, paint, glue, and assemble festive trimmings of reed, straw, wood, and paper. In Finland, they have another lovely custom of preparing for the Holy Child. They call it 'paving the way' for Him. On the day before Christmas, they cut up great pine boughs and pile them up, making a huge green carpet from the top of the hill down to the heart of the village. Then everyone lights 'luck chips' - pinewood tapers that have been buried in the snow for three days. Good luck is supposed to come to those whose tapers burn well.



POLAND - The Christmas tree (Choinka) in Poland is a symbol of peace and friendship, and it's heavily laden with colorful and picturesque decorations. All ornaments are homemade. Even the children join in this joyful work long before the holiday season begins. It is customary to decorate walls and ceilings at holiday time with spidery Pajakis cut from paper. These distinctive designs were part of an ancient ritual, when the paper was cut with sheep-sheering scissors. Christmas in Poland is celebrated with the Festival of the Star. A day of fasting precedes the celebration and it ends with the appearance of the first star on Christmas Eve. The star is a significant symbol of the Polish Christmas. The Star Man or Father Star often visits a family to examine the children in their catechism. Children believe that their gifts come from the Good Star of Heaven but are carried to them by the Wise Men, who are impersonated by three young men of the village known as 'star boys'. In the home, sheaves of wheat are used as decoration in the corners of the room and are later scattered in orchards for the birds. Straw on the floor and table remind everyone of the stable where Christ was born. At the table a chair is vacant awaiting the Holy Child. Polish people exchange small baked wafers called opalatki, just as people in America exchange Christmas cards. Poppy seed rolls filled with ground poppy seed and honey paste are prepared on Christmas Eve.

SWEDEN - In Scandinavia, they give the animals an extra treat at Christmas time and say, "Eat well, keep well, this is Christmas Eve." They plan a long time ahead for Christmas for the birds. At threshing time in the summer, they choose the largest and best of their sheaves of grain. At Christmas they put them high on a spruce pole out in the yard or on top of the barn. They leave a tuft of branches at the top of the pole so the birds have a resting place and at the foot of the pole they put straw to remind the people of the manger where Jesus was born. Children, parents, and grandparents all join in making interesting straw and balsa wood ornaments. Windows ablaze with candlelight, the Swedish Christmas gift, no matter how small, is wrapped in snowy white paper and sealed with red wax.

AUSTRIA - Greenery is used in Austria to banish demons that lurk in darkness during the gloomy days of winter. Holly guards against witches, thunder and lightening. The Advent wreath is an early symbol of victory and glory. On three of the four Sundays of Advent, a candle is lit while the family joins in prayer. Four candles are lit on the final Sunday, denoting the coming of the Savior as the Light of the World. Greenery and apples together signify hope for the forthcoming spring. On Christmas Eve, the family gathers and sings carols. Father lights the first candle and Christmas Eve dinner is served. The second candle is lit on Christmas Day; the third on New Year's Day when the festivities end. Linzer cake and nut butter rounds are holiday treats.

ENGLAND - Puppet shows are very much a part of the British Christmas, and a favorite is the Punch and Judy story with songs and dances added. Children hang their stockings by the fireplace on Christmas Eve, to be filled by Father Christmas. Typically English is the singing of carols. Many customs and traditions of England are much older than the Christmas tree, which was made popular by Queen Victoria and her husband, Prince Albert. Mistletoe and the yule log are of Druidic origin, but are popular in England. The first Christmas card is believed to have been printed in London in 1843.

ITALY - The Christmas season in Italy lasts three weeks ... from eight days before Christmas until Twelfth Night. Everyone attends mass on Christmas Eve, and Christmas Day is principally a church festival. The ceppo on Christmas log takes the place of the Christmas tree in Italy. Through the ages, the ceppo has changed from a log to a pyramidal stand on which a creche and gifts are placed. The creche is found in every Italian home. Gifts or switches are handed out on Epiphany by Befana, and ageless woman who, legend has it, refused to help the Wise Men, then repented and sought to follow him.

FRANCE - French children put their shoes on the hearth as a handy receptacle for le pere Noel or le petit Jesus to store a gift. Originally footwear was wooden, but today, any shoe will do, and a hearth isn't even necessary. No French homemade would dare set a holiday buffet table without a carefully arranged centerpiece of red roses. They're used liberally in decorating the home, along with greenery, bright ribbons and baubles. The children make a hoop of greens and berries and hang it from the ceiling. There is a creche in most French homes.

GREECE - Modern Greek Christmases echo the country's seafaring past. Youngsters make paper boats to set adrift in the sea or on rivers. St. Basil, who distributes Christmas toys, makes his rounds in a boat instead of a sled. New Year's bread with a coin baked inside is served at the stroke of midnight on New Year's Eve. Father cuts a portion of bread for each member of the family in the order of their ages. Whoever gets the piece with the coin will enjoy a year of good luck.

PORTUGAL-SPAIN - Here on the route of the Magi, the Wise Men are of particular importance. Custom decrees that the Magi be met on Epiphany Eve at the edge of town. In Portugal, young and old trudge out that night, carrying a variety of food for men and animals. This colorful caravan also offers presents like bouquets of dried flowers, grasses and feathers. But alas for the eager greeters, the Magi always seem to slip into town by another road. So when the disappointed children have eaten the goodies and returned, they are comforted by finding the Wise Men assembled in the village church. Then they parade in with their wonderful gifts for the Magi.

NORWAY - The nisse, a delightful elf, doubles for Santa Claus and moves into all good Norwegian homes for Christmas. He's likely to play pranks ... but on the whole, he's a highly acceptable roommate. Nisse comes in all ages, but the young and old alike sport jaunty red caps. Woe unto the family that forgets to leave a saucer of porridge and cream outside the kitchen door on Christmas Eve. When the plate is licked clean the next morning, only the most unimaginative Norwegian would say the cat had eaten the handout. In Norway, wood shavings are fashioned into ornaments ... geometric designs, snowflakes, animals and birds. The Norwegian flag is displayed on the Christmas tree.

MEXICO - Holiday season in Mexico means fireworks, feasting and frivolity. Legend has it that a boy named Pablo, eager to visit the manager in his village church, was saddened because he had no gift. So he brought green branches from a bush beside a dusty road. Soon, scarlet star-shaped flowers topped each branch. They were called poinsettias or 'Flowers of Christmas Eve'. The Mexican pinata was originally an earthenware jug disguised as an animal, person or some curious object, then filled with toys and things to eat. Blindfolded children crack the hanging pinata with sticks until it is broken and the goodies fall to the ground. The Ojo de Dios, or God's Eye is a popular decoration. Mexicans display luminaries ... bags weighted with sand and each holding a lighted candle ... during the holidays.

GERMANY - Germany is the homeland of the Christmas tree, and is best known for keeping customs of Christmas. The gingerbread house is a favorite custom for children. 'Cradle rocking' was a part of many German Christmas church services. Altar boys rocked a cradle containing an image of the Christ Child as the congregation sang carols. Many of our favorite Christmas carols come from Germany. St. Nicholas leaves presents wherever he finds hay and water that children have put out for his horse.

NETHERLANDS - In Holland, boys gather in the market place at two o'clock, Christmas morning to sing carols. The leader carries a star on top of a long pole, a symbol of the wonderful star of the East. The boys follow in a procession about the town, singing, "We Three Kings of Orient Are." Long ago, Saint Nicholas was chosen by the people of the Netherlands as the patron saint of children. The arrival of the generous saint on December 5 (St. Nicholas' Eve) marks the beginning of the holiday season. He arrives dressed in a bishop's robe and miter from Spain in a boat filled with gifts. He disembarks, riding a great white horse and accompanied by a small helper called Black Peter. A parade through the city follows, with excitement building for both young and old. During the weeks before December 5, it is said that St. Nicholas listens at doors and chimneys to learn if the children are good. Then on this special day, he questions them about their behavior and promises to leave toys if they have been good. The children leave their shoes before the fireplace and in them put hay and a carrot for the horse; cookies and candy for the saint. Most Dutch families have a tree at Christmas, and the houses are decorated with greenery and holly.

JAPAN - Although Christmas was little known in Japan until the beginning of the 20th century, it has become widely familiar in recent years. Christmas trees are decorated with small toys and dolls, fluted paper ornaments, and candles in gay wrappings. Everything expresses the love of children. Their Santa Claus is a kind old man who is supposed to have eyes in the back of his head to observe the children's behavior. New Year is a special time of devotion to the home. Branches of pine and bamboo are hung on gates as symbols of long life, and ropes of rice straw are used to denote strong family ties. The Japanese name for Santa is Hoteiosho.

RUSSIA - In Russia, Santa Claus is known as San Nikolas and is thought of as an old man in a long, white robe who carries a small tree in one hand and a staff in the other. It is he who brings gifts to Russian boys and girls and puts them under the tree.

"JOY" AROUND THE WORLD

Language	Word Meaning 'Joy"	Pronunciation
French	Joie	Zhwah
German	Freude	FROY-deh
Spanish	Alegria	ah-leh-Gree-ah
Hawaiian	olioli	OH-lee-Oh-lee
Italian	gioia	DJOH-yah
Dutch	vreujde	frukh-deh
Russian	Pa octb	RAH-dost
Norwegian	glede	glyeh-deh



CLOSING CEREMONY

Cubmaster: As we have learned about customs of other countries this month, let's remember that Scouting is also in other countries ... 103 besides America.

The Scout uniforms are different, and the language is different; but Scouting ideals are the same the world over.

We'd like to show you the Scout motto "Be Prepared" as Scouts in other lands would say it:

(Cub Scouts come forward and hold up cards showing country and motto)

FINLAND	OLE VALMIS
PORTUGAL	SEMPRE PRONTO
SWEDEN	VAR REDO
BELGIUM	TOUJOURS PRET
HAITI	ETRE PRET
GERMANY	ALIZEIT BEREIT
FRANCE	SOIS PRET
ITALY	ESTOTE PARATE
MEXICO	SIEMPRE LISTO
INDIA	YAYYAR



CLOSING

Personnel: 6 speakers, with strong voices; and 1 in charge of lights

Equipment: 8 small candles, 1 large candle, in holders and matches

Arrangement and Procedure:
Lights dim with Scouting Spirit Candle lit. Speakers come forward one at a time, light the small candles from the Scouting Spirit candle and read. After all small candles are lit, turn off all house lights.

Speaker 1: Cub Scouting is part of family life in more than 60 countries around the world. In all of these free countries, on an evening such as this, families are sharing the spirit of Scouting.

Speaker 2: Let us look at the candles' flame and silently thank God for the Cub Scout friendships we are privileged to enjoy.

Speaker 3: Thanks to everyone for your assistance with the dinner tonight. We would like to share a closing poem with you.

Speaker 4: Boys in uniforms shiny and bright;
With smiling faces to the left and right,
We say thanks for Cub Scouting tonight.

Speaker 5: A Cubmaster who is loyal and true,
Who works with parents and the boys in blue;
In hopes that these boys will grow up to be
Super citizens for the world to see!

Speaker 6: Den leaders, too, in uniforms blue,
Teaching Cub Scouts the need to be true,
And working, singing, and playing with them.

So all of you Cub Scouters in gold and in blue
The door to Scouting has been opened to you!!

(Lights on, extinguish candles with care.)

CEREMONIES

OPENINGS

GENIUSES IN HISTORY

Arrangement: Seven Boys - one acts as narrator the other six hold cards with the letters G-E-N-I-U-S.

Narrator: This month the theme is "Genius", of which there are quite a few. Here are some we've learned about and what they've done for you.

1st Cub: (Holds up G card) Gutenberg invente movabl types of printing presses so that more people could have books to read.

2nd Cub: (Holds up E card) Edison gave us the lightbulb, the phonograph, storage batteries, and many other things we regard as necessities today.

3rd Cub: (Holds up N card) Newton's studies of gravity and light started many other geniuses on their way.

4th Cub: (Holds up I card) Irving's stories have enchanted young and old for years.

5th Cub: (Holds up U card) Urey's discoveries in chemistry and nuclear power will be used for generations to come.

6th Cub: (Holds up S card) Scouting's founder, Lord Baden-Powell, developed a plan for using the genius of every boy.

LIGHT UP YOUR LIFE

Arrangement: A single light bulb is illuminated in the from of a darkened room.

Cubmaster: This light bulb is a pretty commonplace thing to people these days. But it's a fitting symbol for our Pack's Genius Night because of what it represents. Its inventor, Thomas Edison, was recognized as a genius--one of the great inventors of all time. But even more, he represented what you can accomplish if you remember to live up to that part of the Cub Scout promise that says you will DO YOUR BEST. Even if you don't invent a better light bulb, I hope each one of you will do your best, and not stumble around in the darkness, complaining about what everyone else is doing.

Turn up the house lights. Color guard posts the colors and leads the Pledge of Allegiance.

BOY GENIUS

Setting: Five uniformed Cub Scouts line up in front of the room and speak the following lines. They may hold posters with representative pictures on them.

Cub #1: Everyone cannot be brilliant, everyone cannot be smart. I may not be a genius, but I can build a neat go-cart.

Cub #2: I can dam a stream with boulders. I can climb trees to the top. I can run for blocks and blocks and never even stop.

Cub #3: I can't solve a chemical equation or explain Newton's rule, but I can make a peanut butter sandwich that will really make you drool.

Cub #4: I don't know much about flowers, but smiling them is a joy. I don't think I'm a failure. I'm a genius at being a boy!

Cub #5: Good Night!

CLOSING PRAYER

Ask Cub Scouts and their families to form a large circle and hold hands. The Cubmaster then reads the following prayer which was broadcast to earth by astronaut Frank Borman, while on a moon orbiting mission.

> Give us, oh, God, the vision which can see thy love in the world in spite of human failure. Give us the faith to trust thy goodness in spite of our ignorance and weakness. Give us the knowledge that we may continue to pray with understanding in our hearts, and show us what each one of us can do to set forward the coming of universal peace.

CLOSING THOUGHTS

What you are is God's gift to you. What you make of yourself is your gift to God. Make it a good gift.

> Work while you work.
> Play while you play.
> One thing at a time, that is the way.
> All that you do,
> Do with all you might.
> Things done halfway are not done right.

CLOSING

NEED: A two or three foot length of rope or heavy cord for each Cub Scout.

NARRATOR: We have seen tonight that we are all geniuses in our own right. It makes you might proud, doesn't it? And we all should be proud of our accomplishments and abilities. We should never forget though that we all depend on other people and our greatness does not come out till we can be great with and for other people.

Would all the Cub Scouts come and make a circle. Take a piece of rope, each of you, and tie it to the rope of the person on your left with a square knot. Joining with other people makes you a better person.

Hold your rope with your left hand and make the Cub Scout sign with your right hand and let's say the Promise together and pledge ourselves again to the ideals of Cub Scouting.

CLOSING THOUGHT (Stick-to-it)

One of the hardest things for anyone to do is to stick to what he knows is right while his friends are coaxing him or his enemies are threatening him to do the opposite. A Cub Scout does his best.

CLOSING THOUGHT (Knowledge)

A boy does what he knows; he's what he does; what he's going to be, he's becoming.

CLOSING THOUGHT (God's gift)

What you are is God's gift to you. What you make of yourself is your gift to God. Make it a good gift.

ADVANCEMENT CEREMONY

Equipment: Box made up to look like a computer, large cards with Bobcat, Wolf, etc. on them, actual awards.

CUBMASTER: I would like to unveil my latest invention. (Uncover, or bring in "computer"). This amazing device is able to collect all the information that comes in from our pack committee members, den leaders, Webelos den leaders, and parents. It can then determine which Cub Scout and Webelos Scouts are eligible for which awards. Allow me to demonstrate.

(Hold up Bobcat Card. Insert into slot in machine. Pick up pre-positioned Bobcat awards from rear of box.)

Will (name) and his parents please come forward? (present awards)

(Follow similar procedure for the awards of Wolf, Bear, Arrow Points, Webelos badge and Arrow of Light)

(Hold up Arrow of Light card. Insert into machine. Call forward Arrow of Light recipient).

These young men may or may not be real scientist, but they have shown the truth of the old saying that ninety percent of success is perspiration. They have worked long and hard - some as long as three years - to achieve their goal. What they built was not a better mouse trap, but something far more valuable to the world today - better young men. In recognition of this achievement, we can't give them a patent, but we can present them with an award that is so highly thought of that it is the only Cub Scout badge that can be worn on all other Scout uniforms. (present awards).

I want to congratulate all of you and your parents. the whole pack is proud of your accomplishments, and we're sure you will continue to "do your best."



OPENING

One of the most colorful and exciting openings for this theme is to have a Torch Parade. This can be held outdoors, if you wish, or could simply be a processional into the meeting room. The parade should be led by the Cubmaster, dressed as Rex, the Carnival King, complete with crown, robe and scepter. The rest of the parade could consist of decorated den floats and all the boys in colorful costumes. The boys can carry torches, made from cardboard and crepe paper, fit over flashlights.

The parade will end as each den of boys finds their seats, and the Cubmaster moves to the front of the room. He might say a few introductory words such as these:

"Mardi Gras dates back to 1718 in Louisiana, where it was brought by French settlers. It begins on January 6th, twelfth Night and ends on Shrove Tuesday..the entire pre-lenten season..Parades are held almost every day and a ball every night. The largest parade and ball are held on the last day of carnival season. There are costumes, masks and much merrymaking. Mardi Gras is celebrated, not only in New Orleans, but in several other southern cities...and tonight we've had our own parade."

ADVANCEMENT CEREMONY

Decorations and costumes can be colorful..presentations can be made by leader in costume. Badges could be attached to cardboard cutouts which are decorated with colorful crepe paper streamers.

King Rex could take awards from a colorful jeweled treasure chest, commenting on the precious jewels (awards) that the boys have earned. This is the part of the evening that the boys have been waiting for. The ceremony must be impressive, well-executed and meaningful.

CLOSING THOUGHT

We have had a lot of color and excitement and merrymaking at our meeting tonight. That's what Cub Scouting is..lots of fun and excitement. Let's all remember that amidst the fun and excitement, Cub Scouting has a deeper meaning...it is helping you boys to become better citizens. Ask yourselves, "Have I done my best today?" Good night.

OPENING

Props: None

Personnel: 4 boys (one each Bobcat, Wolf, Bear and Webelo).

Arrangement: The 4 boys with scripts face the pack and read their scripts in ascending rank sequence.

Bobcat: I have learned 5 new things to earn my Bobcat badge. I can give the Cub Scout Promise and the Law of the Pack. I know what Webelos means. I know the Cub Scout sign and handshake. (Salute) I promise to do my best.

Wolf: I have learned 12 new things to earn my Wolf badge. I grew physically and spiritually. I developed habits and attitudes of good citizenship. As I grew in mind and body, I also grew within my own family. I learned to get along with others and a sense of personal achievement. It is fun being helpful and doing your best.

Webelos: I have earned the Webelos badge and the Arrow of Light award. I had to earn 7 activity badges and go on a real fun overnight camp out. I am ready to join a Boy Scout Troop. I'm sort of sad to be leaving my boyhood behind, but it's exciting being a young man.

All 4 boys: (Turn to flag and give the Pledge of Allegiance. Everyone may join in.)

CLOSING

Props: Three broomsticks, staves, lathes, etc., and a large rubber band.

Personnel: Adult (Cubmaster, Advancement Chairman, Committee Chairman, etc.)

Adult: The advancement program of our pack has three elements, all of which are essential to its success. (Pick up first stick) This represents the boy. He needs help to stand. (second stick attached with rubber band) This second stick represents the Cub Scout program. Even with this, the sticks won't stand. (attach third stick to form tripod). This last stick represents you parents. Now the advancement program of our pack will work. All of us working together are essential. None of us can leave the job to the others.

ADVANCEMENT CEREMONY

Personnel: Cubmaster, Akela, Great Spirit
Equipment: Artificial campfire, tom-tom
Arrangement: Curtain opens showing Akela sitting by campfire. Tom-tom is beating softly.

CUBMASTER: Chief Akela of the Webelos Tribe, I have before me (number) Cub Scouts who have lived by the Cub Scout motto, kept the Cub Scout Promise and obeyed the Law of the Pack. They have each completed the requirements of their respective ranks. I now present and recommend each for his advancement.

GREAT SPIRIT: Tonight we honor those Cub Scouts who have grown in knowledge and have achieved a higher rank in Cub Scouting. How have they grown in knowledge? I much the same manner as Akela. Akela was the big chief of the Webelos - tall, stalwart, straight as an arrow, swift as an antelope, brave as a lion. His father was the son of the great yellow sun. He was called the 'Arrow of Light'. His mother, from whom he learned all those wondrous things that mothers know, was called 'Kind Eyes'. When Akela was a young boy, he was taken on short trips into the forest among the great trees and the streams. Here from the Wolf he learned the language of the ground, the tracks, the fields, and the ways of food. From the Bear he learned the secret names of the trees, the calls of the birds and the language of the air. Just like Akela, you have learned much along your trail to advancement.

AKELA: Cub Scouts, you have lived by the Cub Scout motto, kept the Cub Scout Promise, and obeyed the law of the Pack. I am happy to see you come before this pack to receive your badges.

(curtain closes)

CUBMASTER: Just as Akela's parents helped him as he grew, so have your parents helped you achieve your new rank. I know that they will be proud to share this honor with you. Will these boys and their parents come forward? (call names, present badge to mother)

Now I will ask that you boys give the Cub Scout sign and repeat after me:

> "We boys now promise...to go back to our dens...
> and to do our very best...to work on electives...
> and to keep advancing regularly."

Thank you and congratulations!

ADVANCEMENT CEREMONY - A MAJOR PRODUCTION

Props: A cardboard cutout of a mountain with three plateaus and a peak with a badge represented at each plateau and the Arrow of light at the peak. This will act as a ceremonial board; a pinch type clothes pin with the name of each boy receiving awards during the ceremony, placed at his current rank, to be moved up as his turn comes in the ceremony. You may want to decorate the pins as hikers if you like.

Preparation: Place the clothes pins on the rank that the boy now has and place the award on the plateau where each boy will move, thus as he moves his pin he gets that new rank badge from the board. You may want to dim the lights and do the ceremony by candlelight.

CUBMASTER: We have before us what might be called Cub Scout Mountain. The Bobcats start out down here (pointing) on level ground, and, on this side of the mountain, as you go up, there are several plateaus that represent the ranks in Cub Scouting. The trail ends and the mountain is conquered when a Cub Scout earns his Arrow of Light. As in climbing a real mountain, it always looks like a long way to the top. A Cub Scout starts his climb and before he knows it he has reached the Wolf plateau, then the Bear, the Webelos plateau, and finally the top of the mountain -- the Arrow of Light. Now it is time to honor the climbers among us. Will the following new BOBCATS and their parents please come forward (read list). We want to welcome you new Bobcats and your parents into our pack. To reach Cub Scout Mountain you have so far walked on level ground and now you will reach it also. To ensure that you are starting out properly, please recite for me the Cub Scout Promise. (Bobcats do so.)

Now recite for me the Law of the Pack. (Bobcats do so).

Now, what is the Cub Scout Motto? (Bobcats respond.)

Congratulations! You are well prepared to begin your climb. To commemorate your start, remove your badge from the mountain and place this marker with your name on the Bobcat Plateau. (Cubmaster shakes each boy's hand as he hands him the marker.)

CUBMASTER: Will the following climbers who have reached the Wolf Plateau come forward with their parents at this time. (Read List). While you are not yet up the mountain, you have made an excellent start. In some respects you have traveled the hardest distance, because as in climbing real mountains if the beginning is steep, some climbers will not go on the will turn back before they really get started. But you did not turn back. I can assure you that the fun you experienced on the Wolf trail awaits you on the Bear trail. The real mountaineer will take a moment to rest at each plateau he reaches, but you should not.

(continued)

"Mountain" continued

Earn some Arrow points and then begin your ascent toward the Bear trail. In commemoration of your having reached the Wolf Rank, remove your badge from the mountain and place your climber on the Wolf Plateau of Cub Scout Mountain. (Cubmaster shakes hands with each boy as they move the marker and remove the new rank.)

Will the following climbers who have reached the BEAR Plateau come forward with your parents at this time. (read list.)

You have come a long distance - you are over half way up Cub Scout Mountain and the top is now in sight. You have come a long way and it would be foolish to turn back now and not go all the way to the top and earn the Arrow of Light. You will continue to experience the fun that you had along the Wolf and Bear trails, but it will be a different fun because Webelos will be a new and different experience. Also, you should not rest at the Bear Plateau, but instead earn some arrow points before you begin the Webelos Trail. In commemoration of your reaching the Bear Rank - remove your badge from Cub Scout Mountain and place your climber on the Bear Plateau. (Cubmaster will shake hands with each boy as he finishes.)

The following climbers in our pack are on the Webelos Trail and the fun they have experienced and the things they have learned have resulted in them earning activity badges. Will the following climbers please come forward. (Read names and the names of the activity badges earned.)

Each step along this trail brings you closer to the top and I am confident each of you will reach the top. To commemorate your travels along the Webelos Trail, remove your badges from the mountain and place your climber in its place. (Cubmaster shakes hands with each recipient as he finishes.)

CUBMASTER: Will the following climbers and their parents come forward as your names are read. (Read names of boys earning Webelos Badges.)

We do not have a plateau on our mountain for the Webelos Rank because, unlike the other ranks you have achieved, the requirements for this badge are identical to some of those required for the Arrow of Light. This rank is but a milestone along the trail and you, more than ever before, cannot rest here, but must press ever forward because the top is very close in sight for you. To fail now is unthinkable. However, I have great faith in you and am sure you will not fail and will reach the top. To commemorate your travels along the Webelos trail, remove your badge from the mountain and place your climber in its place. (Cubmaster will shake hands with each boy.)

(continued)

Finally, it is time to honor those climbers who reached the top- those climbers who have earned Cub Scouting's Arrow of Light Award. Not only is this Cub Scouting's highest award, but also it is the only badge that can be taken into Boy Scouting and worn on the Scout uniform.

In actual mountain climbing, many climbers will set out, but only the strongest, mentally and physically, will finish and reach the summit. Will the following successful climbers and their parents please come forward. (Read the list of recipients.)

You are to be congratulated for you have reached the summit and conquered Cub Scout Mountain. You are now among the strongest climbers in our pack. Your travel to the summit along the Cub Scout Trail has prepared you well for the master's privilege to present the Arrow of Light award and you should be very proud of yourself.

To commemorate this occasion - this reaching the Cub Scout summit - it is my great honor to make this presentation. Go now and remove your Arrow of Light Badge from the mountain and place your climber with your name at the top of Cub Scout Mountain. (Cubmaster shakes each boy's hand as he finished the exchange. Congratulations to the parents also.)

Cubmaster: Tonight, Cubs, Leaders, and family members, we have seen boys go up the Cub Scout Trail as successful hikers. It is not an easy climb, nor was it without fun along the way. It has been a learning experience and each Cub Scout honored here this evening has earned that honor by "doing his best." Congratulations to the boy and to his family members for their assistance and guidance as he has made this trek. No boy can make this journey alone, and he is a stronger person for having made it at all.

AMERICA (Opening)

Who: 7 Cub Scouts and 2 color guards for flag on stage or at the front.
What: U.S. Flag, pack flag, stands. A-M-E-R-I-C-A should be cut from cardboard or painted on cards (some red, some white, and some blue.)
How: As each Cub Scout recites his line, his letter is held or tacked up to spell our "AMERICA".

1st Cub: "A" is for all people in our land.
2nd Cub: "M" is for men who helped build, so grand.
3rd Cub: "E" stands for equality of race, color and creed.
4th Cub: "R" is respect for all people's need.
5th Cub: "I" is for ideas - new ways to know your neighbor.
6th Cub: "C" stands for caring and sharing in labor.
7th Cub: "A" is the allegiance we should feel for our land.
ALL (together): Let us now stand and pledge it with heart and with hand. (Denner leads the Pledge of Allegiance.)

BEAUTIFUL AMERICA
(Closing Ceremony)

Arrangement: 7 boys line up on stage, side by side. Each holds a card with one of these letters printed on it A-M-E-R-I-C-A. As his turn comes, he holds up his card and says his lines.

A = America abounds in beautiful sights,

M = Making it beautiful is one of our rights,

E = Each of us is proud of our U.S.A.

R = Rolling hills and lakes in which we can play.

I = Instead of littering and spoiling our land,

C = Crusade to keep America beautiful and grand,

A = And then we can always be proud of our land.

TIGER CUB GRADUATION CEREMONY

Materials required: 9 candles (8 for the bridge, 1 to light from), Ceremonial Bridge.

Request lights to be turned off.

CUBMASTER: At this time we would like for all Tiger Cubs to come forward and stand in front of the bridge for their induction into Cub Scouts. It is my privilege as Cubmaster of Pack___ to formally invest you Tiger Cubs into the pack. I would like to pass this burning candle, which represents the Spirit of Scouting to (name) who will assist me.

Tiger Cubs, before you is the first of many bridges along the Scouting trail that lies ahead of you. As you can see, the bridge is dark and must be made brighter before crossing. With the help of our candle, we will try to light that bridge. There are many benefits to be gained from belonging to Cub Scouts. You will learn a great deal and have a chance to help others. You will be rewarded for your efforts and have a great deal of fun along the way.

(continued)

(continued)

In your daily lives, you will be expected to use the Cub Scout promise as you guide. (_____)lights the 3 candles representing the 3 parts of the Promise.) Would all Scouts and leaders please stand and give the Cub Scout Sign. Tiger Cubs, give the Scout Sign and repeat after me, using your own name, the Cub Scout Promise.

ALL LEADERS AND CUB SCOUTS, ALONG WITH TIGER CUBS
I, _____ promise to do my best
to do my duty to God and my Country
to help other people and
to obey the Law of the Pack.

CUBMASTER:

Scouts and leaders may be seated.

The Cub Scout Motto is **Do Your Best.** This means to do your best in all that you do whether it is at home, school, church, or Scouts. (_____lights the candle representing Scout Motto.)

As Cub Scouts, you will be expected to know and obey the law of the Pack. (_____lights the 4 candles for the Law of the Pack).

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

As you can see, as we lit each of the candles representing the Promise, Motto, and Law of the Pack, the bridge to scouting has become much brighter and easier to pass over just as your lives will be much brighter if you live by these principles.

As I call each of your names, cross over the bridge to be greeted by your Den Leaders who will present you with your Cub Scout neckerchief and Wolf book. Parents please join your son as I call his name.

(Cubmaster reads names and one at a time they cross the bridge. After all boys have crossed and received their scarf and book, the ceremony proceeds.)

Parents play a very important role in Cub Scouting. You will also be Akela and work with your son on his achievements and electives. You will find that, by working with your sons, you will become a closer family. Your son needs you. Congratulations and Good Scouting.

CEREMONIES

OPENING CEREMONY

Arrangement: Boys in costume form parade outside room. Den Chief is at head of parade, carrying pack flag. On signal they enter room and parade around audience. After going around the room once, they take their seats as the pack flag is posted. American flag is already posted on stage.

CUBMASTER: Ladies and gentlemen and children of all ages. Tonight you will see Circus stars in a performance of unparalleled magnificence. The most startling and unusual features ever assembled from the far corners of the civilized globe, in a super-spectacle with all the color of Hindustan and the majesty of the Grand Canyon. A gigantic presentation unrivaled on any stage or circus ring. And here they are, the Pack ___ circus!

(Parade enters, marches around room with circus or calliope music in background. After they are seated, the music is switched to the Star Spangled Banner and audience stands. After national anthem, a Cub Scout leads audience in Pledge of Allegiance.)

CLOSING CEREMONY

CUBMASTER: Ladies and gentlemen, you have just witnessed the greatest of all shows in the world today. The circus is for children of all ages, from eight to eighty. For your pleasure we have presented the most wonderful and remarkable living animals, daring feats of skill and intelligence, a stupendous aggregation of wild beasts, in short, the most unique and hair-raising performance ever presented before an audience. In just one ring we have presented a wonderful collection of animals and performers which we have gathered from all parts of the world in a super spectacular, a preponderous performance unlike any you have ever seen before. We will ask you to remain in your seats while the wilds animals leave. That's all of our show. Good night, folks.



ADVANCEMENT CEREMONY

CUBMASTER: (Dressed as Ringmaster)

Ladies and Gentlemen, you are about to see a Parade of Achievements like you have never seen before! For our first act tonight we have trained Bobcats and their trainers (parents). They will be in the center ring and will perform for us showing what feats they have mastered. (Bobcats and parents come forward and go through Bobcat requirements with Cubmaster. Badges are presented.) Notice how these Bobcats have been trained well by their trainers. Let's have a fine round of applause for this fine act we have just seen performed before our very eyes!

And now we have for our second colossal act of achievement this evening, a fine trained Wolf act. The Wolves in this act are: (read boys' names receiving Wolf badge or arrow points under Wolf Badge) Here come those Wolf Cubs and their trainers into our center ring! (Boys and parents come forward) (Go through similar type of circus talk to cover some of Wolf requirements)

(Handle Bear badges and arrow points in same manner as Wolf.)

And now ladies and gentlemen, we have a stupendous act which takes much skill and requires work and patience as these young men climb to great heights...in fact, to the very top ion the Cub Scout Parade of Achievements. Let's all watch breathlessly as we give special honors in a ceremony which will demonstrate to you what heights these boys have climbed with the help of their trainers along the way. It is a privilege to introduce you to the participants in this outstanding feat. (Call boys, Webelos Leader and parents forward) (Present activity badges with appropriate flowery language pertaining to each badge.)

And now for the stars of our show...the young men who have completed the requirements for the Arrow of Light...the highest award in Cub Scouting. In order to qualify for this award, these young men have shown superior knowledge about Scouting, citizenship and emergency first aid. As these stars step into our center ring let's give them a roaring round of applause. (Read names.)

We have presented for you one of the most exciting, most stupendous shows in the history of Cub Scouting. The young men you have seen before you have attained the heights of achievement...an amazing array of ability and stupendous skill...an extravaganza extraordinary!

OPENING CEREMONY

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

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

CLOSING THOUGHT

CUBMASTER:

Cub Scouts, I hold in my hand a pocketknife. This is a valuable tool because it can be used for many useful things. It is a dependable tool as long as the blade is kept sharp and free from rust and the working parts are in good condition. But, if it is neglected and becomes dull and rusty, it can be a dangerous tool. The same principle applies to us. We have a body, which when kept in good condition, will serve us well. Built if we fail to take care of ourselves, we can become rusty and dull like a neglected pocket knife. Do your best to keep fit!



CUBBING IS.....

...KEEPING
PHYSICALLY FIT.

ADVANCEMENT CEREMONY

CUBMASTER:

Just as all sports played in the great outdoors are a challenge to each individual competitor, so the Cub Scout trail is a challenge to each individual Scout. Professional athletes and Olympic competitors don't just become great overnight. It takes years of practice and dedication to achieve success.

This is also true in Cub Scouting. A boy does not join a pack and then immediately receive the Arrow of Light. A boy joins a pack and begins to grow. First he must learn the Cub Scout Promise, the Law of the Pack, the Motto, the meaning of Webelos, the salute, the sign and the handshake...and so earn the rank of Bobcat.

As he continues his growth, the challenges become more difficult but he overcomes the difficulties and reaches toward the Wolf, Bear and Webelos ranks. If he is able to maintain his dedication and hard work, he will reach the top just like the Olympic champion.

Today, our pack has several boys who are maintaining that dedication and Cub Scout spirit and are ready for their next rank advancement. Will (name) and their parents please come forward?



CEREMONIES

OPENING

1st Boy: (as fire is lighted) The early cavemen used the fire to protect themselves from wild beasts and to warm their bodies.

2nd Boy: In ancient times the Phoenicians used fire on mountaintops or high pillars as beacons for their ships.

3rd Boy: The American Indian used fire to hollow logs for his canoes, to fire pottery, and for ceremonial purposes.

4th Boy: The pioneer used fire to forge rims for his wagon wheels. The silhouette of the village smithy against his fire was a common sight in early America.

5th Boy: The cowboys of the old west sat around the campfire with a pot of coffee and beans. Their entertainment was the signing of ballads of the trail, accompanied by guitar or harmonica.

6th Boy: Fire today makes the wheels of commerce and industry run. In essence, fire has put men on the moon.

7th Boy: Fire is the universal symbol of Scout camping. The fellowship around the campfire is one of the most lasting memories in the life of a Scout. In just a few months, our Webelos Scouts will have an opportunity to participate in a Scout campfire. All Cub Scouts have this to look forward to. If every Scout troop in the world had a campfire such as this tonight, the glow would light the world with a new hope for mankind.

CLOSING

Give each person a sprig of dried cedar, pine, juniper, etc. If using an artificial campfire indoors, use toothpicks.

The light from hundreds of campfires around the world have brightened the Cub Scout spirit for many years. Tonight, we have enjoyed the warmth and cheerfulness of our campfire as one Cub Scout pack family. As the campfire dims, its glowing embers are reminders of the fun and fellowship we have shared. I ask that you now slowly walk past our campfire in silence...throw your twig upon the embers... and think of what Cub Scouting means to you. Then please leave our council ring, remaining silent. Goodnight.

ADVANCEMENTS

Setting: All Cub Scouts and parents sit in a large circle around the campfire.

Personnel: Cubmaster is dressed in an Indian Chief; an adult is dressed as a medicine man, and another adult is dressed as an old fur trader with saddle bags. Medicine man and Indian Chief sit by the campfire.

MEDICINE MAN: There are several braves here tonight who have worked hard since we last met, and have earned awards for their efforts. I sent an order to the trading post last week and it should be here by now. I don't know what happened, but they have not arrived. I fear we will have to wait until next month. Heap big sorry!

FUR TRADER: (looking wild, woolly, and hurried, approaches campfire carrying saddle bags) Is this the Cub Scout pack___ campfire?

CUBMASTER: Yes, it is. Who are you?

MEDICINE MAN: I'm heap glad to see you.

FUR TRADER: Well, I hope you're ready to trade.

MEDICINE MAN: Hmmmm, I have 3 blue beads for (name) who has earned the Bobcat rank.

FUR TRADER: Good enough. Where is the varmit?

CUBMASTER: Will (name) and his parents please step forward? Congratulations on your hard work!

MEDICINE MAN: I have 3 red feathers for (name) who has earned the Wolf rank.

FUR TRADER: Good deal!

CUBMASTER: Will (name) and his parents please step forward?

(continue presenting awards in similar manner)

CUBMASTER: (to fur trader) Thanks for getting here on time with all our awards. The boys really appreciate it.

MEDICINE MAN: Ugh!

FUR TRADER: My pleasure son. Now I gotta be gettin' along. So long! (He exits)

DANIEL BOONE ADVANCEMENT

Arrangement: Assistant Cubmaster is dressed in Daniel Boone costume complete with wooden rubber band gun. Cubmaster is in uniform.

Daniel: Howdy, folks! My name is Daniel Boone. I understand this is a good place to get me a mess of Bobcats.

Cubmaster: You must be a stranger around here. This is a Cub Scout meeting, and the only Bobcats around here are the Cubs who have earned the Bobcat badge. Would the following Cub Scouts and their parents please come forward.

(Cubmaster relates story of Bobcat badge, how Bobcat's are so fierce and mean that the badge can't be turned upside down, so the boy must be turned upside down. Daniel could comment about that sounding like a tall tale to him! Cubmaster presents badges and pins to families and they return to their seats.)

Daniel: Well, that was very interesting, but you must have that pack of Wolves I was told about.

Cubmaster: No, Mr. Boone, our Wolves are the Cub Scouts who have climbed the trail of Scouting to the next advancement rank. (Cubmaster calls forward boys and parents to receive Wolf rank and presents badges.)

Daniel: Very impressive! But I don't see nary a single bear out there. (Shades eyes and looks into audience.)

Cubmaster: Our bears are a year older and wiser than our Wolves. They have learned to take care of knives and tools, learned how to tie knots, and even learned about you, Mr. Boone.
(Cubmaster calls forward Bear recipients and their parents and presents badges.)

Cubmaster: Would you like to see our Webelos get their awards?

Daniel: What in tarnation is a Webelos?
(prompt boys in advance to yell "We'll be loyal Scouts!")

Daniel: Now, that I understand, I'm a loyal TRAIL Scout, too.

Cubmaster: Webelos Scouts have learned about our government, know the rules of outdoor fire safety and have slept under the stars.
(Cubmaster presents activity pins and Webelos badges.)

Daniel: Well now, Cub Scouting sounds like a mighty fine way to raise up a young'un. Wish we had Cub Scouts when I was a lad. So long, now.

OPENING CEREMONY

(A simple opening ceremony for the first meeting of the year.)

No scenery is required for this program. There are no costumes, unless the sponsoring institution has a uniform. The verses may be said by individual Cub Scouts or by dens as a whole. Have the performers line up on stage. Let each Cub Scout or den step forward as he gives his verse. The final two verses have the Cub Scouts point at the audience on the last line.

1st Cub : Another year is starting,
And we'd like to welcome you.
And tell you what our purpose is,
And what we hope to do.

2nd Cub: Pack _____ is a group of Cub Scouts;
It helps us grow up strong.
And teaches us to do what's right
And fight against what's wrong.

3rd Cub: It shows us how much we can do,
If we work as a team;
Then we'll have fun and jobs won't be
As hard as they first seem.

4th Cub: We'll go on hikes and field trips,
To learn of nature's wonders,
So we'll respect her when we're grown
And not make any blunders.

5th Cub: And we'll be shown in many ways
That each man is our brother;
And we will see the joy there is
In helping one another.

6th Cub: We'll learn to be good citizens
And, hopefully, we'll see -
That laws are made for all the men
So each man can be free.

ALL: To do all this, Pack _____ needs
Good leaders - this is true -
That means we need the help of all
Of you - and You - and YOU!!

ALL: And now, to start the year off right,
In a good and proper manner,
We'd like you all to rise and sing
Our own "Star Spangled Banner."

CARS, CARS, CARS
(Opening or Closing)

Arrangement: Narrator reads the lines below while 6 Cub Scouts, one by one, come on stage, carrying cardboard models of the cars they represent...or large posters showing pictures of the cars.

NARRATOR: The favorite transportation in America, we feel,
Is Henry Ford's invention, the automobile.
We all have our favorites, that you will know
As we show you our cars...now on with the show!

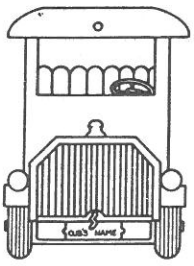
TOYOTA: I'm a Toyota, oh so small,
Wind me up and I can crawl,
Drive me out to the end of town
Then pick me up and turn me around.



CADILLAC: I'm a shiny Cadillac
Driving to the store and back,
I can purr so quietly,
You can sleep while riding in me.

V.W.: I'm a little V.W. Bug,
So lovable.. just give me a hug;
Drive me up the hill so slow,
Then down the other side I'll go.

DODGE: I'm a Dodge with lots of class,
Built for many a lad and lass;
I can go most any place,
And I hold my own in any race.



OLDSMOBILE: The merry Oldsmobile I'm called,
With all the latest, I'm installed;
Shiny things are here and there,
So you can drive me anywhere.

CHEVROLET: I'm a Chevy, plain and neat,
I have a very comfy seat,
I'll perform for all who ask,
Doing every little task.

Adapted from Torrey Pines
Pow Wow Book

**IT'S MORE IMPORTANT TO KNOW WHERE YOU'RE GOING,
THAN TO GET THERE QUICKLY.....**

CLOSING CEREMONY

Arrangement: This can be a closing ceremony performed by Cub Scouts holding large cardboard cutouts as they read their lines off the back of the cutouts. Or, large posters with the lines printed on them can be displayed around the room instead of the closing ceremony.

1st Cub: (Holding train engine)
When engineering a project, keep on the right track,
This way you never will be caught slack.

2nd Cub: (holding canoe)
As the wise old Indian would say to you, learn to paddle your own canoe._

3rd Cub: (holding covered wagon)
The covered wagon served folks well in its day,
But don't get in a rut - you won't go far that way.

4th Cub: (holding plane cutout)
To guide your life, like a good pilot you'll find
It's important to keep an open mind.

5th Cub: (holding car)
If spinning your wheels causes a terrible rumbling,
You may not be moving, but just sitting there grumbling.

6th Cub: (holding space ship)
Just as an astronaut flies into space,
With alot of determination, you can go anyplace.

(Cub Scouts prop cutouts against back wall and join hands in the Living Circle while the Den Chief reads the following:)

Just like the cars in a train, we're joined together as one;
We do our best to help the pack go, while having Cub Scout fun
And when it's time to part and each take a separate trail,
We'll do our best for God and Country - in that we will not fail.
We remember our Cub Scout Promise in everything we do,
Won't you all please join us as we pledge ourselves anew.
(leads boys and audience in Cub Scout Promise)

adapted from idea by Joyce Newell

ADVANCEMENT CEREMONY

Personnel: Cubmaster, Den Chief
Equipment: Racetrack Ceremony Board (instructions follow); flashlight, badges pinned in small cutouts (racing car for Bobcats, green flags for Wolf badges or Arrow points, red flags for Bear badges or Arrow points, white flags for Webelos activity badges, checkered flags for Arrow of Light Awards.)
Setting: Room is darkened. Den Chief stands with flashlight behind ceremony board. At the appropriate time, he illuminates the proper cut-out with flashlight. Cubmaster reads script.

CUBMASTER: In an auto race, drivers must advance in position. Tonight we have a special way to honor our racing drivers who have advanced in Cub Scout rank.

The first step in any race is to establish a qualifying time. Tonight we have some new Bobcats who have qualified as drivers on our Cub Scout advancement track. (Den chief illuminates racing car cutout.) Will the following boys and their parents come forward. (Cubmaster reads names of new Bobcats - and continues with their induction using any of the induction ceremonies.)

The green flag symbolizes those drivers who have qualified for a Wolf position on our advancement track. Will the following boys come forward. (Name boys who have earned Wolf badge or arrow points: Den Chief illuminates green flag.) Because your parents were helping you and cheering for you, we would like them to come forward and present the badge to you.

The red flag indicates that a driver is more experienced and skillful in handling his car and is moving up among the track leaders. Will the following boys come forward to receive their Bear badges and arrow points. (He calls names.) Just as pit mechanics help drivers to refuel and change parts, so your parents have helped you. Will the parents come forward to share in the honor. (Parents present badges.)

The white flag tells us that the driver has but one lap to go to reach the checkered flag - The Arrow of Light. He has learned to manage the turns, jams, and upsets. Will the following Webelos Scouts come forward to receive activity badges. (Read names.) Many a driver wins because of the support given by his pit crew. Your parents have helped you in earning these badges, and your Webelos Leader has been an important part, too. Will your folks come forward. (Webelos Leader presents activity badges.)

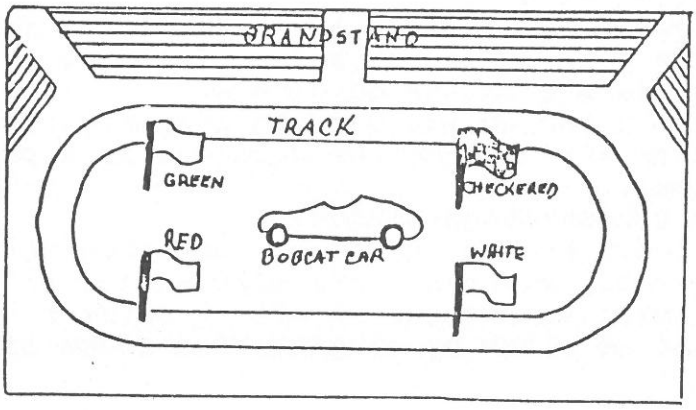
(continued)

(continued)

The checkered flag announces the end of the race. It shows that the driver has reached the goal and has won the right to go on to bigger races - the Indianapolis 500 -which is Scouting. Will the following boys come forward to receive the highest track award, the Arrow of Light. (Den Chief illuminates checkered flag, Cubmaster presents Arrow of Light.) This is the only badge in Cub Scouting which may be worn on the Scout uniform. May I introduce your new Scoutmaster, (name) of Scout Troop (number). We would like for your parents to come forward also, since they have helped you be square and game and have traveled the track of Cub Scouting with you. (Congratulations all around.)

RACETRACK CEREMONY BOARD

Cardboard or plywood rectangle



Flags and car are cut out and backed with cellophane of the proper color. Flashlight illuminates cut outs at proper time.

An Opening

OUTDOOR CODE -- RESPONSIVE READING

Personnel: Leader in uniform, song leader, pack members.
Equipment: The U.S. Flag, and copy of the Outdoor Code for all in attendance.
Procedure: The leader emphasizes the importance of right attitudes toward the natural resources of our country. The leader then uses the Outdoor Code as a responsive reading, with the pack giving the response. All sing "God Bless America" as the flag is held aloft.

LEADER: As an American, I will do by best to be clean in my outdoor manners-
PACK: I will treat the outdoors as a heritage to me improved for our greater enjoyment. I will keep my trash and garbage out of America's waters, fields, woods,and roadways.
LEADER: Be careful with fire.
PACK: I will prevent wildfire. I will build my fire in a safe place and be sure it is out before I leave.
LEADER: Be considerate in the outdoors-
PACK: I will treat public and private property with respect. I will remember that use of the outdoors is a privilege I can lose by abuse.
LEADER: And be conservation-minded.
PACK: I will learn how to practice good conservation of soil, waters, forests, minerals, grasslands, and wildlife; I will urge sportsmanlike methods in all my outdoor activities.
SONG LEADER: Let us close by singing "God Bless America".

CONSERVATION - Closing

Ask the audience to join in singing the first stanza of "America." Then ask the parents to hum another stanza of the song as all Cub Scouts read in unison the Conservation Pledge from a large chart.

CONSERVATION PLEDGE-

I give my pledge as an American to save and faithfully protect the natural resources of my country, its soil, and minerals, its forests, waters, and wildlife.

CEREMONIES

Opening Ceremony

Props: Placecards spelling OKLAHOMA

O is for obedience to the Cub Scout Law.
K is for kindness shown to others.
L is for loyalty to country and families
A is for all people in our land.
H is for honesty to others and ourselves.
O is our Cub Scout Oath.
M is the mighty men who built our country so great.
A is for allegiance we should feel for our flag and country.

Let us now stand and pledge it with heart and hand. (All stand for pledge of allegiance to the flag.)

CLOSING CEREMONY

Props: Placecards spelling TULSA

T stands for the Scouts ideals of being trustworthy and truthful, and also for my hometown nickname - T town.
U is for unity. Standing as one, but working together.
L is for loyalty. Being loyal to our pack, country, family and friends.
S stands for service to others. To stand firmly on the scouting trail.
A stands for Akela, who leads us patiently over the scouting trail towards our advancement goals.



ADVANCEMENT CEREMONY

Our town is just one of thousands of towns in our great country. There are many other towns similar to ours in size and population, but each one is unique. Just as towns are similar, yet different, each one of our Cub Scouts is similar, but different. Although each is different, every Scout has one thing in common, each does his best by following the Cub Scout Motto.

Tonight, we would like to recognize some of our Scouts who have earned awards and rank advancements by doing their best.

When we think of things that we do in our town, one of the first things that comes to mind is going to school. Just as we study and learn new things in school, the following boys have learned the requirements to become a Bobcat in our Pack. Will(names) and their parents please come forward.

One way we all have fun in our town is to go to the amusement park. Our boys who have been working on the achievements for the Wolf rank have found that working can be fun, too. (names) have completed the achievements. We would like them to come forward with their parents to receive their advancement.

Visiting our town's museums is an interesting way to spend our time. Learning about our past can help us live today. Using things that they have learned from the past, (names) have continued to conquer more difficult challenges. They have completed the achievements for the Bear Rank. We would like them to come forward with their parents to be recognized.

Our town is always growing older, but is also grows stronger, better and larger. Boys also age and grow. (Names) have reached the age of ten. I would like our Webelos Leader to come forward and welcome these boys and their parents into his den.

Any time we ride around our town, we see new building under construction. It seems like there is just no end to it. Well, there probably isn't an end and our town is going to continue to grow. Our Webelos Scouts are continuing to grow too. Earning Activity Badges is one way we grow in knowledge and ability. Their bodies and minds are always under construction. Will the following Webelos Scouts please come forward to receive their activity badges. (names)

One thing our town is lucky to have is professional sports. We have baseball, football, soccer, hockey and others. Not everyone can be a professional player...only those who do their best with constant practice and a lot of ambition. In our pack, we have a similar thing. Only those boys with the ambition to do their best can obtain the highest rank in Cub Scouting...The Arrow of Light. Just like our town's professionals, (names) have worked very hard and have achieved this high goal. Please come forward with your parents to be recognized for this accomplishment.

Our town is a very beautiful and successful place to live. With continued good planning and hard work, it will be better each day. Our Cub Scouts can also become better young men with successful and happy lives as long as they do their best while growing up. We are very proud of the boys we have recognized tonight and look forward to all Scouts coming forward in the months ahead.

OPENING CEREMONY

Arrangement: Any number of boys can be used. All wear costumes. They come on stage, one at a time, and speak their lines. Adjust the lines below to fit your number of boys and their type costumes.

NARRATOR: Won't you come and join us in the Land of Make Believe? Just use imagination and see what you can see:
1ST BOY: I am a daring Astronaut..I like to fly in space, My rocketship will take me to the most unusual place.
2ND BOY: I am a racing driver..I always like to win, I always put my helmet on before the race begins.
3RD BOY: I am a pirate brave and bold..I sail the seven seas, I make landlubbers walk the plank and don't listen to their pleas.
4TH BOY: I am the scariest monster that you have ever seen, I frighten little children, and make the women scream.
5TH BOY: I am a walking robot. I am so very smart, I'll answer all your questions..but I don't have a heart.
6TH BOY: My shining armor and my sword show that I'm a knight, And when a dragon comes around, I'm ready for a fight.
7TH BOY: I'm a famous Indian Chief; I'm fierce, but I am fair, I even let my Indian braves grow the longest hair.
8TH BOY: I am a ghost..a real live ghost; you don't believe, you say? Then when I see you an a real dark night, please don't run away.
9TH BOY: I am the headless horseman, straight from the legend old, But I carry my head along with me, in case my neck gets cold.
10TH BOY: I'm Rip Van Winkle. I have a long, long beard; I slept so long it grew that way. Some folks think I'm weird.

CLOSING THOUGHT

Cub Scouting helps channel a boy's imagination. He doesn't just play that he's a pirate. He is a buccaneer sailing under the Jolly Roger. He is a brave knight riding forth to slay the dragon. He is the first man on Mars. He is!! Imagination is a wonderful thing, and the Land of Make Believe is a place that everyone likes to visit from time to time....no matter how old you are. Being able to "make-believe" sometimes, makes real life a little more pleasant.

PACK CLOSING

Lord Baden-Powell's Farewell Message

This letter was found among Baden-Powell's papers after his death January 8, 1941.

Dear Scouts,

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

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

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

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

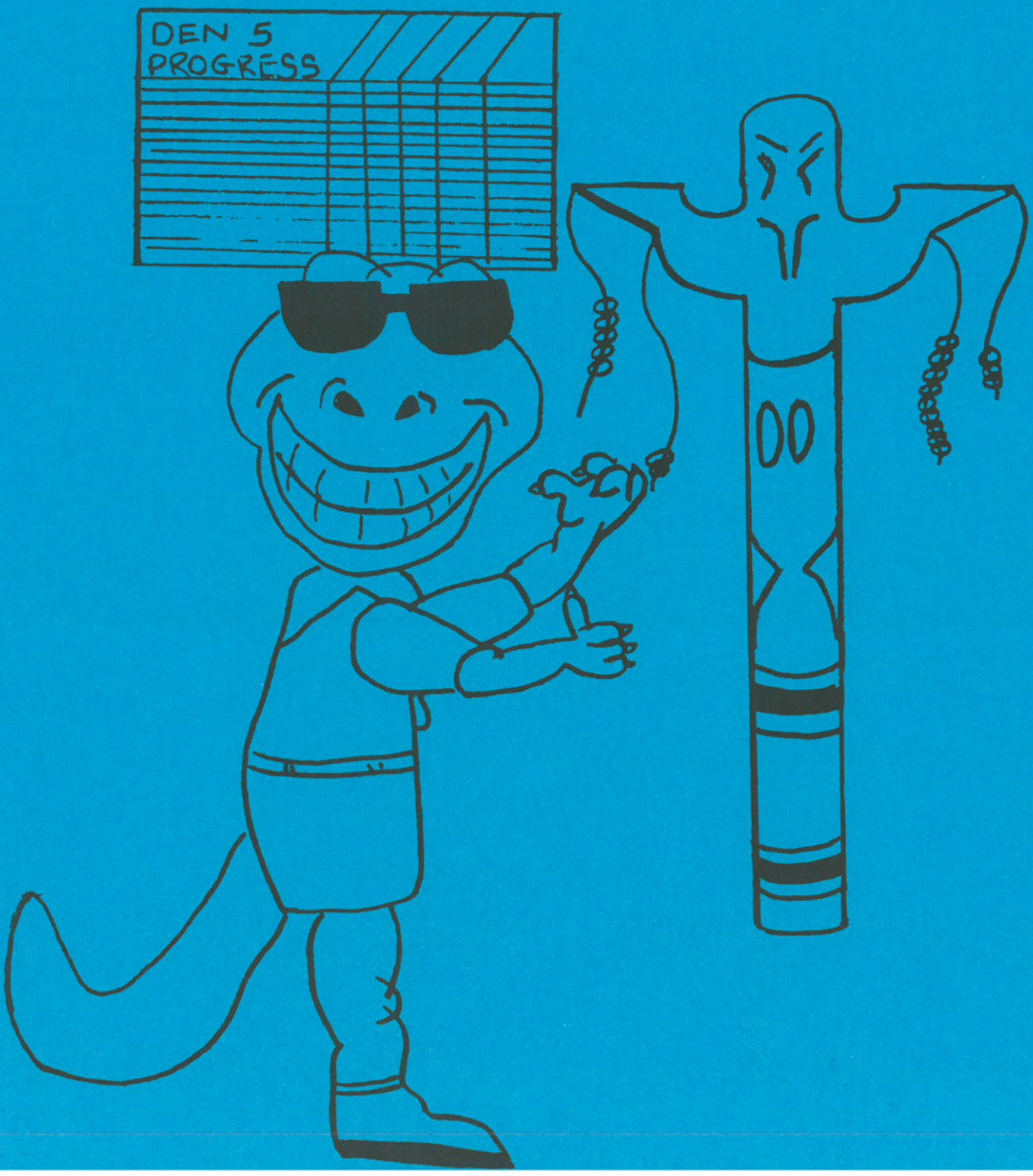
Nature study will show you how full of beautiful and wonderful things God has made the world for you to enjoy. Be contented with what you have got and make the best of it. Look on the bright side of things instead of the gloomy one.

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

Your friend,

Baden-Powell




DEN 5
PROGRESS

CEREMONIES

Two questions are frequently asked by new Cub Scout leaders;

Why have ceremonies?
What real difference do they make?

Before trying to answer these questions, let's consider one rather sad fact -- very few boys who join Cub Scout packs receive the Eagle Scout rank in Boy Scouts. The next obvious question is, "Why?". The simple answer is, "They drop out."

Our primary goal as Cub Scout leaders is to provide a quality program. Indeed, if we are doing the job, boys will have fun; and if they have fun, they will not drop out. We must keep our pack meetings and activities challenging, interesting, and fun. Talk to an adult who received his Eagle rank as a boy and ask him to relate some of his most memorable experiences. Chances are, one thing that will be mentioned is the time he received his Wolf, Bear, Arrow of Light, etc. A meaningful, memorable ceremony just may have had an important role in his scouting experience.

So, why ceremonies? To recognize achievement at all levels of scouting. What difference do they make? The memory of being recognized for something well done, and the anticipation of another recognition later on, can have a dramatic influence - not only on the boy being recognized, but also on all others who witness it. A good ceremony can keep the drop-out rate down. In addition to doing a good job in the pack, ask around to find out what Boy Scout troops conduct outstanding Eagle ceremonies. Ask the Scoutmaster if your boys can attend. You may just happen to receive some "pay checks" in a few years when you get an invitation to attend an Eagle Scout ceremony for one of your past Cub Scouts.

Ceremonies come in all shapes and sizes. They don't have to be elaborate or expensive; but they must be more than just an announcement and a handshake. Some of the attributes of a good ceremony are using words that boys understand, the use of props, setting a mood, wearing costumes, following the monthly themes, etc., etc..

You will find opening, closing, and advancement ceremonies for each month's theme and a few ideas for some ceremonies that are not theme related, but may be used anytime the circumstances warrant.

CEREMONIAL PROPS

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

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

BLUE and GOLD TABLECLOTH - This will add color to your head table which holds the badges and other ceremonial equipment. Make tablecloth to fit from yellow fabric, and trim with blue binding. Use washable fabric for easy care.

ELECTRIC CANDLES - These can be made from discarded electric candle-type Christmas wreaths. Run the wiring through a piece of conduct or heavy cardboard tubing for the candle part. Cover with blue or gold foil gift wrap. Posters of the various ranks can be placed on a small easel between the candles on your head table. Change the posters to correspond with the rank being awarded.

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

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

BRIDGE - A bridge can be built from scrap lumber, dowling for poles and white rope to string along the top. Graduating Cubs Scouts look forward to crossing the bridge to be met by the Scoutmaster of the troop they have chosen to join. It is a good idea to build the bridge so that the poles can be removed for storage.

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

COSTUMES - It is effective for the Cubmaster to wear a costume fitting the monthly theme. You won't want to do this every month, of course, but on special occasions such as Christmas, or themes such as Mardi Gras and Under the Big Top. Cub Scouts will enjoy receiving their awards from Santa Claus or an old witch or a clown.

ARTIFICIALLY ILLUMINATED COUNCIL FIRE

Cub Scout ceremonies are more dramatic when centered around an illuminated council fire in a darkened room. The effects can be very realistic. Your den or pack may wish to undertake this project.

MATERIALS:

Birch logs
Aluminum foil
A few wood dowels
8" dia. cardboard carton
3/4" X 7 3/4" dia. wood disc
10' length lamp cord & plug
2 1/2" & 3" finishing nails
2" X 16" shingle pieces
A surface electric outlet
Light bulb

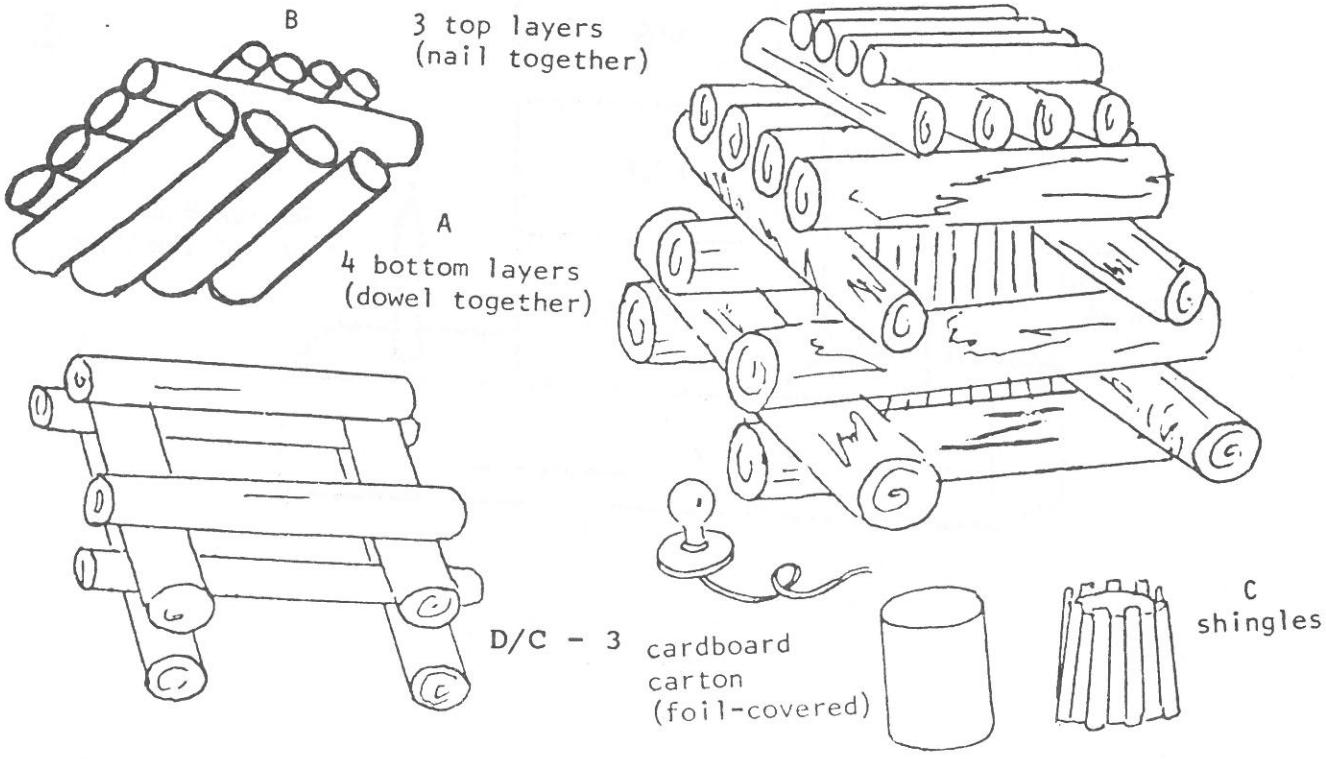
INSTRUCTIONS:

Log lengths and diameters are not critical, but the pile should taper in thickness and length. Build the fire so logs can be dismantled for storage. The bottom four layers are doweled together (A). The top three layers are nailed together with finishing nails (B). The shingles used for the tinder effect are not fastened in place permanently, but placed tepee fashion around the container (C).

1. Assemble and wire the lamp base. Insert it in the cardboard carton which has been covered with aluminum foil.

2. Build the log pile, doweling the joints. To locate dowel centers, drive a small brad in the lower log, then press the upper log over the brad to mark the center; then bore holes.

3. Use a 60-100 watt red or orange bulb for illumination. A white bulb can be painted red or orange. The light will filter through the slots in the shingles.



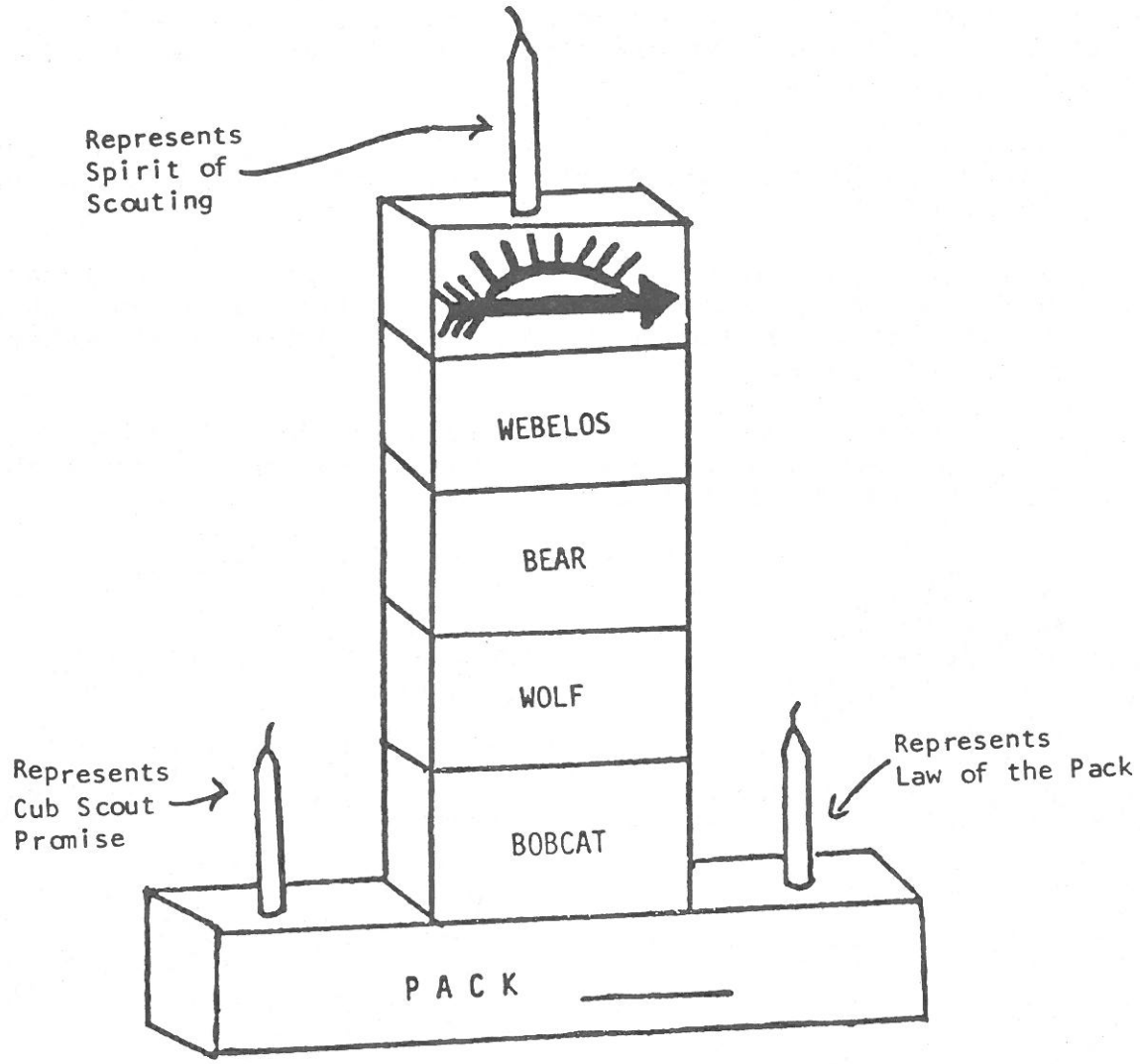
PACK CEREMONY TOTEM

MATERIAL NEEDED:

8 1/2 gallon or 1 gallon milk carton
8 Small flashlights
3 Candles

DIRECTIONS:

Cut out the words in the milk cartons and glue cartons together. Cut the backs of cartons so they may be opened to insert lights. Paint the totem flat black so it will remain almost invisible.



BOBCAT INDUCTION CEREMONY

PERSONNEL: Cubmaster, Den Leader, new Bobcat, and parents

CUBMASTER: Do we have any boys who desire to join our pack?

DEN LEADER: (Comes forward) Akela, I have a boy who has shown his desire to join our pack.

CUBMASTER: How has he shown his desire?

DEN LEADER: He has studied the Bobcat requirements and understands the purpose of Cub Scouting.

CUBMASTER: Does he come alone?

DEN LEADER: No, his parents wish to join the pack also.

CUBMASTER: Fine, bring him up. (Den Chief escorts new Bobcat and his parents to front.)

What is your name? (answer)

I understand you wish to become a member of our pack. (answer)

Do you know the Law of the Pack? (answer)

Are you prepared to try to follow the Cub Scout ideals and obey the Law? (answer)

Are you prepared to work hard and to advance in rank? Are you willing to do your best? (answer)

Good. You are about to start on the Cub Scout trail. Please repeat with me the Law of the Pack.

(addressing parents) Cub Scouting is a family program. Parents have certain responsibilities, too. They are expected to help their son advance in rank. They are expected to attend pack meetings with their son, and help at other times when called upon. Are you willing to do these things to help your son achieve the goals and fun that will be his in Cub Scouting? (answer)

(to boy and parents) You are all starting the Cub Scout trail which leads to the great game of Scouting. May each of you be happy in our pack. (shakes hands with parents and boy)

(pinning on Bobcat pin) I am pinning on this Bobcat pin upside down. After you have done your first good turn which is approved by your parents, you may turn it right side up. Welcome to our pack.

COMMITTEE CHAIRMAN INDUCTION

EQUIPMENT:

Gavel for new committee chairman, candles - one unlighted

SETTING:

A head table with lighted candles will add to the atmosphere. The unit commissioner, Cubmaster, or Scouting Coordinator can perform the induction.

NARRATOR:

What is leadership? It is a process by which a person influences others. In Cub Scouting, leadership is the ability to accomplish the Cub Scout program in an efficient and effective manner. As in most groups, our pack is evidence of the willingness of its members to work together. Working together is a give-and-take business, and the leader gives guidance and direction. The leader also lives up to the standards of the group. (Ask new committee chairman to come forward.)

The job of pack committee chairman is one of variety and responsibility. It touches on all the aspects of the Cub Scout program. The chairman has the final responsibility for the successful operation of the pack, working closely with the Cubmaster and other pack leaders. Often the chairman is a mediator, but most of the time a good listener. The chairman, like other pack leaders, must set a good example and lead the way for Cub Scouts to follow. A successful chairman will not ask of anyone something that he would not willingly do himself.

I would like to introduce_____, our new pack committee chairman.

(To chairman) Would you please repeat with me the Scout Oath:

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

These are meaningful words and they apply to all of us. They are words to which all Scouting leaders, to the best of their ability, should try to live.

As I turn over the chairman's gavel to you, I ask that you light this candle to symbolize the guiding light which you and the other leaders of Pack _____ must show for the boys to follow. Congratulations!

CUBMASTER INDUCTION

EQUIPMENT: Indian headdress for Old Chief Akela, artificial campfire, Indian blanket.

SETTING: Committee Chairman and new Cubmaster stands beside the campfire. Former Cubmaster as Old Chief Akela is out of sight.

CHAIRMAN: We are expecting a visit from Old Chief Akela of the tribe of the Webelos.

OLD AKELA: I am here to help you install a new chief. Are the elders of the tribe assembled?

CHAIRMAN: They are here, Akela.

OLD AKELA: Have they selected a new chief?

CHAIRMAN: They have, and he is here. (The new Cubmaster is brought before the old chief.)

OLD AKELA: You have been chosen to be the new chief of the tribe of the Webelos. Will you be loyal to the trust that has been placed in you by our committee, Cub Scouts, and parents?

NEW CUBMASTER: I will be loyal.

(Old chief puts his blanket on the shoulders of the new Cubmaster and a war bonnet on his head.)

OLD AKELA: I declare you to be Chief Akela, of the tribe of the Webelos of Pack _____ in the _____ council of the Boy Scouts of America. Do the young braves know the Law of the Pack?

NEW CUBMASTER: They do.

OLD AKELA: Then let them give the law.

ALL CUBS: (Repeat Law of the Pack.)

See Staging Den and Pack Ceremonies for other Cubmaster induction ceremonies.

LEADER INDUCTION CEREMONY

EQUIPMENT: 5 candles
Candle board with 2 holes in top & 3 holes in bottom.

COMMITTEE CHAIRMAN:

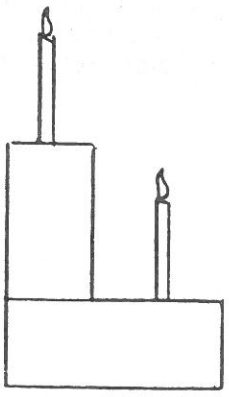
Before you is a ceremony board that has five candles on it. The top two, like the alert ears of a wolf, represent the two upright fingers of the Cub Scout sign. They mean to **obey**, and **to help other people.**

The three candles at the bottom represent the folded three fingers of our Cub Scout sign. These three fingers stand for the three secret letters in our Law F-H-G. These letters mean Follows, Helps, Gives. They also mean Fair, Happy, Games. And finally, they can remind us of something each Cub Scout respects, Freedom, Home, and God.

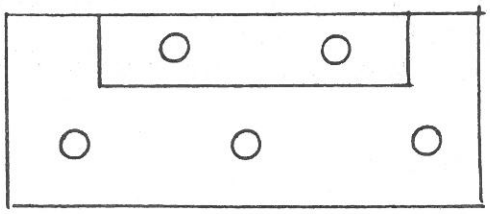
Will the new leaders please come forward? Please repeat after me:

> "I (name) promise to do my best, to help the Cub Scouts in my den and in my pack to do their best, to help other people, and to do their duty to God and their country, and to obey the Law of the Pack."

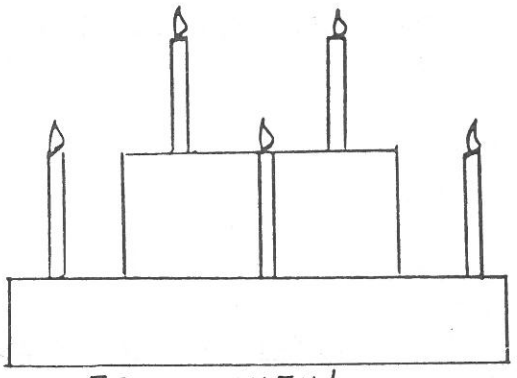
As chairman of this pack, I take pleasure in presenting to you your registration cards and personally welcome you into active leadership in Cub Scouting. May the days ahead be happy, game, fair.



SIDE VIEW



TOP VIEW



FRONT VIEW

DEN LEADER RECOGNITION

Materials: Appreciation certificate for each den leader and webelos den leader.

Cubmaster: There is something which parents sometimes overlook when they consider the possibility of serving as den and pack leaders. There are two very different types of homes. In one type, everything will always be just so. The furniture is not likely to be marred; there will be little shouting or noise except from the boy who lives in that house; and even his shouting will be subdued and experimental. His mother will seldom be troubled by the shouts of other boys, because it is not likely that they will come there. And unless something unusual happens, that is the type of home it will always be. As the children who live in it become young men and women, the rug will never be rolled up for social occasions. They will take their noise and laughter where it is better understood and more welcome.

But there's another type of home. This type attracts the friends of the children who live in it. They would rather bring their friends there than join them elsewhere. It is a home where children are welcome, where they learn to take care of the furniture rather than preserve it through lack of use. It's a home which later will attract young people.

It's true - the first type of house will be peaceful, because it will be empty. Too empty ... too peaceful ... too quiet.

But there are more wonderful things to be sought after in life than peace and quiet. And besides, if you live in the second type of home, it does not mean that all of your own personal comforts and pleasures must be sacrificed. Lasting satisfaction comes from the knowledge that, as each day goes by, you are guaranteeing your children's future memories of their home will be happy ones.

Most den leaders want the second type of home, and they have started to build now, because in a year or two it will be too late. That's why Cub Scouting is not all giving on their part. They'll receive a finer home life and stronger family because of it. (Call forward all den leaders.)

These people are making one of the finest possible contributions to our community by serving as den leaders. They not only deal with boys, but with parents, too. They are strengthening the life of our community by enriching the lives of the families who live in it. They are teaching boys to respect their homes and parents; and they are helping parents understand their boys better by doing things with them. Few community services are more important than this.

Please accept these certificates as a small token of our gratitude for your help in Cub Scouting, and the thanks of all the boys you are helping by your service. Thank you.

DEN CHIEF RECOGNITION

Materials: Appreciation certificate for each den chief

Cubmaster:

Cub scouting is different than Boy Scouting. Like Boy Scouting, it has its games, crafts, advancements, and good-will projects. The difference is in the type of activities that boys 7-10 years old like to do. The person who knows these activities best is one who has been a Cub.

It is the job of the den chief to help lead den activities that will help younger boys to be good Cub Scouts and Webelos Scouts, and eventually, good Boy Scouts and Explorers. Den chiefs set a good example by being both a leader and a friend.

Tonight we would like to recognize those who serve our pack as den chiefs.

(Call names and den numbers of all den chiefs.)

We would like to ask that you re-pledge yourself to your responsibility as den chief. Please repeat the Den Chief's Pledge after me:

I promise to help the Cub Scouts in my den
To the best of my ability;
To encourage, guide, and protect them
In all den and pack activities,
And to show them by my example
What a Boy Scout is.
I will strive to be prompt and dependable,
And to cooperate with the leaders
In carrying out the den program.
As each Cub Scout reaches 10 years of age
Or completes the fourth grade,
I will encourage him to join a Webelos den.
As he reaches 11 years of age
I will do all in my power to
Interest him in becoming a Boy Scout.

(Present each den chief with an appreciation certificate.)

DEN CEREMONIES

Den ceremonies are to Pack ceremonies what stunts are to full-fledged skits; short, informal, fun, and designed for presentation and participation with a small group of boys gathered about the leader. They may stand or sit in a circle or some other formation to indicate this is a special time. Den ceremonies are easy to skip, but don't be tempted to omit them from your den meetings. They promote a feeling of group togetherness and make each Cub take away that special warmth that keeps him coming back.

PURPOSES:

1. Opening and closing a meeting
2. Immediate recognition awards
3. Thanking boys, parents, leaders, or guests
4. Welcoming new members or visitors
5. Good-byes to transfers or graduates
6. Denner or Den Chief installations
7. Celebrating birthdays

SOURCES:

1. Staging Pack and Den Ceremonies (newly revised)
2. Pow Wow Books (new and old)
3. Program Helps
4. Boy's Life
5. Your local library

Patriotic and Cub Scout ideals should be used often, but not exclusively. Base some ceremonies on monthly themes, holidays, religious, local or historical events, or use closing words on a general inspirational theme. Songs, den yells, applause, cadences, theme-related roll calls, or a short parade can all be den ceremonies.

If your den has the job of a ceremony for a pack meeting, use this ceremony several times in your den meeting. Rehearsals are accomplished without using up too much craft, game or outing time.

SUGGESTED CEREMONIES:

By keeping many possibilities in mind, a den leader can insure simple, yet varied and interesting ceremonies even in a five week month. For instance:

OPENINGS:

1st Week:	Say Law of the Pack in a Friendship Circle.
2nd Week:	Use a theme-related ceremony from the Pow Wow book.
3rd Week:	Flag ceremony and Pledge of Allegiance
4th Week:	Use Grand Howl, Den Yell, or an applause stunt tapped out on oatmeal box drums (or clapped).
5th Week:	Sing a song about a holiday or one from the Cub Scout Song Book.

CLOSINGS:

1st Week:	Make a Living Circle and say the Cub Scout motto
2nd Week:	Use a theme-related ceremony from the Pow Wow book.
3rd Week:	Retire the flag and hum Taps.
4th Week:	Have Cub repeat the Cub Scout Prayer as you say each line. (See September, 1990 Den Ceremonies)
5th Week:	Close with a brief Den Leader's thought about an upcoming holiday or some other event.

YOUR DEN CEREMONY:

* KEEP THEM SIMPLE: Important in den ceremonies, don't compete with the pack meeting ceremonies. Occasionally give the boys an opportunity to plan and lead ceremonies, but have them tell you a week in advance what is planned - this is not the time for surprises.

* KEEP THEM SHORT: Build den ceremonies around everyday den experiences of the boy and the den.

* DON'T GET IN A RUT: Vary the ceremonies so that boys do not tire of them. Don't open the den meeting and close it in the same way each week. Since den ceremonies are simple, it should not be difficult to have a great variety of them. Boys like something new. They dislike sameness and routine.

* SOME TYPES OF DEN CEREMONIES: Achievement ceremonies, receiving new members, special recognition, welcome back, birthdays, openings and closing.

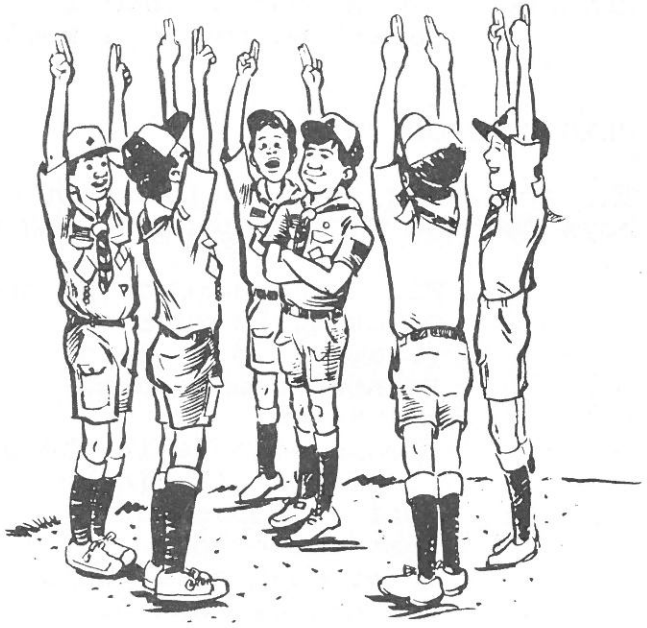
GRAND HOWL:

The grand howl is a ceremony that combines showing respect for a leader with a chance to use up energy. It serves equally well as an opening or closing for a den or pack. It's especially good outdoors.

The Cub Scouts stand in a circle. When a person is being honored, he or she stands in the center. Starting from a crouching position, the boys make the two-finger Cub Scout sign; but instead of putting their right arms over their heads, then touch the ground between their feet with with the two fingers of both hands. Then, wolf-like, the Cub Scouts raise their heads and howl, "Ah-h--kay-y--la! We-e-e'll do-o-o ou-u-r best!" The last word "best" is yelled in unison. As it is yelled, the Cub Scouts jump to their feet, with both hands high above their heads in the Cub Scout sign.

The hands are held high while the denner or den chief call to the Cub Scouts at the top of his voice. "dyb-dyb-dyb-dyb," meaning Do Your Best. On the fourth "dyb," each Cub Scout drops his left hand smartly to his side, makes the Cub Scout salute with his right, and shouts, "We-e-e'll dob-dob-dob-dob," meaning "We'll do our best." After the fourth "dob," each Cub Scout drops his right hand smartly to his side and comes to attention.





LIVING CIRCLE:

This important Cub Scout ceremony may be used occasionally as an opening or closing for a den or pack meeting. It reminds the boy of the friendships he is making and links him with all other Cub Scouts in the tribe of the Webelos.

Cub Scouts (and leaders) face inward in a close circle. With the right hand, each person gives the Cub Scout sign. They turn slightly to the right and extend left hands into the circle. Each thumb in the circle is pointed to the right, and each person grasps the thumb of the person on his left, making a complete living circle handclasp. The Promise, Law of the Pack, or motto can then be repeated.

The living circle also can be used by moving all of the left hands up and down in a pumping motion while the Cub Scouts say: "Ah-kay-y-la! We-e-e'll do-o-o ou-u-r best! snapping into a circle of individual salutes at the word "best."

FRIENDSHIP CIRCLE:

Tie a short length of rope into a circle with a square knot. Raise right hand in Cub Sign. Grasp rope with left hand and pull back. Square knot holds friends together.

BIG HAND:

Silently raise open hand.

ROUND OF APPLAUSE:

Clap moving hands in a circle. (This is good to use when recognizing a boy's achievement outside of cubbing.)

Example: Let's give Robbie a round of applause for winning the Spelling Bee this week.

FLAG CEREMONY:

The following words printed on a small index card will help the boys for the pack's opening flag ceremony:

Will the audience please rise.
Color guard advance.
(Flags come forward)
Present the colors.
Salute
Please join me in the Pledge of Allegiance.
"I pledge allegiance ..."
Two! (Drop salute)
Post the colors.
Color guards retreat.
You may be seated.

GRADUATION CEREMONIES:

The graduation ceremony takes place in the pack meeting. It is one of the most important ceremonies in Cub Scouting. Not only are the boys' parents present, but also his future Scoutmaster.

RECEIVING NEW MEMBER:

Here is one occasion for which your boys may prefer to have a permanent ceremony. Perhaps it would be fitting for each boy to be welcomed into the den in the same way.

One way of doing this is to reserve one song for these welcoming occasions. Below are two sample welcoming songs.



WE'RE GLAD TO SEE YOU HERE
(Tune: Farmer in the Dell)

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

CUB SCOUT WELCOME SONG
(Tune: Auld Lang Syne)

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

We'll sing you in; we'll sing you out
For you we'll raise a shout.

DEN CEREMONIES PROP BOX

A few items to have gathered together for those days when it would be hard to "get it all together" before the boys arrived:

Flashlight (spotlight flag, or Cub to be honored)
Small ball or balloons to toss to Cubs to determine turns in Roll Calls
Oatmeal box drums for applause stunts
Gold, blue, red, and white candles
Matches (leader only)
Rope for Friendship Circle
American Flag
Den Flag
Den Doodles or chart for advancement ceremonies
Masking Tape (you ALWAYS need it)
White construction paper and large marking pen (Make "instant" ceremony cards - Write one letter of each word such as Cubbing, America, or Mother on a card. Write a brief meaning on the back. Arrange boys in order. Have them read backs of cards. Check sources for ceremonies like these. Perhaps the boys could write their own meanings, especially for Mother's Day)

BIRTHDAY CEREMONIES

Early in the year, have boys answer roll call with their birth dates. Use one of the following ideas to celebrate during the opening ceremony:

Sing "Happy Birthday."
Present a card signed by the den.
Have each boy light a candle and wish him Happy Birthday.
Light candles on a birthday cake and let him make a wish.
Give him a Bear book if he is 9.

TRANSFER TO WEBELOS DEN

Invite the boy's family members to come early; and during closing ceremony, have the Den Chief or Denner read this poem:

We've played together and worked together
Maybe had a fight or two
We've taken trips and had some slips
And seen many projects through.
First a Bobcat, then a Wolf
Next you earned your Bear degree.
And when you earn your Webelos
A Boy Scout you will be.
We hope you remember Den (number) with delight.
We salute you. Good Luck. Happy Scouting.



IMMEDIATE RECOGNITION

Advancement ceremonies happen in pack meetings, so den ceremonies must be simple and different. Your den achievement chart can be marked with great ceremony and a special marker. The proper emblem can be hung by the boy on your Den Doodle.

One advancement ceremony is special for the den. Using the Cub Scout Immediate Recognition Kit, nbr. 1804, a Cub is awarded a bead for each three achievements toward his Wolf or Bear badge. See Staging Den and Pack Ceremonies for an elaborate version of this ceremony. A simplified one is offered here:

Den Leader: We would like to tell you the story behind these wonderful beads. The customs of awarding beads started in the ancient tribe of Webelos. They were given to braves who did their best to help the tribe and others.

Den Chief: Many moons ago, when the animal world was ruled by wolves and bears, the braves of the Webelos tribe feared these strong beasts.

Den Leader: But some braves named (names of boys being recognized), still untried, decided that the best way to live without fear was to learn to understand the creatures of the forest.

Den Chief: So they went, disguised as animals, to live with the wolves and bears. The animals accepted them and all their brothers and called them "cubs", just as if the braves were their own. This was according to the Law of the Pack.

Den Leader: For their bravery and friendliness to the beasts, they were given a leather thong with colored beads on it. It signified that he knew the ways of the tribe and did his best at everything without worrying if someone else did better. This is the law which the tribe borrowed from the animals and had the "cubs" learn.

(Ask den to form Living Circle and repeat Law of the Pack.)

Den Chief: For doing your best in completing three achievements toward your (Wolf) (Bear) badge, I award you (names) this thong and this bead. May you always obey the Law of the Pack.

DENNER INSTALLATION

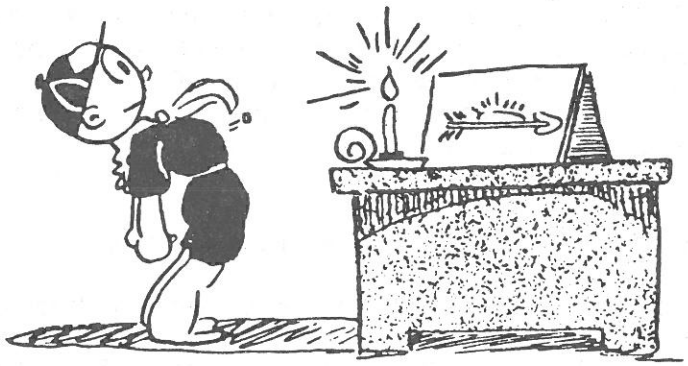
Select a denner by drawing straws, alphabetically, or by whatever arrangement is customary in your den. If you have both Wolves and Bears, you may want to let the Bears be first so the can they can achieve the section on being a leader. Install the denner and his assistant, if any) immediately.

The Den Leader or Den Chief leads the new Denner to a table with a large candle.

Den Chief: (Name of boy) has been selected Denner of Den (number). It is your job to call roll, bring refreshments, and help clean up after meetings this month. (Adjust to fit duties and time period in your den.) Will you accept this responsibility?

Denner: I will do my best.

Den Chief: I will light this candle to symbolize the on-going Spirit of Scouting. Cubs, let us join together in saying the Cub Scout Promise to show our support for Cub Scouting and our new Denner.



OPENING:

Gather a few items in a large bag. Each item should remind Cubs of a certain president. Suggestions:

Teddy Bear - Theodore Rosevelt
Top Hat (paper) - Abraham Lincoln
Dollar Bill - George Washington
Copy of Declaration of Independence - Thomas Jefferson
Copy of Constitution - James Madison
Toy PT boat - John Kennedy

Seat the boys around you and have a guessing game. When all items have been matched with a president, close by saying: It is important to think about the way people in our schools, churches, and neighborhoods will remember us. Let's DO OUR BEST and make good memories.

CLOSING:

Ask the Den Chief to gather the boys in a formation of his choosing and to listen and think about one of the following Presidential quotations.

"Observe good faith and justice toward all nations; cultivate peace and harmony with all."

George Washington, Farewell Address, 1796

"We hold these truths to be self-evident; that all men are created equal, that they are endowed by their Creator with certain inalienable rights, that among these are life, liberty, and the pursuit of happiness."

Thomas Jefferson, Declaration of Independence, 1776

"Four score and seven years ago, our fathers brought forth on this continent a new nation, conceived in liberty, and dedicated to the proposition that all men are created equal."

Abraham Lincoln, The Gettysburg Address, 1863

the government of the people, by the people, and for the people, shall not perish from the earth."

Abraham Lincoln, The Gettysburg Address, 1863

"Ask not what your country can do for you, but what you can do for your country."

John F. Kennedy, Inaugural Address, January 20, 1961

OPENING:

Sing or chant the following verse with a different nation added for each new "gift". Keep all the old motions going as each new one is added.

My ship sailed from China all laden with tea
And loaded with goodies for you and for me
They gave me a:

fan - (wave hand)
brush - (move other hand over hair)
stamp - (stick tongue in and out to lick)
flower - (wrinkle nose to smell)
camel - (bend knees)

Imagine my bliss
And I kept it going like this.

CLOSING:

Gather Cubs around a small table holding a world globe.

Leader: Today we are holding our den meeting here. (point to your location) But all over this world (spin globe) Cub Scout just like us are taking part in Scouting Activities. It is true, Scouting exists in almost every country in the non-communist world. Those Cub Scouts are a lot like us. Their ideals, promise, and activities are similar to ours. So let's think of our World Brotherhood of Scouting as we make our contribution to the World Friendship Fund. They do "good turns with a long reach" for our Scouting brothers.

Send contributions to:

World Friendship Fund, International Division
Boy Scouts of America
1325 Walnut Hill Lane
Irving, Texas 75062-1296

(Adopted from How-To Book)

OPENING:

This month invite Cubs to "invent" a short opening ceremony. Remind them that flag ceremonies, the Cub ideals, songs, yells, etc. can be used. Encourage them to be short and creative. Post a schedule. Remind each boy of his turn. Greet their efforts with enthusiasm.

CLOSING:

Below are brief stories about lesser-known inventors. Try to have the object of a picture of it to show and tell the story you choose using Paul Harvey's "rest of the story" approach.

Object: Gyroscope (child's toy or ask a science teacher to borrow one)

Have you ever played with one of these? It was invented by a man named Leon Foucault and it proved that the earth does rotate. In fact, as a boy, Leon was often sick and spent lots of time at home inventing such toys. His mom really believed in him and got him a tutor because he could not go to school. When he got older, he tried to be a doctor, but the sight of blood made him sick. Despite these disappointments, he kept experimenting. Indeed, the gyroscope is used in gyro-compasses that help space ships navigate today. Can you guess when Leon Foucault invented it? It was over 138 years ago in 1852. We never know what effect our actions may have in the future.

Object: A small radio

Your boyhood interests are important to you now, and perhaps may help someone in the future. One scientist named John Fleming grew up making battery cells and electromagnets. His school mates made fun of his toys, but he got even by "shocking" them when they interfered with his work. John grew to become the first professor of electrical engineering at London University College. He invented a radio valve, some call it a diode, which helped two important inventions: Marconi's wireless or telegraph and the radio developed by an American names Lee DeForest.

Object: Calculator

We have used calculators and computers only for the last generation or so, but sometimes things start long before they become popular and widely used. A mathematician named Charles Babbage invented early calculating machines. Can you guess when? He was born nearly 200 years ago. How many of you have had an eye exam lately? Charles Babbage invented an opthalmoscope that is still used to examine the inside of an eye. Scientists are only beginning to understand it today. Do you think Charles Babbage would be interested in seeing a modern doctor's office? What would he think of an Apple computer?

Object: A paper airplane or glider

We usually say the Wright Brothers, Orville and Wilbur, were the first to fly, but they read about the heavier than air gliders that were being flown in the 1890's by a man named Otto Lilienthal. He made hundreds of glider flights and wrote down what he learned. Although he was killed in one of his flights in 1896, his work helped begin modern aviation.

OPENING:

Have a Mardi Gras Parade with boy-made noisemakers and masks. Have this outside if possible.

CLOSING:

Try to fine or make an unusual mask. Seat the boys around you and let those who wish try on the mask. Then say:

> It is fun to pretend to be someone else, but in everyday life, it is important to be yourself and to be true to yourself.



OPENING:

This would be a good month to open a den meeting with a uniform inspection.

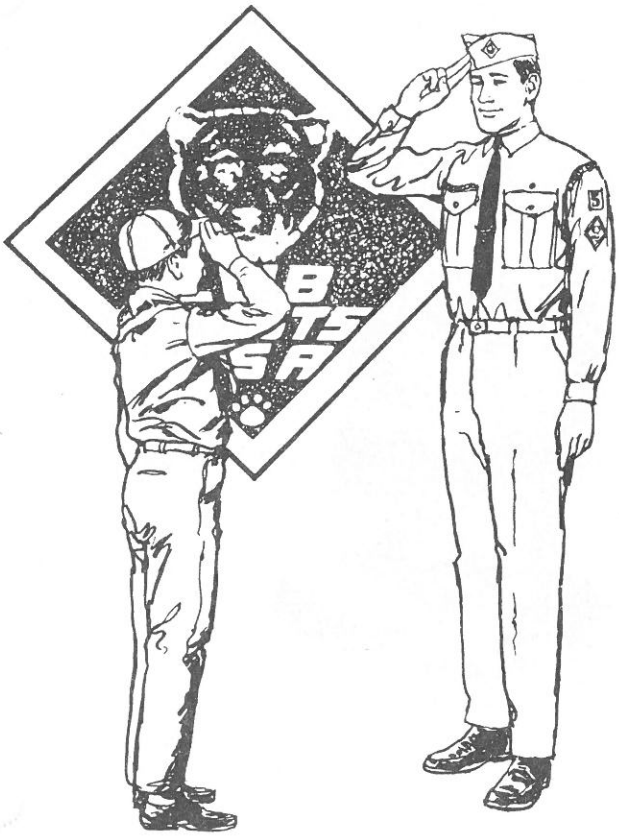
or

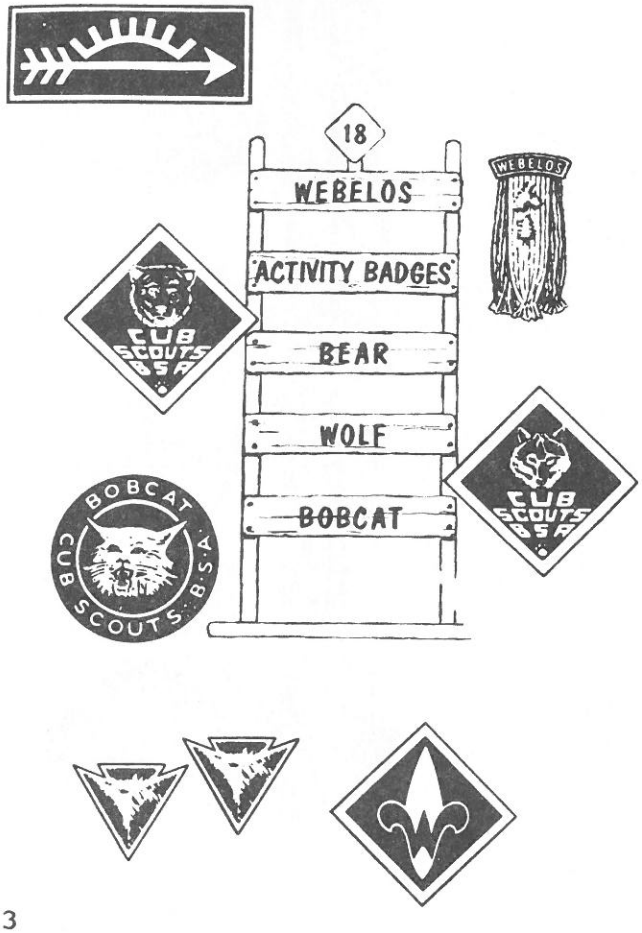
Have Denner or Den Chief call Cubs to attention. Have each Cub shake hands with the Denner or Den Chief making a silent wish and pledging to do his best as he does so.

CLOSING:

Lord Baden-Powell, the founder of Scouting, said, "I often think that when the sun goes down, the world is hidden by a big blanket from the light of heaven, but the stars are little holes pierced in that blanket by those who have done good deeds in this world. The stars are not all the same size; some are big, some are little, ... Try and make your hole in the blanket by good work while you are on earth. It is something to be good, but it is far better to do good." Think of Baden-Powell's words when you promise to help other people. (from How-To BooK)

or





OPENING:

Ask Cubs to pretend they are preparing for a mountain hike. Think of something we could need. As each boy names an item, have him also repeat all previously named items! When all have had a turn, say: Your older brothers, the Boy Scouts, have a motto, "Be prepared." When you are prepared, you can live up to the Cub Scout motto. Will you do your best? BOYS: We'll do our best.

CLOSING:

Ask boys to sit around you and close their eyes. Say: Picture a very high mountain. It is beautiful, but also dangerous. It has slippery glaciers and high rocky places you can climb only with special equipment and with cooperation from other people. Mountain climbers depend on each other. They must be able to trust their friends at the other end of the rope. When you pick your friends, think: Would this be a person you could trust on a dangerous mountain climb? Let us join in a friendship circle and have a moment of silence to think about choosing good friends. (make it brief)

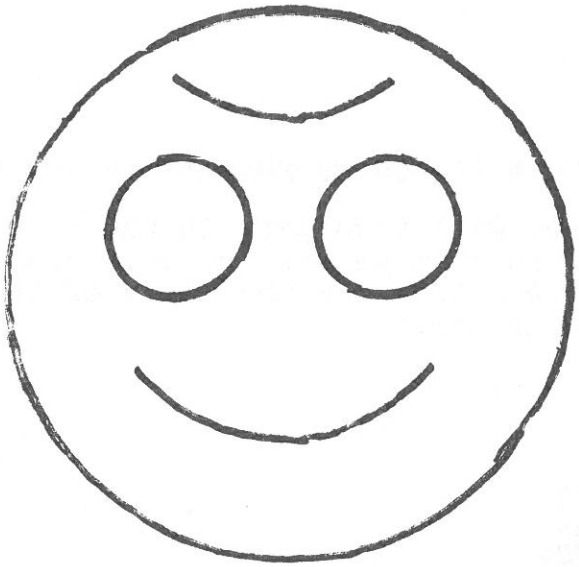




OPENING:

Make the face shown on a paper plate. Show the frown first, and turn it upside down as you read the verse:

It takes 48 muscles to fashion a frown
Only 16 to turn it upside down
This time it's OK to be a real slouch
Use 16 muscles and don't be a grouch.



CLOSING:

Find a simple magic trick (or ask your Den Chief to come up with one) and practice until you or he can do it very well. Perform the trick for your Cubs and enjoy it with them. Then explain how it is done. Make the Cub Sign for quiet and say: Tricks are fun, but in real life, let's remember to look hard and listen carefully so we don't get tricked into doing things that are wrong.



OPENING:

Gather two small sticks for each boy in your den. When boys are seated, give each a stick and ask him to break it. Say: It was easy to break a single stick, but I have tied these sticks in a bundle. (Pass it around, and invite the boys to try to break them as they did the single sticks.) Say: When our Den sticks together and works as a team, we will be stronger than each of us alone.

CLOSING:

Have the Cubs repeat this pledge by phrases as you say it:

> "We promise that we will take part in the true spirit of sportsmanship and that we will respect and abide by the rules that govern them for the glory of the sport and the honor of our den."







OPENING:

Sing, "Make America Proud of You," Cub Song Book, page 86.

CLOSING:

Do you know these facts about the U.S.A.?

Capital: Washington, D.C.
Motto: In God We Trust
National Anthem: "The Star-Spangled Banner"
Bird: Bald Eagle
Flower: Rose
Highest Elevation: Mt. McKinley, Alaska (20,320 feet above sea level)
Lowest Elevation: Death Valley, California (282 feet below sea level)
Longest River: Mississippi (2,348 miles)

Play the above facts as a guessing game or write each fact on a paper strip and have the boys draw them from a paper top hat decorated like Uncle Sam's and take turns reading them aloud. Finish with the Pledge of Allegiance, an attention getter at the end instead of the usual opening.

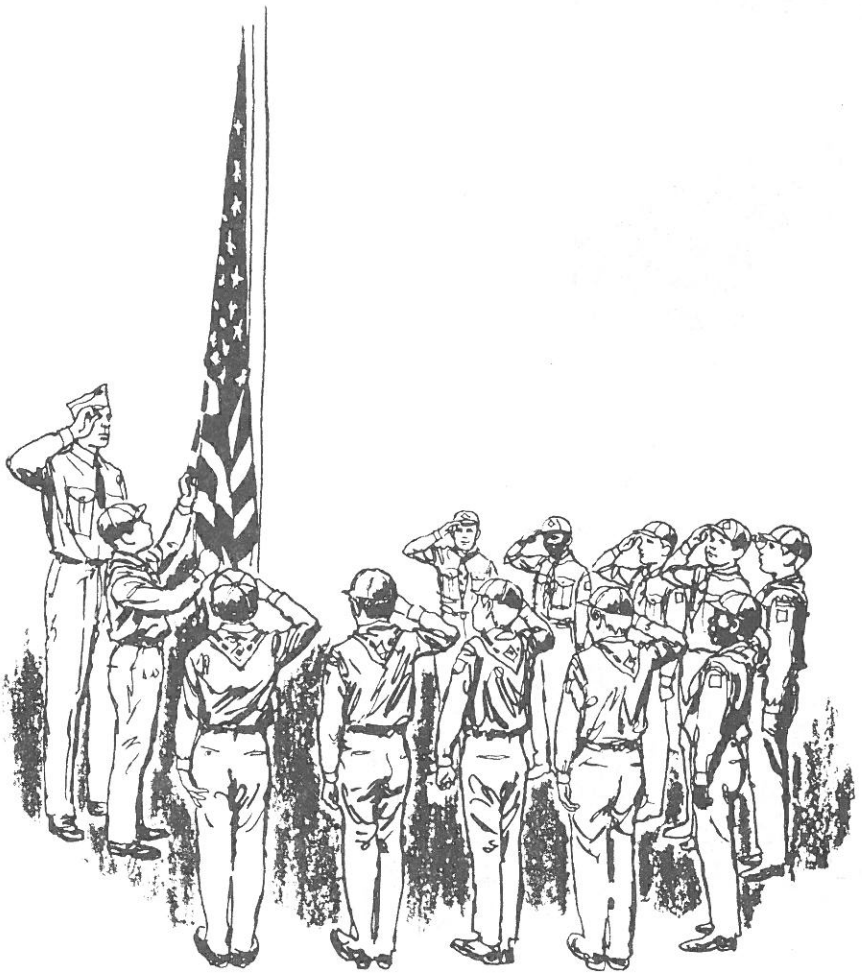


OPENING:

Pass out small pieces of paper cut to look like suitcases. Give each boy a pencil. Say: In order to live up to the Cub Scout Motto of "Do your best", we need to know what to expect. An airport can be a confusing place. Would each of your write on your paper suitcase something you might hear in a busy airport? Have each Cub read his item aloud. Discuss briefly.

CLOSING:

Hold up a picture of a beautiful ship. Say: A ship is safe in the harbor, but that is not what ships are meant for. What is a ship meant to do? Where can it go? How does it get there? (Accept all answers for a minute or two.) Then ask: Can a ship go to any of these places or do any of these things in a harbor? Sometimes we have to take risks to achieve. That doesn't mean we take foolish chances, but we won't have any fun if we never do anything because someone would make fun of us or we might get hurt. Let's be like ships and go to new places and try doing new things.



OPENING:

Choose from the suggestions below and ask your Cubs to respond to roll call.

1. Tell a way to be neighborly.
2. Who is your youngest/oldest neighbor?
3. Can you name the neighbors on either side of your home.
4. Who is your favorite neighbor? Why?
5. Who is your favorite non-human neighbor?

CLOSING:

Since churches are usually part of your Cubs' neighborhood, this is an appropriate month to close with a quiet circle and this Cub Scout Prayer:

O Lord that I will do my best
I come to Thee in prayer
Help me to help others everyday
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 so true.

Amen.



OPENING:

Have a copy of The Little Prince by Antoine de Saint-Exupery if possible; but if not, ask the boys if they are familiar with the story. Perhaps they have seen the cartoon version on Nickelodeon television. The Little Prince likes to travel through the galaxy, but his home is Planet B6-12 which is no larger than a house. It never rains. There are three volcanoes, two active and one extinct. There is one flower he calls his Rose Girl.

Invite the boys to close their eyes and imagine their own special planet. Have them share in turn their descriptions. Suggest they tell the size, climate, and perhaps two other special features. Enthusiastically appreciate their creativity.

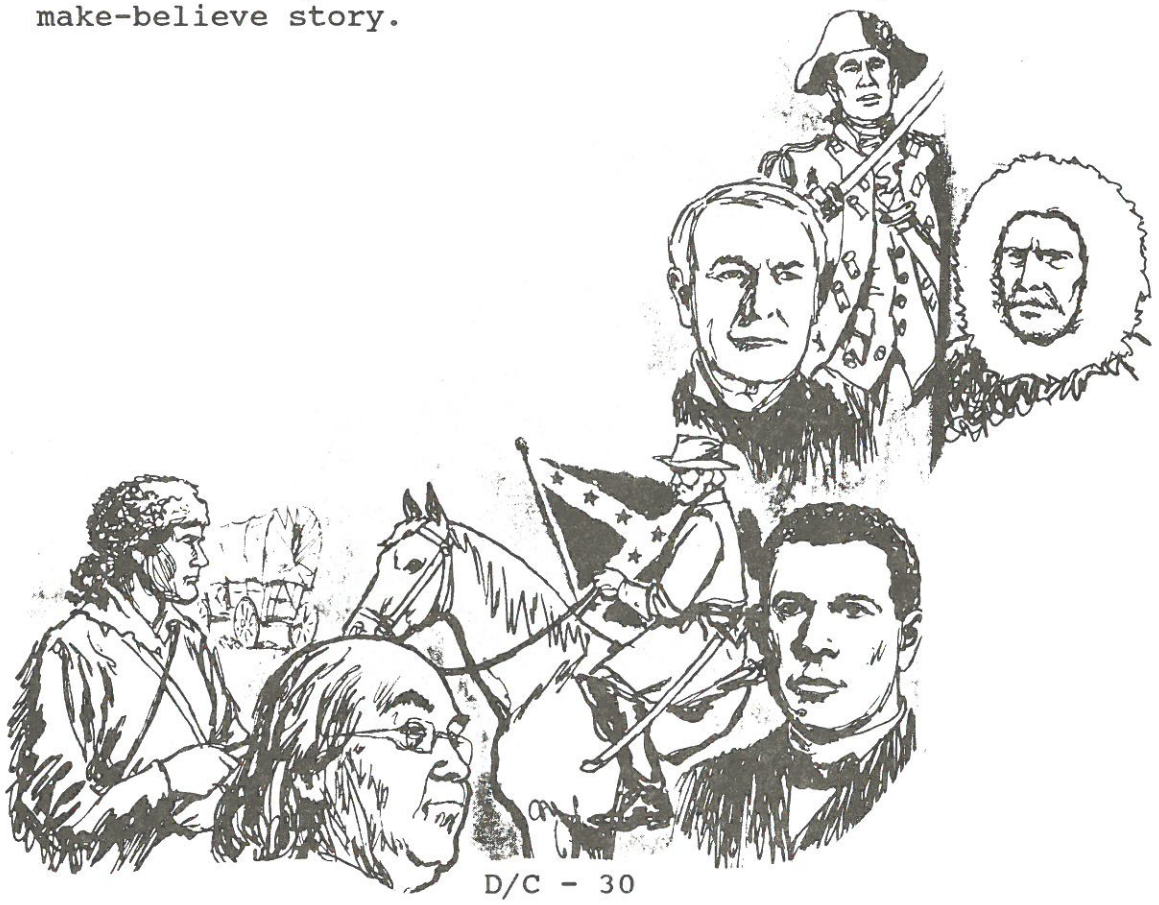
CLOSING: (Two parts)

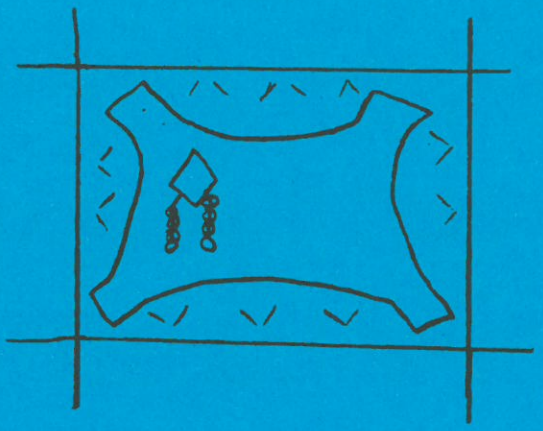
WEEK ONE:

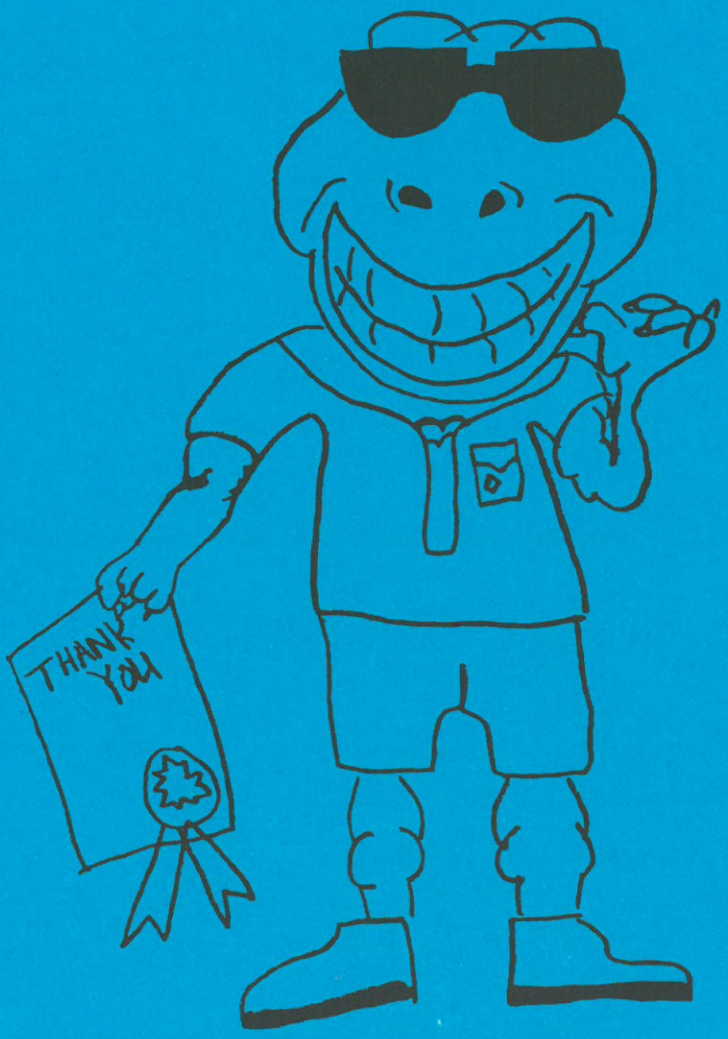
Give each Cub a brief note reminding him to think of an event or character in a favorite make-believe story. Ask them to be ready to share a short part that they especially liked. Use a story from your own reading experience as an example to close the meeting.

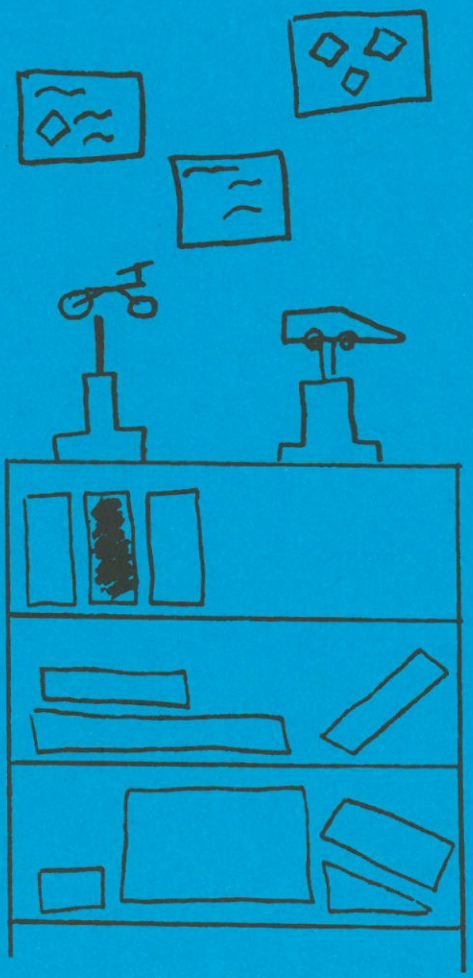
WEEK TWO:

Invite the boys to share their favorite quotation from a make-believe story.






THANK
YOU



AWARDS FROM THE HEART

Here are some easy ways to create your own awards for your leader and boys.

First, some general directions. Look for items to put on plaques at toy stores, dime stores, hobby stores, even ladies' accessory stores (earrings or charms or pins). If making a plaque, cut plaques out of any kind of wood, in any shape you wish. Sand until smooth. You may stain the wood with shoe polish, or by using brown paint, and wiping away excess with wet paper towels. Most plaques will look nicer with a coat or two of clear finish, either brush-on finish, or a clear spray finish.

Use your imagination, and use all sorts of materials for your awards-leather, needlecrafts, buttons, etc. Don't be afraid to experiment!

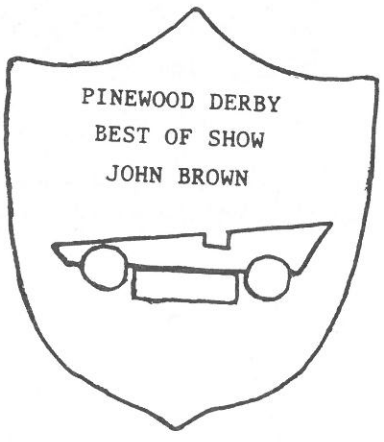
The awards will be more meaningful if you can tailor it to suit the occasion. Example: If a person headed up a fund raiser that sold candy bars, mount a candy bar facsimile to the plaque. With a little bit of imagination, you can create an award for virtually every occasion, and person.

If you know of someone in your pack who owns a computer, you can make certificates for any purpose. Some copy-printing shops have many colors of paper, and some even offer copies with different colors of ink. Experiment until you get the look you want. This is a very inexpensive way to have certificates.

SPECIFIC PURPOSE AWARDS

SILVER SPOON AWARD -- A nice thank you for Blue & Gold Banquet chairman, or someone who helps prepare food for any occasion. To assemble, purchase a single spoon from the dime store, or thrift store, or spray paint a plastic spoon with silver paint. Mount the spoon on a plaque, along with your appropriate message.

PINEWOOD DERBY RACE WINNER -- This plaque is a nice award to the winning car, and it is also a trophy for displaying the car. Make a plaque shaped like a shield, and add a shelf along the bottom, with a screw coming up from the center, to attach the car to the plaque. Add your message, and finish.



Attach Pinewood Derby Car with a screw coming up from the bottom of shelf.

PINEWOOD DERBY JUDGE HAT -- To thank the judge, and also to make them more visible during the race. Purchase a ball-type cap, and if your pack had patches made for pinewood derby, sew one in the center of cap. If you do not have patches, use iron-on letters to add appropriate message. (ie. "here comes the judge", "Head Honcho:, etc.)

PINEWOOD DERBY CAR AWARD -- A good award for either a helper, or a winning boy. Spray paint a hot wheels-type car silver. Mount either on a plaque, or make a trophy out of stacked up tin cans.

CUBMASTER'S BELT -- A nice thank you for the Cubmaster is for all the boys and leaders to participate in making a belt. Purchase a belt "blank" from a leather store, and have each boy, grouped by dens, add his initials to the belt. Add a few little decorations, his or her name, stain, and add a buckle. (The cub scout buckle in the scout catalog might be nice.)

COMMITTEE CHAIRMAN'S GAVEL -- To thank a hard-working committee chairman, make a gavel out of tinker toys. Spray paint gold. Add a message along the handle.

ARROW OF LIGHT AWARD PLAQUE -- A nice presentation to the Arrow of Light recipients. This board is great for the boys to display all of their pins and badges. Use a large board, (ours were 7"x 18"), cover with blue felt. Cut out a large arrow of light symbol from yellow felt (large enough to fit the board), and glue to board. This is nice to present along with his badge.

ROUND-UP AWARD -- This award can be given to a boy who has recruited new scouts or a leader who had helped with rally night. Stain a plaque, and add message and finish. Then glue on a toy cowboy who is holding up a lasso.

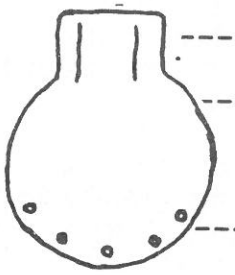
SANTA'S HELPER AWARD -- To thank Christmas party helpers, purchase a plain glass ornament, and print your message with paint pens or permanent markers.

YOGI BEAR AWARD -- This is an award for a pack picnic, if you have a contest for prettiest basket, or tastiest meal, etc. Purchase a small (approximately 2 1/2" long) picnic basket. Glue a small square of gingham material to the top. If you can find a tiny bear figure, glue him peeking out from under the top of the cover.



BENJAMIN FRANKLIN AWARD -- An award for kite contest. Could be best-looking kite, or highest, etc. Make a small kite out of paper, and, if possible, attach a tiny key to the string. Stain a wood plaque, add your message, and finish by gluing the kite with a key on the plaque.

DEN BELT TOTEM -- You may make or purchase leather belt totems, for boys to string beads on. These beads can be a reward for any number of things-wearing uniform, bringing dues, attending Pack meetings, earning badges of rank, etc.



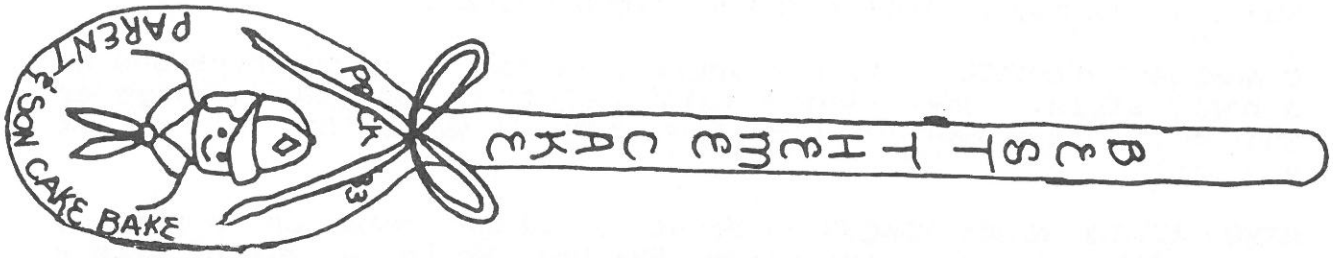
---------- Slits for belt

---------- Open area for decorating

------ Holes for leather thongs to attach beads

HIKER AWARD -- An award for pack hike. Find a dead limb on the ground, and if it's OK to remove from premises, smooth the rough spots. You may want to sand off an area, so you can carve in a message.

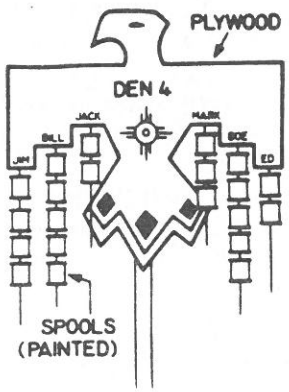
PARENT-SON CAKE BAKE AWARD -- Use a regular wooden cooking spoon. Use paint pens to draw a cub scout or cake on the bowl of the spoon. Using paint pen or permanent markers, print message around the edge of the spoon, and down the handle. Add a blue and gold bow, and a long strip of magnet on the back.



FISH AWARD -- For a pack fishing derby, or even for a pack swim meet. Mount a toy fish on an oval board, with a message.

SCOUT-O-RAMA HELPER AWARD -- To thank a person for helping out at S-O-R. Mount a S-O-R patch on a plaque.

DEN TOTEMS FOR PACK MEETING -- Each den can make a tall, standing totem, to mark the den's place at the pack meeting. The Pack can award different little items to put on the totem, ie. for a monthly theme of Strong for America, the pack may award the den with the most attendance a small handmade barbell, hung on a string. Dens may be awarded beads or feathers or other items for various things, and place them on the totem.



DEN LEADER'S PILLS' -- This is a cute pick-me-up for a new, perplexed leader, or a not-so-new one who is experiencing minor difficulties. Use a small plastic bottle, fill with jelly beans, M&M's, or some other candy. Attach a stick-on label inscribed with a prescription for Den leader Pep, or whatever is appropriate. (Do try to avoid any negativism!)



HANDYMAN HELPER -- To say thank you to a parent who has helped out the pack by building or fixing something. This could be for someone who built a booth for Scout-O-Rama. Mount a small saw or hammer on a plaque along with your message.

GENERAL PURPOSE AWARDS

BADGE OF OFFICE AWARD -- This is a nice year-end thank you for your leaders. Mount the appropriate badge(i.e. Den leader, cubmaster, etc.) on a wood plaque along with a message of appreciation.

STAR AWARD -- This is a great thank you for someone who really shines at a job. Cut a large star out of metallic posterboard (available at Triangle Art Supply, Tulsa). Use rub-on letters to add your message. This makes a unique thanks.

CHALKBOARD MESSAGE -- Make a small chalkboard, or purchase one at a hobby store. Use a white paint pen to print your message on the board. You may hot glue a magnet or hanger on the back if you wish.

BINGO APPRECIATION PLAQUE -- Mount a bingo card on a plaque, along with a message, including, "Bingo! We're a winner with a _____ like you!

JEWEL AWARD -- Mount a large jewel-like ornament on a plaque, along with a message, including, "You're a Real Jewel (or Gem)".

SKELETON AWARD -- Mount a tiny skeleton on a plaque, along with your message, including, "Thanks for working yourself to the bone for us!"

PACK FAMILY TREE -- Cut a slice of wood from a log. Glue on several nuts in the shell (acorns, almonds, peanuts, etc.). Glue tiny googly eyes on the nuts. Either burn a message in the wood, or use a permanent marker to write your message, including, "Your the nicest nut in our Pack Family Tree!"

HUMDINGER AWARD -- Glue a small plastic kazoo and a small bell on a plaque to thank that special person who is a real humdinger!

MEDALS:

Make first, second, and third place medals for competitive by covering two 1/2" cardboard circles with appropriate color foil wrapping paper. Write on the paper with a permanent felt marking pen or use plastic label tape. Punch a hole in the top of the medal and suspend from a ribbon to be worn around the neck; or tape a large safety pin on the back so medal can be worn on lapel.

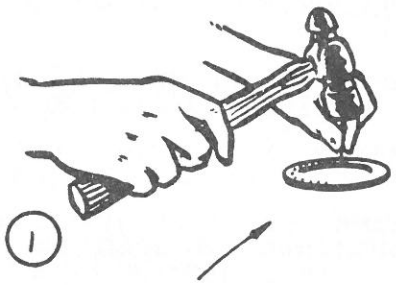
Wood circles or squares may also be used. Sand and stain. Drill hole in top for ribbon. Use permanent fine-line marking pen or wood-burning for inscription.

Canning jar lids make good medals. Begin by making evenly-spaced holes around the edge. Then weave yarn in and out of the holes. Make the yarn long enough to hang around the neck. The lids may be painted different colors for first, second, and third place, or for different events. Ribbons can also be glued on.

Wide red, white, and blue striped would be nice for Cub Scout Olympics medals.



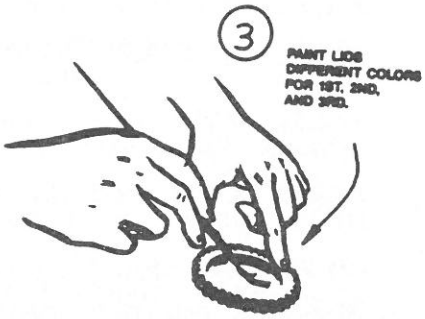
SAND AND STAIN A WOOD MEDAL.



MAKE EVENLY-SPACED HOLES AROUND EDGE.



WEAVE YARN IN AND OUT OF HOLES.



PAINT LIDS DIFFERENT COLORS FOR 1ST, 2ND, AND 3RD.



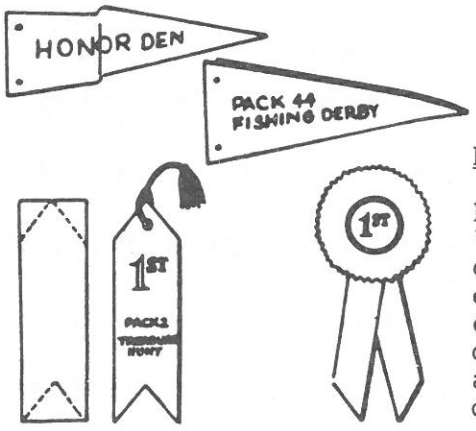
RIBBONS AND PENNANTS:

Inexpensive, colorful, and unique awards can be made from craft felt. They can be in the form of pennants, ribbons, or streamers. Cut felt in desired shape. See illustration for ideas. Use liquid embroidery pens (for fabric) to write message. Glue felt pieces together with white glue. For ribbons, fold back top, add a metal eyelet and a loop of colored string at the top.


CUT 2½" CARDBOARD CIRCLE. COVER WITH COLORED FOIL WRAPPING PAPER.



PUNCH A HOLD IN TOP FOR RIBBON.



NECKERCHIEF SLIDES:

Homemade neckerchief slides make good "thank-you's" and mementos of a pinewood derby, bike rodeo, or other special event. Neckerchief slides also make excellent, inexpensive prizes. Slides can be made by the Cub Scouts as well as adult committee members. See neckerchief slide ideas in the "Crafts"

EXAMPLES OF RECOGNITION

SOR TICKET CHAIRMAN Use a Scout-O-Rama patch and make a plaque. Thanks for your help. Glue pennies around the border, of a plaque.

SUMMERTIME PACK ACTIVITIES CHAIRMAN A plaster sunshine glued to a plaque.

ARROW OF LIGHT Graduation and Arrow of Light. Cover the board with vinyl then use a large Arrow of Light pin and letter.

THANKS TO LEADERS Thank your leaders for the service they have given. Use the emblem of leadership for the center.

THANK YOU FOR THE CLEAN-UP Film canister of dish washer soap container is used for trash bin with paper, tissue, string, foil etc. to resemble trash.

THANKS A BUNDLE Thank you for fund raiser or newspaper drive chairman or most contribution from member--(newspaper cut in small squares, tied to look like bundle.

BLUE AND GOLD Thanks for serving as Blue and Gold chairman, glue wooden spoon, and a Cub Scout sticker.

TIGER TAIL-Issue each tiger a necklace of lacing and award an orange bead for a group or pack activity.

CLASS A OR FLYING A-Cut out the letter A (can add wings), spray gold for a first class effort, (use wood or heavy cardboard.)

GOOD EGG AWARD-Spray a Leggs' Egg with gold paint or make one from salt dough for a leader who comes through or the person who doesn't crack under pressure.

RAISE IN PAY- For the person who deserves a "raisin" pay (mount a small box of raisins.)

HEART AWARD #1-fOR the person who is all heart (give large large plastic heart, wooden or cardboard cut-out.)

TOP BANANA-For the person who is in charge (plastic banana or dole sticker.

LOLLIPOP AWARD-For the person who can't be licked (mount small lollipop on base).

KISS AWARD-For the person who deserves a big :kiss" (mount kiss on base).

LIFE SAVER AWARD-For the person who saved you (mount Life saver on base).

YDG AWARD-"YA DONE GOOD" (cut out letters from vinyl or letter)

GENUINE DIAMOND STICK PIN-the special award for a group activity give to each participant(mount a dime and stick pin on base).

WHISK AWARD-For the person who is un'beat'able at "whisking " away our troubles (small whisk).

APPLE AWARD-For the person with great appeal (real or plastic apple).

WOOLY KITTEN-For the person who participated in a winter activity (cut mitten shape from fur and attach thong).

ORDER OF THE SPARE MARBLE-For the person who may need it (marble in bag or mounted).

PEAR AWARD-For the great "pair (mount a plastic pear on base and give to best husband and wife team.

Certificate of Graduation

_____

Having Completed Tiger Cubs and
Having Indicated a Desire to Continue
Is Hereby Graduated to Cub Scout

_____ _____

Cubmaster Tiger Cub Coordinator

_____

Award

This is to certify that

_____

has demonstrated his skill in the completion of

_____

activity badge

_____ _____

Webelos Den Leader Cubmaster

_____

Biblioteca Nacional de Maestros

First Place



Grand Champion
1990
Pinewood Derby
Pack _____

_____
Cubmaster

_____
Assistant Cubmaster

_____



Biking Award

_____

Has Successfully Passed the Pack Safe Bicycle Course and is Certified as a Safe Bicycle Rider.

_____
Cubmaster

_____

Award

_____

is Declared the Winner
and Grand Champion of
Pack _____
Raingutter Regatta
A True Sailing Man

_____ _____
Cubmaster Committee Chairman

_____

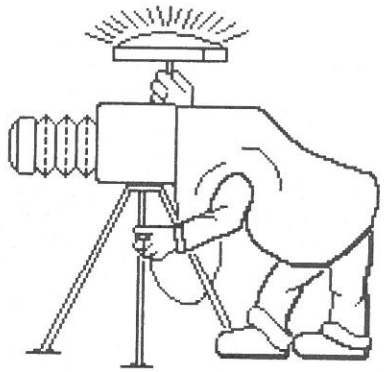
Certificate of Appreciation

Thank You for Serving
as
Den Chief
Pack _____

_____
Den Leader

_____
Cubmaster

_____



Photography Award

_____

For your outstanding efforts in capturing Pack _____ Cub Scouts on film.

_____
Cubmaster

_____

Thank You

_____

For Your Recruiting Efforts
on Behalf of Pack _____



_____ _____
Cubmaster Assistant Cubmaster

_____

Certificate of Appreciation

_____

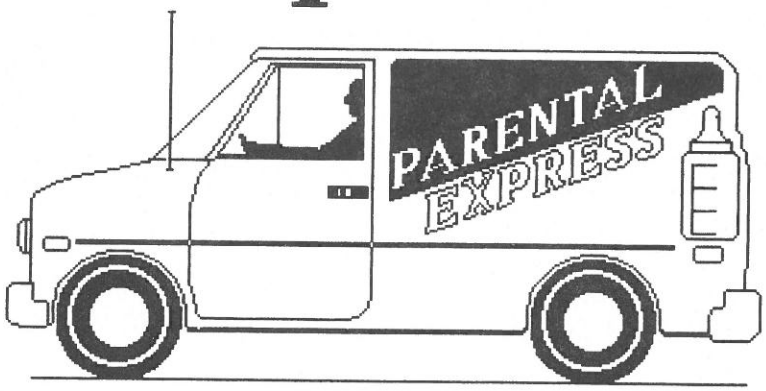
for donating your time to
the Cub Scouts of
Pack .

_____ _____

Cubmaster Assistant Cubmaster

_____

Parental Express

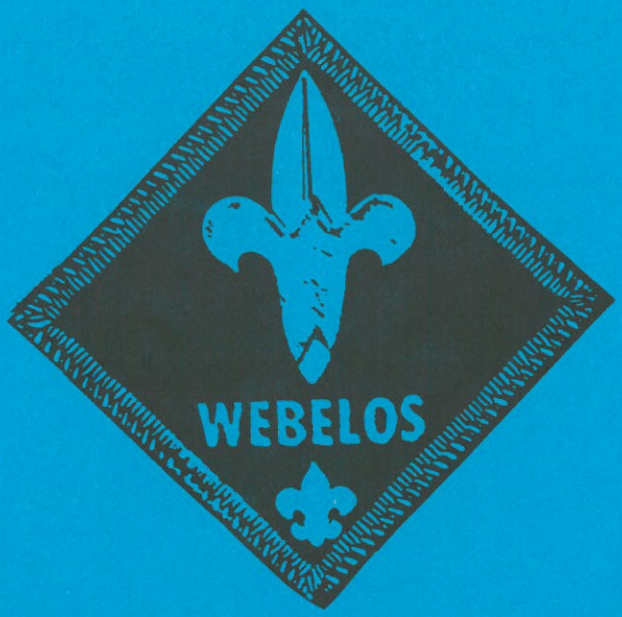


_____

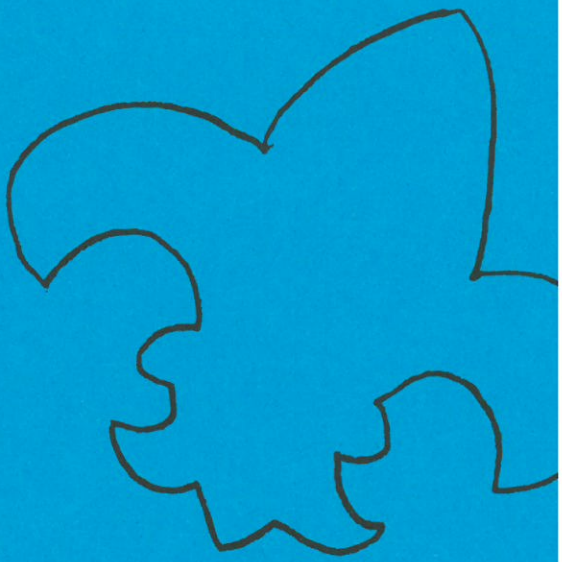
For your support in transporting Cub Scouts on Field Trips for Pack _____.

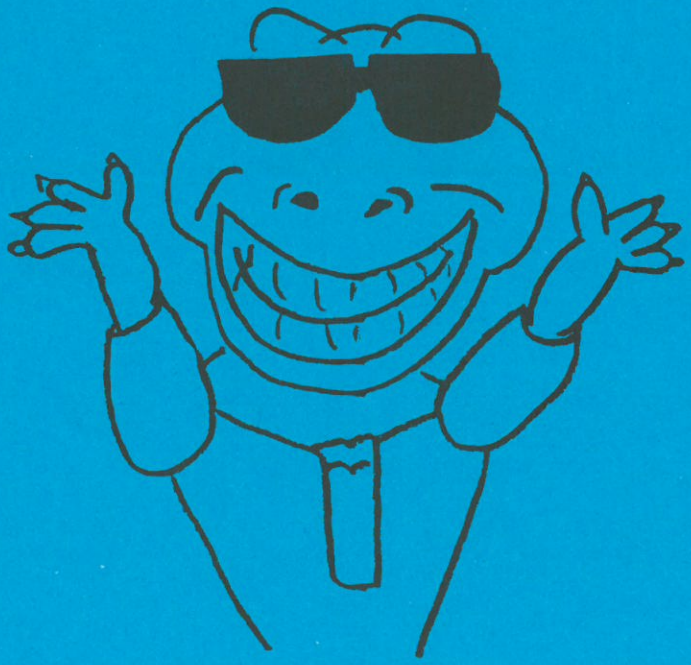
_____
Cubmaster

_____


WEBELOS





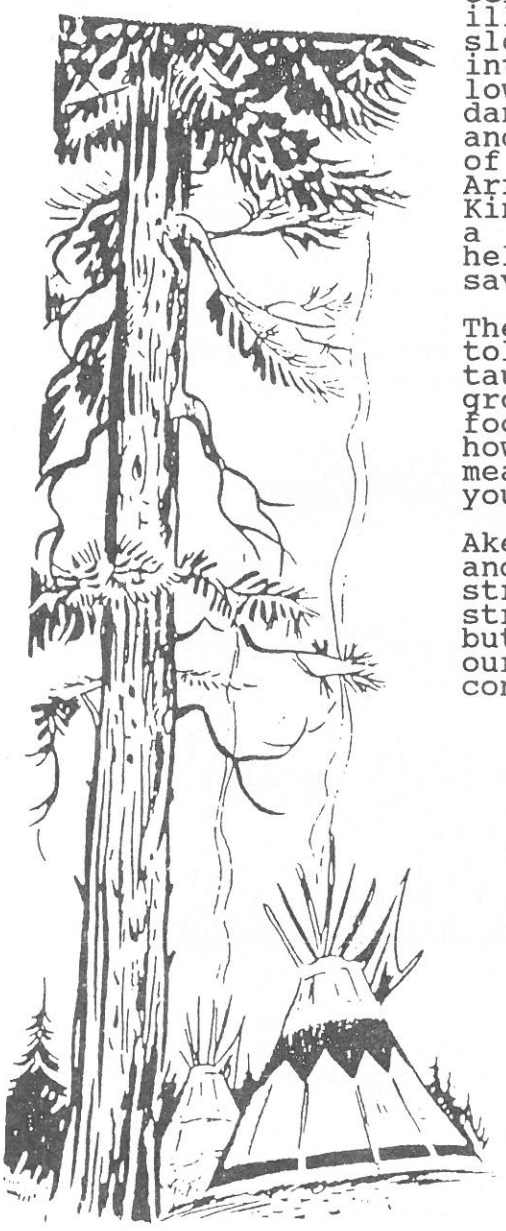


THE WEBELOS LEGEND

Hear now the Webelos legend; the tale of the Webelos tribe and Akela, the chieftain.

"Whooo" called the owl in the darkness. The small Indian boy lay in his tepee and listened to the rustle of the trees in the night. "Boom!" went the deep, muffled beat of the great ceremonial drum. The braves of the tribe were convening. The boy wished that he, too, could answer that call.

Quick like the flight of an arrow; quiet in the hush of the night; before a great fire they gathered, awaiting Akela, their chief. Here in the great council fire ring, on top of the cliff, they met. Here they often came to make decisions. Here too, they sought the Great Spirit and asked His help on hunts and war and peace. Here they met Chief Akela, and awaited his final decree.



Now with the 'boom' of the great drum, all was quiet. The night was still. The great ceremonial fire, when it was lit, illuminated the hillside. The tom-toms began slowly and set the rhythm. Akela stepped into the ring as the tom-toms beat, first low and slow and then like thunder. Akela danced near the fire. He danced with grace, and his gestures told of his life. He told of the strength of his father, the powerful Arrow of Light. He told how his mother, Kind Eyes, taught him those things that only a mother can know. He told how his father helped him make his bow, and how he once saved his mother's life with his arrow.

The tom-toms beat on while Akela's dance told of trips to the forest, where Wolf taught him the ways of the wild life, of the ground, of the tracks, and ways to find food. Through dance and gesture, he told how he next faced Bear and learned the meaning of courage. And then he became a young scout of the trail.

Akela, the wise, closed his dance. By sign and gesture, he told how the tribe can be strong only when the boys of the tribe are strong. He said this: "The future is hid, but if we are strong and brave; if we teach our boys to be fair, our great tribe will continue to be strong."

And so Akela ended his dance. The beat of the tom-tom was stilled. In silence the warriors stood, and then gave a loud gutteral "How". The fire burned low. All was still. No sound broke the hush on the hill, save the crackle of the dying embers and all the mysterious half-noises of the night. The braves raised their right hands toward heaven. Living Circle was formed with their left. The Webelos tribe pledge was given .... "To live and help live" .... was their pledge.

This, then, is the Webelos legend. This, then, is the reason they are strong. They honor the pledge which they make. "To live and help live" is their goal.

PURPOSE OF THIS SECTION:

Sources of help for activities.
Techniques to present activities.
List field trips available.
Demonstrate some activities.
Motivation.

GENERAL REFERENCES:

Webelos Den Leader's Handbook
Webelos Book
Cub Scout Program Helps
Boy Scout Handbook
Boy Scout Fieldbook
Boy Scout Merit Badge
Boys' Life Magazine
Scouter Magazine
Souter Newspaper
Roundtable Handouts
Pow Wow Books
Boys' Life Reprints

MOTIVATION:

Make it fun
Make it stimulate curosity
Fill as much time as possible
Make it fun
Provide instructions for home
Make it fun
Assign "homework"
Provide options when possible
Make it fun
Think Big
Make it fun

CHALLENGES TO A LEADER

Leading the Webelos Den is not "just another" job, it's a challenge and an opportunity to make a positive contribution to a boy's total Scouting experience. You can't dilly daily; his Den leader probably kept him very busy, so you'll have to make your projects and games fun as you teach him the Scout skills that will help him pass his Webelos requirements. Make the projects challenging; let him know when these are special things the Cubmaster and leaders wouldn't ask the younger boys to handle. Go places and do things so you build a reputation for being a "live-wire" den the young fellows will look forward to joining. Once a month plan some activity or trip requiring participation of the dads.



THE WEBELOS LEADERS CHECKLIST

First things first -- I've said "Yes, I want to be a Webelos Den Leader. What do I do?

1. Register as a Webelos Den Leader.
2. Learn the Webelos Den Leader job description.
3. Learn what a Webelos Scout is.
4. Learn what the Webelos program is and what it requires.
5. Learn what the Cub Scout program is and how it differs from the Webelos program.
6. Become trained as a Webelos Den Leader.
   A. Overnight Webelos Leader (OWL) training
   B. Pow Wow
   C. District Cub Roundtables
   D. Former Webelos Den Leader(s)
   E. Former Cub Scout (Bear) Den Leader
7. Recruit assistant Webelos Den Leader(s).
8. Obtain a complete official Webelos Den Leader uniform.

PLANNING IS ESSENTIAL

Schedule and conduct a Webelos Den organizational meeting for parents.

1. Explain the Webelos program to the parents.
   A. Father/son participation (discuss alternatives for single parent situations)
   B. Webelos to Boy Scout transition
2. Decide on meeting day.
3. Decide on meeting starting time and length.
4. Decide on meeting location(s).
5. Decide on dues structure, if any.
6. Decide on uniform to be worn.
7. Plan program for a year.
   A. Den meeting structure
   B. Campouts
   C. Field trips
   D. Pack meeting participation
   E. Other den activities
8. Prepare parent talent survey.
9. Secure parent participation in activity badge program presentations.
10. Be flexible -- always have plan 'B' and plan 'C' ready.



To my dad, the Webelos leader:

Dad, before you start on your year as Webelos leader, there are a few things you may want to know about us Webelos Scouts. The two years I spend in your Webelos den will do much to determine my future in the Scouting program. This is a period of changes....change from working on a short-range project to a longer range one; change from a home-oriented handicraft program to one which points me towards the outdoors. The Webelos program is not just more Cub Scouting. It is a bridge to the Scouting program, and dad, you are the bridge builder.

We Webelos Scouts are older, bigger in stature, and more advanced in knowledge and experience than the other boys in the pack. I don't want to do things which the 7 or 8 year old boys are doing.

Some people say we are real testers. We size up our leaders, our teachers, and even our parents to see what we can get away with. We want a line drawn telling us how far we can go; but we may try hard to bend or move that line once it's set. You will have to stand firm once the line is drawn. Your discipline will have to be consistant, impartial, and fair. We may even need reminders on responsibility for personal property

We Webelos Scouts thrive on praise and sulk at criticism. We are eager to please those we like. One problem is our attention span....it's rather short, so don't stick to any one thing too long in den meetings. An ideal program is quite flexible, with short periods of seriousness, games, instruction, and contests. If any part of our meeting lasts over 10 minutes, we might start a little horseplay.

Remember, Dad, FUN is the most important part of any meeting.

And by the way, Dad....thank you.

Your son

Wilderness Policy of the Boy Scouts of America

All private or publicly owned backcountry land and designated wilderness are included in the term "wilderness areas" in this policy. The Outdoor Code of the Boy Scouts of America applies to outdoor behavior generally, but for treks into wilderness areas minimum impact camping methods must be used. Within the outdoor program of the Boy Scouts of America, there are many different camping skill levels. Camping practices that are appropriate for day outings, long-term Scout camp, or short-term unit camping do not apply to wilderness areas. Scouts and Explorers need to adopt attitudes and patterns of behavior, wherever they go, that respect the rights of others, including future generations, to enjoy the outdoors.

In wilderness areas, it is crucial to minimize our impact on particularly fragile ecosystems such as mountains, lakes, streams, deserts, and seashores. Since our impact varies from one season of the year to the next, it becomes important for us to adjust to these changing conditions as well, to avoid damaging the enviroment.

The Boy Scouts of America emphasizes these practices for all troops, teams, and posts planning to use wilderness areas:

- Contact the landowner of land managing agency (Forest Service, National Park Service, Bureau of Land Management, U.S. Fish & Wildlife Service, State, private, etc.) well in advance of the outing to learn the regulations for that area and to obtain required permits and current maps.

- Always obtain a tour permit, available through council Scout service centers, meet all conditions specified, and carry it on the trip.

- Limit the size of groups generally to no more than 8 or 11 persons, including at least one adult leader (maximum: 10 persons per leader). Two leaders per group are best. Do not exceed the group size if one has been established for the wilderness area. Organize each group (patrol, team, or crew) to function independently by planning their own trips on different dates, serving their own food, providing their own transportation to trailhead, securing individual permits, and camping in a separate and distinct group. When necessary to combine transportation and planning or buying, small groups should still camp and travel on the trail separately from other groups of the same unit.

- Match the ruggedness of high adventure experiences to the skills, physical ability and maturity of those taking part. Save more rugged treks for older youth members who are more proficient and experienced in outdoor skills.

- Participate in training for adult leaders in low impact camping or be proficient and experienced in the leadership and skills required for treks into wilderness areas.

- Conduct pre-trip training for the group that stresses proper wilderness behavior, rules, and skills for all of the potential conditions that may be encountered.

- Use backpacking stoves, particularly where the fuel supply is limited oropen fires are restricted. Supervision by an adult knowledgeable in the use of the stoves must be provided. If a fire is necessary, keep it as small as possible and use established fire lays where available if in a safe area. After use, erase all signs.

- Emphasize the need for minimizing impact on the land through proper camping practices and preserving the solitude and quietness of remote areas. Camp at low use areas -- avoid popular sites that show signs of heavy use.

- Leave dogs, radios, and tape players at home.

- Use biodegradable (not metal or glass) or plastic food containers. Carry out unburnable trash of your own and any left by others.

- Dig shallow holes for latrines and locate them at least 200 feet from the nearest water source. Cover the latrines completely before leaving.

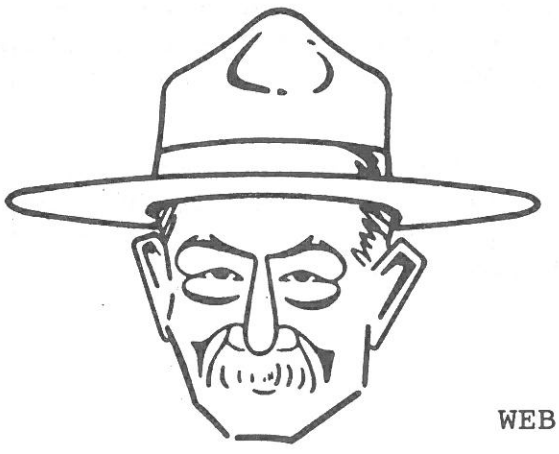
- Wash clothes, dishes, and bodies at least 200 feet from any source of natural water.

- Where a choice is available, select equipment of muted colors which blend with natural surroundings.

- Look at and photograph; never pick or collect.

- Follow trail switchbacks and stay on established trails.

- Treat wildlife with respect and take precautions to avoid dangerous encounters with wildlife. Leave snakes, bears, ground squirrels, and other wildlife alone.



Robert S.S. Baden-Powell started Scouting.

OUTDOOR CODE

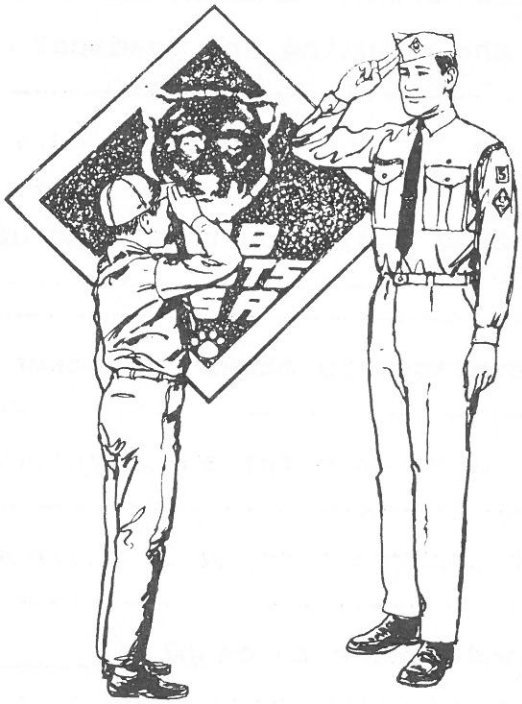
As an American, I will do my best to --

BE CLEAN IN MY OUTDOOR MANNERS -- I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's waters, fields, woods, and roadways.

BE CAREFUL WITH FIRE -- I will prevent wildfire. I will build fire in a safe place and be sure it is out before I leave.

BE CONSIDERATE IN THE OUTDOORS -- I will treat public and private property with respect. I will remember that use of the outdoors is a privilege I can lose by abuse.

BE CONSERVATION-MINDED -- I will learn how to practice good conservation of soil, waters, forests, minerals, energy, grasslands, and wildlife; and I will urge others to do the same. I will use sportsmanlike methods in all my outdoor activities.



GOOD GOING

You've Earned Your Bear Badge

WEBELOS OVERNIGHT CAMPOUT WORK SHEET

PLANNING:

ACTIVITIES:

HOW TO PREPARE THE BOYS:

HOW TO PREPARE THE ADULTS:

THINGS I SHOULD KNOW

1. Who is responsible for planning and leading the campout? _____
2. Who can help in the planning and leading? _____
3. Who is responsible for the Webelos Scouts on the campout? _____
4. What do I do if some boys don't have an adult to accompany them on the campout? _____
5. Where do I get tentage and other equipment? _____
6. What approval is necessary for an overnight campout? _____
7. What is the most important thing to remember about overnight campouts? _____
8. What are some good places to camp? _____

PREPARING FOR THE WEBELOS OVERNIGHT

The den meetings leading up to your first Webelos overnight campout should provide instruction in the activities for the campout. Hold the meetings outdoors and invite the other adults who will accompany the boys. You can incorporate the activities below in your den meeting plans.

ACTIVITY 1 - Equipment and Tents

1. Explain the plans for the overnight campout and distribute personal equipment checklist to each boy-adult team. Review the checklist and discuss plans for obtaining tentage.
2. Have instruction and practice in pitching the tents you will use. Also have practice in making a ground bed.
3. Ask the den chief to lead practice in tying knots needed for the campout.
4. Review the Outdoor Code.

ACTIVITY 2 - Fire Building

1. Practice firelays for cooking and council fires. Stress safety in preparing the fire site, lighting, and putting out fires. Use the same type fuel (wood or charcoal) that you will use for cooking fires on the campout.
2. Discuss the menu for the campout and show how to prepare the food.
3. When fires are ready, end with a marshmallow roast.

SUGGESTED AGENDA FOR A 1-NIGHT CAMPOUT

Saturday a.m.

* Arrive at campsite. Set up tents and bedding. Gather fuel supply if needed and permitted.
* Raise U.S. flag with ceremony.
* Have nature hike. Do activity badge work.
* Go fishing.
* Boy-adult teams prepare and eat sack lunch. Clean up.
* Free time.
* Have activity badge work or swimming/boating.
* Boy-adult teams build cooking fires and prepare dinner. Den eats as a group.
* Wash dishes and clean up.
* Free time.
* Lower U.S. Flag with ceremony.
* Have Campfire program.
* Lights out.

Sunday a.m.

* Reveille.
* Air Bedding. Clean up campsite.
* Boy-adult teams prepare and eat breakfast.
* Wash dishes and clean up.
* Hold religious service. Boy-adult teams may go to a nearby church or a nondenominational service may be held at the campsite.
* Strike camp. Leave site in better condition than you found it.

CAMPOUT CHECKLIST

Departure and Arrival

* From what point do we leave? When?
* How long will it take to travel to campsite?
* When will we return?

CAMPSITE

* Have you filed a Local Tour Permit?
* Are reservations or other permits required?
* Does the campsite lend itself to conservation projects?
* Is firewood available or do we need to bring it from home?
* Is the water supply safe or do we need to bring our own?

TRANSPORTATION

* Do we have enough cars and qualified drivers to carry boys, adults and equipment?
* What about car pooling?
* What about public transportation?

PARTICIPATION

* Is there an adult to accompany every boy?
* Are any substitute adults needed?
* Is the den chief coming? Was he involved in the planning?
* Will anyone form the troop be there?

EQUIPMENT

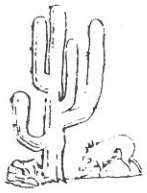
* Do the boys and adults know what to bring?
* Who will bring bow saws for cutting wood?
* Who will bring the first aid kit?

MEAL PREPARATION

* Have we planned simple fare? Hearty ingredients?
* How many meals? Which ones? Snacks?
* Are there utensils to match the menus?
* What about eating utensils? Paper plates and cups for easy disposal?

ACTIVITIES

* Games? What kind? Who will lead them?
* Campfire? Who is responsible for what?
* Hikes? Boating? Fishing? Swimming? Who?







BOY SCOUTS OF AMERICA POSITION REGARDING TENTS

The programs of the Boy Scouts of America are built on safety training and preparedness. It has been a long standing rule that only flashlights and electric lanterns should be used in tents. NO FLAMES IN TENTS is a rule which must be enforced.

In addition, the following safety precautions have long been emphasized at outdoor trianing sessions for leaders:

* Never use an open flame, such as a candle or a match in or near a tent.
* Build campfires several yards away from your tent; be sure the fire is downwind from the tent.
* Keep cooking fires small enough to do the job.
* Always extinguish campfires and other flame sources before you go to sleep. DEAD OUT with water.
* Clear all burnable material 4 to 6 feet away from the fires or as required by local law.
* Place two fire buckets, filled with water, at each tent.
* All BSA tents presently meet all federal and state regualtions although not all BSA tents are flame retardant.
* The BSA recognizes the fact that there are no tents that are flameproof; that a flame retardant tent is a tent that has been treated with a chemical that makes the tent material go out when the source flame is removed. Flame resistant and flame retardant are the same.
* The BSA has been actively working with its tent manufacturers to develop chemicals to make all of its tents flame retardant. Until 1974, this technical knowledge has not been available for the treatment of all types of tent materials.
* The BSA produces tents made of three different cloths.
* No BSA tent has a wax finish.

SPECIAL DEN ACTIVITIES

Part of the excitement of den meetings is the variety of different things that can happen. Below are some suggestions for special activities which the boys will enjoy:



* Take a hike.
* Shovel snow.
* Have a picnic.
* Plant a tree.
* Clean out flower beds.
* Plant seeds or bulbs.
* Have a marble tournament.
* Have a den swap day.
* Have a glider contest.
* Pick up litter.
* Go swimming, skating, bowling.
* Collect paper and cans for recycling.
* Have a hayride.
* Go on a wiener roast.
* Cook breakfast outdoors.
* Make and fly kites.
* Have a backyard night meeting to look at stars.
* Go on a scavanger hunt.
* Go on a treasure hunt.
* Eat watermelon, then have a seed spitting contest.
* Go on a big game hunt (with cameras)
* Have a bike safety inspection.
* Go fishing.
* Play table tennis.



RAINY DAY ACTIVITIES

Den leaders should always have a backup plan in case of bad weather. These are some suggestions of things the den might do on a rainy day:



* Make homemade games.
* Make a den doodle.
* Write a skit.
* Make masks or costumes.
* Build den stools.
* Learn basic first aid.
* Take a rain hike.
* Make beanbags for den games.
* Have a uniform inspection.
* Carve soap.
* Make clay models.
* Make games or gifts for shut-ins.
* Make paper-bag puppets.
* Make litter bagts.
* Make neckerchief slides.
* Have a songfest.
* Have a rainy-day Olympics.

BOY SCOUT METHODS

IDEALS

Oath - Law - Motto - Slogan - Goals - Standards

PATROLS

Peer groups - elected representation - activities

OUTDOORS

Hiking - camping -conservation - sports

ADVANCEMENT

Self-reliance - ability to help others - challenge

ADULT MALE ASSOCIATION

Masculine image - role model - example

PERSONAL GROWTH

Good Turn - service projects - religious emblems

LEADERSHIP DEVELOPMENT

Leadership skills and practice - citizenship

UNIFORM

Commitment to aims - identity - practical attire

SCOUT OATH OR PROMISE

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.

SCOUT MOTTO

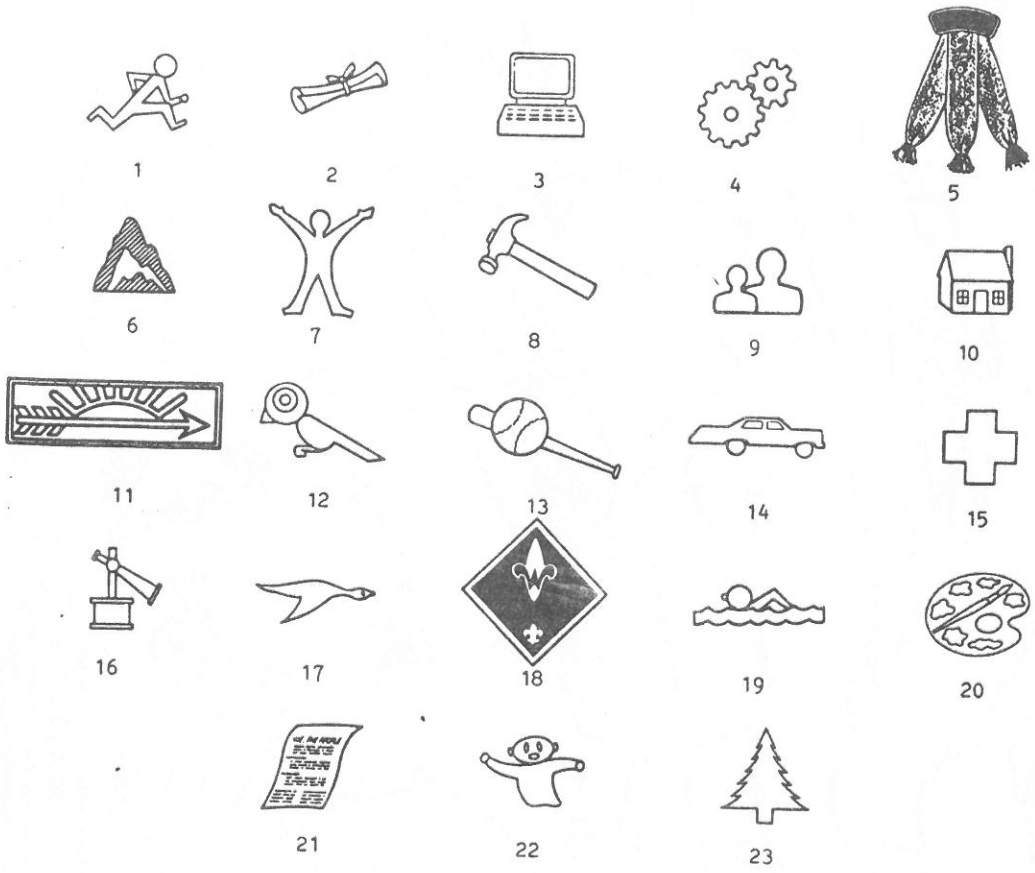
Be Prepared

SCOUT SLOGAN

Do a Good Turn Daily

NAME THAT WEBELOS BADGE

Here are a number of WEBELOS Activity Badges and emblems. See if you can match the badges with their correct names.



____Outdoorsman
____Scientist
____Readyman
____Traveler
____Sportsman
____Naturalist
____Handyman
____Aquanaut

____Family Member
____Showman
____Fitness
____Geologist
____Engineer
____Communicator
____Webelos Badge

____Scholar
____Arrow of Light
____Athlete
____Forester
____Craftsman
____Webelos Colors
____Citizen
____Artist

Check your own results in your WEBELOS book, 20-23 correct, you're pretty smart; 15-19 correct, very good! 11-14 correct, not bad. 9-13 correct, you must be a brand new leader! 8 or under, you didn't really try, did you!!!


MAKE A SCOUT
OUT OF DAD ?

BADGE:

AQUANAUT (physical skills)



PURPOSE:

Develop basic water skills

PROBLEMS:

Non-swimmers, fear of water, fear of failure, over estimators (remember the safety rules!)

SOLUTIONS:

Not all Webelos may complete this badge, especially on the first attempt. An approach that may minimize embarrasement is to work with small groups in a shallow pool where the Cub can easily touch bottom. Check with the parents about the swimming ability of the Cubs before the meeting and quietly separate the Cubs into small groups of similar ability. A good group size is two or three Cubs and two adults are needed. The other groups may do dry land work in a separate area (out of sight) on life saving drills and boat safety.

If the pool is at a park, combine the time for Aquanaut with Athlete and Fitness. In this way, a Cub that doesn't complete the requirements will still make progress on the other badges. Rotate the groups, but remember the most interest will be on getting in the pool. Because some Cubs may just be learning to swim, they may do their best with no audience of parents. Plan a leisure splash afterwards. Use the buddy system.

RESOURCES:

Use your parent volunteers on this one. You'll need recorders, counters, and timers for other activities plus another adult to work with the other Cubs in the group while you test skills. Recruit a fisherman dad to cover boat safety rules. Does anyone have a canoe or small row boat that you can use as a dry land demonstration?

PLANNING:

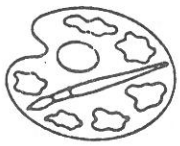
This is strictly a warm weather even unless you have access to a heated pool. It makes a great summer Den meeting.

MORE?

How about a Den cook-out in the park afterwards? Cubs that want to go further can work on the Cub Scouts Sports Pin for Swimming. For the Second year Webelos, some of the requirements also satisfy the Boy Scout Swimming requirements.



BADGE:
ARTIST (mental skills)



PURPOSE:
Present art techniques

PROBLEMS:
Discouragement after first effort, lack of initial enthusiams

SOLUTIONS:
This badge can fit in well with other badges such as the Showman and the Craftsman. If you know someone who can teach the basics of sketching, get them to put on a short demonstration before the Cubs try their hand. Also, try to define a project that is simple enough to do on the first attempt. A small success will encourage the Cub to try harder projects.

Some of the artists requirements can be met while painting simple backdrops for plays of puppet shows. The sculpture requirement can be to make the clay head of a puppet that will later be used in the Showman badge. Den Doodles are also a project for the artist badge.

RESOURCES:
A few helpers will do here. Artistic talent is not essential. Remember, art is in the eye of the beholder. The effort is what counts.

PLANNING:
This is a good project any time. These requirements can be integrated so well with other badges that it rarely requires more than one or two dedicated meetings.

MORE?
Enter your sketches and paintings in an art contest.



BADGE:

ATHLETE (physical skills)



PURPOSE:

Increase physical abilities and skills

SOLUTIONS:

This may be the absolute favorite of the more athletic Cubs and may be earned in a single meeting. For others, the dash option may be impossible to achieve for some. The object of the badge is to increase physical skills so project this as a starting place to **get in shape** for hiking and summer activities. To work up to the running or strength requirements may take a regular exercise program as detailed in the Fitness badge. If done in the summer, it may also be tied in with the Aquanaut.

Special requirements can be set for Cubs that are handicapped. Look for something at which the Cub could excell.

This is a good badge to work on during game period or when the day is too nice to stay inside. Many parks have workout areas that can be used for these requirements. Set up stations at the pull-up bar, the sit-up bench, the long jump pad, and the sprint course. A stop watch is required for the running requirements.

RESOURCES:

An extra adult or two to record times is helpful.

PLANNING:

This can be a spur of the moment activity. All it really takes is a school play ground and some good weather.

MORE?

Organize a Pack or Den Olympics. Put in enough non-athlete games such as ring and horse shoe toss to give everyone a chance.

Cubs that want to go further should look at the Cub Scout Sports Programs of Baseball, Swimming, Bicycling, Personal Fitness, Ultimate, and others.



NOVEMBER '89
DECEMBER '89

PARADE OF PRESIDENTS
CUSTOMS OF COUNTRIES

BADGE:
CITIZEN (community group)



PURPOSE:
Learn about citizenship

PROBLEMS:
Lack of interest, poor attention

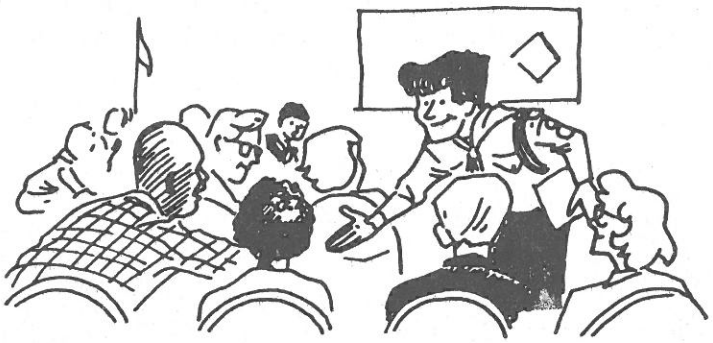
SOLUTIONS:
Save this badge for the second year of Webelos unless an unusual opportunity is presented. Some of the requirements can be achieved at school or camp where there is an opportunity to hoist the colors. A visit to the court house is often interesting. See if you can schedule an appointment with a judge to let the Cubs see a court in session (caution - they won't sit still for long). A citizenship "swearing in" is often informative.

Although museums may seem a natural place to take Cubs, remember that interest level with this type of event is short. A guided tour by a knowledgeable person may hold their attention longer than a self-guided tour.

RESOURCES:
Call the government offices and ask about tours. Be specific about what you want to accomplish. Tours always need several extra parents.

PLANNING:
Schedule your tour a month or more in advance. Spend parts of several meetings leading up to the trip on key points of the requirements.

MORE?
Can you use what they are learning at school to work into the lesson?



BADGE:

COMMUNICATOR (community skills)



PURPOSE:

Improve awareness of how we communicate

PROBLEMS:

Lack of interest, poor attention

SOLUTIONS:

This is a very interesting badge that should be very easy to present. Several of the requirements, such as use of the telephone or CB radios can be demonstrated in a few minutes when another project finishes early. The code and secret message games can be used in news letters and in competitions between Cubs or with Cubs working in a group. The Body Language game and the Story Telling requirement can be used as short games.

Some Cubs may want to learn how to "sign" as a way to pass messages. Obtain a Braile alphabet and see if the Cubs can feel the difference in the dots.

The library tour and the Newsroom tours are good outings. Have each Cub look up and find a book from the master file. Use the library time to gather information needed for Citizen, Engineer, Geologist, Forester, and Scientist.

RESOURCES:

The braile charts can be obtained from schools and other community education sources.

PLANNING:

This is an anytime event that takes only a limited time to schedule tours and obtain alphabets. Several of the requirements can be made into games for winter meetings.

MORE?

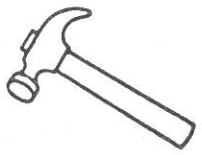
Send messages the length of the hall, the gym, or down the block. Use homemade flags, a simple buzzer, or a flashlight.



NOVEMBER '89
DECEMBER '89

PARADE OF PRESIDENTS
CUSTOMS OF COUNTRIES

BADGE:
CRAFTSMAN (technology group)



PURPOSE:
Learn how to work with tools

PROBLEMS:
Wide range of abilities, problems obtaining inexpensive materials, too little supervision, making a mess

SOLUTIONS:
This badge will be a favorite, but requires a lot of preparation. Some projects, like leather work and cardboard, can be held in your regular meeting place, but woodwork that involves cutting and nailing should be held in the shop or garage where the saw dust can be handled easier. Because every Cub wants to do something, you'll need a large supply of hammers or set up cutting, gluing, nailing, and sanding stations. Have small groups rotate around as the work progresses. If everybody is starting fresh on the same project, you may need to get the other groups to do another task for a few minutes. An adult helper to guide each group or an adult at each work station is a good method.

At the end of a meeting when there are a few minutes left, let the Cubs select a simple project from the list in the Webelos book or add your own ideas. This will build enthusiasm for the next meeting.

RESOURCES:
Collection of the materials will be the tough part. Check with local companies about wood scraps. Plywood is usable for most projects, but solid lumber such as white pine is better for some cutouts. Hardwoods like oak, ash, and walnut are too hard for most Cubs to cut or shape; they may get frustrated. When the hardwoods are needed for cutting boards, precut them first and do the rough sanding, leaving the finish work to the Cub.

For leather crafts, check with Tandy and get prices on scrap that the boys can cut and tool. 6" square or round pieces of masonite make good work surfaces for the cutting and stamping operations. Some veteran Scouters can give leather craft lessons, and Tandy has free classes. First projects as simple as key chain tabs make good gifts. Clay projects are good for gifts and puppet heads. Try a ceramic shop for some advice and maybe help on firing.

Use one adult for every two or three Cubs. The Cubs need a lot of supervision and help on almost all these projects.

PLANNING:
The Craftsman is a multi-meeting project, and the Cubs may also do a lot of work at home. Have him bring his home-built items and tell how he made them.

FEBRUARY '90
MARCH '90

MARDI GRAS
ACHIEVEMENT PARADE

BADGE:

ENGINEER (technology group)

PURPOSE:

An introduction to engineering skills



PROBLEMS:

Leader apprehension

SOLUTIONS:

This badge can be one of the most informative in the Webelos program. If your background is not in science and you would like to highlight this program, check with a local business for an engineer to talk with the Cubs or the location of a safe construction site to visit. The Boy Scout Engineering Merit Badge counselor may be able to help.

The catapult requirement will probably be the favorite. The units can be constructed of wood scrap, cardboard and rubber bands. The block and tackle demonstration makes a good game. After the bridges are drawn, make some models from scrap. The bridges are more involved but can be a great source of pride and a good exhibit at Pack meetings or the Scout-O-Rama.

RESOURCES:

Get a wood working parent (or grandparent) to cut and do the rough shaping for the bridge supports. The bridges will require some patience and help, plus a little time in several Den meetings.

A good encyclopedia (on your trip to the library for the Communicator) can give a list of engineers and what they do.

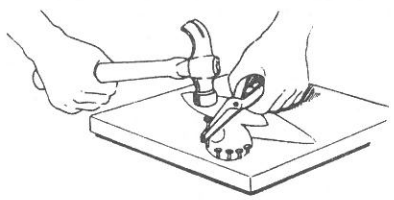
New home construction sights can usually be visited most easily, but get the builders permission first.

PLANNING:

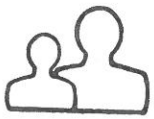
Schedule your visits early and get all the bridge or catapult parts cut out before you start unless you want the Cubs to cut out the pieces as part of the Craftsman badge.

MORE?

Put on an "Engineering" demonstration for your Pack as part of the Pack meeting.



BADGE:
FAMILY MEMBER (community group)



PURPOSE:
Teach responsibility and cooperation in the family

PROBLEMS:
Lack of family support

SOLUTIONS:
This badge is a good first badge as the Cub comes into the Webelos Den from the Cub Scout Den or as a new member. It also can be used to win parents to the Webelos. The badge may be completed almost entirely at home, but you can highlight it at meetings by having the Cub tell about what on completion of the requirements.

If there is no support from the family, the leader can review the requirements with the Cub and help him make out the lists.

This badge makes a very good project to bring up at a Den family get together. Some plans can be made right there.

RESOURCES:
Use this badge to establish contact with your parents. These contacts can be turned to your advantage later when you need help with projects, trips, or activities.

PLANNING:
Little planning is needed, but a regular check with the Cub and his parents can keep this one moving.

MORE?
Have the Cub bring cookies that he has made to the Den meeting.





BADGE:

FITNESS (physical skills)

PURPOSE:

Increase physical abilities and skills, learn about health and your body

PROBLEMS:

Non-physical Cubs, parents who smoke, alcoholic family member

SOLUTIONS:

There will be few problems on the requirements for this badge. If the Cub has a parent who is sensitive about reviewing the dangers of alcohol, tobacco, and drugs, review these with the whole Den as a group. Don't preach, stick to the positive benefits of good health.

The exercise requirement can be satisfied in gym class, in the summer, maybe in conjunction with the Athlete and Aquanaut. Have someone demonstrate several exercises that the Cub can do at home or at school.

Special requirements can be set for Cubs that are handicapped. Look for something at which the Cub could excell.

RESOURCES:

Check with local clinics or doctors offices for healthy nutrition information.

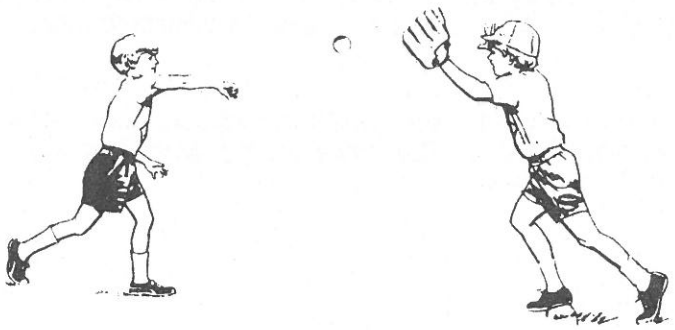
PLANNING:

This badge can be done almost anytime with very little preparation. The Webelos book is a good source of information.

MORE?

Visit a health fair.

Cubs that want to go further should look at the Cub Scout Sports Program of Baseball, Swimming, Bicycling, Personal Fitness, Ultimate, and others.





BADGE:
FORESTER (outdoor group)

PURPOSE:
Improve awareness of trees, plants, wildlife, and the forest.

PROBLEMS:
Finding and identifying trees

SOLUTIONS:
Finding a person who can identify and tell about the different trees will make this badge a lot easier. Ask some of the veteran scouters of the Scout office for names. Also, books are available at the library (during the Communicator visit for example) that can help in identification. The Boy Scout Forestry Merit badge counselor may be able to help.

The poster requirements can be worked in with Artist requirements, and the wood can be collected during the Craftsman. This badge is a good one to work on during hikes and Webelos Woods campouts.

Use a piece of unsplit firewood to count rings. If possible, saw off disks of unsplit logs and the Cubs count rings to see when they were born.

Leaf collections can be made that will aid in identifying the trees and shrubs. Point out poison ivy.

RESOURCES:
Most wooded parks are excellent places for this badge since several native trees are usually close together and are often labeled. The Boy Scout Handbook has some good information and illustrations; and the Audubon Field Guides (about $13 each) on trees are excellent.

PLANNING:
This is a project that is best done in summer while the leaves and nuts make the tree easier to identify. Work the requirements around a hike or campout and combine it with the Naturalist, Geologist, and Outdoorsman.

MORE?
Plan activities such as conservation and tree planting that can qualify Cubs for the World Conservation Award. Details at the Scout office.

BADGE:

GEOLOGIST (outdoor group)



PURPOSE:

Learn about rocks and minerals

PROBLEMS:

Knowledge of the rocks and minerals

SOLUTIONS:

Unless you are a Geologist, this badge is one that is made a lot easier with the help of a geologist or someone whose hobby is rocks or minerals. Check with local geologic societies or oil companies for names of persons that can talk to your Cubs. Several local people have done this for years for the Scouting organization. Show the geologist the requirements for the badge before he or she visits so they will have an idea of what is needed, but don't limit them to it. There is a lot of very interesting information on geology that will hold a Cub's attention.

This is a hands on activity badge and should not be just book work. Take the Cubs to a site and hunt for fossils or minerals. Visit a rock shop and talk to the owner about the rocks. The scale of mineral hardness is easy to make and requires only a few rocks to demonstrate.

The sketches of the volcano and the birth of the mountains can be combined with the Artist. While you are collecting rocks, also look for trees and wild animals that will be of interest on Forester, Naturalist, and Outdoorsman.

RESOURCES:

The geologist can usually identify places for a field trip to collect rocks and fossils. Inexpensive field guides are the Golden Books, Minerals and Fossils books.

PLANNING:

This is a project that is best done when the weather turns warm but before foliage such as grass and shrubs cover rocks. Be careful around rocks: insects, snakes, slipping hazzards, and rock throwing come with the territory.

MORE?

Have the Cubs start a rock collection and have them tell about their favorite specimens.

BADGE:
HANDYMAN (technology group)



PURPOSE:
Learn how to perform simple repairs

PROBLEMS:
Unhandy parents, lack of a chance to try repairs

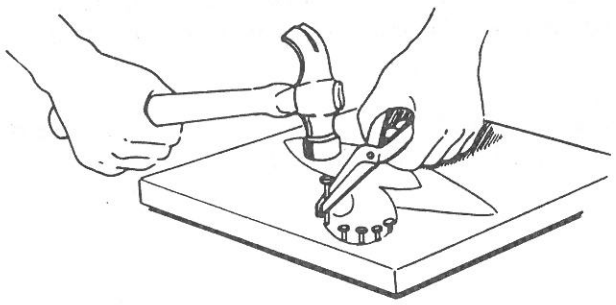
SOLUTIONS:
The requirements for this badge are among the easiest of all the badges. Most kids grow up doing these simple tasks. This badge can be earned with parents help and is a good one to introduce at a family Den meeting.

The requirements involving bicycle maintenance and repair can be worked into a meeting that features a bicycle rodeo. The automotive requirements can be addressed during a Den or Pack car wash fund raiser. Some of the requirements will blend in with those of Craftsman or can be done during a trip to a car show or a brief talk by a mechanic. Since this badge will be mostly completed at home, have the parents send a note on completion or initial beside the requirements.

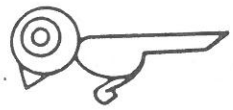
RESOURCES:
Ask one of the non-involved Den dads to show the boys the way to change the light bulbs and check the oil.

PLANNING:
A spur of the moment badge that requires little or no preparation.

MORE?
How about a visit to a free car show or organizing a Den or Pack Bicycle Rodeo.



BADGE:
NATURALIST (outdoor group)



PURPOSE:
Increase knowledge about the outdoors and nature

PROBLEMS:
Identification of wildlife, areas to watch birds and wildlife

SOLUTIONS:
This may be one of the more difficult for Dens that do not get out; however, it is very important for teaching some early lessons of behavior in the wilderness.

Insect zoos, terrariums, bird feeders, and bird houses can be made as part of the Craftsman Badge. The bird feeders and houses are particularily good since they can attract birds into a viewing area. Bird houses vary in style and complexity. Often the most crudely made houses attract birds better than the most finely made ones (better air circulation in a crudely fitted house!).

Identification of the wildlife is made much easier with field guides, help from a veteran scouter, or other experienced wildlife watcher.

The illustrated field guides from Audubon ($13) are very good references on wildlife, plants, trees, mushrooms, and insects.

Other Badges with similar character that can be worked on at the same time are Geologist, Outdoorsman, and Forester.

RESOURCES:
Information is available from the State Department of Wildlife and other Wildlife organizations. The Boy Scout Handbook is good, and the illustrated field guides are sold at bookstores.

PLANNING:
Tours of the Department of Wildlife, zoos and natural history must be arranged in advance. Use the zoo as an outting with a cookout in the park later.

MORE?
The World Wildlife Conservation Badge has some similar requirements to all of the outdoor groups.

Combine it with the Outdoorsman and hold a tracking contest (See the Boy Scout Handbook for details.)

BADGE:
OUTDOORSMAN (outdoor group)



PURPOSE:
Learn basic camping skills

PROBLEMS:
Non-camping families, poorly equipped Cubs, no place to camp

SOLUTIONS:
This is one of the transition areas of the Cub into a Boy Scout. This badge needs to be earned.

If the opportunity exists for a campout at a Camporee as the guests of a Boy Scout Troop, most of the requirements can be met. If a Den campout is done in the backyard, try to cook supper over a grill or enclosed fire pit. Simple envelope beds can take the place of bed rolls. Canteens are made from clean 2-liter pop bottles.

The fire safety rules and campfire requirements can also be met at a family Den meeting after a Sports badge get together. Remember to take some dry kindling and some split wood. Let the boys build the fire with adult supervision.

The requirements for knowledge of knots should be a manditory requirement since the Cubs will be using these simple knots repeatedly. Don't be surprised or upset if the Cubs must relearn these knots nearly every time they must be used; it takes practice. A game centered around knot tying ability gives good practice and appeals to their keen sense of competition.

Other Badges with similar character that can be worked on at the same time are Geologist, Outdoorsman, and Forester.

RESOURCES:
The positive examples of Boy Scouts in camping make a good, organized troop one of the best resources. Check the camp books available at the Scout office:

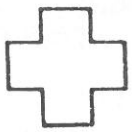
1. Boy Scout Field Book
2. Boy Scout Handbook
3. Camp Cookery for Small Groups
4. Dutch Oven Cooking

PLANNING:
Keep track of District and Council camping activities that allow Cubs to participate -- **Don't** miss one.

MORE:
Hold a meeting on camping drills -- set up tents, build safe fires, do a Den family evening cookout.

BADGE:

READYMAN (community group)



PURPOSE:

Learn basic first aid skills and general safety

PROBLEMS:

Health concerns with wound contact, un-co-operative families or lack of concern for home safety

SOLUTIONS:

The requirements for this badge may seem simple, but the skills learned here can pay off later even in the treatment of small injuries. To get the maximum out of badge, coordinate a visit to a Boy Scout Troop when they are working on first aid requirements. Split the Webelos into small groups and let them learn from and with the Boy Scouts.

The swim safety requirement can be discussed as part of the Aquanaut program during a break or while one group is swimming. The buddy system is the heart of safe Scout swimming, so stress is heavy.

Requirements 7-12 can be addressed in the closing minutes of a meeting or at a Den family meeting.

RESOURCES:

A few parent volunteers are helpful, especially if one or more are trained in health care.

PLANNING:

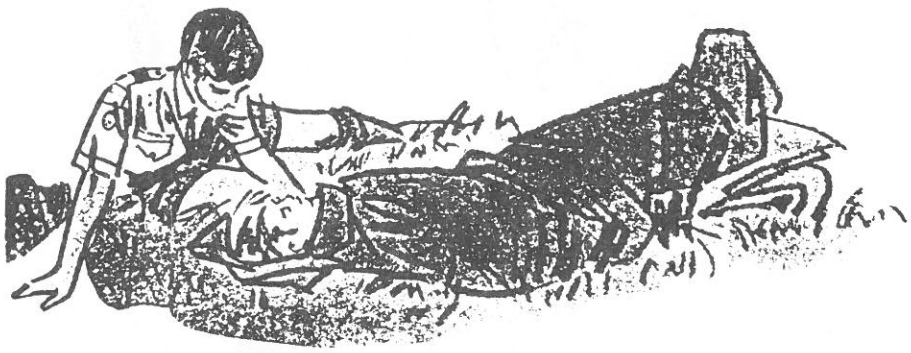
Plan this one carefully since it takes cooperation of several people and may require supplies.

MORE:

Make simple first aid kits as craft projects. How about a visit to the medical tech or nursing program of a Vo-Tech?

First-aid demonstrations make great presentations in place of skits in Den meetings.

Work the bicycling requirements into a bike rodeo.



BADGE:



SCHOLAR (mental skills group)

PURPOSE:

Promote the concept of a good education and citizenship in the classroom.

PROBLEMS:

Bored kids or school "turn-off", lack of teacher time, poor study habits

SOLUTIONS:

Most boys that have the interest to be Cubs will earn this badge easily. It does not require straight "A's" only honest effort and interest.

If your group meets at a school, ask the principle or a teacher to discuss the value of a good education and what it takes to be a good student. If the group is large, separate the Cubs into smaller groups to reduce the need to show off for their friends. If the boys don't get along well with the principal, visit another school and make some new friends with teachers or administrators.

The research on the school operation can be done at the library with the Communicator or other mental skills badge.

RESOURCES:

Teachers and principals are the best source of help, but have a parent or two along for supervision. If you have trouble makers, invite their parents to that meeting.

PLANNING:

Plan this one carefully since it takes cooperation and building meeting time. Combine with the Scientist badge as an interest builder.

MORE?

Visit a teacher retirement center and talk to older teachers about school systems of the past.



SEPTEMBER '90
OCTOBER '90

EXPLORE YOUR NEIGHBORHOOD
LAND OF MAKE BELIEVE

BADGE:

SCIENTIST (technology group)



PURPOSE:

Start the spark of interest in science

PROBLEMS:

Little or no interest in science, poor students, lack of equipment, no school science class, leader inexperience

SOLUTIONS:

Most Cubs like science. Just start the experiment and the Cubs will take interest quickly. You aren't expected to be a scientist; the experiements are easy and the equipment is nothing more than balloons, bottles, eggs, and cans.

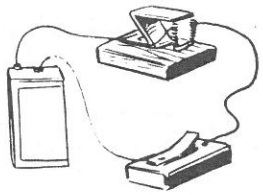
If the Cubs' school has a good science course or a program such as Science Enrichment, sponsored by a local industry, talk to the teacher about using some of the school equipment to do the projects. Even better, interest the science teacher in doing the experiments for the science class. If all else fails, you can run some great experiments in the kitchen or garage.

RESOURCES:

Science teachers, science inclined parents, industry volunteers, and even some of your own Cubs may be of help here. Gather the simple equipment from kitchen, school, or trash can.

MORE?

Do a Den Science Fair project or have each boy do a part of a Science Fair project to build team work.



BADGE:
SHOWMAN (mental skills group)



PURPOSE:
Bring out the hidden talents

PROBLEMS:
Shy or quiet Cubs, center stage clowns, lack of enthusiasm

SOLUTIONS:
The requirements for this badge are as varied as your Cubs. No two Cubs will have the same talents or ambitions, but some part of the showman will appeal to each.

If the Cubs like skits, practice a few and put them on at the Pack meeting. Rotate the staring roles so everyone gets a chance to be a star. Don't forget the costumes. Garbage bags, aluminum foil, newspapers, and other odds and ends work for costumes and props. They really help put interest in a skit.

If your Cubs are too shy for skits or singing, make puppets. Even the shyest Cub can stand behind the curtain and work a puppet. Don't forget an announcer. For some real entertainment, have the Cubs write the script to the play or puppet show. Have them play the background music. Remember, enthusiasm is the main point.

If you know a music teacher or a musician, ask them to show the Cubs about music scores and musical notes.

Pick a simple drama for a Den presentation. If the Cubs like it, make a presentation at a Family Den meeting. A little makeup and some simple costumes help take away some of the Cubs' natural silliness.

A magic show will satisfy some of the Drama requirements.

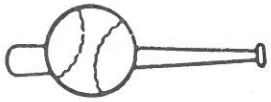
RESOURCES:
Most Dens have a parent of two with some musical ability so tap them to help. Look at the Scout books on Den skits and

PLANNING:
This is a long project; break it up into several meetings that might cover two or three months.

MORE:
Write your own Den song. Visit a music store and learn about the various instruments.

BADGE:

SPORTSMAN: (physical skills group)



PURPOSE:

Develop sportsmanship, learn about sports, team work

PROBLEMS:

Non-physical Cubs, lack of team spirit, wide range of abilities

SOLUTIONS:

This is a good badge to build and stress fitness, training, and team work. Select a team sport like ultimate, baseball, or softball that appeals to a wide range of skill levels and are less likely to be monopolized by one or two Cubs. You will need to get out and play with them to explain the rules and make sure everyone gets a chance.

Challenge other Dens to a "Championship" or hold a Pack Championship to qualify for the sports participation awards. Use a little of several Den meetings to train and work on team work. Select the teams yourself to make sure the sides are balanced and feelings are not hurt.

If one of the fathers is a sports nut, ask him to explain the rules of a game and the referee's signals. Practice sportsmanship, both winning and loosing, in your Den games. End the game any time that tempers flair or a Cub can not be a good sport.

RESOURCES:

Most Dens have a parent or two with some sports knowledge or perhaps some real skill at playing a game. Get them interested in helping by asking for some short term help.

PLANNING:

This one doesn't require much planning with the exception of a special presentation.

MORE?

How about a trip to a ball game? Remember the wide variety of Cub Scout Sports Awards.



BADGE:
TRAVELER (mental skills group)



PURPOSE:
Start an interest in traveling and using knowledge for adventure

PROBLEMS:
Families that don't travel

SOLUTIONS:
Most of the requirements for this badge are met on family trips. If the families don't travel, let the Cub navigate on Den field trips.

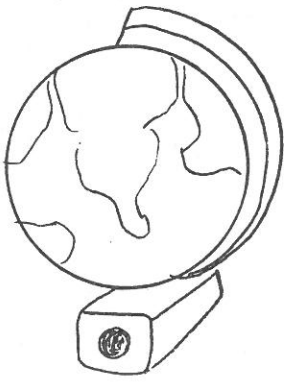
Timetables and schedules are available from airlines. Get one for each of your Cubs and let them plan an imaginary trip. Air mileages and ticket costs are in some of the travel schedules.

RESOURCES:
Timetables and schedules are available from most of the airlines. State highway maps are available free.

PLANNING:
This project can probably be done in a single meeting and a weekend family trip.

MORE?
Take a tour of the airport or bus station. Check on car mileage and car operation expenses.





WEBELOS REQUIREMENTS:

		DATE	INITIALS
1.	Have adult member of family read and sign parent guide		
2.	Be active member of Den for 3 months		
3.	Know and explain meaning of Webelos Badge		
4.	Show and explain parts of Webelos Uniform		
5.	Earn 3 Activity Badges(Badge) _____		
	_____		
	_____		
6.	Plan and lead Flag Ceremony in Den		
7.	Know and Understand:		
	Scout Oath or Promise		
	Scout Law		
	Scout Motto		
	Scout Slogan		
	Scout Salute/sign/handclasp		
8.	Earn the religious emblem or your faith		
	OR Do 2 of the following:		
	* Attend the church, synagogue, etc. of your choice, talk with a religious leader about your beliefs. Tell your Webelos leader and your family what you learned		
	* Tell how your religious beliefs fit in your the scout oath & law. Discuss with your Webelos leader.		
	* With your religious leader list and do 2 things you think will help you draw nearer to God.		
	* Pray to God daily for 1 month. Note from parents.		
	* Do an act of service under direction of Religious leader. Write about it. Show your Webelos Leader.		
	* List at least 2 ways you have been a good example and lived in accordance with your religious beliefs.		

ATTENDANCE:

Den Meetings- A-attended U-uniform D-dues

88-89	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May
1								
2								
3								
4								

89-90	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May
1								
2								
3								
4								

Pack Mtgs. 88-89 Sept_ Oct_ Nov_ Dec_ Jan_ Feb_ Mar_ Apr_ May_

89-90 Sept_ Oct_ Nov_ Dec_ Jan_ Feb_ Mar_ Apr_ May_

Campouts

Special Events

ARROW OF LIGHT REQUIREMENTS:

		DATE	INITIALS
1.	Be active in your Den 4 months	_____	_____
2.	Do the following:	_____	_____
	* Memorize the Scout Oath	_____	_____
	* Memorize 12 points Scout Law	_____	_____
	* Give/explain Scout motto, sign, slogan, salute and handshake	_____	_____
	* Explain parts of the Scout Badge	_____	_____
	* Tell differences Webelos vs. Scout uniform	_____	_____
3.	Earn 5 Activity Badges	_____	_____
	three earned toward the	_____	_____
	Webelos Badge.	_____	_____
		_____	_____
		_____	_____
4.	Visit 1 Boy Scout troop meeting	_____	_____
	Visit 1 Boy Scout outdoor activity	_____	_____
5.	Participate in Webelos overnight activity	_____	_____
6.	Webelos Leader Conference	_____	_____
	BSA Application___		

ACTIVITY BADGES:

AQUANAUT
1.Swim 100 feet
2.Float 1 min.
Do 3
3.Surface dive
4.Mask-fins-snorkel
5.Water rescue
6.Small boat safety

ARTIST
Do 5
1.Draw/frame picture
2.Primary colors
3.Make 6 designs
4.Family mbr profile
5.Sculpt
6.Mobile
7.Construction

ATHLETE
1.Explain phys. health
2.Physical fitness pin
Do 5
3.30 Sit-ups
4.2 Pull-ups
5.8 push-ups
6.5'stand long jump
7.9" jump
8.8.2 sec. 50-yd dash
9.600 yd. run/walk

CITIZEN
1.Know Pres,VP,Gov...
2.Flag history
3.Flag respect
4.Pledge/Allegiance
5.National Anthym
6.Citizen rights
7.2 Law enforce.helps
Do 2
8.Visit commun leader
9.President Essay
10.Tell good citizen
11.List 5 citizens
12.Why have laws
13.Why have govern.
14.6 ways country helps/ works other nations
15.3 organ. help people

COMMUNICATOR
Do 4
1.Play body lang.
2.Tell den exper.
3.Invent sign lang.
4.Word signal code
5.Telephone use
6.Invent secret code
7.Tell story 2 ways
Do 2
8.Visit library
9.Visit newsperson
10.Handicap commun.
11.PC database commun.
12.Commun. jobs

CRAFTSMAN
1.Make 2 home items
2.Cut 4 wood items
3.Tool safety
Do 1
4.4 Leather items
5.4 plastic items
5.4 plastic items
6.Frame/display
7.4 Clay projects
8.4 misc. projects
8.4 misc. projects

FITNESS
1.Tobacco evils
2.Drugs effects
3.Diet
4.Alcohol
5.6 exercises/30 days

ENGINEER
Do 5
1.List 10 engineer jo
2.Visit construction
3.Property line
4.Electricity to hous
5.Draw 3 bridges
6.Block & Tackle
7.Catapult
8.Floor plan house

FAMILY MEMBER
1.What is family
2.Family jobs
3.Home hazards
4.Money
5.Trash disposal
Do 2
6.Energy saving
7.Family fun
8.Clean home
9.Clothes care
10.Meal planning
11.Family meetings

FORESTER
Do 5
1.Identify 6 trees
2.Identify 6 plants
3.Tree poster
4.Tree growth
5.3 kinds of wood
6.Plant 20 seedlings
7.Wildfires
8.Forest Map of US

GEOLOGIST
Do 5
1.Rock mineral use
2.5 Geologic specimans
3.Hardness scale
4.Geologic home mat'ls
5.Geyser, volcano or quake
6.Mountains formed

HANDYMAN
Do 6
1.Wash a car
2.Change a tire
3.Chg. bulb auto
4.Oil/tires
5.Fix bicycle
6.Lube bike chain
7.Bike tires
8.Chg. light bulb
9.Chemical Safety
10.Sawhorse/stool
11.Mow lawn
12.Tool storage
13.Clean/store tools
14.Mark ID on tools

NATURALIST
Do 4
1.Insect zoo
2.Aquarium/terranium
3.Museum
4.Identify birds
5.Bird flyways
6.Poison plants/reptiles
7.6 wild animals

OUTDOORSMAN
Do 5
1.Knots
2.Pitch/sleep tent
3.Webelos overnight
4.2 nights camping
5.Campfire
6.Cook/cleanup
7.Fire safety
8.Visit boy scout camp

READYMAN
1.First aid
2.Get help
3.Hurry cases
4.Shock
5.First aid for
6.Swimming safety
Do 2
7.Bike safety
8.Home fire escape
9.First aid kit
10.Home accident areas
11.6 car safety rules
12.First aid demo

SCIENTIST
1.Bernoulli Princ.
2.Pascal's law
3.Inertia
Do 6
4.Atmosph.pressure
5.Air press.effect
6.Air/water press.
7.Fog
8.Crystals
9.Balance
10.Eyes
11.Opt. illusion
12.Eye care

SHOWMAN
Puppetry
Music
Drama

SPORTSMAN
1.Official signal
2.Good sportsman
3.2 indiv. awards
4.2 group awards

TRAVELER
Do 5
1.Map/timetable
2.Plan a trip
3.Cost per mile
4.Take a trip
5.List 4 trips
6.Pack a suitcase
7.First aid kit

SCHOLAR
1.Good school rec.
2.School activity
3.Education value
4.School Teaching
Do 3
5.School History
6.School System
7.Grownup ques.
8.Education jobs
9.Help student



FIRST AID & YOU

WHAT IS FIRST AID?

First aid is defined by the American Red Cross as the immediate care given to a person who has been injured or has been suddenly taken ill. It includes self-help and home care if medical assistance is not available or is delayed. It includes words of encouragement, evidence of willingness to help, and promotion of confidence by demonstration of competence. First aid knowledge and skill often mean:

1. The difference between life and death.
2. The difference between temporary and permanent disability.
3. The difference between rapid recovery and long hospitalization.

FIRST THINGS FIRST

* Protect yourself - assess the situation
* Call for help - Have bystanders call Emergency Service
* Decide on priorities - Treat life threatening injuries first

ACTIVATING EMERGENCY SERVICE

To activate Emergency Services will vary from location to location. It may be as simple as calling "911" which will send all required services; or you may need to have a list of emergency telephone numbers for the police, fire department, ambulance, emergency rescue, etc..



Police _____

Fire _____

Ambulance _____

Doctor _____

Rescue or EMSS _____

Poison control center _____

Friendly neighbor _____

When calling for help, you **MUST** be able to provide:

1. Who? - Person making the call
2. What? - What is the matter? Is there a car wreck with multiple injuries? Is the car on fire?
3. Where? - What is your exact location, e.g. north-east corner of 71st St. and Memorial?
4. How many? - How many people are injured, and what types of injuries have you identified?

If a person does not have a pulse and is not breathing, be sure to tell that to the emergency services dispatcher. This is the highest priority for emergency medical service.

"HURRY CASES"

While most accidents that you come on may be minor, there are four "hurry cases" where a person's life is at risk.

* NO BREATHING
* HEART ATTACK
* SEVERE BLEEDING
* POISON HAS BEEN SWALLOWED

All of these "hurry cases" are life threatening and must receive immediate first aid and activation of emergency service.

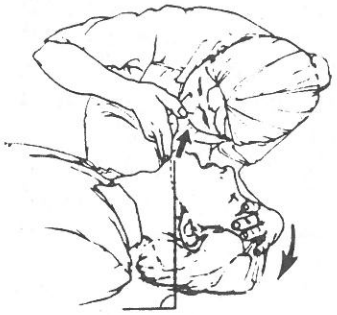
THE ABC's OF FIRST AID

The ABC's of first aid refer to three basic rescue skills:

1. AIRWAY
2. BREATHING
3. CIRCULATION

DETERMINE UNRESPONSIVENESS Ask, "Are you OK?".

AIRWAY



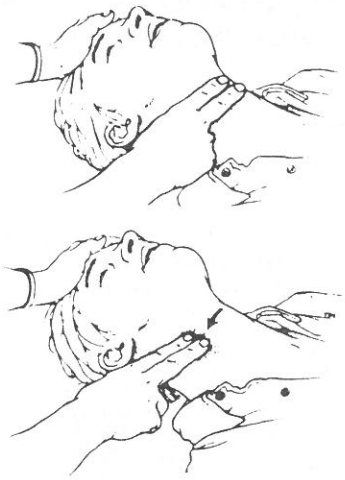
When assessing an injured person, the first thing to do is to open the airway. Tilt the head back and lift the chin. Be sure to tilt the head back as far as possible without forcing it. This action lifts the tongue and opens the windpipe allowing air to get to the lungs. Call for help. You may need help after checking all the ABC's for activating EMS (Emergency Medical Services).

BREATHING



The next step is to see if the person is breathing. While maintaining the head tilt and chin lift, place your ear about 1 inch from the person's nose, while looking down to the person's feet. If the person is breathing, you may see the chest rise and fall or feel a very faint breath on your cheek or ear. If there are no signs of breathing, re-tilt the head and check again. If there still isn't any signs of breathing, give two breaths mouth-to-mouth.

CIRCULATION



The last of the ABC's is circulation. Check the pulse of the person by placing two or three fingers on the person's carotid pulse. The carotid pulse is located by placing the fingers on the adam's apple and sliding the fingers into the groove between the adam's apple and muscle, on the side nearest you. Check the pulse for 5 to 10 seconds. This is necessary since the pulse may be very erratic and weak. If you think it's taking too long, you are probably doing it properly.
Be sure to maintain the head-tilt with your other hand. **DO NOT ADMINISTER CPR UNLESS YOU ARE TRAINED BY A RECOGNIZED AGENCY (RED CROSS OR HEART ASSOCIATION).**

HURRY CASE-NO BREATHING

1. Assess the situation. Are you and the victim in a safe location?

2. Do your ABC,s. Victim has a pulse, but isn't breathing.

3. Initiate mouth-to-mouth resuscitation.

   * Be sure the head tilt-chin lift is correct.
   * Place your mouth over the victim's mouth blocking the nose passage if possible. If air escapes from the nose, pinch it closed with your fingers. On a small child, your mouth may cover the victim's mouth and nose at the same time.
   * Perform one minute of mouth-to-mouth resuscitation and then check to see if the victim has started breathing.
   * If the victim vomits, turn him on his side until he is finished. Re-assess the situation. Is the victim breathing on his own? If not, sweep the mouth clean and resume.

4. HOW MANY BREATHS PER MINUTE? ? ?

   ADULT - 1 BREATH EVERY 5 SECONDS (12 TIMES PER MINUTE)

   CHILD - 1 BREATH EVERY 4 SECONDS (15 TIMES PER MINUTE)
   (AGES 1 YEAR TO 8 YEARS OLD)

   INFANT - 1 PUFF EVERY 3 SECONDS (20 TIMES PER MINUTE)
   Be very careful when resuscitating a baby, you may cause severe internal injuries if you blow too hard or too much. All it takes is a "mouthful" of air.
   (AGES 0 TO 1 YEAR OLD)

5. CAN'T BLOW AIR INTO THE VICTIM? ? ?

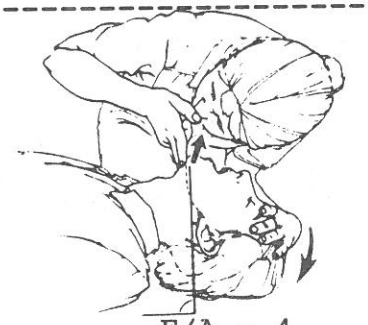
   If you can not blow air into the victim's lungs, re-tilt the head and try again. If you are still unsuccessful, the victim has a blocked airway. Proceed as necessary for a choking victim.

MOUTH-TO-MOUTH RESUSCITATION RECAP

ESTABLISH UNRESPONSIVENESS



OPEN AIRWAY



RESCUE BREATHING



CHOKING

Approximately 3,000 deaths are caused by choking every year. Choking usually occurs during eating. In adults, meat is the most common cause, although a variety of foods and foreign bodies (toys, coins, etc.) have been the cause of choking in children and some adults.

The best way to control choking is through prevention. Cut your food into small pieces and chew slowly and thoroughly. Avoid excessive intake of alcohol before and during meals. This dulls the body's reactions to foreign objects. Avoid laughing and talking during chewing and swallowing. Prevent children from walking, running, or playing with food or foreign objects in their mouth. Keep small items such as marbles, beads, and thumb-tacks away from small infants and children.

If a person is coughing forcefully, leave them alone. They will probably cough out the foreign object. However, keep observing in case the object is not coughed out.

SYMPTOMS

* Victim grasping at his throat
* Victim can not talk
* Victim emits a high pitch whining noise

FIRST AID



Ask the victim, "Are you choking?".

Perform the Heimlich maneuver. Stand behind the victim and wrap your arms around the victim's waist. Place one fist just above the navel with your thumb pressing into the stomach area. Grasp the fist with the other hand and press the fist into the abdomen with quick inward and upward thrusts. Try to pull your fist through the victim and up to your chin. This must be done forcefully to be effective.



Abdominal Thrust



If you can not dislodge the object and the victim passes out, gently lower him to the floor. Straddle the victim's thighs and place the heel of 1 hand just above the navel and place the second hand directly on top of the first hand. Press quickly into the abdomen downward and outward (toward the back of the victim's shoulder). Continue to repeat this until the object is dislodged.

Check for foreign body. If you see it, remove it using the finger sweep. BE CAREFUL not to push the object back down the throat.



Open the airway and give rescue breathing, if required.



HURRY CASE - HEART ATTACK

SYMPTOMS

Uncomfortable pressure, squeezing, tightness, or pain in the center of the chest which usually lasts for more than 2 minutes.

* Sweating
* Nausea
* Shortness of breath
* Weakness
* Numbness in the arms - NORMALLY will start with the left arm.
* A "bad" case of indigestion

Many heart attack victims will deny that they are having a heart attack.

ACTION PLAN FOR HEART ATTACK VICTIM

* RECOGNIZE THE SIGNALS OF A HEART ATTACK
* STOP ACTIVITY AND SIT OR LIE DOWN
* WAIT 2 MINUTES TO SEE IF SYMPTOMS GO AWAY
* IF PAIN PERSISTS - ACTIVATE EMS

CARDIO-PULMONARY RESUSCITATION - A GIFT OF LIFE

CPR IS REALLY A GIFT OF LIFE! As a CPR provider, you may save another's life with prompt action. The time clock for a heart attack victim is very short. The first 4 minutes after a heart attack are critical. After 4 minutes, brain damage starts to occur. After 10 minutes, brain death is certain. If CPR is initiated within the first 4 minutes, the victim's chances of survival are **4 times greater** than if the victim did not receive CPR until after 4 minutes.

R E M E M B E R - T I M E I S C R I T I C A L ! ! !

To enroll in a CPR class, contact the American Heart Association or American Red Cross. Both agencies provide CPR training at a minimal cost. The life you save, may be someone very dear to you. Can you afford not to be CPR trained?

UNDER NO CIRCUMSTANCES SHOULD YOU ATTEMPT CPR UNLESS YOU ARE PROPERLY TRAINED! Television makes it look real easy, but there are many things you need to know to do it properly. Training provides the proper techniques which will minimize further injuries to the victim.

HEART ATTACK ACTIONS FOR SURVIVAL

CONSCIOUS VICTIM

* RECOGNIZE THE SYMPTOMS
* EXPECT A DENIAL RESPONSE FROM THE VICTIM
* STOP THE CURRENT ACTIVITY
* HAVE THE VICTIM SIT OR LIE DOWN
* LOOSEN THE VICTIM'S CLOTHING, MAKE HIM AS COMFORTABLE AS POSSIBLE
* ACTIVATE EMERGENCY MEDICAL SERVICES

UNCONSCIOUS VICTIM

* PERFORM ABC's
* INITIATE CPR IF YOU ARE QUALIFIED
* IF YOU ARE NOT TRAINED IN CPR, GET HELP AS QUICKLY AS POSSIBLE. THE VICTIM'S TIME CLOCK MAY BE VERY LOW.

HURRY CASE - POISONING

One third of all deaths in children is caused by poisoning. There have been many safety awareness programs designed to alert everyone to this hazard. The poisons may range from gasoline to drain cleaners. Many kitchen cleaners are poisonous and should be kept out of the reach of small children.

SYMPTOMS

* UNCONSCIOUS CHILD NEXT TO AN EMPTY CONTAINER
* FIRST DEGREE BURN AROUND THE MOUTH
* BREATH THAT SMELLS "FUNNY"
* PUPILS VERY LARGE OR VERY SMALL

FIRST AID FOR POISONING

* DILUTE THE POISON WITH MILK OR WATER
* **DO NOT** INDUCE VOMITING! ! ! !
* CALL POISON CONTROL IMMEDIATELY (TELEPHONE NUMBER 1-800-522-4611) - HAVE EMPTY CONTAINER AVAILABLE WHEN YOU MAKE THE CALL. THE CHEMICAL NAMES ARE VERY IMPORTANT.
* DO EXACTLY WHAT POISON CONTROL TELLS YOU - DO NOT HESITATE!
* ACTIVATE EMS



(800) 522-4611

HURRY CASE - SEVERE BLEEDING

Severe bleeding falls into 2 basic categories, arterial and venous. Arterial bleeding is recognized by the blood spurting in rhythm with the heart beat. Remember, the arteries take the blood from the heart to the rest of the body. The veins bring the blood back to the heart and have very little pressure.

FIRST AID

* ELEVATE THE CUT ABOVE THE HEART IF POSSIBLE.

* APPLY DIRECT PRESSURE TO THE CUT WITH YOUR HAND. WITH THE OTHER HAND, GET A CLEAN PIECE OF CLOTH FOR A PAD AND APPLY THE PAD TO THE CUT. IF THE PAD GETS SATURATED WITH BLOOD, PUT ANOTHER PAD ON TOP OF THE OTHER PAD. DO NOT REMOVE ANY PADS, CONTINUE TO ADD PADS AS NECESSARY.

* USING A CRAVAT OR TRIANGULAR BANDAGE, BANDAGE THE WOUND TO KEEP THE WOUND CLEAN.

* KEEP THE CUT ELEVATED.

* DO NOT ATTEMPT TO CLEAN THE WOUND, LET TRAINED MEDICAL PERSONNEL TAKE CARE OF THIS PROBLEM.

* IF YOU CAN NOT STOP THE FLOW OF BLOOD WITH DIRECT PRESSURE, APPLY PRESSURE AT A PRESSURE POINT WITH AT LEAST THREE FINGERS OR THE HEAL OF YOUR PALM DEPENDING ON THE LOCATION.

* IN THE EVENT THAT AN AMPUTATION HAS OCCURRED, A TOURNIQUET SHOULD BE APPLIED JUST ABOVE THE AMPUTATION. THE TOURNIQUET SHOULD BE TIGHTENED JUST ENOUGH TO STOP THE FLOW OF BLOOD. ONCE THE TOURNIQUET IS APPLIED, A NOTE SHOULD BE PINNED TO THE VICTIM STATING THE DATE AND TIME THE TOURNIQUET WAS APPLIED. DO NOT LOOSEN OR REMOVE THE TOURNIQUET ONCE IT IS TIGHTENED. THIS SHOULD BE DONE ONLY BY TRAINED MEDICAL PROFESSIONALS EQUIPPED TO HANDLE THIS TYPE OF EMERGENCY.

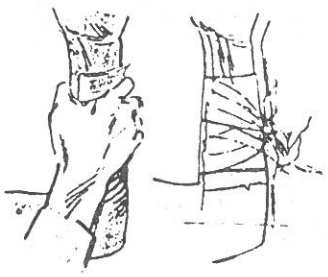
* GET THE VICTIM TO THE HOSPITAL AS QUICKLY AS POSSIBLE.

Spurting blood must be stopped quickly. Grab the wound with your bare hand and press down firmly. Raising the cut arm or leg above body level will help control bleeding.

Remember: MOST bleeding can be stopped by direct pressure.



Use your free hand to get a pad of cloth of some kind. Let go of the wound long enough to place the pad. Wrap something around pad to keep it in place. Get medical help.





Spurting blood comes from an artery—one of the blood vessels that carry blood from the heart out into the body. Some bleeding from a cut artery can be controlled by pressure.

Pressure on four pressure points—two on each side of the body—can be used to control bleeding of arm and leg. Press the artery against the bone at the pressure point. It acts just like stepping on a water hose.

Arterial Bleeding from a Leg

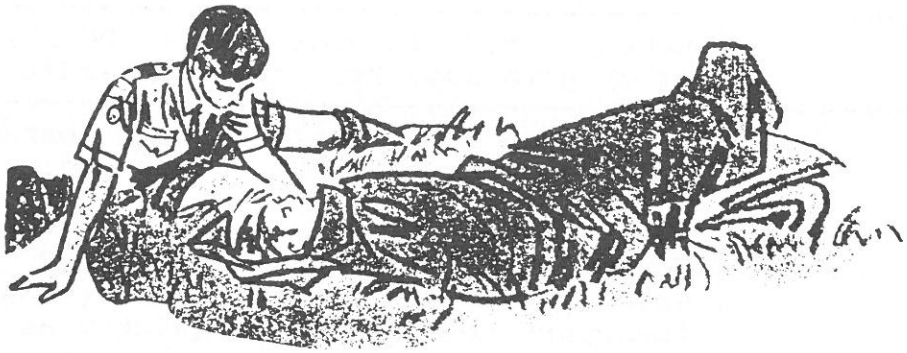
Control it by pressing the artery with the heel of your hand against the pelvic bone at the pressure point.

SHOCK

Shock occurs in almost all types of cases requiring first aid. The symptoms may include:

* Cool clammy feeling
* Pale (bluish) looking skin
* Victim may be weak
* Rapid pulse
* Increased rate of breathing, it may be shallow and irregular

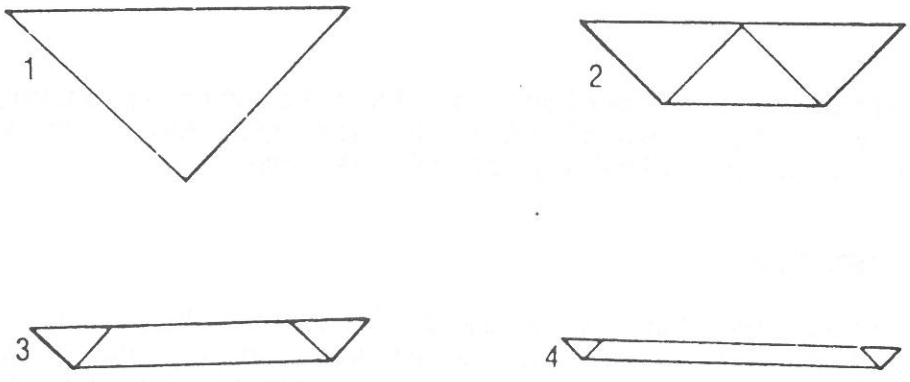
To treat for shock, keep the victim lying down with the feet elevated. Elevate the feet and keep the victim warm. Give the victim re-assurance. If there is a head injury or a severe wound to the lower part of the face or jaw, place the victim on his side to allow for drainage of fluids and avoid blocking the airway.



Take for granted that shock comes with an injury. Act to prevent it.

USE OF A TRIANGULAR BANDAGE AS A CRAVAT BANDAGE

LAY TRIANGULAR BANDAGE FLAT, BRING POINT CLOSE TO THE LONG EDGE, AND FOLD BOTTOM EDGE OVER TWICE.



OTHER FIRST AID CASES

CUTS AND SCRATCHES - Minor cuts and abrasions should be washed with clean soap and water. Let the area dry and apply a small adhesive bandage to protect the wound. If the cut is large and deep, stop the bleeding and transport to the hospital for emergency care.

BURNS - There are 3 types of burn classifications, the first degree, second degree, and third degree burn. The first degree burn is the most common and may be identified by a reddening of the surface of the skin. Sunburn is a common type of first degree burn, however blisters will be present. The third degree burn is when the skin is charred. This is the most serious type of burn to be encountered. First aid for the various types of burns is shown in the table below:

Degree of burn	Treatment
First	Submerse burn in cool water. DO NOT USE ICE! After pain subsides, bandage carefully.
Second	Cover with dry sterile pad and bandage. DO NOT break the blisters. Seek medical assistance.
Third	DO NOT try to remove any burned clothing. Cover with sterile bandages (loosely) and transport to hospital as quickly as possible. This is a life threatening injury.

CHEMICAL BURNS - Wash the area with water as quickly as possible. Remove clothing and cover the area with loose gauze bandaging. Transport victim to immediate medical care.

NOSEBLEED

While a nosebleed looks serious, it is a relatively minor injury. The first aid for a nosebleed is to sit up, lean forward, and apply pressure to the fleshy part of the nose.

BLISTER ON THE HEEL

Wash the foot and let the area dry. Cover the area with a sterile bandage. If you think the blister will break, sterilize a needle with the flame of a match, puncture the blister, and drain the fluid. Cover the blister with a sterile bandage.

STINGS and BITES

The stings of many insects may cause severe allergic reactions in some individuals. If the stinger breaks off, it should be removed with a sweeping motion to avoid injecting more venom into the wound. To alleviate the pain, mix water and meat tenderizer into a paste and cover the sting area. Another method is to apply liquid ammonia to the sting area. Both methods will neutralize the sting venom and reduce the pain. Pack the area with ice to reduce swelling. Observe the victim carefully. If difficulty in breathing is apparent, get medical assistance as quickly as possible.

The bites of many animals may be very serious due to the threat of rabies. Wash the area with clean water and cover the area with a sterile dressing. If a dogbite occurs, try to identify the dog so that it may be caught for observation. If a wild animal is the cause, try to kill the animal and submit it for testing.

PUNCTURE WOUNDS

This type of wound is potentially very dangerous. Depending on the location, severe damage to internal organs may occur. Normally there is minimal bleeding with this type of wound. If the object is still embedded in the body, do not try to remove it. This may cause additional injury. Cover the area with a sterile bandage, avoiding any additional pressure on the object. Trained medical personnel should remove the object to minimize additional internal injury.

BROKEN BONES

To treat broken bones, the appendage should be immobilized above and below the break. This should be accomplished with materials on-hand. The appendage should not be moved until it is completely immobilized. Be sure to watch for signs of shock. Transport the victim to medical care as quickly as possible.

CUB SCOUT HEALTH INFORMATION

Name_____ Age _____ Pack No. _____

Address_____

City _____ State _____ Zip _____

IN CASE OF EMBERGENCY NOTIFY:

Name _____ Relationship: Parent___Other___

Address_____City_____State____Zip_____

Phone: Res._____Business_____

Second Choice_____Phone:_____Bus._____

HEALTH HISTORY

Have or subject to: (answer yes or no)

_____Asthma _____Fainting spells _____Convulsions
_____Diabetes _____Heart Trouble _____Digestive Problems

Allergies (list)_____
Allergic to any medicines (list)_____
Other_____Describe_____
Any condition now requiring medication?_____
Name of medication_____
Instructions on medication_____
Any restrictions for medical reasons?_____

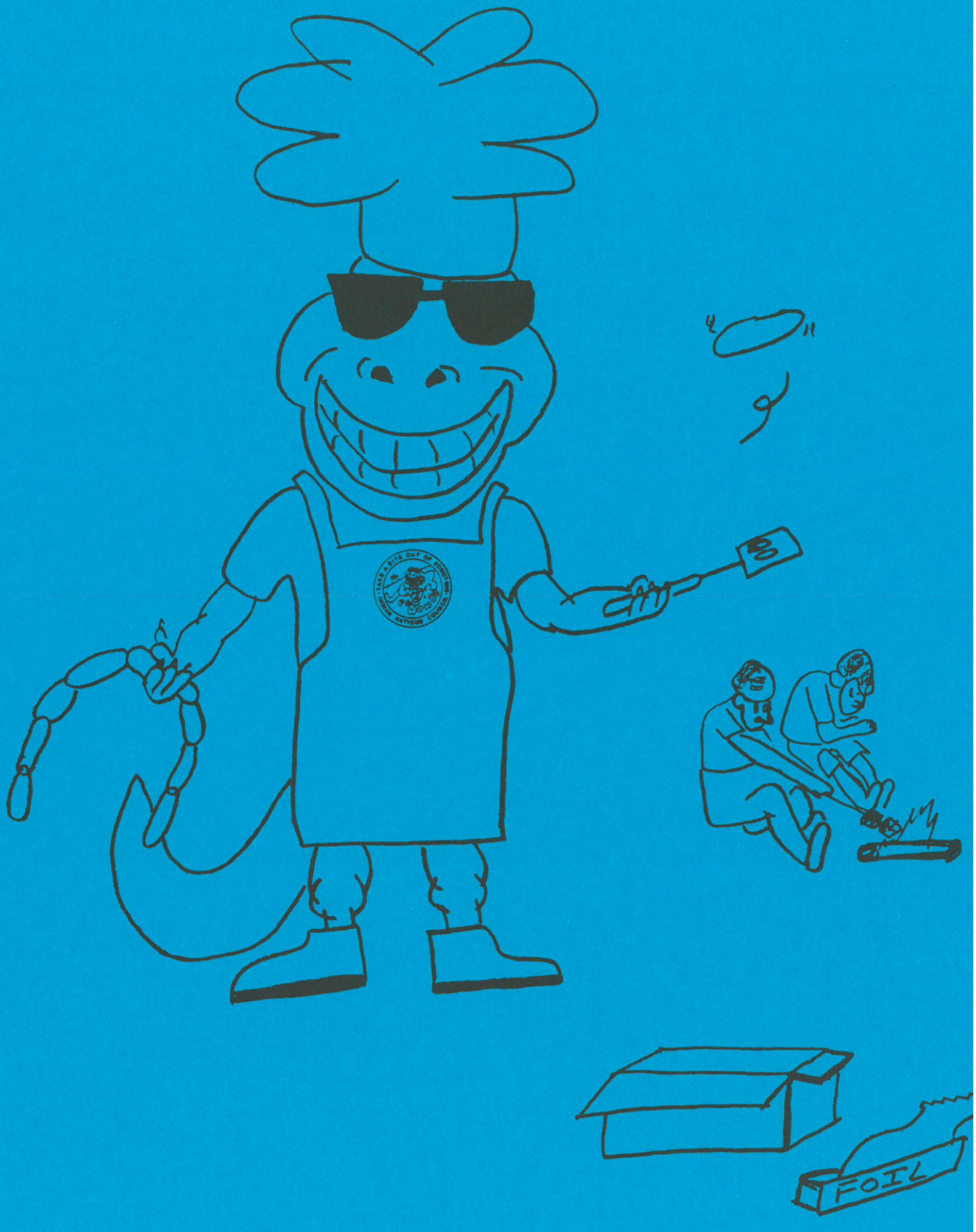
IMMUNIZATIONS:

Tetanus toxoid _____ Measles _____ Polio _____
German Measles _____ Diphteria _____ Mumps _____

PARENT AUTHORIZATION

This health history is correct so far as I know, and the person herein described has permission to engage in all prescribed activities, except as noted by me and the physician. In the event I cannot be reached in an emergency, I hereby give permission to the physician or dentist selected by the adult leader in charge to hospitalize, secure anesthesia, and or to order injections and or surgery for my son.

Signature _____ Date _____
Parent or Guardian


FOIL

THE CUB SCOUT COOK

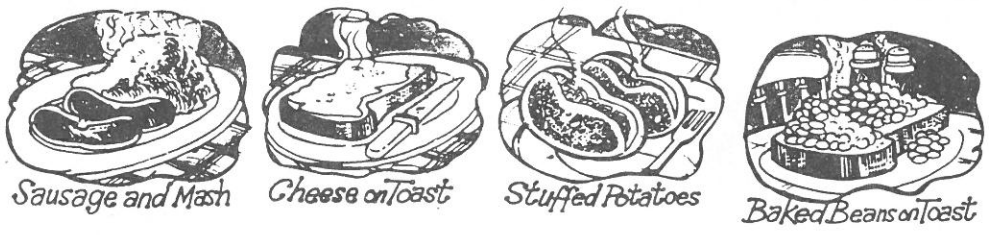
COOKING IS FUN! Learning to cook is just like learning to ride a bicycle. It is fun to beat eggs, mix pancakes, make a go-go shake and an apple cobbler. It can be lots of fun as long as you know what you are doing. So before you begin to cook with the Cub Scouts go over the rules that must be learned and followed to be a successful and safe CUB SCOUT CHEF. Don't be too ambitious to start with, remember you are working with 7-10 year old boys. Do simple recipes and progress as their skills develop.

Some times the cooking will be done a campfire which requires a different set of rules and equipment, than cooking in the kitchen.

Recipes for cooking in the kitchen and on the campfire can be found in cookbooks and on mix boxes. You will find out some recipes are better for inside cooking, while others are better for cooking outdoors. Helping the CUB SCOUT - measure out the ingredients himself, will be lots of fun. It will take time to develop his skill. The CUB SCOUT should be encouraged to try their hands at fixing snacks, cooking simple food, and experimenting with new foods, and make cooking and eating an adventure.

When you begin to learn how to do something, if you start out doing it correctly, it soon becomes a habit that you don't have to think about. So let's begin by developing good work habits for the kitchen.

1. Start out by getting yourself ready to cook. If your hair might get in the way, tie it back, protect your clothes from spills by putting on an apron; then wash your hands.
2. Read the entire recipe carefully.
3. Organize the bowls, spoons, pans and other equipment that you will need.
4. Put out all the ingredients for the recipe.
5. Measure ingredients accurately.
6. Follow the recipe in mixing the ingredients.
7. Check the recipe to see if anything was forgotten.
8. Then bake or finish cooking the product.
9. While the product is cooking, put things away and clean up the kitchen.
10. Stay in the kitchen while things are baking; if you forget them, they will bake too long and burn.



BAKING HINTS

A good, quick frosting is made by boiling a small potato, mashing it, and adding powdered sugar and vanilla.

To keep crisp cookies crisp, and soft cookies soft, place only one kind in a cookie jar.

Any cake will be greatly improved if a teaspoon of lemon juice is added to butter and sugar. This makes a cake very light and shorter. Fresh milk makes close grained and more solid.

Do not discard rinds of grapefruit, oranges, or lemons. Grate the rinds, put in tightly covered jar and store in refrigerator. Makes excellent flavoring for cakes, frostings, and such.

An apple cut in half and placed in the cake box will keep the cake fresh several days longer.

After using the oven, leave the door open until oven is cool, so moisture will not condense and rust the metal.

When making a cake always add 2 tablespoon boiling water to the butter and sugar mixture. This makes a fine texture cake.

To cut a fresh cake use a wet knife.

EMERGENCY SUBSTITUTIONS

1 tablespoon cornstarch (for thickening)....use 2 tablespoons Flour

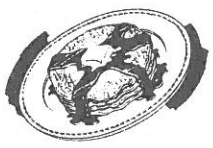
1 whole egg... 2 egg yolks, plus 1 tablespoon water (in cookies) 2 egg yolks (in custard and such mixtures)

1 Cup fresh sweet milk... 1/2 Cup evaporated milk plus 1/2 cup water or powdered milk plus water (directions on package) or 1 cup sour milk or buttermilk plus 1/2 teaspoon soda (decrease baking powder 2 teaspoons)

1 cup sour milk or buttermilk....use 1 tablespoon lemon juice or vinegar plus enough sweet milk to make 1 cup.

1 square unsweetened chocolate (1 oz.)....3 tablespoons cocoa plus 1/2 teaspoon shortening.

1 cup honey....3/4 cup sugar plus 1/4 cup liquid.





SAFETY TIPS AND GOOD COOKING HABITS

In your kitchen and outdoors:

- Learn how to use the family stove and oven. Ask an adult to show you how to turn the stove and oven on and off, and how to turn the heat higher and lower.

- When you are using the stove, always cook on the back burners. Turn pot handles away from the edge of the stove so no one will bump the handle and cause the pot to spill.

- When you use the oven, always use pot holders when you take pans out of the oven. Keep curtains, all towels, pot holders, your clothes and hair away from the flames.

- Learn how to use a knife. Keep all knives and other sharp utensils in a separate section of the drawer on in a rack.

- Never start to cook unless you have asked an adult if you may.

- Clean up at once anything that spills or breaks, so no one will slip or get cut on sharp edges.

- Clean up all pots and pans after you finish cooking.

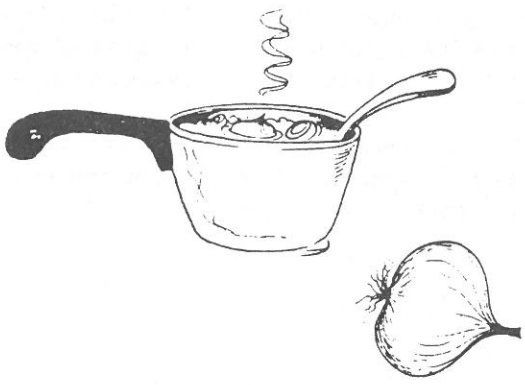
- Before you leave the kitchen be sure the stove and electrical appliances are turned off.

- If young children are around, be sure cleaning supplies, matches, all harmful things are always out of their reach.

- If a fire starts in a pan on the stove, turn off heat and then smother the fire with a lid or a wet dish towel or pour baking soda on flames.

§§§

MORE RULES FOR SAFE AND SOUND COOKING.



TATER TOT CASSEROLE

2 pounds of Ground beef
1 Bag Frozen Tater Tots
1 Box Frozen onion rings
2 cans Cream of Celery Soup
Salt to Taste

In 9" x 12" pan combine all ingredients except onion rings. Place onion rings on top of meat mixture. Bake at 400 deg. until bubbling and onion rings are browned. (Can be done in dutch oven at camp)



MEXICAN CHICKEN

1 Can Diced Cooked Chicken
1/2 Cup Water
1 Cup Shredded Cheese
1 Can Cream of Celery Soup
1 Can Diced Green Chilies
Tortilla chips

Combine all ingredients except tortilla chips in greased 9 x 13 pan. Add enough tortilla chips until mixture is not soupy. Bake at 375 deg. until bubbling. Sprinkle a little more shredded cheese on top and serve. (Can be done in dutch oven at camp.)

GRILLED WRAPPED FRANKS

10 Frankfurters
2 Cups Bisquick Mix
1/2 Cup Water

Pat frankfurters dry. Mix baking mix and water soft dough forms; beat vigorously 20 strokes. Divide dough into 10 equal parts. Pat 1 part dough around frankfurter with fingers floured with baking mix, completely covering frankfurter. (at this point, wrapped franks can be covers and refrigerated up to 24 hours). Brush cooking grill with cooking oil. Grill frankfurters about 4 inches from hot coals, turning frequently until brown, about 15 minutes. Baked wrapped franks. Heat oven to 450 deg. Bake uncovered until golden brown, 10 to 12 minutes



SALMON CASSEROLE

1 cup uncooked macaroni
1 Lg. can Carnation Milk
1 Can Celery Soup
1 tall can salmon
1 cup grated cheese
Chopped Onion to taste

Mix all together cover with crushed potatoe chips. Bake 350 deg. for 1 hour. (can be done in dutch oven at camp.)

CRAZY CRUST DINNERS (CRUST)

1/2 cup flour
1/2 teaspoon salt
1/2 teaspoon baking powder
1/4 cup shortening
1/2 cup sour cream
1 egg

Mix together and spread batter thinly in bottom of deep pan or dutch oven.



MEXICAN

1 lb cooked hamburger
1 teaspoon salt
2 teaspoons Chile Pdr.
1/2 cup chopped onions
6 oz. Tomato Paste
16 oz. Kidney Beans
1/2 Teaspoon Hot
Lettuce, Tomatoe, and cheese

Combine all but last three ingredients and spoon into crust. Bake for about 30 minutes. Sprinkle with lettuce, tomato and cheese.

BEEF AND BEAN

1 Lb. hamburger, cooked
1/4 Teaspoon hot sauce
3 t. Worcestershire
1/2 Cups Grated Cheese
1/4 Cup chopped onion
1 cup baked beans
6 oz. Can Tomato Paste

Combine everything except cheese. Spoon into each crust and bake about 30 minutes. Sprinkle on cheese and return to oven to melt.



BARBEQUE BEEF

1 lb. hamburger
1/2 cup chopped celery
2 teaspoons Worcestershire
1 tablespoon mustard
1/4 cup chopped onion
1/2 cup ketchup
2 cups cheese

Brown meat, celery and onion. Drain and add remaining ingredients except cheese. Spoon into crust. Bake about 30 minutes. Add cheese and return to oven to melt.

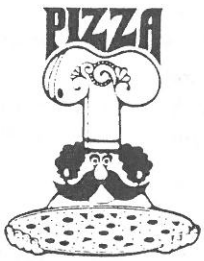
CRAZY CRUST DINNERS (continued)

ITALIAN BEEF

1 lb. Hamburger, cooked
1 teaspoon salt
1 teaspoon Oregano
1/2 teaspoon Garlic Salt
1/4 cup chopped onion
1-6oz. can tomato paste
4 oz. mushrooms
2 cups cheese

Mix all ingredients except cheese. Spoon into crust and bake about 30 minutes. Sprinkle on cheese and return to oven to melt.

READY FREDDIES



1 3-4 oz. pkg. sliced smoked beef, snipped
1 4 oz. pkg. shredded cheese
1 can pitted ripe olives, sliced
1 cup mayonaise
Rye Crackers

Mix beef, cheese, olives, and mayonaise. Spread about 1 tablespoon on each rye cracker. Bake in 375 deg. oven for 6-8 minutes or until bubbly. Serve warm.

ROASTED PUMPKIN SEEDS

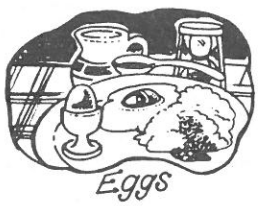
2 cups pumpkin seeds
1-1/4 Teaspoon Salt
1-1/2 Tablespoons melted Oleo

Preheat oven to 250 deg. Combine pumpkin seeds and salt. Mix well, spread in shallow pan with melted butter. Roast in oven for 30-40 minutes or until browned and crisp, stirring often to brown evenly.

ROASTED SUNFLOWER SEEDS

2 Cups Sunflower Seeds
Salt
Vegetable Oil

Spread sunflower seeds on large baking sheet and toast in preheated 300 deg. oven for 10 minutes. Drizzle slightly with oil, sprinkle with salt and turn. Continue to toast, stirring often, for 30 minutes more until crisp as desired.



OYSTER CRACKER SNACKS

1 cup margarine
1-1/2 Teas. Garlic Salt
1 Teas. Paprika
1 10 oz Pkg. Oyster Crackers (6 cups)
1-1/2 Teaspoons Celery Salt
1-1/2 Teas. Onion Salt
1/2 C. Parmesan Cheese Grated

Place butter in a 2 quart utility dish. Heat in microwave for 1 minute or until melted. Blend in seasonings and cheese. Stir in crackers. Toss until well coated. Heat in microwave for 3-1/2 minutes until heated throughout. Stir halfway through cooking time. Cool and store in plastic bag or airtight container.

EASY STROGANOFF

1-1/2 to 2 lbs. hamburger or steak cut into thin strips
2-3 Tablespoons Ketchup
1 Cup Sour Cream
1 Envelope Lipton Onion Soup Mix
1 Can Mushroom Soup

Brown meat and drain off grease. Add remaining ingredients and simmer until meat is tender. If necessary, thin sauce with a little cream/milk. Serve over cooked noodles or rice.

BEEF JERKY



3 lbs. Trimmed Beef Brisket
5 oz. Liquid Smoke
Garlic Powder
5 oz. Soy Sauce
Onion Powder

Slice brisket into slices like bacon with fat removed. Layer brisket with soy sauce, liquid smoke. Sprinkle each layer with onion powder and garlic powder. Marinate at least 8 hrs. Layer of marinated brisket on cookie sheet and cook at 150 deg. for 10 hours.

SAUSAGE BALLS

1 lb. sausage
3 cups Bisquick
1 - 8 oz. jar Cheese Whiz or Shredded Cheese

Combine sausage (cooked), bisquick and cheese; shape into balls. Bake in preheated 300 deg. oven for 25 min. or lightly brown.

BAKED SPAGHETTI

1 Large Onion, chopped
1 Clove Garlic, Minced
4 Tablespoons Shortening
1 lb. Ground Beef
2 Cups Water
2 Cans Tomato Soup
2 teaspoons Chili Powder
1/2 lb. Uncooked Spahetti
1 Cup Grated Cheese Sharp

Cook onion and garlic in shortening in a saucepan. Add Beef and cook. Stirring occasionally, to keep meat particles separated. Mix in the soup, water and chili powder and cook a few minutes longer. Break spaghetti into inch pieces and heap in a greased 2 quart casserole (can use dutch oven in camp). Pour in sauce and stir until blended. Cover and bake 1 hour in a moderate oven (350 deg.) Remove cover; stir and top with cheese. Cook 15 minutes longer or until cheese is melted. NOTE: Drain most of the grease off the meat before adding soup and other ingredients.

PEACH COBBLER

2 Cups sliced peaches, mix 1 cup sugar. Put a 9 inch pan in preheated oven (350 deg.) with 1 stick of margarine in it to melt. Stir batter of 3/4 cup sugar, 3/4 cup flour and 2 teaspoons baking powder, pinch of salt and 3/4 cup milk. Pour over melted margarine. DO NOT STIR. Arrange peach slices on top of batter. DO NOT STIR. Bake 1 hour. Batter will come to top and be brown and crisp when done.

MONKEY BREAD

4 cans biscuits (cut into quarters
4 teaspoons cinnamon
1 Cup sugar
1 stick melted Oleo

Place cinnamon and sugar in large mixing bowl and shake (plastic bowl with lid). One can of cut-up biscuits at a time, until coated. Place them in greased pan or dutch oven. Pour melted margarine over biscuits and bake until golden brown, about 30 minutes.

EASY ICE CREAM

Mix the following ingredients in a 1 lb. coffee can. 1 can Eagle Brand milk, 1 container of half and half, 1 cup water and 1 tablespoon vanilla. Put lid on the can and place inside of a 3 lb. coffee can. Put crushed ice and rock salt around the 1 lb. coffee can, when full put lid on the 3 lb. coffee can and roll the can. Every few minutes stop and pour the water out and replace ice and rock salt, then continue to roll. Ice cream will be solid when done. This recipe can also be used in a regular ice cream freezer.

BANANA SALAD

1 tablespoon Peanut Butter
1/4 cup Mayonnaise
Lemon Juice
Chopped Nuts (optional)
1 tablespoon Honey
2 Medium Bananas
4 lettuce leaves

Mix peanut butter, honey and mayonnaise together for dressing. Cut each banana in half and then split lengthwise. Dip in lemon juice. Place two pieces of banana on each lettuce leaf. Spread dressing on bananas and sprinkle with nuts if desired.

DESERT SALAD

1 small Pkg. Cool Whip
1 small Cottage Cheese
1 Cup Mini-marshmallows
1 Small Pkg. Jello
1 small can Fruit coctail (drained)

Mix cool whip, jello, and cottage cheese together Add fruit cocktail and marshmallows. Chill for 2 hours before serving.

PEANUT BUTTER BALLS

1-1/4 Cups Graham Cracker Crumbs
1/2 teaspoon Cinnamon
1/3 Cup Light Corn Syrup
1/4 C. Sugar
1/2 Cup Peanut Butter
Powdered Sugar

Combine crumbs, sugar and cinnamon in bowl. Blend well with hands or spoon. Then blend in peanut butter and syrup to form dough. Moisten hands and roll into 1/2 inch balls. Roll in sifted powdered sugar. Chill on wax paper. You can design your own cookie shapes instead of just rolling into balls.

MARSHMALLOW DIP

1 Small jar Marshmallow Creme
1 T. Grated Orange Rind
1/2 Cup Mayonnaise
1 T. Grated Lemon Rind

Mix together. Serve with bananas, strawberries, or other fruits.

ORANGE JULIUS

1/2 Can Frozen Orange Juice (6 oz.)
1/2 Cup Water
1/4 Cup Powdered Sugar
1/2 cup Milk
1/2 teaspoon Vanilla
6 ice cubes

Blend above until smooth (about 1 minute). Makes 3 cups.(If desired, substitute 2-4 scoops vanilla ice cream for milk and leave out sugar.)

INDIAN FRY BREAD

2 Cups Flour
2 Teaspoon Baking Powder
1/4 Teaspoon Baking Soda
1 teaspoon salt
1 Cup Buttermilk

Combine dry ingredients. Make a well in center; pour in buttermilk. Mix well; turn out on wax paper. Knead until soft not sticky. Roll out slice into strips; fry in hot oil, until golden brown. Serve with honey or jam.

CAKE COOKIES

1 Box Cake Mix - Dry
2 Cups Cool Whip
2 Eggs, Beaten

Mix ingredients. Using tablespoon coated with powdered sugar, scoop dough into a ball and roll ball into powdered sugar. Bake at 350 deg. for 10 minutes. This makes LARGE cookies so leave plenty of room on cookie sheet.

CHOCOLATE MINT PUDDING



1 Pkg. Chocolate Pudding Mix
5-3 inch peppermint sticks

Cook pudding by package directions. As mix cools, drop 1 peppermint stick (broken into small pieces) into mix. When pudding is thick, pour into 4 dishes and top each with a peppermint stick. Serves 4.

FRENCH TOAST

2 eggs
1/4 teaspoon salt
4 or 5 slices of bread
1 cup milk
3 tablespoons oil

Break eggts into bowl. Beat until smooth and blended. Mix in milk, salt. Pour in shallow panb. Dip bread into mixture and cook in hot oil. Serve with sifted confectioneries sugar or with jelly.

CINNAMON TOAST

1 slice of bread
soft margarine
1 teaspoon of sugar
1/4 teaspoon cinnamon

Toast bread in toaster. Spread at once with butter. Sprinkle on sugar and cinnamon. (Or mix 1/4 cup sugar 1 tablespoon cinnamon and use shaker.)

HOT TAMALE HOT DISH

1 can cream style corn
1 can chicken & noodles
1 can of hot tamales
1 cup of grated cheese

Layer in 8 inch square pan, bake 350 degrees until bubbling.

BREAKFAST BURRITOS



flour tortillas
cheese
onions (optional)
2 eggs
ham
hot sauce (optional)

Beat 2 eggs, add grated cheese, ham, and onions, scrambled in skillet over a medium flame, until eggs are cooked to suit your taste. Spread oleo on flour tortilla and warm until butter melts. (Tortilla can also be fixed in Microwave.)

BREAKFAST PIZZA

1 lb. pork sausage or bacon or ham
1 pkg.. (8) refrigerated crescent rolls
1 cup frozen loose packed hash browns
1 cup shredded sharp cheese
5 eggs
2 tablespoons parmesan cheese
1/4 cup milk
Salt and pepper to taste



In skillet cook sausage till brown, drain. (bacon cooked until crisp and break into pieces). Separate crescent rolls into 8 pieces. Place in ungreased 12" pizza pan with points toward center. Press over bottom and sides to form crust; seal perforations. Spoon sausage over crust. Sprinkle with thawed hash browns. Top with cheese. In bowl beat together eggs, milk, salt and pepper. Pour over cheese. Sprinkle on parmesan cheese. Bake 25-30 minutes at 375 deg.

MARSHMALLOW PUFFS

2 Tb. sugar
1 can Crescent Rolls
8 large marshmallows
1/2 tsp. cinnamon
2 Tb. butter

Combine sugar and cinnamon. Dip marshmallows in the butter then in sugar and cinnamon. Stretch the crescent roll just a little then wrap the marshmallow making sure that no holes are showing Bake at 375 deg. in a muffin tin for 12-15 min.

Frost when cool.

VERY BERRY MILK PUNCH

Combine 1 cup milk, 8 ounce container of vanilla yogurt, 6 medium size strawberries, 1 to 2 teaspoon honey, 4 ice cubes, place in blender, mix until all ice cubes are gone about 1 minute. Pour into three 12 ounce glasses. Garnish each with a strawberry and serve with a straw.

KANGAROO MILK

2 cups of cold milk	1 egg
1 cup fresh strawberries	1/4 cup honey

Crack an egg into a bowl and whip or beat with an egg beater until frothy. Mash the strawberries and add to the egg. Pour in the milk and the honey and whip or beat until well blended. You can make this in blender by putting in all the ingredients and whipping at high speed for about 20 seconds.

FRUIT SPARKLE

1 can of your favorite frozen juice concentrate
ginger ale

Follow the directions on the can, but use ginger ale instead of water to dilute the concentrate.

GO-GO SHAKE

1 banana	1/4 cup creamy peanut butter
1 cup milk	1/4 vanilla ice cream

Combine all ingredients in blender. Blend until smooth. Pour into glasses.

UNBAKED COOKIES

2 cup sugar 1-1/4 cups canned milk
2 square chocolate
Boil until this forms a soft ball when dropped in cold water.

Then add:
24 marshmallows (or 3 cups of miniature marshmallows)
6 tablespoon butter
1/2 cup coconut
3/4 cup pecans or walnuts chopped
1 teaspoon vanilla
Stir all together and add 3-1/2 cups graham cracker crumbs. (2 packages and 4 slices)

MAKE YOUR OWN TOOTSIE ROLLS

2 Tbsp. margarine (room temp.)	1/2 c. corn syrup
2 squares chocolate (melted)	1 tsp. vanilla
3 cups powdered sugar	3/4 c. dry powdered milk

Put all ingredients in double plastic bag (or zip lock bag) and knead until well mixed. Roll into balls or log shaped.

HIKER'S BIRD SEED

Mix the following ingredients together and divide into small plastic bags for easy carrying on hike.

Semi-sweet chocolate bits	M&M's or Hersheyettes
Raisins	Unsalted Nuts
Sugared Breakfast Cereal	Dried Fruit Bars

MOCK BANANA CREAM PIE

1 lg. pkg. instant banana cream pudding
3 cups cold milk
2-3 peeled, sliced bananas
1 cup vanilla wafer crumbs
1 large sturdy plastic bag
4-6 paper cups

Place pudding and milk in a large plastic bag, and tie tightly at top of bag squeezing out excess air. Shake pudding 3-4 minutes. Layer banana slices, pudding, and vanilla crumbs in paper cups. Repeat layers. Let stand five minutes.

FLIP FLOP PANCAKES

2 cups flour	1 teaspoon baking soda
1 teaspoon salt	1 tablespoon sugar
2-1/2 cups buttermilk	1 egg
1 tablespoon vanilla	1 Tbsp. melted shortening

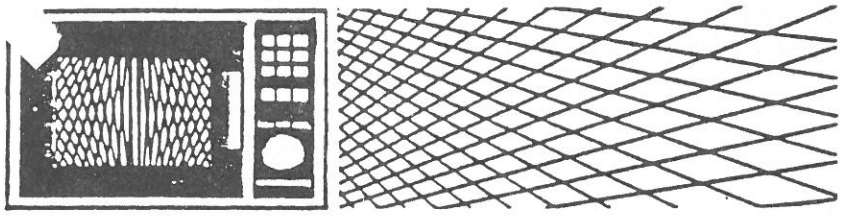
Sift flour once, then measured out 2 cups. Add soda, salt, and sugar. Sift again. Break the egg into a medium size bowl and beat well. Add the buttermilk and shortening to the beaten egg. Add the egg mixture to the flour and stir until smooth Heat a greased skillet or griddle. Test the heat of the skillet by sprinkling an a few drops of water. If the beads bounce around for a second or or two, the heat is correct. If they immediately go up in steam, the skillet is too hot. Use a measuring cup or large ladle to pour pancake mixture into the skillet. Cook only one or two pancakes at a time. Cook on one side until bubbles appear all over the pancake's surface. Turn and cook on other side until brown. Serve with syrup.

MICROWAVE COOKING

Can you imagine being wrapped up like a hot dog in a bun inside a napkin and being hot in 30 seconds? Are you hungry for a cupcake? It can be yours in 15 seconds. Scramble an egg for yourself in 45 seconds.

No, it's not magic, it is microwave cooking. Young scouts and older scouts have found that the microwave cooking is easy, quick and fun.

Microwaves are a kind of energy. The microwaves are used for cooking much like the waves that bring the sound to your radio. These waves are invisible. If you could see the waves, they would be about 5 inches in length and the thickness of a pencil.



SAFETY FIRST

* Use potholders when removing dishes from the microwave.
* When removing covers or lids from dishes, open them away from you.
* Keep oven clean. Just wipe the inside with a damp cloth.
* Newspaper should not be used. Some printing inks can absorb microwaves and causes the paper to burn.
* Recycled paper may contain small may contain small pieces of metal.
* When covering dishes with plastic wrap, pierce it so air can escape.
* Never run the microwave if the door doesn't close tightly.
* Do not turn on your microwave it it is empty.

MACARONI AND CHEESE

1 Pkg. (7 oz.) or 2 cups cooked elbow macaroni
2 cups shredded processed American cheese
3/4 cup milk 3/4 teaspoon slat
1/8 teaspoon pepper

Cook macaroni on stove top according to the directions on the package. Drain well. Mix all ingredients in a 2-quart glass casserole. Cover with a glass lid or plastic wrap. Cook 4 minutes. Stir lightly. cover again. Cook 4 minutes or until piping hot. Let stand a few minutes before serving.

CRUNCHY HOTDOG SNACKS

2 Hotdogs (cut into bite size pieces tooth picks
2 Cups Corn Chips (crushed) 1/2 cup Barbecue Sauce

Put hotdog pieces on toothpicks. Dip in barbeque sauce and roll in corfn chips. Place in a circle on paper plate. Cook at high, 1-1-1/2 minutes, turning dish 1/4 turn one time.

EASY FUDGE

Combine 1 pound box powdered sugar and 1/2 cup cocoa. Pour 1/4 cup milk over the mixture. Add 1/2 cup butter or margarine, cut up, over top. Microwave on HIGH 3 minutes. Take4 out and add 1 teaspoon vanilla and 1 cup nuts. Stir. Pour into greased flat dish or pan. Refrigerate 1 hour before serving.

CHRISTMAS WREATHS

1/2 Cup Butter or Margarine 30 large Marshmallows
1 teaspoon Vanilla Few Drops Green Coloring
3 Cups Cornflakes Cereal Red Cinnamon Hot Candy

Place butter or margarine, and marshmallows in 3 quart casserole. Heat in microwave oven on HIGH for 3-4 minutes or until melted. Stir until smooth. Stir in vanilla and food coloring. Blend in cornflakes. Drop by teaspoons onto wax paper. Shape into one large or several small wreaths. After shaping into wreaths, add 3 or 4 red cinnamon hot candies, as desired, to each wreath for a look of holly.



QUICK VEGETABLE SOUP

1 lb. ground beef 1/4 cup chopped onion
1 cup chopped celery 1 cup water
1 10-oz pkg. frozen mixed vegetables
1 teaspoon instant beef bouillon (or 1 cube)
1 teaspoon salt 1/8 teaspoon pepper

Crumble ground beef in a 3-quart glass casserole. Mix with onion and celery. Cook for 5 minutes or until meat is brown and onion is tender. Stir once during cooking. Drain grease from meat mixture. Add remaining ingredients. Stir. Cook, covered, for 12 to 15 minutes, stir every 5 min. Serve with french bread, salad and light dessert.

SUPER QUICK CRISPY BARS

1/4 cup Butter 5 cups toasted rice cereal
40 marshmallows (or 4 cups miniature marshmallows)

Butter or grease a 9x13 pan. Measure rice cereal. Set aside. In a 3-quart glass mixing bowl cook butter for 30 seconds. Stir in marshmallows, coating them with butter.
Cook, uncovered, 45 seconds. Stir well and cook 15 seconds (30 seconds for large marshmallows.) Stir until smooth. Add cereal; mix well. With buttered fingers or a square of waxed paper; press cereal mixture into buttered pan. Cool and cut into squares.



TUNA BURGERS

1 can (6-1/2 oz. flaked tuna drained)
1 cup cubed processed American cheese
2 tablespoon pickle relish
1/3 cup salad dressing
6 hot dog buns, split and toasted

Combine all ingredients, except buns in a medium mixing bowl. Spread equal amounts on the bottom of each bun. Top with other half of bun. Place on plate. Cook 1 minute, 30 seconds to 2 minutes or until the filling steams when the top of the bun is lifted and the cheese is melted.

TYPES OF OUTDOOR COOKING

While cooking indoors and outdoors overlap and require the same skills, the cooking outdoors is especially appealing to Cub Scouts. Here are various types of cooking, and little helps to make these successful.

TOASTING - " to brown by heat." Best done over good coals; patience in waiting for the fire to burn to coals is its own reward. Toast evenly done on all sides. When a flaming fire must be used, hold the food to one side of the flames, instead of in or over them, or the food will be smoked instead of toasted.

BROILING - "to cook by direct exposure to heat." Broiling is a method used in cooking meat, especially tender cuts like chops or steak. It is usually done on a green stick, a or on a wire rack. Best done over coals, turning often, cooked slowly.

STEWING OR BOILING - "to cook in water." tougher cuts of meat are good for stew but it takes longer to cook. For stews, meat should be browned quickly in fat, and cooked slowly in water until tender. Generally, the longer the occking, the better the stew. For boiling, have a cover on the pot to hasten the action; put the kettle on the fire as soon as it is going to catch all the heat.

FRYING - "to brown or sear in fat in a pan." Best done over coals. Only a small amount of fat ios necessary for frying. Draining fried foods on a paper towel or napkin helps to get rid of excess grease. Wheen frying bacon, onions, etc., for a one-pot meal, fry in the bottom of the kettle to be used, and pour off the grease when brown, adding other ingredients as needed.

TIN CAN STOVES - often used for frying.

ON-A-ROCK COOKING is another kind of frying in which a flat stone is heated and used as a frying pan.

STEAMING is cooking by steam. Aluminum foil cooking is a steam process.

BAKING - there are many ways of baking outdoors. One way is on the end of a green stick. Another way is in a reflector oven. Dutch ovens are also used for baking.

NON-UTENSIL MEALS are those where you use no kettles or pans, but make any implements you need, like broilers or toasting sticks.

ONE-POT MEALS are those where many ingredients make the main dish. Everything is prepared in one kettle.

BEANHOLES are "fireless cookers" in the ground.

BARBECUES are ways of roasting large pieces of meat over coals; a special sauce is used for basting the meat.

OUTDOOR COOKING HINTS

* Pack charcoal in a paper egg carton and tie shut. When ready to use, just light the carton.

* For a wood fire, use candle pieces wrapped (like candy) in wax paper. Light the waxpaper and the wax will keep it going long enough to ignite your kindling.

* Handy fire starters (never-fail) can be made by placing one charcoal briquette in each section of an egg carton (paper kind). Cover with melted wax. Tear apart and use.

* Put a burger fresh from the grill into the bun and place in a plastic bag for about a minute. The bun will be steamed warm.

* Let a pan or bucket of water heat on the fire while you eat and your dish water will be ready when you are.

* Melted paraffin, applied inside and outside a cooler leak will seal it.

* A bar of soap will stay clean on a cookout if kept in the end of an old stocking and hung in a tree.

* For safety, always keep a bucket of water nearby when cooking.

* When camping, choose foods that keep well with little or nor refrigeration. Check out instant dehydrated foods.

* Cool the ice chest before you fill it. The ice will last much longer.

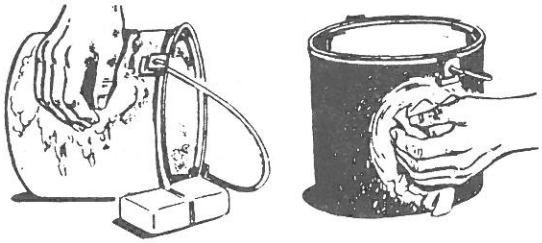
* Cans of frozen juice can help keep other foods cold when packing your ice chest.

* Freeze fresh meat before putting in cooler. It will last longer and also help keep other foods cold. Even make hamburger patties and freeze with double paper between each.

* Give yourself plenty of time to start a fire and wait for wood and briquettes to be ready.

* Brush grates of a greill with oil to prevent meat from sticking.

* Don't forget to rub the outside of metal pans with liquid detergent. It sure helps when it comes time to clean up.



SAFETY RULES FOR COOKING OUTDOORS

1. **HAVE A SAFE AND SUITABLE PLACE FOR YOUR FIRE.** Perhaps your fire will be built in a park, or campsite, in the backyard, or on a gravel driveway. Clear away anything that can burn--leaves, grass, etc...

2. **HAVE A SUPPLY OF WOOD AROUND:** tinder, kindling and fuel.
   TINDER is thin twigs, tops of dried weeds, or wood shavings.
   KINDLING is little sticks and can be as small as a pencil or as thick as your thumb that can burn.
   FUEL is the larger wood that keeps your fire going. This wood should be seasoned wood, that was cut many months ago and should be dry.

3. **BUILD A FOUNDATION FOR THE FIRE.** Get your tinder and kindling. You will need two handfuls of kindling. Put the tinder on a rack instead of the ground. This way the tinder has air underneath it and there is space for your match. In order for a fire to burn it must have--fuel, heat and air.

   Light the match. Kneel near the fire and strike the match away from you. Tip the match down so that the flame catches on the match stick. On a windy day, kneel with your back to the wind and cup your hands around the match.

   Now light the tinder. Gently pile on more tinder. Be careful not to put the fire out. You may need to blow at the base of the fire.

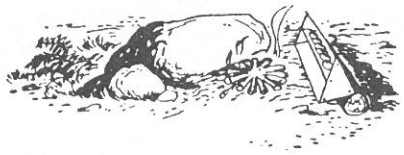
   Add kindling. When the small tinder fire is going well, add kindling, start with small pieces and gradually add larger ones. Remember to keep close together but allow space for air.

4. **WHAT TYPE OF FIRE DO YOUR NEED?**

TEPEE FIRE

This is a good fire for quick cooking since the heat is concentrated on one spot. It looks like a tepee. Stack the fuel over the foundation fire. The foundation fire will start the fuel burning. Add fuel as you need it.



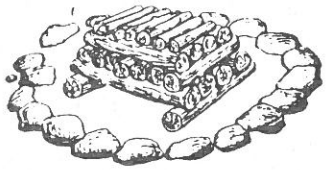


REFLECTOR BAKING

This type of fire is built against a high back of rocks or logs; a wire screening over coals is good for roasting corn.

CRISSCROSS FIRE

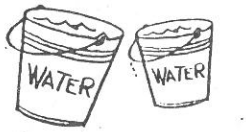
This type is long lasting and makes good coals. It is good for a campfire. To make this, lay fuel over the foundation fire in a crisscross pattern. Be sure to leave room for air. Add fuel as needed.

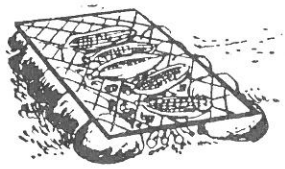


5. Have a bucket or pan of water ready to put out the fire.

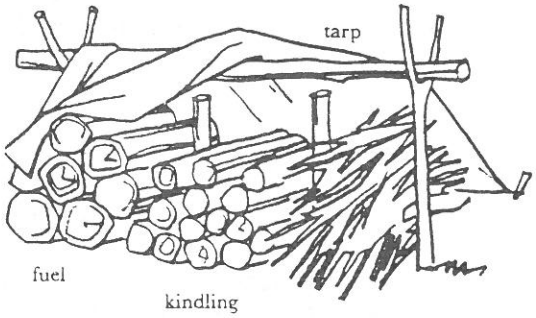
6. Collect all your equipment before you start.

7. Have an adult who knows what to do on hand. Even adult cooks have more fun and feel safer when someone else is around.

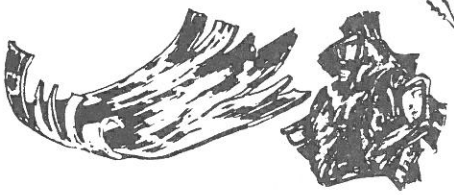




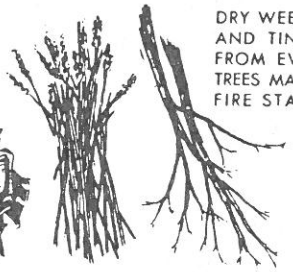




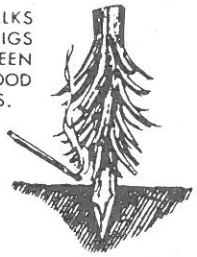
FIRE STARTERS — Natural Tinders



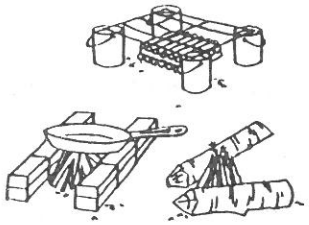
GOOD CAMPERS USE NATURAL TINDERS FOR FIRE STARTERS. BEST IS A STRIP OF BIRCH BARK FROM A *DEAD* TREE. CEDAR BARK IS ALSO EXCELLENT.



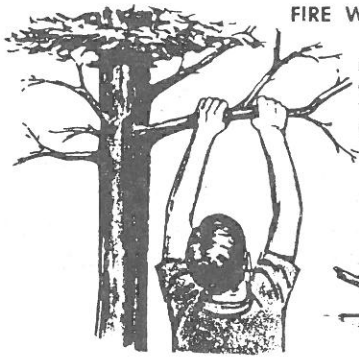
DRY WEED STALKS AND TINY TWIGS FROM EVERGREEN TREES MAKE GOOD FIRE STARTERS.



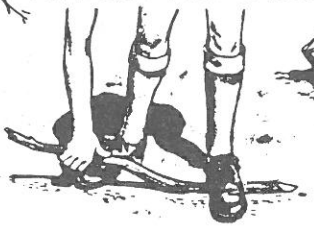
FUZZ-STICK FIRE STARTER IS WHITTLED FROM A DRY STICK.

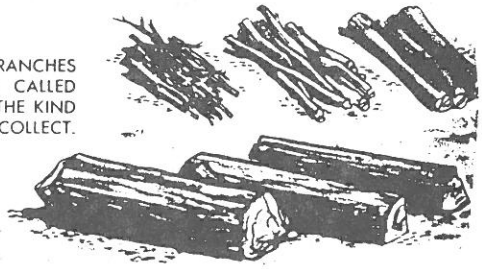


FIRE WOOD



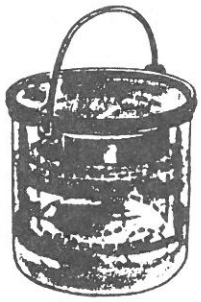
FOR FUEL, BREAK DEAD BRANCHES OFF THE TREES. THIS IS CALLED "SQUAW WOOD" AND IS THE KIND INDIAN SQUAWS USED TO COLLECT.



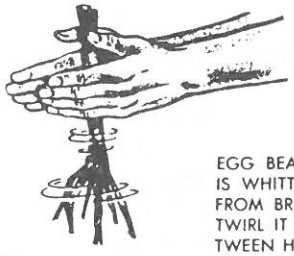


BREAK STICKS INTO SUITABLE LENGTHS AND SORT THEM OUT—THIN STICKS FOR QUICK FIRES, THICK FOR SLOW ONES. SPLIT LOGS BURN FASTER THAN WHOLE LOGS.

Cooking Tricks

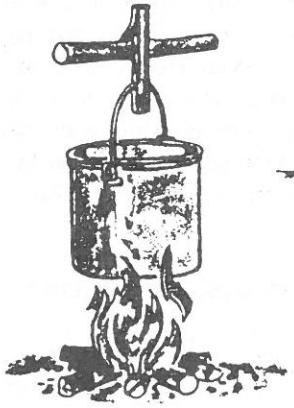


SMALL POT PLACED ON THREE STONES INSIDE A LARGER POT MAKES A GOOD DOUBLE-BOILER.

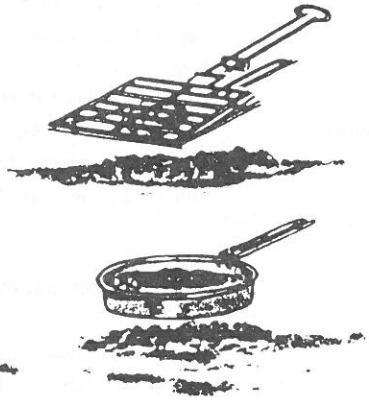


EGG BEATER IS WHITTLED FROM BRANCH. TWIRL IT BETWEEN HANDS.

DIFFERENT TYPES OF FIRE TO USE

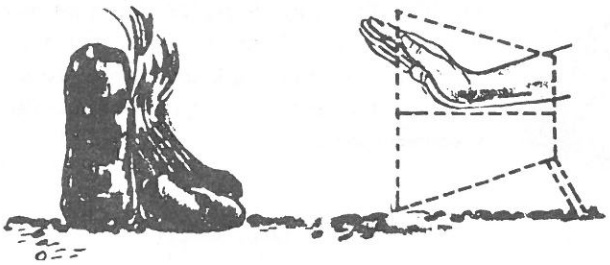


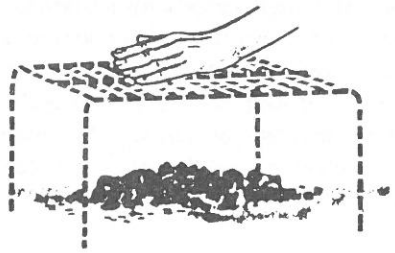
FLAMES ARE OK FOR BOILING.



YOU NEED COALS FOR BROILING.

TEMPERATURES





HOLD PALM AT PLACE WHERE FOOD WILL GO. COUNT "ONE-AND-ONE," "TWO-AND-TWO," ETC. SLOW FIRE IS 6 TO 8; MEDIUM, 4 TO 5; HOT, 2 TO 3; VERY HOT, 1.

SLOW: 250°-325° HOT: 400°-500°
MEDIUM: 325°-400° VERY HOT: OVER 500°

CAMP MEASUREMENTS FOR COOKING



2-FINGER PINCH = ⅛ TEASPOON



3-FINGER PINCH = ⅓ TEASPOON



4-FINGER PINCH = 1 TEASPOON



1 FISTFUL = ¼ CUP



1-FINGER GOB = ½ TEASPOON

FOIL COOKING HINTS

Use two layers of light-weight, or one layer of heavy duty aluminum foil. Foil should be large enough to go around food and allow for crimping the edges in a tight seal. This will keep the juices and steam in. A shallow bed of glowing coals that will last the length of cooking time is necessary.

APPROXIMATE COOKING TIMES

Hamburger	8-12 minutes
Beef (1-inch cubes)	20-30 minutes
Chicken Pieces	20-30 minutes
Frankfurters	5-10 minutes
Porkchops	30-40 minutes
Carrots	15-20 minutes
Ears of Corn	6-10 minutes
Whole potatoes	45-60 minutes
Sliced potatoes	10-15 minutes
Whole apples	20-30 minutes



CAMPFIRE FOIL DINNER

In a square piece of heavy duty aluminum foil place enough of each of the following to make one serving:

sliced potatoes	thin ground beef patty
sliced carrots	slices onions
salt	pepper

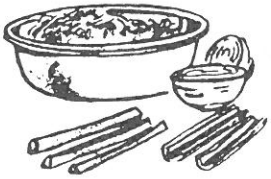
Cook package on hot coals for approximately 15 minutes on each side. Porkchops are also good this way.

FOIL BAKED CHICKEN

Chicken pieces	Salt and pepper
Lemon juice	Margarine

Season pieces of chicken. Place 1 or 2 pieces on a square of heavy duty foil. Pour 1 tablespoonof lemon juice over each piece. Dot with margarine. Add a tablespoon of water and wrap tightly. Bake in hot coals about an hour, turning frequently.

POCKET BURGERS



Ground Beef
Carots, potatoes, onions (sliced thin)
Individually wrapped cheese slices

Work on large piece of aluminum foil. Using 1/3 to 1/2 lb. of meat per serving, divide meat in half. Flatten into 2 large, thin meat patties. Lay cheese on one patty and cover with other patty. Seal edges of meat patties so the cheese is in a pocket. Stack on slices of vegetables, salt and pepper to taste. Seal foil around dinner. Double wrap with second piece of foil. Cook buried in hot coals, use longer cooking time and turn occasionally.

CORN ON THE COB

Corn is very good cooked in the coals. Buy corn in full husks. Open tassle end and remove all the silk possible. Pour water on the corn and replace the husks. Wrap in foil and bury in a bed of hot coals. Exact amount of time in not known, it should only take about 10-15 minutes. Remove from coals, remove foil and turn back the husks, using them as a handle while eating the corn. Add butter and salt for flavor.

HARD COOKED EGGS, CAMPFIRE STYLE

Wrap moist paper towel around each egg. Then egg in a double layer of foil. Be sure it is sealed tightly. Cook in hot coals. After 15 minutes, test one egg to check doneness.

DARN GOODS

Mix biscuits using Bisquick or from "scratch" Drop 1" balls of dough into hot oil. Turn over and over until golden brown. Remove from cooking oil and roll in cinnamon, sugar or powdered sugar.

FOIL BAKED APPLES

Core and fill each apple with a mixture of sugar, cinnamon, nuts, and teaspoon of margarine. Place apple on sheet of heavy-duty foil. Gather foil loosely up and over the top of the apple. Twist together. Bake on hot coals. Turning occasionally. To check to see if done--squeeze gently, like a potatoe.

SOUP-ER BURGERS

1 lb. ground beef
2/3 cup chopped onion
1 can chicken gumbo soup
1/4 cup water
2 tablespoons mustard
1 tablespoon catsup
1/2 teaspoon salt

Brown ground beef and onions and cook until golden brown. Stir in remaining ingredients. Simmer over low heat for 20 minutes, stirring continuously. Spoon onto hamburger buns.



FOIL-BAKED FISH

3 lbs. fish or fillets
5 slices bacon, (small pieces)
1 large green pepper minced
1 large Red pepper minced
(can use pimento, drained)
1 large onion (1 cup), minced
1 cup sour cream
1 teaspoon salt
1/4 teaspoon Pepper
1/4 teaspoon Paprika
1/4 cup oleo, melted

Cut fish into 4 serving size portions. Fry bacon; saute peppers and onion in the bacon fat until soft but not brown. Stir in sour cream and spoon over fish that has been sprinkled with salt, pepper, and paprika. Tear off 4 sheets of 18 inch heavy-duty foil, each about 24 inches long. Fold each in half crosswise. Brush one side with melted margarine. Place portion of fish on the buttered side of each piece of foil. Top with a quarter of the sour cream mixture. Fold foil closed, fastening tightly. Place on grill or on coals of campfire. Cook 20-25 min., depending on the thickness. Open one packet to see if fish flakes when tested with a fork. Fillets will take less time than fish steaks.

SCONES

This hot bread can be baked on a flat surface over an open fire. Scones should be lightly browned on the outside, but thoroughly cooked on the inside.

2 cups all purpose flour
1 tablespoon sugar
1 tablespoon baking powder
1/2 teaspoon salt
1/4 cup butter or oleo
1/3 cup milk
2 Eggs

Sift flour (or shake in bag); then sift or shake again with sugar, baking powder and salt. Cut butter into dry ingredients. Beat eggs and milk together. Stir into dry ingredients and blend thoroughly.

Turn out on floured surface and knead half a dozen times. Roll dough out to 1/2 inch thickness and cut into 2 inch squares. Place scones on ungreased surface and heat for ten minutes. Turn and heat for another ten minutes.

SKILLET BISCUITS

Melt 1/4 cup butter or margarine in 9-10 inch skillet on grill. Sprinkle butter with onion salt and paprika. Add 2/3 cup milk all at once to 2 cups Bisquick; beat vigorously 20 strokes until stiff and slightly sticky. Knead 8 or 10 times on surface which has been lightly floured or dusted with Bisquick. Roll or pat 1/2 inch thick; cut 12 biscuits. Use opened end of a tin can to make round biscuits or cut into squares. Arrange in skillet, turning biscuits, to coat both sides with seasoned butter. Cover skillet with heavy-duty foil. Place on grill 4 inches from hot coals. Bake 10 minutes; lift foil to be sure biscuits are not burning. Bake 5 minutes longer until done. Makes 12 biscuits.



HERBED BREAD IN FOIL

1 Loaf French Bread
2 teaspoons Parsley Flakes
2 tbsp. Grated Parmesan
1/2 Cup soft butter
1/2 teaspoon Oregano
1/8 tsp. Garlic Salt

Cut the bread into 1 inch slices. Place in the center of sheet of aluminum foil about 3 times as wide and 3 inches longer than the loaf of bread. Mix 1/2 cup soft butter/oleo with all the remaining ingredients in bowl. Spread each bread slice generously with the seasoned butter. Reassemble the loaf and wrap securely with the foil, twisting the ends to make handles for turning. Heat on grill or in oven for 15-20 minutes, turning once with tongs.



HOBO POPCORN

4 tbsp. cooking oil
18" square of heavy-duty foil
1/4 cup popcorn

Cut foil into 4 squares. In center of each, place 1 tablespoon cooking oil and 1 tablespoon popcorn. Bring the corners of foil to center, making a pouch. Seal edges well, allowing room for expansion of popping corn. With a string, tie each pouch to a long handled tool or green stick. Place pouch directly on hot coals and shake constantly until popped. Season with melted butter and salt.

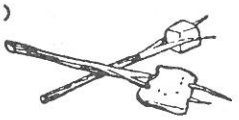




MEATLOAF PIE

1 lb. ground beef
1 c. coarsely shredded raw potatoes
2 oz. Monterey Jack Cheese shredded
2 oz. Cheddar Cheese, shredded
1 Can Refrigerated Cresent Rolls
1/3 cup onion, chopped
1 egg
1/4 c. Ketchup
Salt & Pepper

Heat oven to 375 deg. In a large bowl combine ground beef, potatoes, ketchup, onion, salt, pepper and egg; mix well. Press meat mixture in 9" pie pan. Bake at 375 deg. for 20 minutes; drain. Separate dough into 8 triangles. Arrange over partially baked meat mixture. Bake 10 minutes more. Sprinkle with shredded cheese and bake 5 minutes more. Cut in wedges and serve. (can be done in dutch oven at camp.)



SCOUT TACOS

1 pkg. taco seasoning mix
2 pounds hamburger
1 15 oz. can ranch style beans
1 medium onion, chopped
lettuce
tomatoes
cheese, shredded

Sprinkle salt in bottom of dutch oven. Follow directions on taco seasoning mix. Be sure not to add too much water. Add beans. Cook until beans are hot. Serve mixture on Doritos or Fritos. On top, sprinkle lettuce, tomatoes, cheese and onions.



PIZZA

Canned Refrigerator Biscuits Prepared Pizza Sauce
Your choice of Pizza toppings: Cheese, Sausage, etc.

Spray a cookie sheet with Pam. Press all the biscuit dough into a ball. Then spread evenly and as thin as possible onto the cookie sheet. Cover the dough with a layer of foil that has also been sprayed with Pam. Bake until bottom just begins to cook, not brown. Remove from fire: turn upside down. Now pizza dough is on the foil. slide foil and all back onto the cookie sheet. Add toppings, beginning with sauce and ending with a layer of cheese. Put back on the fire. If top cheese isn't melting, covfer with another sheet of foil.

BISCUIT TWISTS

Mix biscuit mix according to directions or use canned biscuits. Shape into thin, long strips about 1/4" thick. Wind around sticks which are green, and have had the bark peeled off. Hold over fire until brown, turning as it is cooking.

IRISH SODA BREAD

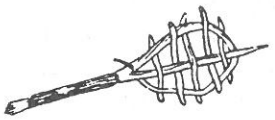
1 cup Bisquick
1 tsp. caraway seeds
1/4 cup raisins
1/4 cup plus 2 tbsp. milk

Heat oven to 450 deg. Mix all ingredients together Pat into a well greased 6" skillet or deep baking pan. Bake about 12 minutes. Cut into sedge-shaped pieces. Serve hot with butter. (serves 4-6)

LONDON BUNS

1/4 cup sugar
1 egg
3/4 cup milk
2 tbsp. vegetable oil,
2 cups Bisquick
1 cup raisins or currants
1/2 cup candied fruit(3oz.)
butter or margarine melted

Heat oven to 400 deg. Blend all ingredients; beat vigorously for 30 seconds. Fill greased muffin cups 2/3 full. Bake 12-15 minutes or until golden brown. Serve hot. Makes about 20 small or 15 medium muffins.



CAMP STROGANOFF

2 egg noodles
1 lb. hamburger
1 onion, chopped
1 can cream of mushroom soup
1/2 cup can of milk
salt and pepper to taste

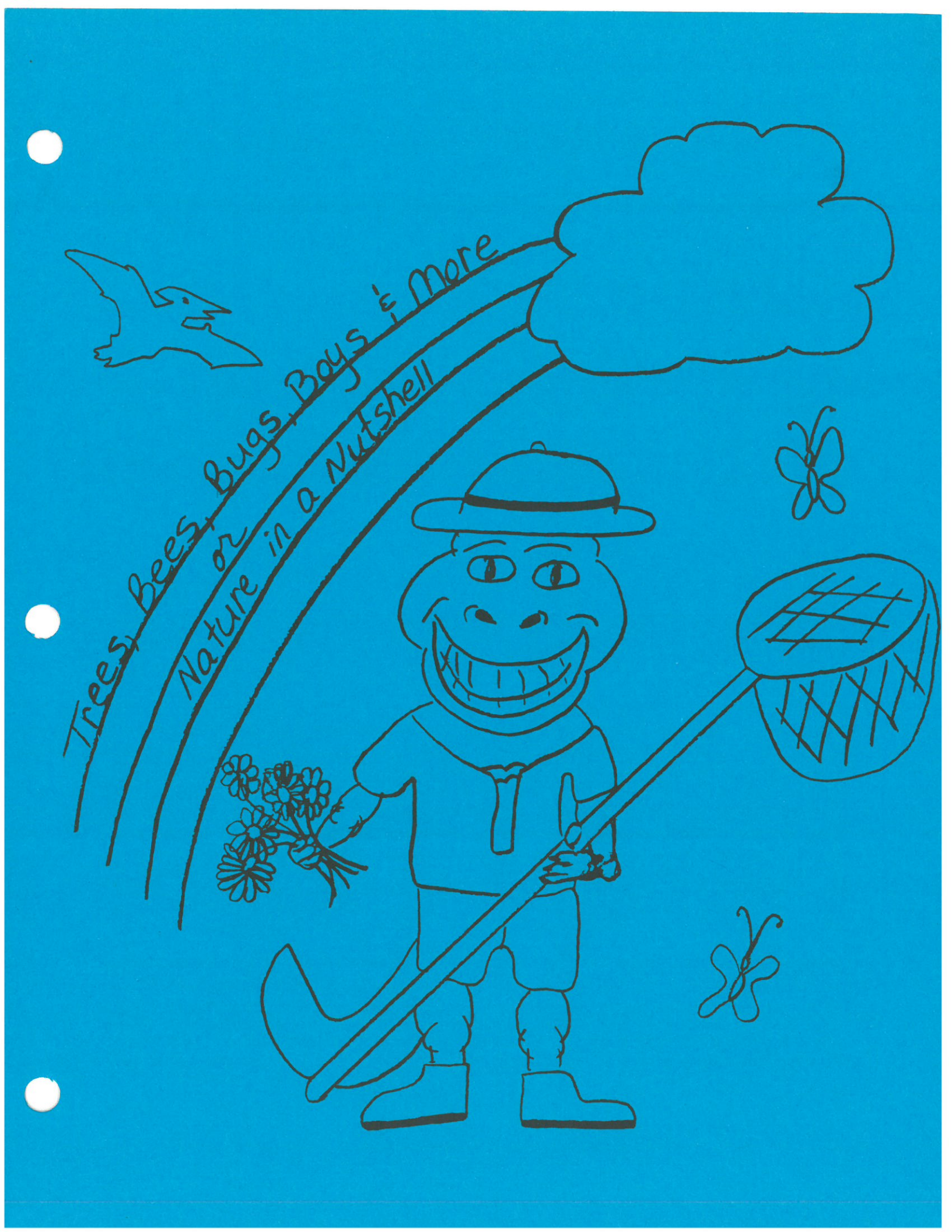
Bring a pot of water to a rolling boil and cook noodles until done. Brown hamburger in skillet; add onion, soup, milk, salt and pepper to taste. Simmer about 10 minutes. Serve over cooked noodles.



GROUND NUT STEW (Peanut Butter Stew)

Chicken, cut up in pieces (or stewing beef)
1-2 chopped tomatoes, optional
1-4 oz. tomato sauce
(or 2 tsp. tomato paste in 1/4 cup water)
3 tablespoons cooking oil
Red pepper to taste
1 cup peanut butter (creamy is best)

Heat oil in a pan. Saute onion until golden brown Add tomato sauce. Cook 3 minutes. Add meat, salt and pepper, red pepper, tomatoes, and 1-2 cups water. Cook until meat is done. There should be about 1" of water above meat. Put peanut butter in a deep bowl. Add 1 cup of meat broth and mix well. Heat. Do Not Boil. Serve over rice.


Trees, Bees, Bugs, Boys & More
or
Nature in a Nutshell

TREES, BEES, BUGS, BOYS AND MORE

or

NATURE IN A NUT SHELL



It is exciting to learn about animals, birds and insects, flowers and trees, rocks, soil, weather, water, and stars! Nature is everywhere all the time -- in cities, in the woods and fields, in the winter, spring, summer and fall.

Nature is not confined by time and place -- it is everywhere.

But, where to begin -- how to begin. All you need to start is an inquiring mind -- and your eyes, ears, nose and hands. Use all senses to gather information from the world about you.

In the beginning we might just as well make up our minds that we are never going to know all there is to know on this subject. Remember that it is not so much knowing the names and identifying everything but the **joy** in making the discovery that counts.

"Country Cubs" know that there is plenty of nature to be seen if you take time to look around, while the "City Cub" may have the notion that nature is not to be found inside the city limits -- not true, of course.

Nature is something we can enjoy no matter where we go in the world. Nature is something we should enjoy and respect.

Let's step out into the world of nature.

BE KIND TO MOTHER NATURE

As you explore your favorite 'nature' places, you may find some litter left by those who don't appreciate nature the way we do.

Think of some projects you can create by cleaning up what they carelessly left behind.

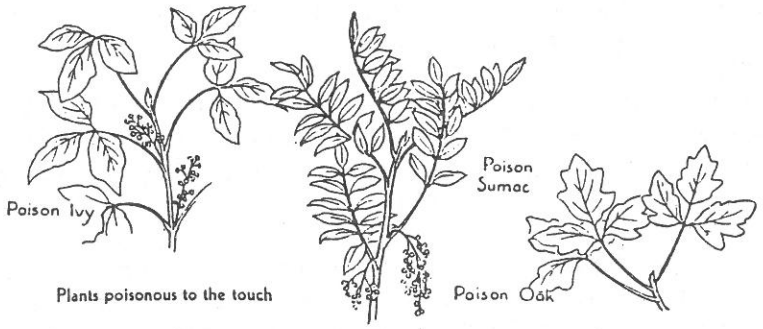
Carry a plastic trash bag with you for picking up discards.





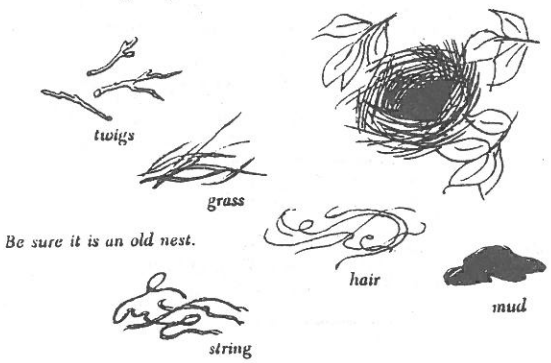
THINGS TO DO

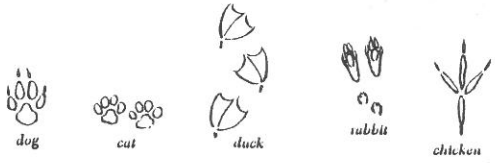
In the spring, place twigs from trees or bushes in water in a sunny window and watch the buds unfold....Plant an aquarium for goldfish or small tropical fish. Be sure you know how to feed the care for the pets in the aquarium..... Learn how animals, birds and insects protect themselves (claws, beak, stinger, smell, etc.)...Make a bird feeding-tray. Get a flat board that can be fastened to the window sill. Nail strips of wood or molding around the edges so the seeds will not blow off.....Take a last year's bird's nest apart to see what the birds used to make it. Can you guess about how many trips the birds had to make to build it?....Do you know what makes it rain?....Learn what poison ivy, poison oak, and poison sumac are. Why should you never touch them?.....



Plants poisonous to the touch

Look for animal tracks in the snow or damp earth..... Try to watch the same animals, birds, or insects long enough to learn something about them. Find an anthill and watch the ants at work....See how squirrels play, how they eat, and how they put away food for the winter.....Watch birds build a nest and feed their babies..... Watch a spider spin a web....Learn all you can about your own pet. Take care of your pet....Make a nature scrapbook or diary. Keep record of what you see on nature walks. Write about it or sketch something you like...Write a nature poem or story....Look for patterns in leaves, ferns, flowers, and snowflakes....Learn five constellations. A constellation is a group of stars that make a picture in the sky....Play a nature game....Find out what wild flowers in this part of the country should never be picked.....Look for the things you see in nature books. Find the picture and learn the name of what you have seen. There are books about animals, trees, birds, flowers, weather -- all the things you want to know. Borrow them from the public library or the school library.





How will you go about "seeing" nature? First of all, open your eyes and ears!



BE A RAMBLER! A rambler is a person who explores around, not sticking to the beaten paths, and who takes the time to enjoy things as he goes along.

Most people, when in the out-of-doors, do not look only at birds or trees or insects or flowers, but are interested in all the things they see. They like to learn a little about each. They also like to learn the way some things depend on others for their growth. For instance a tree must have sun, water, and a certain type of soil. A rabbit must have water and green things to eat, and a patch of bushes for shelter. A bird may need a certain type of berry and will be found only where that berry is found.



A person who rambles through the woods often likes to collect and take home mementos of the walk. Usually no harm is done in collecting some things, such as pebbles, shells, and leaves of trees but there are some things you must **not** collect, such as rare plants and their blossoms, bird's eggs, rare insects -- the "protected" items in nature. (We will talk more about collecting and displaying your collections later in the chapter.)

A nature ramble is simply a walk through a nearby woods or park or a trek through the neighborhood where nature (birds, trees, flowers, sky, etc.) can be studied at close range. It would be helpful to have someone with nature knowledge along, but not necessary since there are so many books available to help identify your "finds".

The more we know about nature the greater will be our desire to help in some way or ways, to conserve our plant and animal life and other natural resources for the good of all.

Take care of the woods and be gentle to all living things.

THE CONSERVATION PLEDGE

I give my pledge as an American
to save and faithfully to defend from waste
the natural resources of my country—its soil
and minerals, its forests, waters and wildlife.

THE WORLD AROUND US

HABITAT: an area or type of environment. A place where a person or thing (animal, plant, etc.) is most likely to be found. Habitat is where you come from -- it's your "hometown".

The more you observe the more you realize that "nature" is not just one thing. Nature is all around you. The nature of a forest is very different from the nature of the desert, or a meadow, or a seashore. The nature you find at the top of a mountain is different from what you find at the foot. Each of these nature areas is its own kind of environment; a home for particular plants and animals that live together and depend for their survival on each other and on the conditions that surround them.

It will help the boys understand the term habitat if we think about it as not too different from the way we live daily - a place that provides shelter, food, water, warmth - suitable living conditions.

Plants grow where they grow because they have found soil and water, light and temperature to their liking. Animals too live in areas that fit their needs and fill these needs for food, shelter, water, temperature, etc..

Consult the Official Boy Scout Handbook for good nature and nature-related information. Project WILD offers an excellent study outline that can be used to explore habitats through observation and activities. (Outline/study follows.)



HABITATS

CONSIDER: All living things have certain requirements that must be met if they are to survive. These include suitable food, shelter, and a place to raise their young.

A plant or animal will survive only in an area where all its life requirements are met. Where a plant and animal lives or is commonly found is called its habitat.

Both living and non-living components of the environment combine to determine the suitability of any given habitat for a particular life form.

WHERE TO GO: There is no problem getting to a habitat. Any place you are is a habitat for something. Even the city is home to rats, pigeons, mice, starlings and people. The most barren asphalt playground has grass sprouting up through the cracks, so even if you can't get to a natural area, you can still study a natural habitat.

WHAT TO DO: If you can get out in the woods, it will probably be wise to start your investigation in an area with distinct limits. Begin with something such as a rock outcrop, the bottom of a decaying log, a stream. Let the group determine through direct observation what lives there. Have them discuss why the area was chosen for a home by the inhabitants. What is there that is a requirement for the life of each individual inhabitant? Is any form of life there dependent on the other life present? Could the life found on the rock outcrop for instance do well if moved to the log or the stream?

APPROACHES: Let the boys discover that many animals are adapted to life in very specific habitats, and are thus restricted to these areas. Talk about some of these animals and the ways they have become specialized through adaptations. Other types of animals have not become so specialized and may be found over large areas. Illustrate by comparing such things as buffalo on the plains and an aquatic snail attached to a rock in the stream.



Talk about the effects of changes in the environment. How do they come about? (Natural changes - such as the ice ages or the filling in of a pond that becomes a marsh, then a prairie and finally a forest - or - the actions of man such as changing forest or prairie to farm land or damming a stream). Let the boys offer a list of changes that will affect habitat. Note that man does most of the changing. What happens to an animal or plant when it's habitat is changed or destroyed? (It must adapt to the change or die out.) Do they think man has a responsibility to other life when he begins to change the environment?

FOR A CLOSER LOOK.....TAKE A HULA HOOP AND.....

You might want to pick several habitats in particular to study and compare, but an interesting session can be had by picking habitats at random. A good way is to take a hula-hoop (or something similar) and have someone close their eyes and toss it out. Where it lands is what you study. If hand-lenses are available, they will come in handy. Gather around the circle on hands and knees and go over the plot inch-by-inch. Perhaps you would want to dig up a cubic foot of soil from the plot and then sub-divide it until each group member has a section to study. Place the samples on a newspaper and carefully dismantle the sections. Set all plant material in piles by type, likewise put the animal life in cups or jars. These can then be studied in the field or carried back to the den area. Be sure to bring out the inter-dependency of the life forms discovered. At the end of the study, you might ask that the soil samples be re-assembled just as they were, so that they might be replaced. This usually brings about vigorous protests of impossibility and even a few brave efforts to comply, but it will open the door to a discussion of the complexity of even the simplest habitat. In the end, they should conclude that only nature can construct these complex systems and that once destroyed by whatever force, they are difficult to replace.

HABITAT SPECIFICS

These are some specific examples of habitats in our particular area. These specifics will change as locale changes, but the basic concepts will remain the same, wherever we are.

PLANTS

The habitat for plants is determined largely, but not completely, by physical factors such as light, precipitation and evaporation, temperature, soil, land form and even wind.

BLACK WILLOW - found along banks of streams and lakes - requirements: rich soil, lots of water. Valuable for binding soil along the banks, prevention of erosion.

BUR OAK - found in valleys - requirements: rich soil, lots of water, requires little sun.

RED OAK - does well in sandy porous, clay/gravel soils. Likes to be in the sun.

COTTONWOOD - does well in rich, moist soil where it grows rapidly.

SYCAMORE - a big tree that needs large amounts of water, rich soil. They are usually found near streams.

CATTAIL - lives only where roots are in very wet soil, even under water. Common besides ponds and shallow lakes.

STAGHORN SUMAC - grows on dry, poor soil along roadsides and on the edges of forests. Spreads rapidly via suckers.

GRASS - most grasses require so much sun that in the woods, grass is rare except in clearings.

FUNGUS - molds and mushrooms require a habitat that is moist, warm but out of the sun and rich in organic debris (dead plants and animals on which they feed.

ANIMALS

Suitable habitats for animals are based on the same physical environmental factors as plants, but the relationships are less direct. For example: the habitat for buffalo is (or was) grassland, but the presence of the grass is regulated by the factors discussed under plant habitat. The environment must provide the right types of plants for animals to eat.

RED FOX - shy animals active mostly at night or early morning - need grassy, meadow areas to hunt for rodents. Dens are usually in a hollow log or old woodchuck burrow.

RABBIT - needs soft plants to eat and brush areas where he can hide from predators.

RED-TAILED HAWK - must have trees to nest in and open land nearby to hunt in.

BLUEJAY - eats insects in spring and summer, acorns in fall and winter (birds that eat flying insects all year round have to fly south in the winter to find food).

BULLFROG - its habitat is one where it can stay in or very near the water. If not, its skin dries, so it cannot live in pools that dry up in hot weather. It sleeps in the mud all winter.

WATER STRIDERS - live on top of pools of water. They eat insects that die in the water.

FISH - live in water all of the time. Some fish (like trout) need cold, running water, while others (carp and catfish) can live in warm, still pools and lakes.

The above are just a few examples of plants and animals we might find locally and some brief comments on their habitat requirements. Become familiar with other common plants and animals in the area. Do not get too technical, but be sure there is an understanding of what habitat is - this is a good exercise in observation.

AN ACTIVITY: CHECKING OUR OWN HABITAT

When everyone has a good understanding of habitats and our requirements, have your Cubs mentally construct a suitable habitat (home). The conclusion should be that we have the same basic requirements as all other life forms and changes in the natural environment affects us as it does all living things. Discuss the effects of pollution in making our habitat unfit. Perhaps discuss some animals/birds that are now extinct or endangered due to man's activity - buffalo, whooping cranes, certain water life, etc.



OKLAHOMA'S HABITATS (ACTIVITY)

Oklahoma has wetlands, forests and prairies that support a variety of wildlife. These are a few of the animal species that live in Oklahoma's major habitat types. Try your hand at expanding the list for Oklahoma.

FORESTS

Bobcat
White-tailed Deer
Fox Squirrel
Wild Turkey
Downy Woodpecker
Three-toed Box Turtle
Horned Owl

PRAIRIES

Coyote
Buffalo
Prairie Dog
Prairie Chicken
Jack Rabbit
Meadow Lark
Bull Snake

EDGE (Transition between Woodlands and Open Areas)

Bobwhite
Cottontail Rabbit
Cardinal

PONDS AND STREAMS

Beaver
Bullfrog
Red-eared Turtle
Largemouth Bass
Bluegill
Great Blue Heron

LAKES

Sand Bass (White Bass)
Striped Bass

STREAMS

Raccoon
Smallmouth Bass
Blotched Water Snake

AWARENESS ACTIVITIES

SOUND AWARENESS

In a quiet spot off the trail let everybody sit down and be as quiet as possible. Ask them to try to keep from rustling leaves and twigs, etc. As soon as they are quiet ask them to close their eyes and listen for as many different sounds as possible. After about 15-30 seconds ask them what sounds they heard. Make a list, some will have a keener ear than others. Try the activity again and the list will grow. Do this in a variety of locations and compare how the list sounds vary from place to place.

ANIMAL LOCOMOTION

Let the boys move from their present location to another one nearby. To do this each boy must use the type of movement of some animal other than man. You, the leader, should lead the way and be the first to take off - hopping, crawling, slithering - encourage them to join you. Or move one at a time and let the others guess what animal it is each boy is representing.

THE WILD SIDE OF THE CITY

The town/city is the world's newest "landscape" and the only one created by man. Sometimes it is not possible to go to the woods, so we must become urban naturalists. That can be exciting too. Get to know the town by taking a bird's eye view with the aid of a map. Mark the parks, streams through town, ponds, some school grounds, etc., places that offer food and shelter and offer refuge inside the city area.

There are lots of things that can be done to encourage animal life into your garden or yard - most involve providing food, safe shelter, and nesting sites.

All creatures do not enjoy perfectly cut lawns and tidy flower beds. Try leaving part of your yard a "wilderness" and you will be surprised by the wildlife it will attract. Don't forget to provide a water source.

THE WEB OF LIFE

(A Hands-On Illustration)

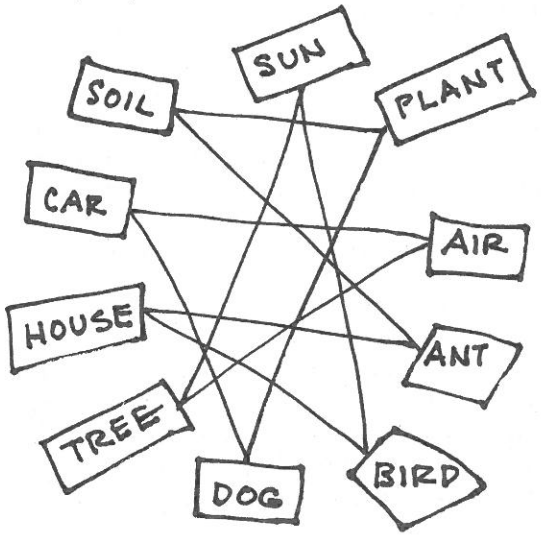
Purpose:

This activity will illustrate how plants and animals (including man) are dependent upon each other and upon the environment (sun, air, water, and soil) for survival through a "web" of relationships and what happens if the web is damaged.

Materials Needed: Ball of string, Magic Marker or crayons, Name cards, Scissors

How To:

Players form a circle. Each player is given a name card which identifies him as some part of the environment - such as the sun, air, water, soil, various plants and animals, and man (and man-made things such as cars, factories, and houses, etc.). The leader begins by asking the "sun" to hold the end of a string and then unwinds the string from one player to the next, crisscrossing back and forth across the circle. As each player is connected, ask the group why a connection is important in the environment. For example, how is a tree "connected" to the sun (or dependent upon the sun), how is man connected to the tree, and so on. Any two players can be connected. Be sure to unwind the string in one continuous strand, do not cut after connecting the players.



Connect all players to at least one other player. After the connections have been made, the string will form a "web" which connects all the major parts of the environment. The leader then cuts the string between any two players and asks the group what will happen to the web-of-life now that a connection has been broken. Follow the cut string from one player to another, showing how one broken stand can affect everything in the web since all are connected to one another. Eventually the connections lead back to the sun, the source of energy for all life.

QUICK QUIZ: Can you think of any reasons why most of Oklahoma's forests are in the Eastern portion of the state?

NATURE'S FOOD CHAIN or WHO'S EATING WHO?

Every animal and plant has its own place in nature, but each is affected by the others and by the environment in which they all live.

Nature's Food Chains - the natural cycles that plants and animals depend on to sustain life. Simply stated, food chains show the relationships of plants and animals that depend on one another for survival.

UN-simply stated, an ecologist will tell you the green plants are **producers,** and herbivores which live on them are **consumers.** Carnivores eat herbivores and so are called **secondary consumers,** or **tertiary consumers** if they eat other carnivores. Omnivores like badgers (and man) eat all categories.

FOOD CHAIN EXAMPLES:

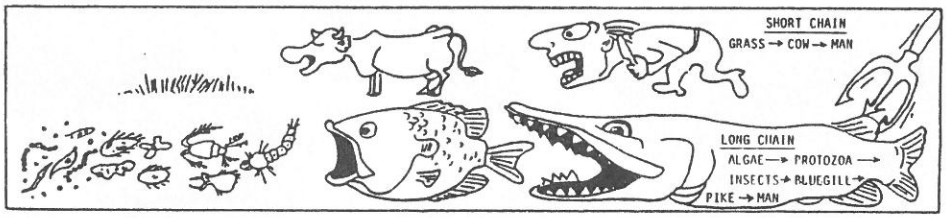
grass - grasshopper - deer mouse - coyote

clover - rabbit - owl

willow leaves - caterpiller - bird - snake - hawk

water plant - aquatic insect - bluegill - bass - man

weed seeds - quail - bobcat



FOOD CHAIN RELAY

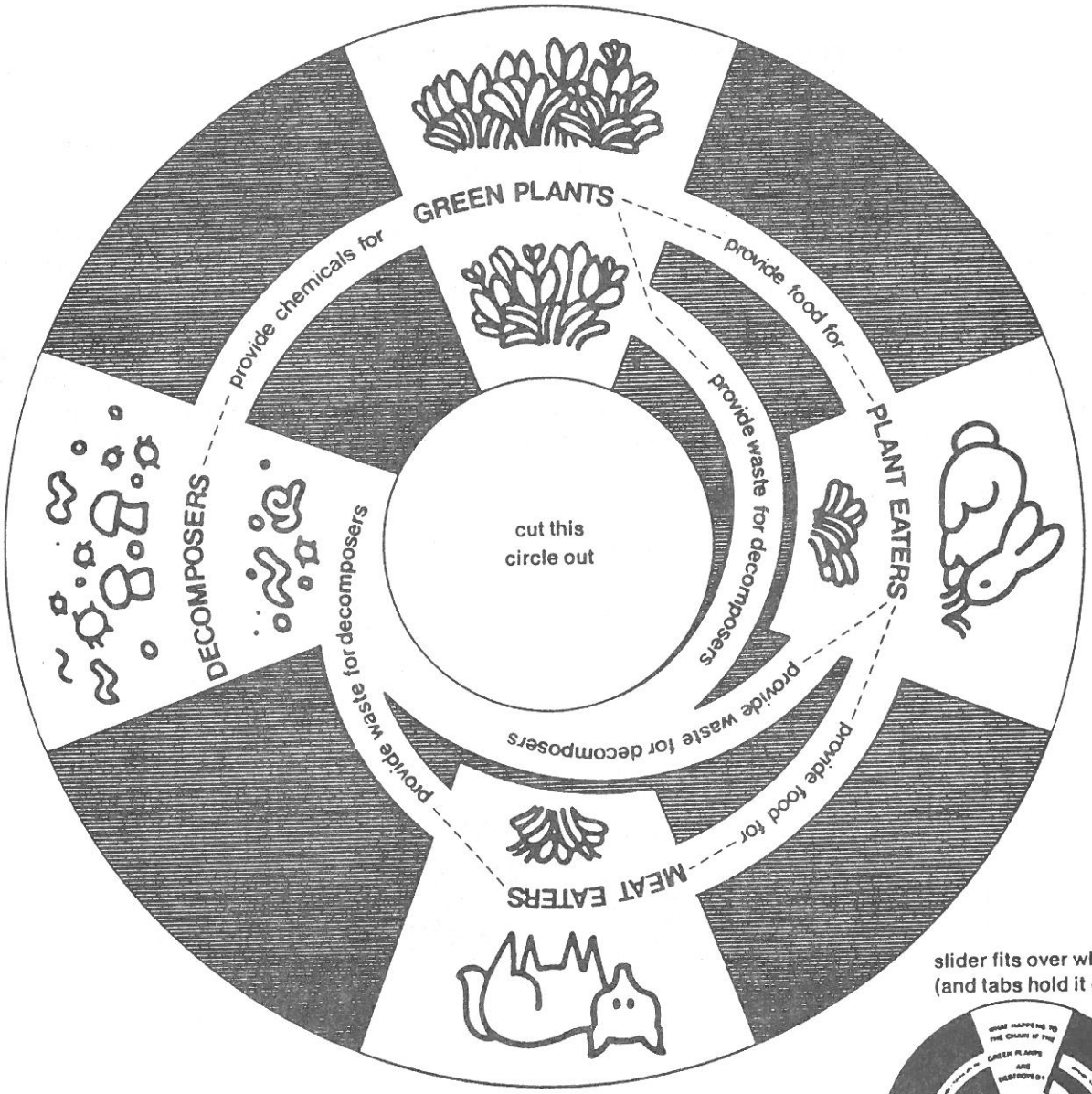
Materials: You will need a blackboard and chalk or flip chart and marker.

Procedure: Divide the group into teams. Line teams up facing board and wait for signal to begin. At signal, the first person in each team rushes to the board and writes the name of a plant or animal. He then dashes back and gives the chalk to the next person in line on his team. Second person runs to the board and writes the name of something that eats the plant or animal under the first word. The chalk goes to the third person who writes the name of something that would eat the second animal/plant and so on through the food chain. If a player writes down an incorrect name, it can be erased only by the next player in line, who will erase but not be able to add a name.

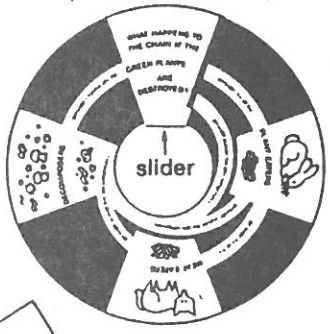


The winning team will be the one with the longest, correct list at the end of a given time, say 5 minutes (not too long).

Each time the game is played and the boys know more about what eats what, the game will be more fun, and informative.



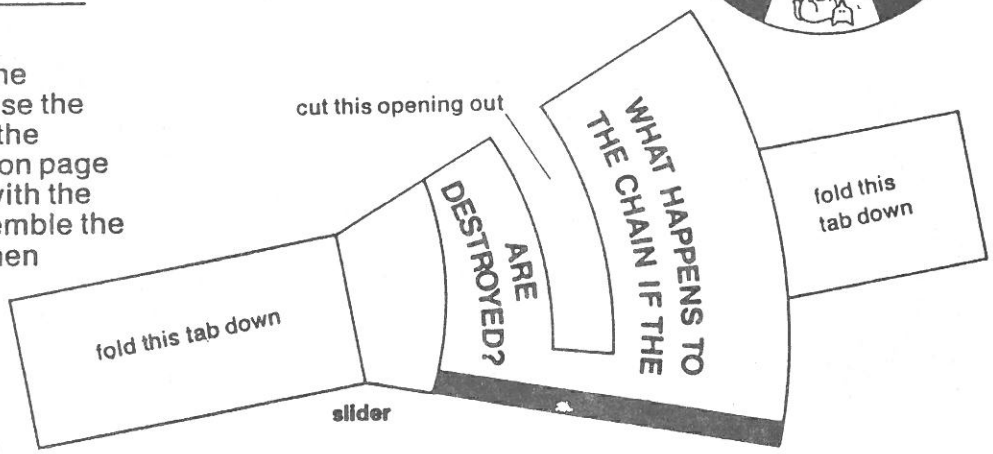
slider fits over wheel
(and tabs hold it on)



Let's look at a food chain

Directions

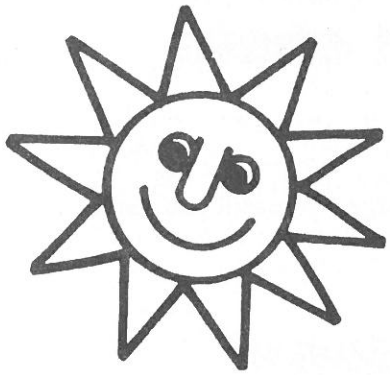
1. Cut out the wheel and the circle in its center. Then use the wheel as you try to guess the answers to the questions on page 2. After you are finished with the questions on page , assemble the *slider* as shown below. Then use the wheel and the slider to answer the questions on page 11 .



©1974 McDonald's Corporation

Let's look at a food chain

Can you guess the answers to the following questions? Before you try, cover the answer column below with a piece of paper or fold the paper in half so you cannot see the answers. After you think about *your* answer to each question, look at the answer that is given. Use the wheel from page 10 to help you think about your answers.



Questions

1 Look at the wheel. Can you tell how *plant-eaters*, such as the rabbit, get their food?

2 Where do *meat-eaters*, such as the fox get their food?

3 Many animals are both meat-eaters and plant-eaters. Do you know the names of any of these animals? (This answer is not on the wheel.)

4 Find the word *decomposers* on the wheel. Can you guess the names of some decomposers?

5 What do the decomposers eat?

6 After the decomposers break down the wastes into simple chemicals what are these chemicals used for?

7 The food cycle shows how living things get their food. Can you think what else living things need besides food?

Answers

1 This is an easy one! Plant-eaters eat green plants.

2 This is an easy one too! Meat-eaters eat other animals.

3 Some of these animals are pigs, chickens, sea gulls, bears—and *you*.

4 Some of the decomposers are certain insects, worms, molds, fungi, and bacteria that live in soil and water.

5 Decomposers eat wastes from plants and animals. They break down these wastes into simple chemicals. This process usually releases some unpleasant smelling gases.

6 These chemicals are used by green plants to help make their food.

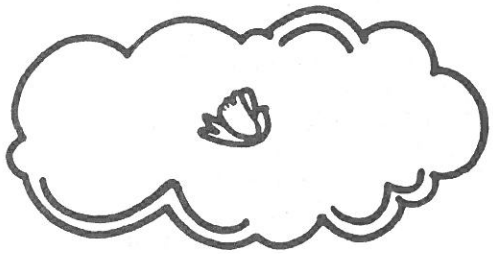
7 Most need clean air, clean water, and shelter. Often man's actions deprive living things of these necessities and in this way upset the cycles of nature. This can harm not only the plants and animals, but it can harm man himself.



©1974 McDonald's Corporation

Let's look at a food chain

Before reading the questions on this page, assemble the slider and wheel as described on page 8. Then use the slider and wheel to see if you can guess the answers. Cover the answer column or fold this page as you did with page 11.



Questions

1 Move the slider so the words *green plants* show in the opening. What would happen if many green plants were killed?

2 Can you think of ways that green plants might be destroyed in great numbers?

3 Now move the slider so the word *plant-eaters* shows in the notch. What might happen if great numbers of plant-eaters were destroyed?

4 Now move the slider so the word *meat-eaters* shows in the notch. What might happen if great numbers of meat-eaters were destroyed?

5 Small changes are always taking place in natural cycles like the food chain. These are usually not a problem because nature can adjust to small changes. Why then do we worry so much about the changes caused by pollution?

6 How can we decide if man's polluting actions will seriously upset a natural cycle?

Answers

1 There would be no food for plant-eaters.

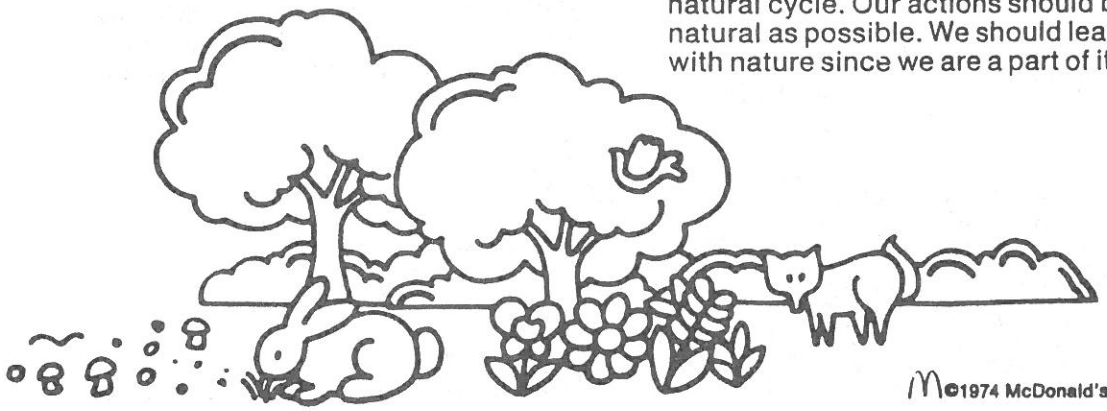
2 They can be destroyed in great numbers by such things as forest fires, by weed killers, by man when he clears land to build on it, and by certain natural diseases.

3 There would be no food for the meat-eaters. They would then either starve or have to move away.

4 If there were no meat-eaters there would, in time, be too many plant-eaters. They would then eat all the plants. As a result they would either starve or have to move away.

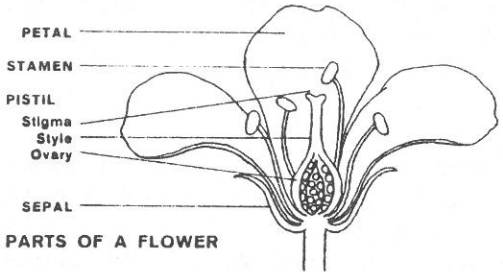
5 Many of the changes that pollution causes are *not small.* Pollution can destroy large numbers of plants or animals and seriously upset natural cycles.

6 Actions that affect a great number of plants or animals will seriously upset a natural cycle. Our actions should be as natural as possible. We should learn to live with nature since we are a part of it.



©1974 McDonald's Corporation

TAMING THE WILD FLOWER

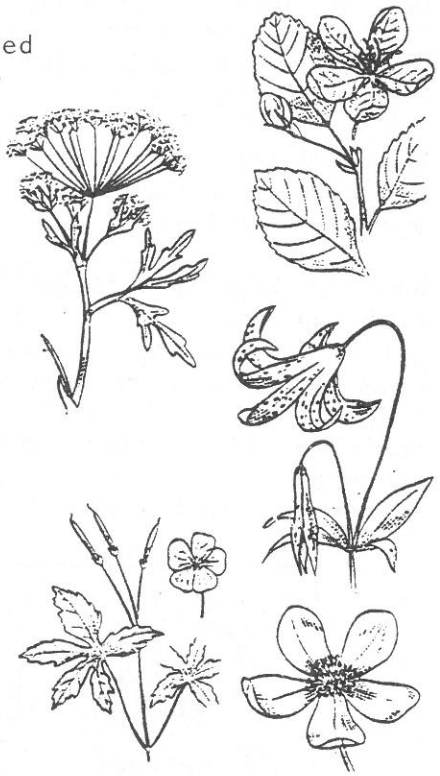


PARTS OF A FLOWER

The next time you take a walk, look for wild flowers. You will find them almost everywhere, even if you live in the city. They grow in city lots, at the edge of sidewalks, on lawns, and in parks. Of course you will find them in your back yard or if you walk through the woods or fields or along country roads. Some wild flowers grow just back of sandy beaches, and around ponds and lakes. There are wild flowers on mountains and deserts too. The important thing is to start to look for them.

There are thousands of different kinds of wild flowers in the United States. There are more common names for flowering plants than for any other things in nature. This is probably because they have been studied and used for a much longer time than anything else. They have been used for food and medicine for many, many years. Do you know what common plants in your neighborhood were used by the early settlers and Indians? How many of them do you suppose are still used today in medicine?

Flowers are among the most beautiful and appreciated forms in nature. They have been an inspiration to writers, poets, artists and musicians.



You need not know all the parts of the flower to appreciate its beauty. First get acquainted with various flowers. A flower identification book will be most helpful to putting names with your finds. As you grow in knowledge you will become more familiar with the parts of the flowers and their characteristics.

Take a flower walk with a person already having knowledge about the wild flowers in our area -- they are more than willing to share some of it with you and your boys.



Wild flowers are one of our greatest assets, not so much in economic value, but in offereing us moments of pleasure. It is important that conservation rules be followed. Part of our enjoyment is not only in seeing the flowers now, but in knowing that they shall return to us again next year.

QUICK QUIZ: Can you name Oklahoma's official state flower?
Can you name Oklahoma's official state wild flower?

STALKING THE WILD FLOWER

Flowers grow almost everywhere - the variety changes with the area and the season. Flowers of the **meadows and fields** will vary from the flowers of the **woods and forests,** which are different from the **roadside** flowers and the flowers of the **lakeside, pondside and seaside.** Again, flowers to be found in the **marsh and swamp** will not be found in the meadows and fields.

STATE WILDFLOWER



INDIAN BLANKET
or
GAILLARDIA

Petals are purple or red at base, yellow tips

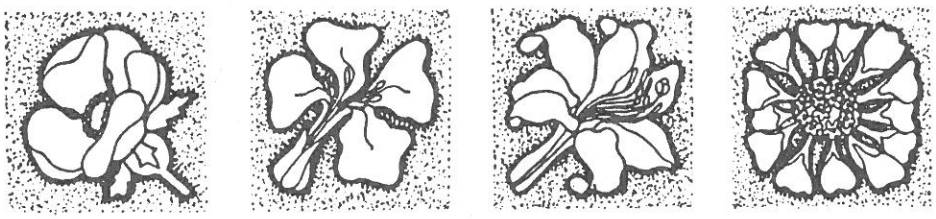
Flowers are in bloom every month of the year in some part of this country. Only a few are found during winter, when most plants are resting, but there are a few that push up through the snow and in Oklahoma there are times when the flowers are up and blooming, then they get snowed on!

WHAT TO SEE - A flower is only one part of a plant. But we also use the word loosely to mean a flowering plant. Become familiar with the flowers in your own neighborhood first and learn their "common" names. In different parts of the country the same flower may be called by different names, only the scientific name remains the same. Being able to call a flower by name is not as important as enjoying it - names will be put to flowers as the boys become familiar with the flowers they see. On your flower-seeking walks it will be helpful to carry a flower identification book, especially one written specifically on Oklahoma wild flowers.

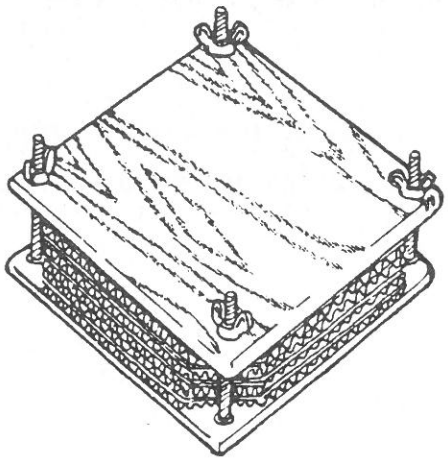
WHERE TO LOOK - The best way to enjoy wildflowers is to observe them and to study them right where they are growing. Beginners can learn more from an hour with live flowers than from a day with dead, dried ones.

When you look at a flowering plant, look for details of the flower, leaves, stem and fruit. Use a magnifying glass. The more you look, the more you will see, and the more interesting flowers will become. Note where the plant is growing and what other plants grow with it.

Learn to enjoy flowers where they grow and learn to leave them for others to enjoy too. If you do want to pick one for study, be sure that others are growing in the vicinity of the one you will take for study.



PLANT FAMILIES. Each plant family has its own characteristics. In a flower belonging to the Rose family, the parts are divisible by 5, in the Mustard family by 4, in the Lily family by 3. What looks like a single flower of the Composite family may actually be hundreds of flowers, some of them tube-shaped, some of them tongue-shaped.



A flower press

MAKE A SIMPLE FLOWER (LEAF) PRESS

All you need to do is take two pieces of square plywood of the same size, clamp them together on a bench or old table and drill holes in each corner and then slip long bolts into the holes. Cut some cardboard to fit inside the protruding bolts (six layers is enough), put the top board over the bolts and screw down four wingnuts.

Use an absorbent paper to help remove the moisture from flowers (or leaves), do not use a waxed paper or the specimen could mold.

An old book makes a good press - hold tightly shut with heavy-duty rubber bands. Also, because of the grade of paper in telephone books they make excellent presses.

NATURAL DYES

Berries, stems, barks, and flowers can be used to make dyes that will color cloth or yarn for a craft project (or tye-dying a T-shirt). Use flowers and leaves at full bloom, ripe berries, bark collected in spring or early summer, and roots collected in early fall.

To make the dye:

1. Chop plants into small pieces and cover with water. Soak overnight.
2. Boil an hour or more, until color is much deeper than color you want.
3. Strain, to remove all pieces of plants.

Note: Object to be dyed should be washed ahead of time.

Procedure:

1. Use a kettle large enough so that dye will cover cloth.
2. Bring dye to boil and add cloth. Stir with a wooden stick or spoon.
3. Lift the cloth on the stick occasionally to check the color - it will be lighter in color when dry.
4. "Set" the color by adding ½ cup of vinegar or one tablespoon of salt to the dye and continue boiling for an additional 15 minutes.
5. Remove cloth from dye. Rinse in cool water. Dry in shade.

These plants make these colors:



sumac

Goldenrod stalk and flowers	Yellow
Sumac leaves	Yellow brown
Onion skins	Red or yellow
Beets	Red violet
Dandelion roots	Magenta
Rhubarb leaves	Light green
Spinich leaves	Green
Blackberries	Blue
Sunflower seeds	Blue
Hickory bark	Brown
Walnut hulls	Brown



(Copy this page and try it out as a group project over an extended length of time and visits to number of places where flowers are observed. It may not be possible to locate all at one stop.)

PLANT OBSERVATION GAME

How many of these plants can you find? Look at the plants but do not pick them. They will not last long, and other people cannot enjoy them as you did.

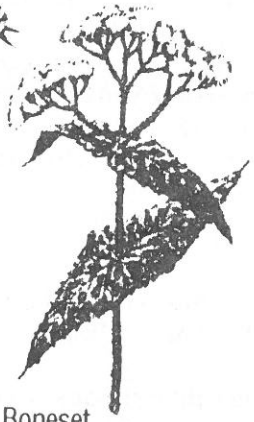
- ☐ A plant covering up a scar on the earth.
- ☐ A plant growing in the shade.
- ☐ A plant growing in the sun.
- ☐ A plant growing in water or a moist place.
- ☐ A plant growing in a dry place.
- ☐ A plant with flowers all one color, two, three.
- ☐ A plant that smells like perfume.
- ☐ A flower smaller than a penny.
- ☐ A flower bigger than a quarter.
- ☐ A plant from another part of the world.
- ☐ A plant with a sticky or fuzzy stem.
- ☐ A plant with shiny leaves.
- ☐ A plant with leaves bigger than the flower.
- ☐ A plant with a round flower.
- ☐ A plant with a flower shaped like a horn.
- ☐ A golden flower.
- ☐ A plant with seeds.
- ☐ A plant with buds.
- ☐ A plant with leaves shaped like trefoils.
- ☐ A plant with fruit.
- ☐ A plant that eats insects.
- ☐ A prickly plant.
- ☐ A plant that has attracted an insect to look for nectar.
- ☐ A plant that animals or birds or people like to eat.

JUST A FEW OF THE MANY FIELD FLOWERS COMMON TO OKLAHOMA

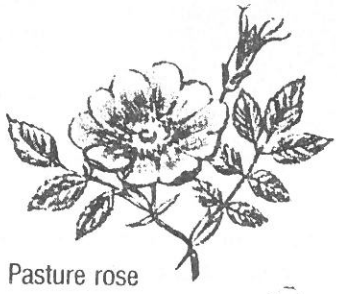
You will find many more if you "slow down and take time to smell the flowers".



Thistle



Boneset



Pasture rose



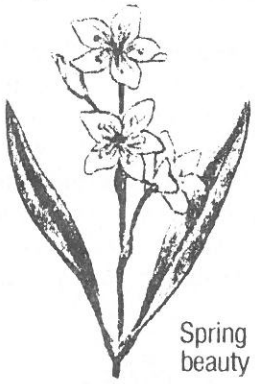
Jack-in-the pulpit



Wild columbine



Butterfly weed



Spring beauty



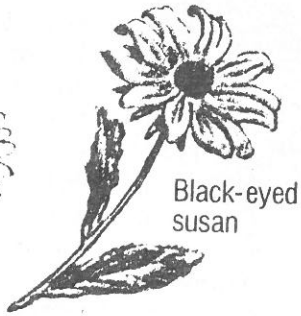
Common mullein



Yarrow



Ox-eye daisy



Black-eyed susan



Peppermint



Early goldenrod

Red clover



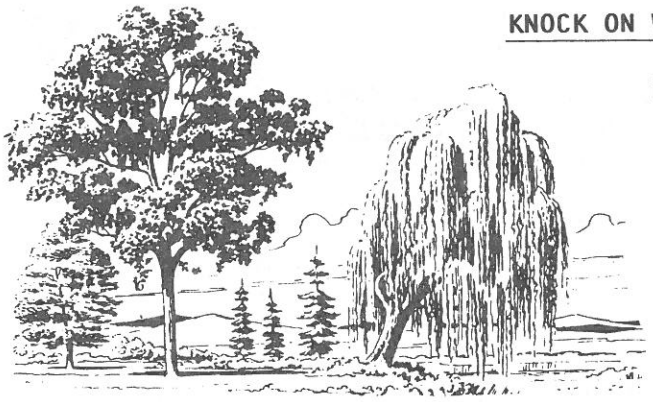


Dutchman's breeches



Queen Anne's lace

KNOCK ON WOOD

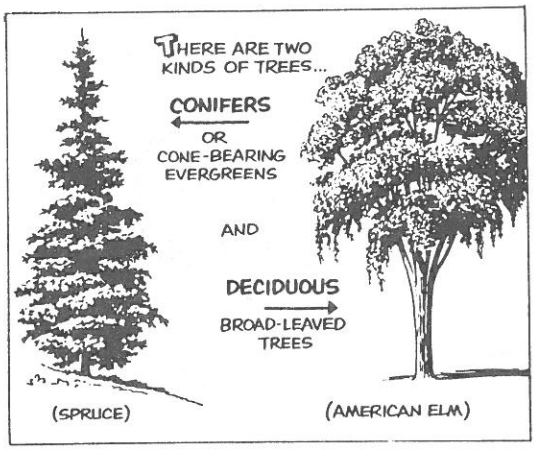


Knocking on wood for good luck is an old tradition. If wood is a symbol of good luck we should get to know the source of that luck.

Trees are the most conspicuous and best known plants. They are graceful, a joy to see. Is it any wonder we want to know the different trees.

Trees can be studied at every season of the year and they should be. Every season will show features that cannot be seen at other times.

Due to the way some areas are developed, some neighborhoods are almost void of trees to "study" so it will be necessary to take a field trip to a local park, a nearby wooded farm area, to a friend's yard, or the Arboretum behind the Tulsa Garden Center next to Woodward Park where you will find the trees labeled for identification. Make the same trip a number of times during the year and observe the changes that take place in a single tree. Make a trip to the Council Oak Tree (18th and Cheyenne) - learn why it is important to the history of Tulsa and how it was saved from "progress."



We have more than 600 native trees in the United States. Some trees like it hot, others cool. Some like their roots wet, others dry -- we will not find all trees in all states.

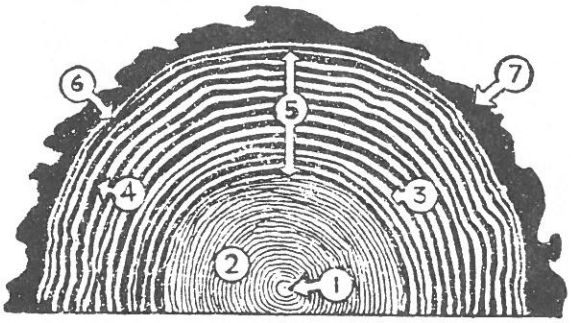
Get to know the local trees - the ones native to our part of the country and to Oklahoma in particular.

Learn to recognize a dozen or so trees close to home -- then "branch out".

It will help if you remember that the trees are generally grouped in two large groups: **the conifers** (cone bearers) and **the broad-leaved trees.** The conifers have needlelike or scalelike leaves that usually stay on the trees for several years. The broad-leaved trees have flat leaves that generally fall off in autumn.

The conifers are often referred to as "evergreens." They do not lose their needles when the weather turns cold. Another term for the broad-leaved trees is deciduous, from the word decidere, meaning to fall off. They lose their leaves in winter. (Why not have a leaf raking party? All it takes is one rake per boy and the yard of a person unable to do the raking themselves. Make it a fun thing - it will become "work" soon enough.)

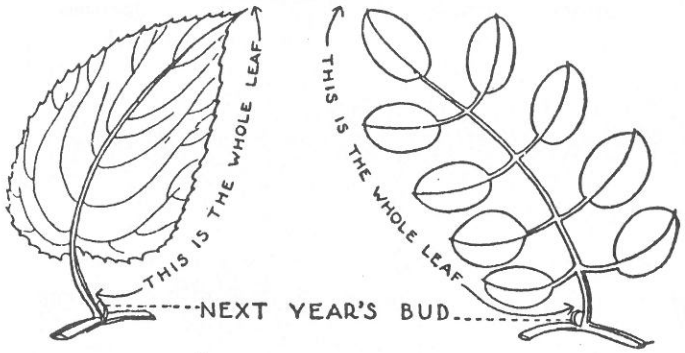
Trees are easy to get acquainted with because they stay in one place, winter and summer. When trying to become acquainted with a tree, notice the leaves, bark, buds, blossoms, and the general shape of the tree. All but the leaves and blossoms are there all the time.



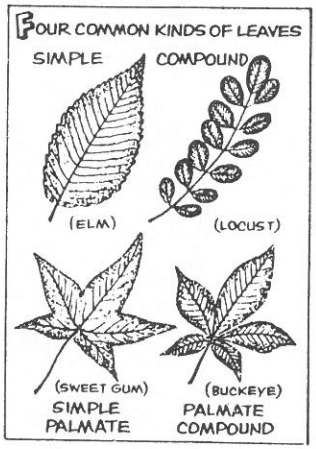
CROSS-SECTION OF A TREE

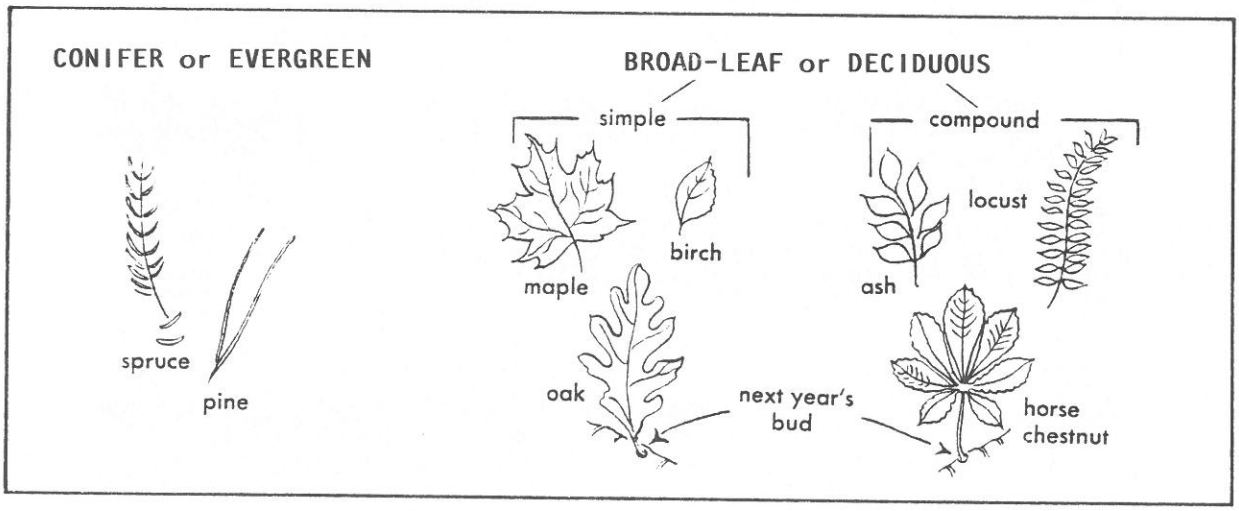
1. Pith
2. Heartwood
3. Springwood
4. Summerwood
5. Sapwood
6. Cambium layer
7. Bark

TREES ARE EASIEST TO IDENTIFY BY THEIR LEAVES

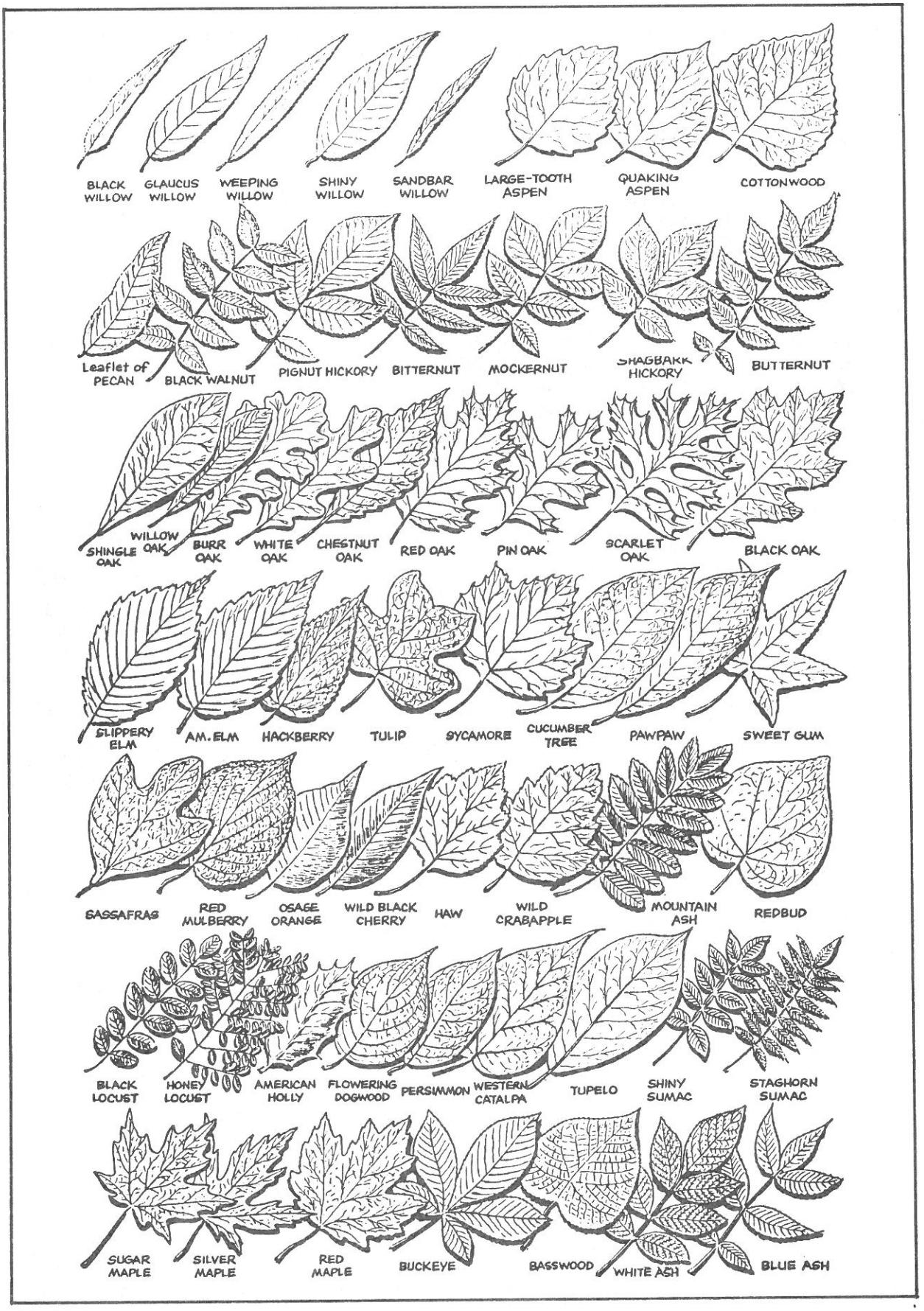


How to tell a simple leaf (left) from a compound leaf (right)

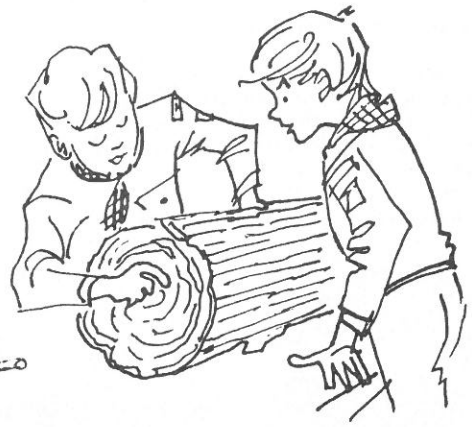




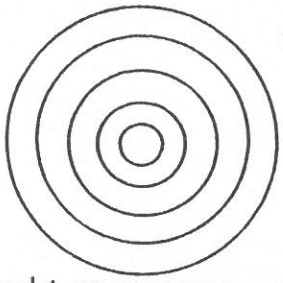
Quickie Quiz: How can you tell a dogwood tree from an oak? (By its bark.)


BLACK WILLOW
GLAUCUS WILLOW
WEEPING WILLOW
SHINY WILLOW
SANDBAR WILLOW
LARGE-TOOTH ASPEN
QUAKING ASPEN
COTTONWOOD
Leaflet of PECAN
BLACK WALNUT
PIGNUT HICKORY
BITTERNUT
MOCKERNUT
SHAGBARK HICKORY
BUTTERNUT
SHINGLE OAK
WILLOW OAK
BURR OAK
WHITE OAK
CHESTNUT OAK
RED OAK
PIN OAK
SCARLET OAK
BLACK OAK
SLIPPERY ELM
AM. ELM
HACKBERRY
TULIP
SYCAMORE
CUCUMBER TREE
PAWPAW
SWEET GUM
SASSAFRAS
RED MULBERRY
OSAGE ORANGE
WILD BLACK CHERRY
HAW
WILD CRABAPPLE
MOUNTAIN ASH
REDBUD
BLACK LOCUST
HONEY LOCUST
AMERICAN HOLLY
FLOWERING DOGWOOD
PERSIMMON
WESTERN CATALPA
TUPELO
SHINY SUMAC
STAGHORN SUMAC
SUGAR MAPLE
SILVER MAPLE
RED MAPLE
BUCKEYE
BASSWOOD
WHITE ASH
BLUE ASH

"Read" a Tree

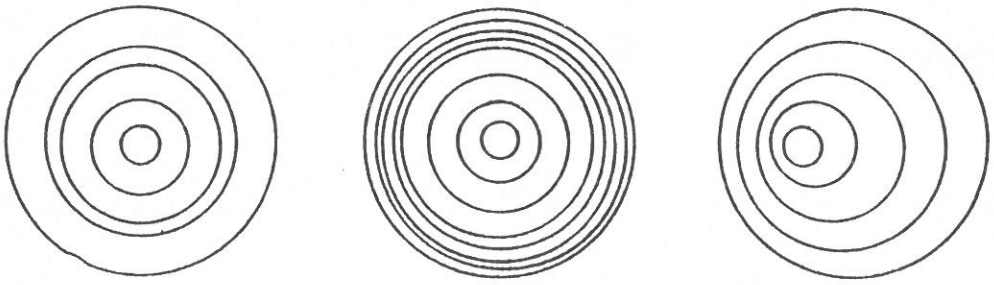


- Find a smooth-cut stump or log end, and look closely at the pattern of growth rings.



- There is a layer of wood for each year of growth. Some tree kinds will show light spring wood and dark summer wood in each year's growth. Count annual rings low on the trunk to find the tree's approximate age.

1. Drought years cause occasional narrow growth rings.
2. Crowding causes zones of narrow rings.
3. A leaning tree has rings narrower on one side than the other. A tree on a clearing edge may have similar uneven rings.



- Look for branches deep within the wood—also for insect and disease damage.

What kind of life has your tree had?

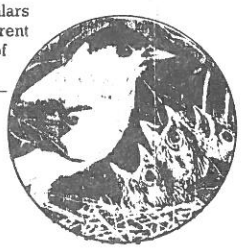
Looking at a tree as a community

Trees are the largest flowering plants on earth and they provide food and shelter for a multitude of living things. You can think of them as nature's apartment blocks, with a constantly-changing population of animals and plants just waiting to be discovered and enjoyed. Why not adopt a tree in your neighbourhood and follow it through the cycle of the seasons? Photograph your tree at different times of the year, make notes, take samples of its plant and animal "lodgers", and you will build up a fascinating story of the life of the tree community. The true naturalist is interested in much more than simply giving the tree its correct name. Here are just a few ideas to start you off. Use your field guides to identify creatures but always try to work out how they relate to other "residents".



Search the branches and trunk for small mammals and their nests. Watch their breeding behaviour and look out for young born in the spring.

Watch a tree with binoculars and note how many different birds use it. Which part of the tree do they feed in? Which birds are nesting – and where in the tree?





Make a study of the various butterflies and moths that visit your tree. Can you see where they lay their eggs?



What kind of flowers does your tree have, and what insects visit them? When does flowering occur, and what sort of fruit will the tree eventually produce?



Look out for leaf galls (very common on oaks). Keep some in a dry jar with a gauze cover and see what hatches out.



Examine the leaves very closely. What is eating them? What lives on them, under them, and even in them? Look for the blisters and wandering tracks left by small grubs tunnelling through the leaf.



Take a close look at the bark and note its texture, colour and pattern. Try making a bark rubbing with a wax crayon and paper to add to your tree chart.

Who's living in holes in the trunk?



Look for small animals on or under the bark. Why do they live there? What do they eat? And who are their enemies?

Look beneath the tree. Compare how many different plants grow close to the trunk with what happens further away, and beyond the shade.



Are there any fungi or other parasites on the bark?

Look for clues to visiting mammals – holes, scratch marks or strips of bark pulled away.

Make a tree chart



Name

Date



Bark



Flower



Fruit

Leaf

Plot the information about your tree on a large sheet of paper or card. you might like to make similar charts for a number of trees so that you can compare them. Throughout the year, add leaves, buds, flowers and fruits to the chart, and also stick on photographs and any sketches you have made. Add information about the birds, butterflies, moths and beetles living in the tree so that the chart represents the whole community.

HEARTBEAT OF A TREE



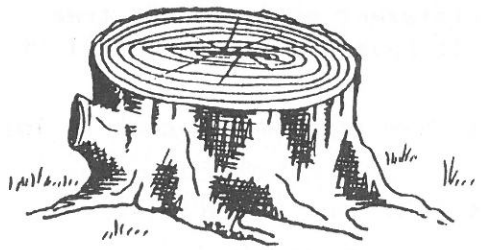
A tree is a living creature. It eats, breathes and circulates its "blood" much as we do. The heartbeat of a tree is a wonderful cracking, gurgling flow of life. The best time to hear the forest heartbeat is in early Spring, when the trees send first surges of sap upward to their branches, preparing them for another season of growth.

Want to hear for yourself? Stethoscope needed.

Choose a tree that is at least 6" in diameter and has thin bark. Deciduous trees are generally better for listening to than conifers, and certain individuals of a species may have a louder heartbeat than others. Press a stethoscope firmly against the tree, keeping it motionless so as not to make interfering noises. You may have to try several different places on the tree trunk before you find a good listening spot.

Boys will want to hear their own hearbeat. Listen also to the heartbeats of mammals and birds -- the variety in sounds and ryhthms is facinating.

HOW OLD IS THAT TREE?



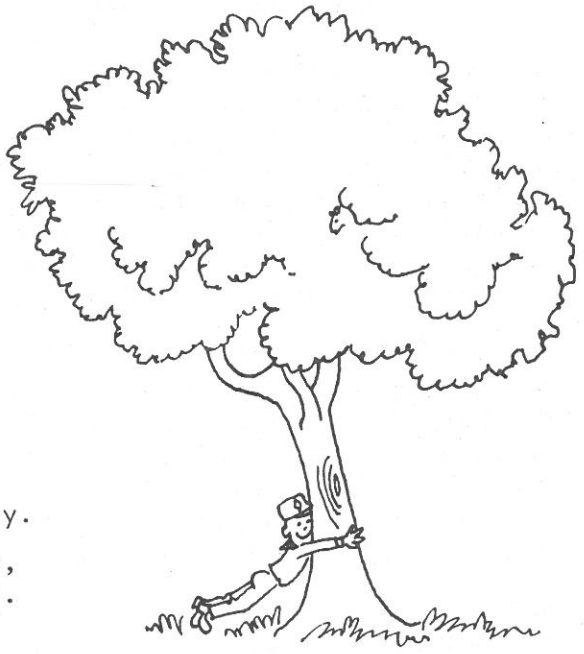
If you look at a stump that is cut across smoothly, you can tell the age of the tree by counting the circular rings on it. Each ring represents a year and is called an annual ring. If you count 15 annual rings (the oldest would be the smallest circle in the middle of the stump), you know the tree was 15 years old when it was cut down.

On evergreen trees you can easily tell the age from the height of the tree itself. Allow three years for the trunk and then count the spaces between the branches all the way up to the top. Each space represents a year. Next time you see an evergreen tree try to estimate its age.

GIVE THESE A TRY

- Visit a tree farm or nursery. Did you know that there are a number of Christmas tree farms in the area? Visit with the owners.
- Try a simple leaf identification contest - individuals or teams.
- Visit a lumber yard. Perhaps a saw mill (there's one in Coweta).
- Find a fire tower where a ranger is on duty, on the lookout for fires.
- Learn the "Smokey the Bear" song. Learn the story of Smokey the Bear.

ADOPT A TREE PROJECT



Make friends with a tree. This is a long-term activity and can be an individual or den project.

.Select a tree that appeals to you. It should be near your home so there can be daily contact, finding out what is going on in, under, and around the tree. Select more than one tree to compare the action in each type of tree.

.With notebook in hand, visit the adopted tree.

.Describe the tree as it is right now, today.

.Look at its physical characteristics (size, leaf shape, bark color and other features).

.Look to see whether it is alive. How can you tell?

.Look to see whether it appears to be asleep (dormant) or awake. How can you tell?

.Listen to find out if it makes any sounds.

.Smell to find out whether it has an odor. Do different parts of the tree smell different - like bark, new leaves? Does it have a different smell at a different time of year?

.Think about how the tree got where it is and how new trees might come to join it.

.Think about what other living things might need this tree for survival.

.Think about what things the tree might need for its own survival.

.WARNING: Do not taste any part of the tree.



.Repeat the visits throughout the year and compare observations.

.Look to see how the tree has changed.

.Look to see what ways the tree remains the same.

.Think and talk about what the tree might look like the next time you visit.

.Are there any animals calling your tree "home"?

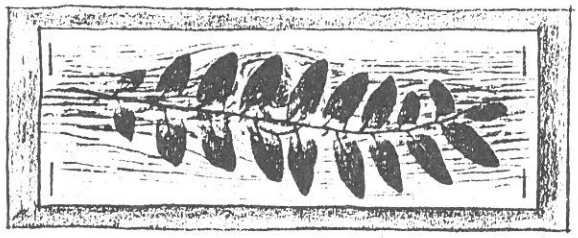
.Have you seen any birds nests?

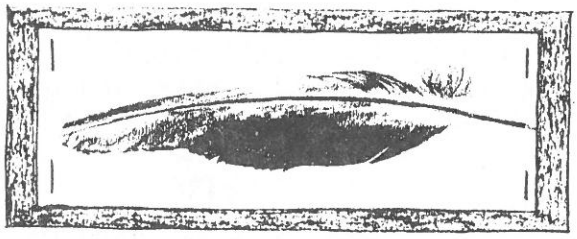
.Did the leaves turn colors before falling?

.Have you shared your tree with a friend?

.Write a poem about your tree. Sketch a picture.

.Keep your notebook and come back to the tree in years to come. It will be hard to say farewell.





Use prints and stencils to make invitations, greeting cards, note paper. Decorate scrapbooks, your patrol flag, an apron, a storage box. Mount and hang prints in your room.

TRANSFER PRINTS

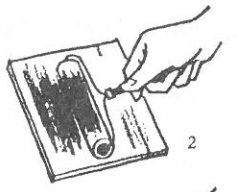
You can print leaves, ferns, grasses, feathers, unpainted wood, corrugated paper, so many things.

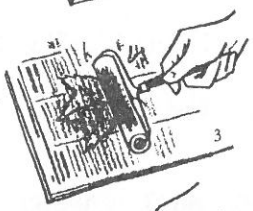
You need: Something to print, pane of glass, newspapers, paper to print on, oil-based printer's ink, brayer (roller) to spread the ink, spoon; rags or paper towel and turpentine for cleaning up.

Experiment with a leaf:

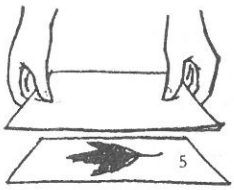
1. Cover your work place with newspaper. Place leaf on newspaper, vein side up.

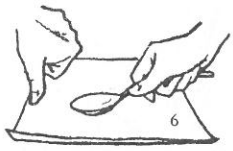
2. Ink your brayer. Squeeze small amount of ink onto pane of glass. Push brayer over the glass until brayer is evenly covered with ink.

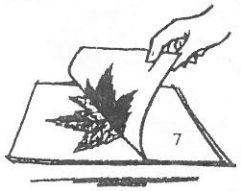












3. Roll the inked brayer over the leaf two or three times.

4. Lift the leaf and slip a clean sheet of newspaper under it.

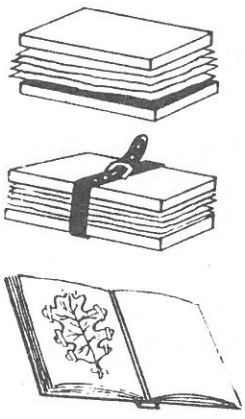
5. Take the sheet of paper you want to print and carefully place it on top of the inked leaf. Try not to move the paper after it is down. Moving blurs the print. Fold a piece of newspaper and lay it on top of the print paper.

6. With one hand hold down the papers so they cannot slip. With the other hand rub the back of the spoon over all of the newspaper—up and down, back and forth. Rub every inch of the paper.

7. Remove the newspapers and gently lift the paper you printed.

8. Now make a print using other leaves or grasses. When materials become crushed, use new materials.

9. As soon as you finish printing—before the ink hardens—clean your hands, the brayer, and the pane of glass.



Use a homemade press like the one shown above to dry and flatten leaves before you mount them. After mounting, keep the leaves under pressure so they will not curl or break.

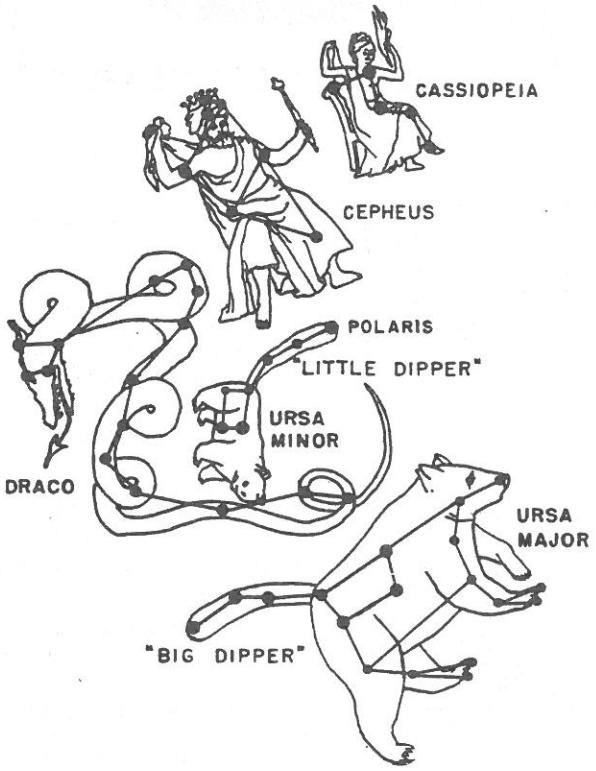
COLLECTING LEAVES

Collecting leaves is easy enough, if you remember three things: avoid poisonous plants; collect as perfect representative specimens as you can (without insect holes); and be sure to collect the entire leaf. Some plants like the hickories, locusts, and ashes have what are called compound leaves. That is, each leaf has a number of leaflets. If you do not collect the entire leaf, the specimen may be misleading and your collection will not be satisfactory.

The next step is to press the leaves and dry them. Using old newspapers make a "press" such as is shown at left. Place leaves in it carefully so they dry flat and are not creased. When the leaves are thoroughly dry, you can mount them in a notebook using self-sticking tape to hold them to the page. Label with name, date, and place collected.

STARGAZING

It doesn't take much effort to lift up your eyes, and what a reward you get when you do!! When you are looking up at the sky you are doing something that men have done for thousands of years.



Since we live north of the equator, there are five constellations that are visible all year around.

They are:

1. The Great Bear (The Big Dipper)
2. Little Bear (The Little Dipper)
3. Cassiopeia (The Queen)
4. Cepheus (The King)
5. The Dragon

THE MOST FAMOUS SINGLE STAR IS THE NORTH STAR. It is the most famous because men sailed their boats and found their way on land by its fixed position long before there were any compasses.

WHY LOOK: The stars can tell you time, direction and position. You will get great satisfaction as you begin to recognize the various stars and constellations.

WHERE TO LOOK: An ideal location is an open field, hill or housetop, away from city lights if possible.

WHEN TO LOOK: Only brighter objects are visible in full moonlight or soon after sunset. At these times the beginner can spot brighter stars and planets, and learn major constellations, without being confused by myriads of fainter stars.

HOW TO LOOK: First, be comfortable! Use a reclining chair or a blanket spread on the ground. Warm clothing if needed, even a summer evening can be chilly.

EQUIPMENT: You'll need no equipment, except your eyes, to see thousands of stars!

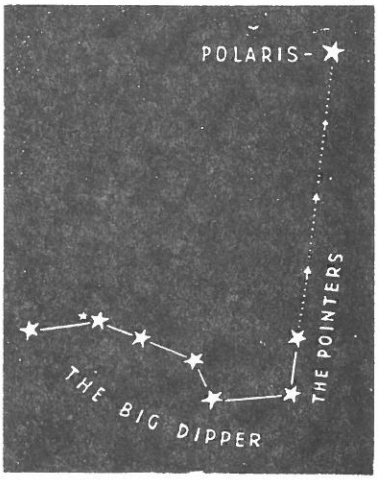
LOCATING CONSTELLATIONS: The constellations can be found if you will be patient - that's quite a lot to ask of a squirming, young Cub Scout. There are lots of different ideas on how to start learning to locate the constellations. One of the best ways is to start by finding the Big Dipper, then you can find Polaris, the North Star, which is the tip of the Little Bear's (the Little Dipper) tail.

Long ago men told stories in the evening after the day's work was done. They looked up at the sky and named groups of stars after the heroes and animals and other objects in their stories. These groups of stars are known to us as constellations, which means "stars together."

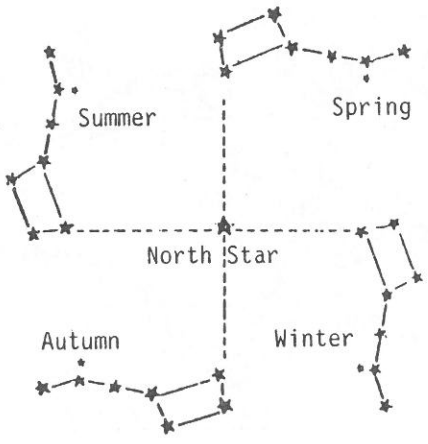
There are 88 constellations in the whole sky. Finding constellations is exciting -- and it also may be pretty difficult. To start with, don't try to learn too many at one time - stick to the important ones. A good place to start star-hunting at any time of the year is in the north sky. No matter where you are in the United States, there are some stars which may be seen night after night. They are the stars nearest Polaris, the North Star.

FINDING THE NORTH STAR (Polaris)

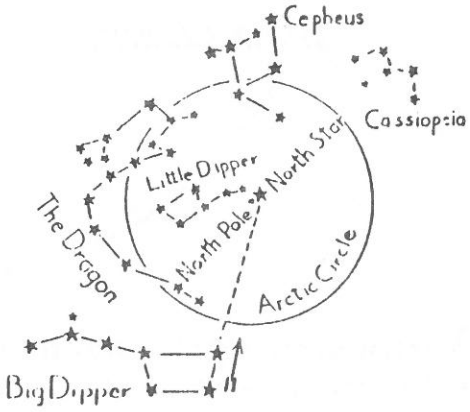
Find the North Star by following the pointer star in the Big Dipper. The pointer shows the way to Polaris. It is also the last star in the handle of the Little Dipper.



There are many stories about the constellations. A good star book will tell you these stories and will have star maps where to locate them in the sky. Their locations change with the seasons so be sure you have a map for the time of year you are sky-watching. The outlines of the mythological figures and the positions of the principal stars are shown in the star maps below:

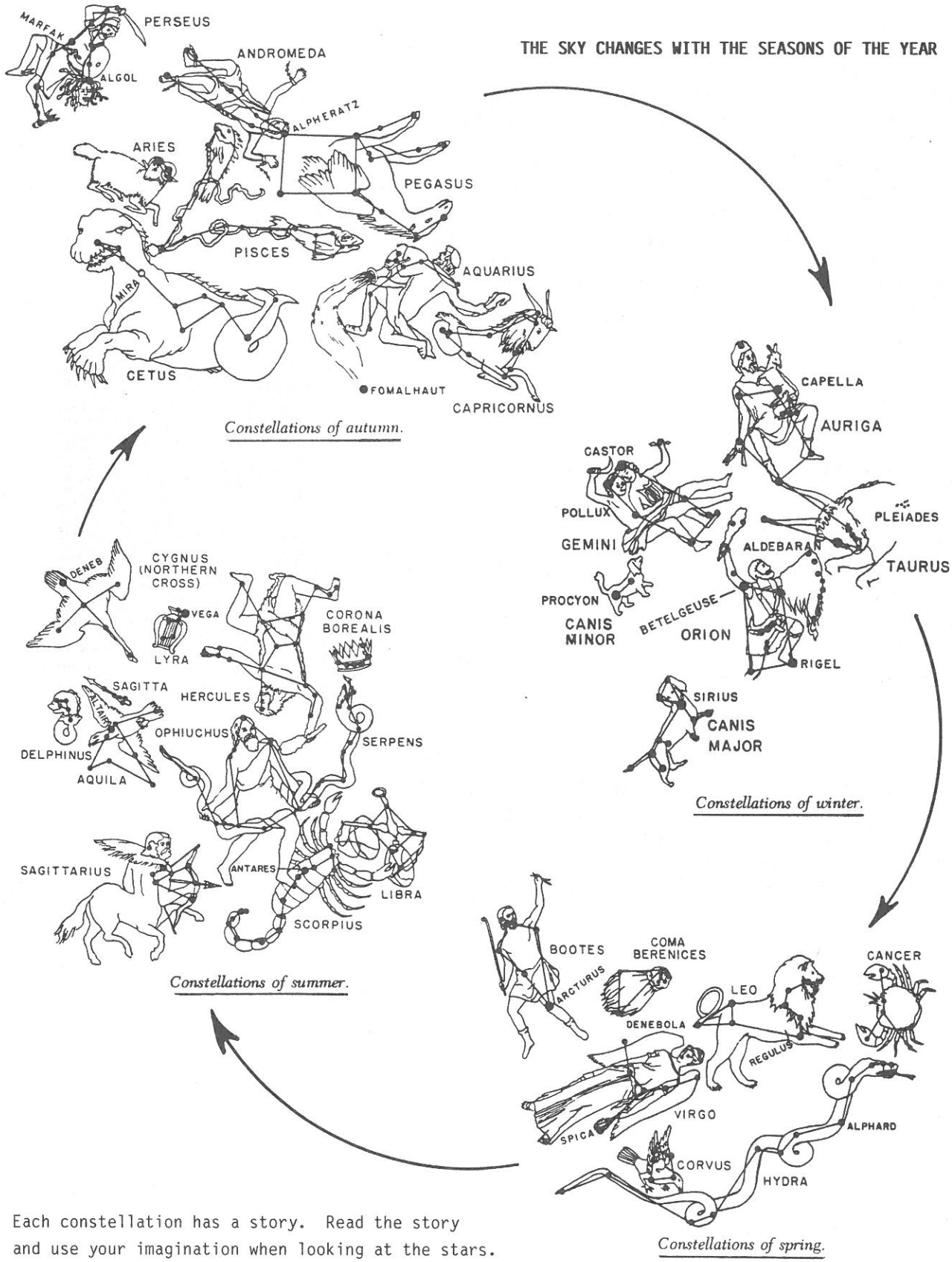


Seasonal Positions of the Big Dipper



The Five Polar Constellations

THE SKY CHANGES WITH THE SEASONS OF THE YEAR



Each constellation has a story. Read the story and use your imagination when looking at the stars.

EYES ON THE SKIES

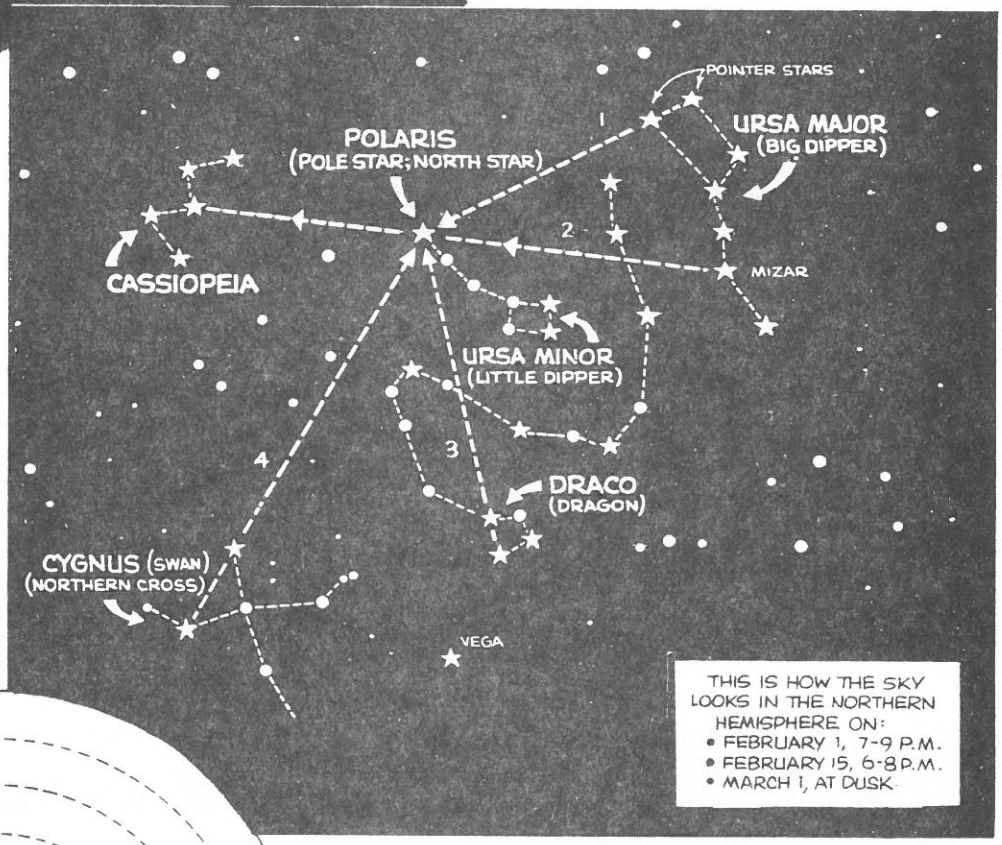


SINCE EARLIEST TIMES MAN HAS KNOWN HOW TO USE THE STARS TO GUIDE HIM ACROSS TRACKLESS DESERTS AND EMPTY SEAS.

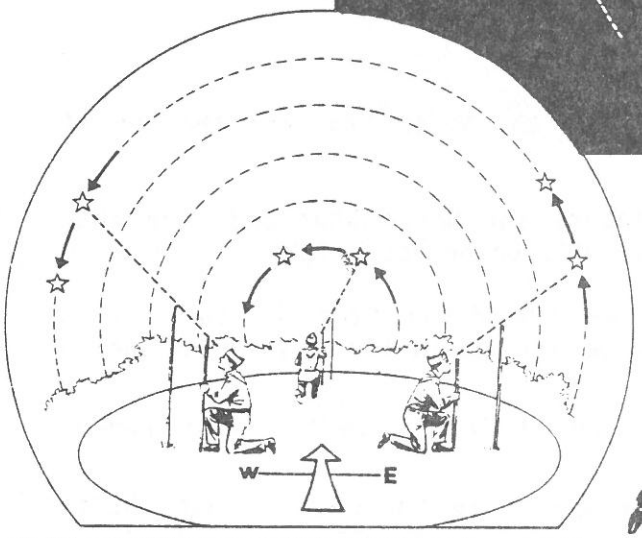
DO YOU KNOW THAT THE NORTH STAR (POLARIS) DOES NOT RISE OR SET IN THE NORTHERN HEMISPHERE... AND THAT YOU CAN TELL IN WHAT DIRECTION YOU ARE FACING WITHOUT A COMPASS BY THE APPARENT MOVEMENT OF A STAR?

HERE ARE FOUR WAYS TO LOCATE POLARIS, THE NORTH STAR:

1. DRAW AN IMAGINARY LINE THROUGH THE POINTER STARS OF THE BIG DIPPER;
2. FROM THE DOUBLE STAR (MIZAR) IN THE HANDLE OF THE BIG DIPPER TO THE CENTER STAR OF CASSIOPEIA;
3. A LINE THROUGH THE TWO FARTHEST APART STARS IN THE DRAGON'S HEAD OF THE CONSTELLATION DRACO;
4. THROUGH THE POINTER STARS OF THE NORTHERN CROSS IN CYGNUS.



THIS IS HOW THE SKY LOOKS IN THE NORTHERN HEMISPHERE ON:
- FEBRUARY 1, 7-9 P.M.
- FEBRUARY 15, 6-8 P.M.
- MARCH 1, AT DUSK



HERE'S ANOTHER WAY TO ORIENT YOURSELF AT NIGHT. SIGHT ON A STAR AS EXPLAINED ON THE RIGHT. IF A STAR MOVES **UP**, THE GENERAL DIRECTION IS **EASTERLY;** IF **DOWN, WESTERLY.** IF THE STAR MOVES IN AN **ARC** FROM RIGHT TO LEFT, THE DIRECTION IS **NORTHERLY;** IF IN A FLAT ARC, LEFT TO RIGHT IT'S SOUTHERLY.

THE CONSTELLATIONS ABOVE CONTINUALLY WHEEL AROUND THE NORTH POLE WITH THE SEASONS BUT THE RELATIVE POSITION OF THE CONSTELLATIONS TO POLARIS REMAINS THE SAME.

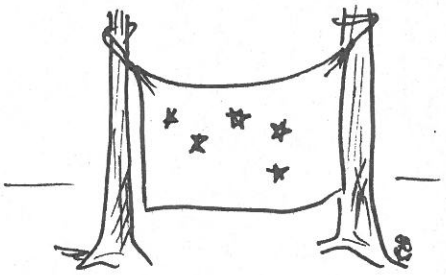


TO GET A TRUE NORTH LINE, USE TWO SIGHTING STICKS. PLACE THE TALLER STICK UPRIGHT IN THE GROUND (HOLD THE SHORTER STICK UPRIGHT WITH THE BOTTOM END ON THE GROUND) AND MOVE IT UNTIL YOU SIGHT POLARIS OVER THE TIPS OF BOTH STICKS, THEN PUSH THE SHORTER ONE IN THE GROUND. A LINE BETWEEN THEM GIVES YOU TRUE NORTH.

(Boys' Life Reprint)

Before you go out, study a star chart so you will know what to look for and where.

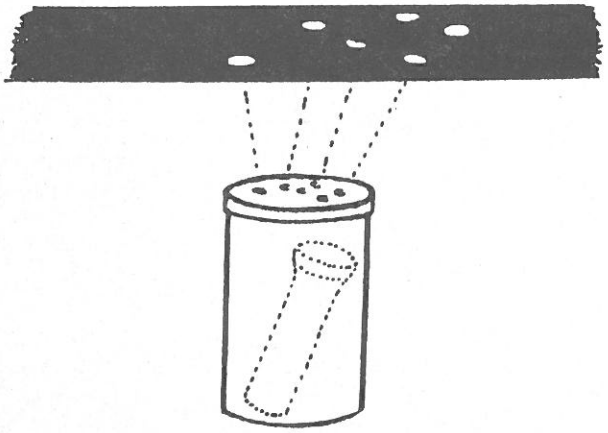
Do a visual study by pinning paper stars in the correct position on a dark blanket. →



Have you visited the planetarium in Oklahoma City?

Call the Tulsa Astronomy Club for some expert guidance in star study.

In a dark room have someone tell a story about a constellation while the boys form the outline with flashlights.



CEREAL BOX PLANETARIUM

Don't throw out empty cereal boxes. If they are cylindrical you can use them to make a planetarium.

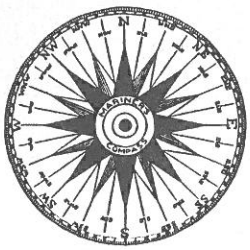
Using an awl or a large darning needle punch holes in the bottom to represent a constellation. In a darkened room shine a flashlight into the box, pointing the box upward. The stars will appear on the ceiling.

Make a series of "constellations."

TELLING DIRECTIONS BY THE STARS

Did you know that you can get direction from the North Star and the Sun if you do not have a compass?

First, find the North Star. When you locate the North Star and face that way, south will be in back of you and east will be on your right.

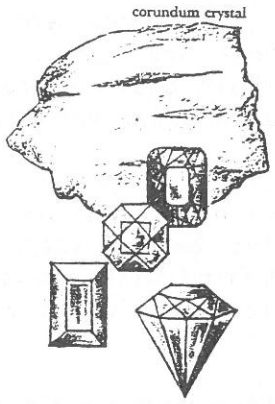


MARINER'S COMPASS

* At night you can see the North Star in the Little Dipper. When you face the North Star, you are facing north
* In the morning the sun is in the east. Your shadow will point west.
* In the afternoon the sun is in the west. Your shadow points west.

F.Y.I. The largest telescope is on Mt. Palomar, near San Diego, California. The mirror on the telescope is 200 inches across (16.6 feet).

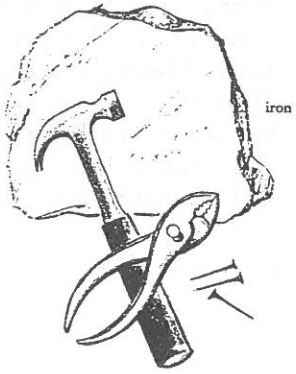
ROCKS AND MINERALS



Why should one be interested in rocks and minerals?
Because the whole world is made up of rocks and minerals.

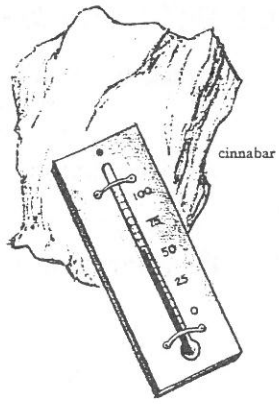
What rocks and minerals have you used today? Have you worn any? Stepped on any? Did you feel any? Did they feel smooth or rough? Soft or hard? What color were they?

You used graphite with you used a lead pencil. When your write, it is not "lead" but the mineral graphite that marked your paper. The buildings you passed may have been made with marble or graphite or limestone.



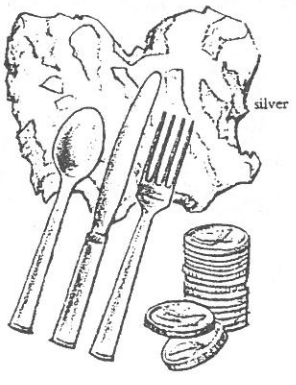
If you used talcum powder, you used the mineral talc. In its natural state, it is so soft you can scratch it with your fingernail. Another soft mineral you may have used today is salt.

Did you buy anything today? Pennies are made from copper, "nickles" are made from nickle, dimes from silver. Gold is used for money and also jewelry. Plaster of Paris, used to cast animal tracks and to make tie slides, is made from alabaster. We have the Alabaster Caverns State Park in western Oklahoma you might get a chance to visit and walk through the caves.



Most minerals took millions and millions of years to make. Limestone comes from the bones and shells of animals that lived millions of years ago. Coal was formed by plants and ferns that grew millions of years ago. Fossils are the skeletons of ancient animals or plants.

In our homes there are rocks and minerals everywhere, but not necessarily in the form they will be found in nature. There are hundreds of rocks and minerals that come into our daily lives, such as coins, water, rings, watches, windows, sidewalks, toasters, electric wire, paint, etc.



An interest in rocks and minerals may begin as a simple act of picking up a pebble. These can be found most anywhere and in great variety. If you are interested in rocks and minerals, you really have a choice of anything from jewels to the curbstone on the corner.

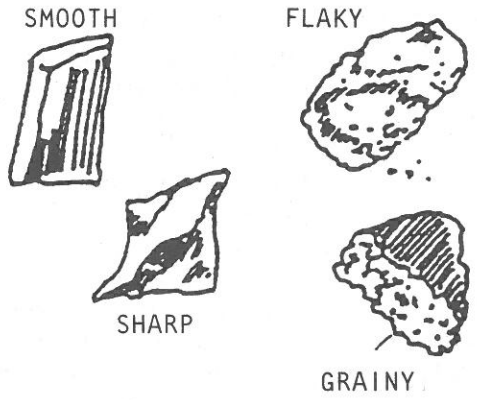
Under the name of minerals come such things as jewels, metals, and ores.

A rock is a combination of two or more minerals.

All rocks are not alike. Some are soft like chalk. Some are hard like diamonds. Some are stringy. Some are flaky. Some float. Some feel greasy. Some are rough. Some shatter. Some are tough. Rocks vary according to their basic ingredients (elements) and how they were formed. They come in an amazing variety.

Often to get a sample rock for your collection you will have to break it with your hammer. Notice that rocks don't break alike. Some shatter, leaving behind sharp pointy edges. Others flake or even break off, leaving behind nice smooth surfaces. Geologists pay attention to how rocks break. It helps identify them.

Once your sample is broken is a perfect time to look inside. Move your rock and magnifier to a bright light. Now look closely at the sample. You may find tiny flakes or thousands of crystals. Take your time looking closer, it will be worth your time. The insides of rocks will surprise you. Even a broken brick will reveal sand and smooth clay.



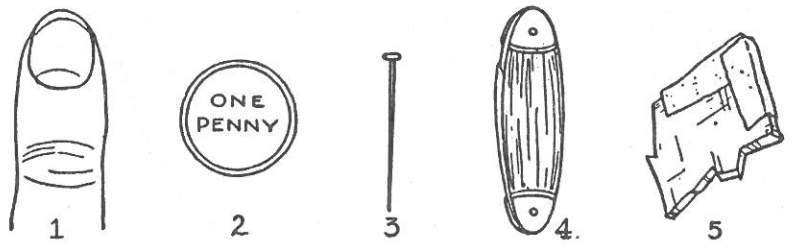
Rocks are most conveniently classified according to their mode of origin, into three main groups:

Igneous - those rocks which have been formed from material that has been melted.

Sedimentary - all rocks which have been laid down by water or wind (sand, gravel, clay).

Metamorphic - originally either igneous or sedimentary, but have been altered by the actions of heat, pressure and water.

The **hardness** of a mineral means how difficult it is to scratch.



1. Fingernail - fairly soft
2. Penny - hard
3. Nail - harder
4. Knife - still harder
5. Glass - very hard

HARD AS A ROCK - All rocks are not of the same hardness. Some are so soft that you can break them apart with you bare hands. Some are so hard they are used to cut through the hardest materials known. A mineral will scratch anything that is as hard or softer than itself.

	HARDNESS	MINERAL	SCRATCHER (THESE HOUSEHOLD ITEMS WILL WORK AS TOOLS FOR TESTING HARDNESS)
SOFT →	1	TALC	SOFT PENCIL LEAD
	2	GYPSUM	BLACKBOARD CHALK FINGERNAIL (2.5?)
	3	CALCITE	COPPER PENNY
	4	FLUORITE	BRASS
	5	APATITE	CARPENTER'S NAIL
	6	ORTHOCLASE	STEEL FILE
	7	QUARTZ	FLINT SANDPAPER
	8	TOPAZ	(NONE)
← HARD	9	CORUNDUM	EMERY SANDPAPER
	10	DIAMOND	CARBORUNDUM SANDPAPER (9½)

SCRATCH A SAMPLE WITH YOUR FINGERNAIL.



LEAVES A MARK?



TRY SOMETHING HARDER. NO MARK? YOUR SAMPLE IS 2½ ON MOHS' SCALE.

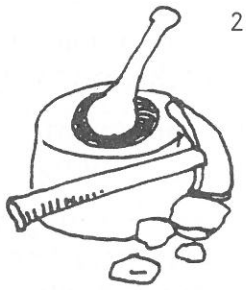
Chart from "The Wild Inside"

BUBBLES FROM BOULDERS

Here ia an acid test that geologists use to find out if a rock is a carbonate. Plunk a sample of a suspected carbonate in an acid. If it is a carbonate, carbonate dioxide gas will bubble forth.

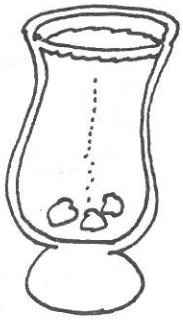
To test for carbonates you will need some vinegar (distilled white vinegar is the easiest to see through); a tall, narrow glass; and some samples (try blackboard chalk, plaster of Paris, marble, baking soda, crushed eggshells or seashells, talc, or scouring powder).

1. Break the sample into small pieces.

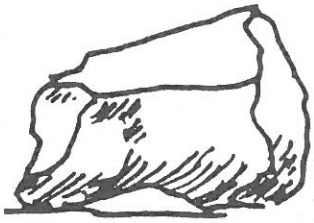


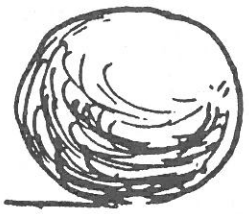
2. Put in a tall glass.





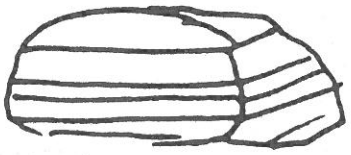
3. Pour vinegar over the sample. It is a carbonate if it gives off gas bubbles.

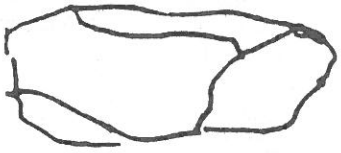




Look at Rocks

- Rocks may carry their own story of how and where they were formed. Pick one up and read its story.
- Is it rounded and smooth or rough and irregular?
    - Smooth rocks were tumbled together in rushing torrents or rounded by wave action.
    - Jagged rocks have not been in tumbling water for any length of time, perhaps not at all.
        - Does your rock consist of layers or bands?
            - Layered rocks are usually formed of sediments on the floor of vanished lakes or seas.
            - If not layered, it is probably "igneous" and was forced to the earth's surface as molten rock that has since cooled.
- Is it coarse or fine grained, hard or soft?





    - Granites are examples of hard coarse-grained igneous rocks. They contain imperfectly crystallized particles.
    - Sandstones are soft, coarse, sedimentary-type rocks, often having visible layering.
    - Many hard, fine-grained rocks are igneous, and may have been part of a lava flow.
    - Softer fine-grained rocks with visible layering may have been silts which have become slate, argillite, etc.
- Rock classification is complicated, but these observations may help you make a start.

FOSSILS CAN BE FUN

A fossil is what remains of animal or plant life from millions of years ago that has hardened in rock. There are usually fossils in sedimentary rock - prints of shells or the skeleton of a fish or bird. They may be a dinosaur's track or a flower or leaf print.



Geologists study fossils to learn about the Earth's history: they also show us what present-day trees and plants lived millions of years ago.

Have you seen petrified wood or bone? These are fossils. Perhaps some of the Cubs in your den have visited the Petrified Forest National Park in Eastern Arizona or the Dinosaur National Monument in NW Colorado.

Fossils may be found almost everywhere - rock quarries, river bluffs and banks, gravel pits, excavations for construction, and highway cuts. Visit these locations with care and good supervision, and permission if needed. Fossil-finding takes patience and time, but is rewarding.

MAYBE YOU WOULD LIKE TO.....

... visit an operating rock quarry.

... attend a rock collector's club meeting.

... have a geologist visit your den meeting and talk about their work.

... Display den rock collections at Pack meeting. Display in school display case or science room.

... visit a rock shop or hobby shop where rock collecting supplies are available.

... visit a jewelry store and observe precious or semi-precious stones.

... learn to skip stones.

CAUTION....SAFTEY FIRST....KEEP ALERT !



WATCH OUT FOR SNAKES !!

They crawl under rocks to get out of the sun. Learn to poke around a rock with a stick before reaching under it.

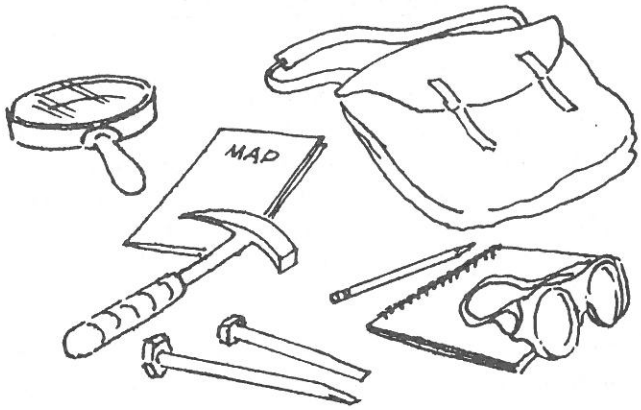
SIMPLE EQUIPMENT FOR COLLECTING

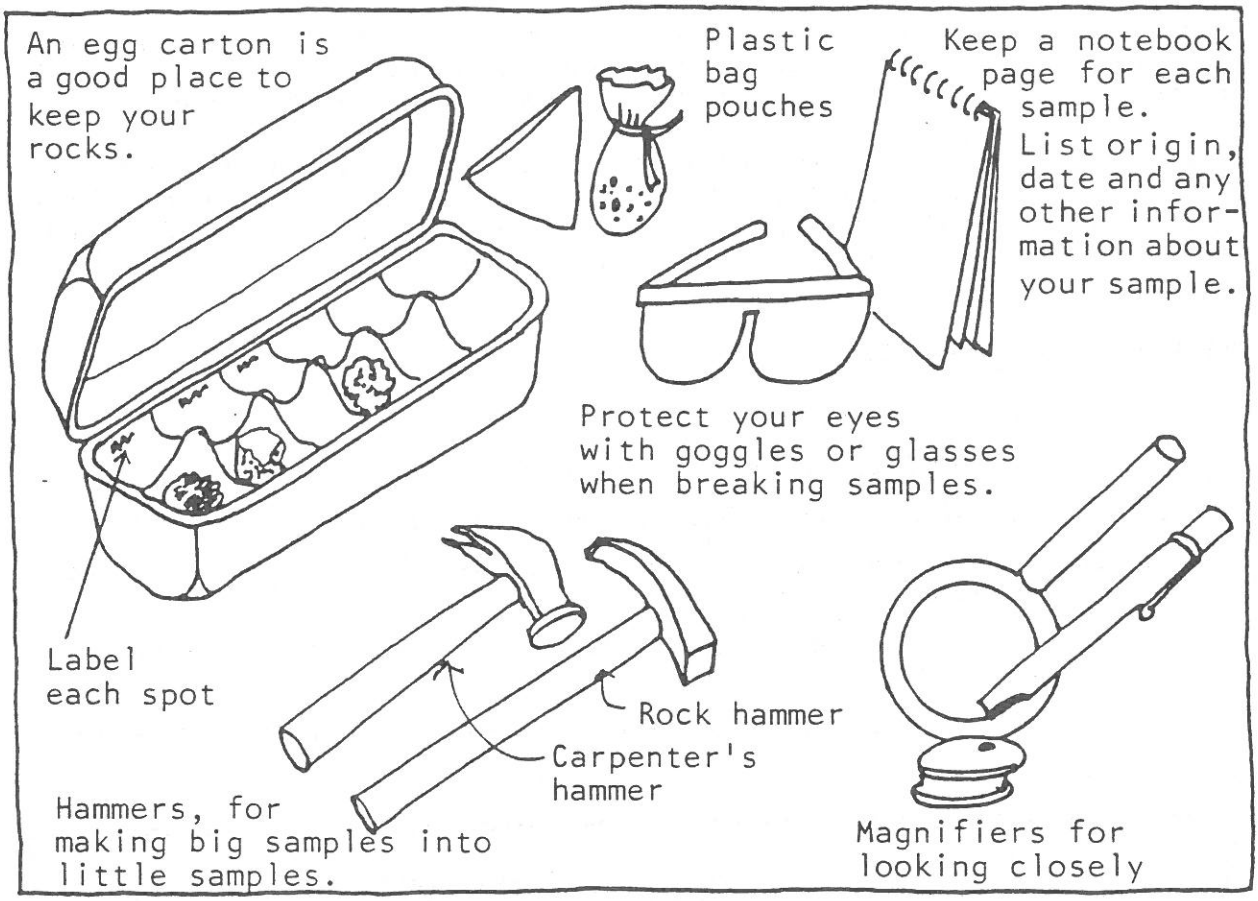
An **empty egg carton** is a perfect place to keep your samples. Label the spaces.

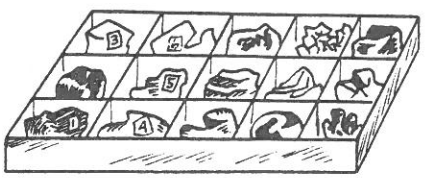
A **hammer** is a handy piece of equipment for breaking big pieces into sample sizes. Be sure to **wear goggles** when breaking samples. Flying fragments can be dangerous.

Magnifiers are useful for looking up close. A **notebook** is handy for keeping any discoveries you might make about your rock. Keep a page for each specimen.

Corners of **plastic bags** make good pouches for some of your powdery samples.







As you have probably found, there are hundreds of different kinds of stones.

You might collect different specimens and study about them from a beginner's rock book. Stones are a deeper color and more attractive when they are wet or even shellacked. Keep your collection in a dish filled with water, or shellac your rocks and mount them.

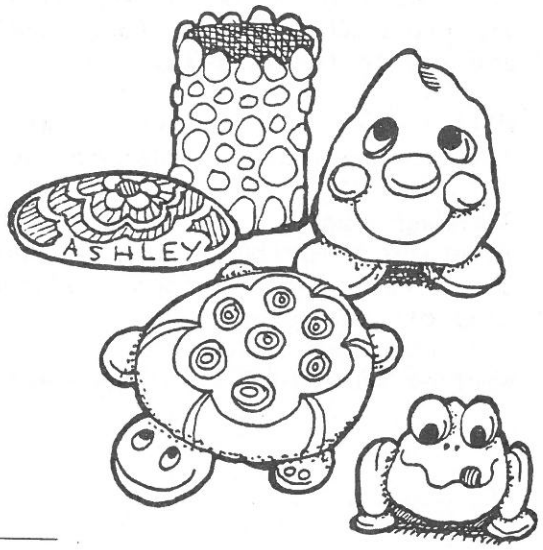
Egg cartons make good display cases. Identify each rock with a number on adhesive tape stuck on each specimen. List the number and identifying name in the lid, it will serve as an index to your collection.

THE ROCKY SIDE

While you are walking along the creek bank, you may want to look for interesting rocks to use in craft projects or just to add to a collection. The differenc in just picking up stones and in being a real rockhound is focusing on quality rather than quantity. It is not how many, but what kind of rocks you collect that counts. Get a good book on rocks to use as a reference and begin to look for specific types.

When your collection begins to grow to the point where it includes several shapes, sizes and kinds of rocks, you may want to use some of them for one or more of the following projects:

- Make animals by gluing several different sizes of rocks together and painting on facial features.
- Paint a pretty design on an especially smooth one to make a paperweight.
- Spread glue around the sides of a small frozen juice can and add the rocks to get a more interesting finished product.

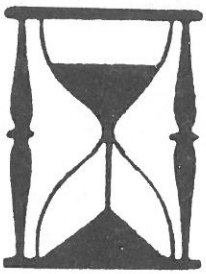


WHAT DID?

What did the limestone say to the rock collector?

(Don't take me for granite.)

CONSIDER SAND



- Sand is so commonplace that we seldom stop to think about it, yet it has an interesting story to tell.
- Look closely at a handful of sand. Use a magnifying glass if you have one.

Most sand particles are white. These are bits of quartz (silica), a hard white mineral that is the most abundant material in Earth's crust.

Window glass is made from quartz.



Are the sand grains angular, or are they rounded like nearby pebbles? (Most sand grains have changed little since they broke from their parent rock, perhaps high in the mountains.)

WHETHER WE LIKE IT OR NOT



Whether it's cold, or whether it's hot,
We must have weather, whether or not.

That's right! There isn't too much we can do about the weather. But there is one thing we can do. We can, with reasonable success, tell what the weather will be tomorrow, or the next day. We won't always be right, even the professionals are wrong sometimes. But it is fun to observe the weather and try to foretell it.

Will Rogers, the Oklahoma humorist, is credited with saying, "If you don't like the weather in Oklahoma, just wait a few minutes." Agree?

Although man has never been able to control the weather, he has learned to forecast it quite well. Weather effects what you wear and what you plan to do. The amount of food produced each year depends to a large extent on the kind of weather we have.

Weather forecasting is important to the farmer,

the traveler,

the shipper,

the sailor,

and it is especially important to pilots since the world depends on air transportation for so many things.

Being weather-wise means more than never getting rained on. It means being sensitive to nature. The weather-wise individual is aware of the color and texture of the heavens, the dew on the grass, the flight of birds, the chirping of crickets, and the very taste of the wind. To practice weather wisdom is to be sensitive to nature.

WEATHER PREDICTION IS IMPORTANT

The first step in showing Cubs how to study weather probably is to think of why weather prediction is important. Ask them to help you make a list of all the people who might be concerned with whether it rains or snows tomorrow, or whether it is bright and clear. The list will probably include airlines as planes cannot take off or land in dense fog or strong wind. There should be transportation companies - railroads, bus lines, trucking companies - all concerned with the weather. People planning outdoor events such as soccer, ball games, picnics, festivals, fishing, golfing, parades, skiing, etc..... everyone keeps an eye on the weather.

"Some are weather-wise ... some are otherwise." - Benjamin Franklin

PREDICTING THE WEATHER

We have all heard about people who say they can predict the weather or maybe a change in the weather by the aching corn on a big toe or by the way their rheumatism is acting up. There are others who listen to the birds singing, if the caterpillars have furry coats or by the chirpping of the crickets. Still others tell by looking at the clouds or the "smell" in the air - "it smells like rain."

Of course, there are more scientific ways of predicting the weather, which any Cub can pick up in a short time. The would-be weather prophet must daily collect and record facts about temperature, clouds, winds and other phases of today's weather in order to know about tomorrow's weather.

The **equipment needed** for weather forecasting is simple:

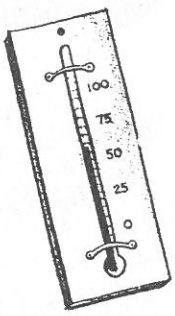
- a barometer
- a compass or weather vane
- a good view of the sky
- a thermometer
- a notebook for recording findings and predictions.

A day camp weather bureau may use weather flags to make their predictions known.



TEMPERATURE

The temperature is important in predicting the weather; this means using a thermometer.



Cub Scouts are always interested in how a thermometer works. There are two kinds usually used, and either can be explained to inquisitive boys. The mercury or alcohol type, with bulb and tube, goes up when it is warm, because these substances expand when heated. They must go up the tube, because there is nowhere else to go. To show this, use an inexpensive thermometer. Hold it tightly in your hand - it will rise. Take it out and it will fall. Place it in a refrigerator, out in the sun, on the floor, or near the ceiling - show them that temperature differs even in different parts of the same room.

The second type works on the expansion of metals. If taken apart, the Cubs will see the metal coil roll up, or unroll, depending upon the temperature.

WEATHER SAYING: "A fly on your nose you slap and it goes,
If it comes back again, it will bring a good rain."

TEMPERATURE BY THE CRICKETS

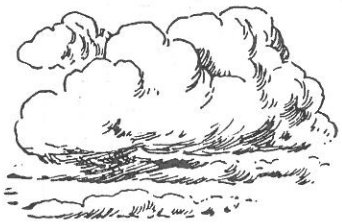


Did you know that you can tell the temperature by counting the cricket's chirps? Try this one.

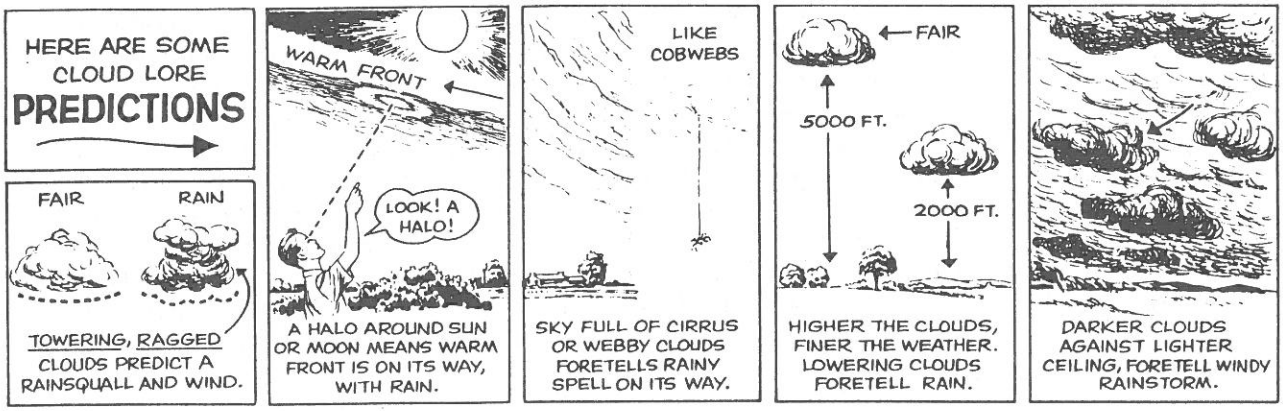
Naturalists have discovered that the hotter the temperature the faster the crickets sing. On cold days crickets chirp much more slowly.

You'll need a watch with a second hand. Single out one cricket to observe and for 15 seconds count each chirp he makes. Then add 38 to the total. You will find that the count you obtain is almost the same as the official temperature.

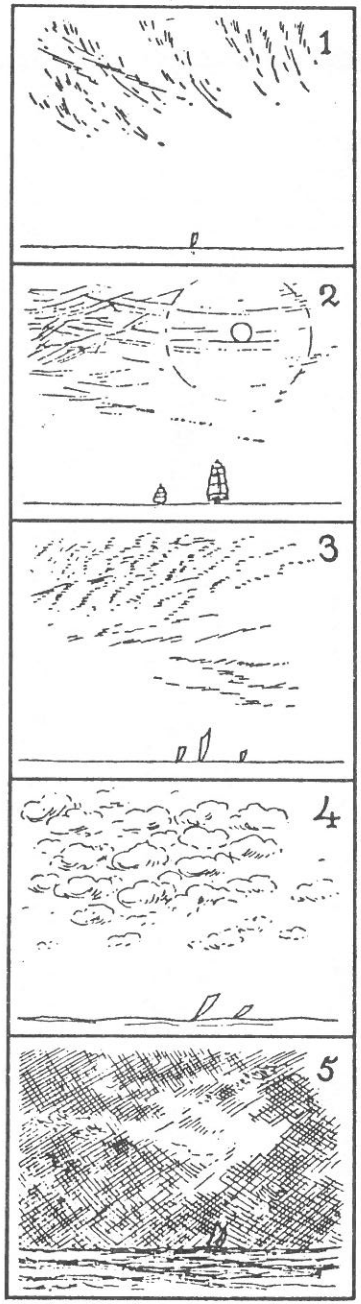
HERE ARE SOME CLUES FROM THE WIND AND CLOUDS.



If the WIND is blowing from	and the CLOUDS are	then the WEATHER is apt to be
W or NW to N	Cirrus	Good
NE or E to S	Cirrus	Rainy or snowy in a day or two if the wind is steady.
NE or E to S	Cumulus	Fair—but if these clouds build up, they may bring a storm.
NE or E to S	Cumulonimbus	Rainy soon, thunderstorm.
NE to S	Stratus	Rainy or snowy in fifteen or twenty hours, usually a steady rain.
Westerly	Stratus	Overcast sky or light drizzle.



WEATHER SAYING: "If the cat washes her face over her ear,
'Tis a sign the weather will be fine and clear."





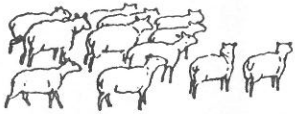
CIRRUS or "FEATHER" clouds are usually with a clear day. Highest of formations. From about 5 to 6 miles. Calm sea



CIRRO STRATUS
"TANGLED WEB"
A high thin whitish cloud Altitude about 5½ miles. Produces halos. Calm sea



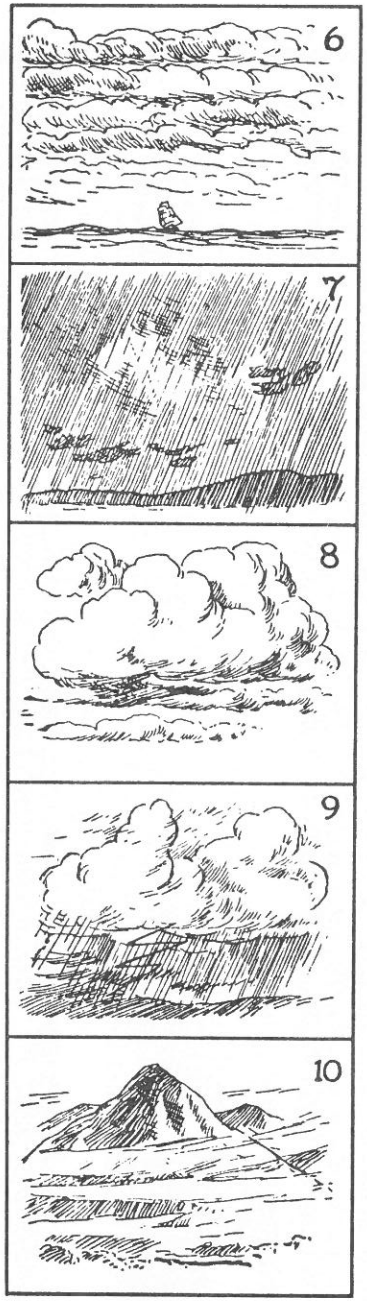
CIRRO CUMULUS
or 'MACKEREL' clouds. Small flakes arranged in groups or lines Height about 4 miles. Calm sea.



ALTO CUMULUS or "SHEEP"
Rather large white masses or groups often spread into lines. Height varies from 3 to 4 miles.



ALTO STRATUS
A thick grey "CURTAIN" like cloud. Shows a bright patch where sun or moon hides. Height about 3 miles. Squally weather





STRATO CUMULUS
"TWIST" shaped clouds of dark color. Not very thick showing blue sky in spots. Does not bring rain. Height about 1 mile



NIMBUS. "UMBRELLA"
"OVER ALL" Rain clouds. Thick and dark. Small ragged pieces floating at low level are known as "SCUD" Holes may be seen



CUMULUS WOOL PACK
Huge masses of varying height. Bright opposite the sun. On same side as sun is dark with bright edges



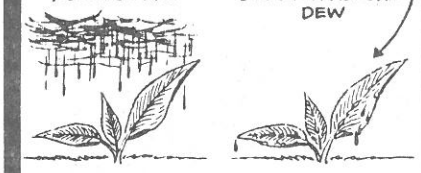
CUMULO-NIMBUS - "THUNDER" or "SHOWER". Like Cumulus but has "False Cirrus" at top and "Nimbus" underneath. These clouds come very low



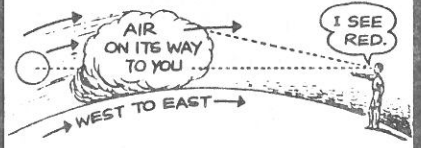
STRATUS — "SPREAD SHEET
Horizontal sheet of lifted Fog. Torn apart is known as "Fracto Stratus"

Here are some FOLKLORE PREDICTIONS for the Outdoorsmen

A HEAVY DEW PROMISES A FAIR TOMORROW

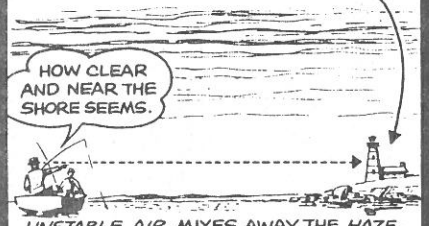


RED SKY AT SUNSET IS A SIGN OF A FAIR TOMORROW



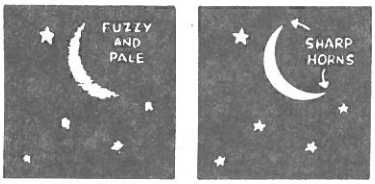
A SUNSET SKY IS AIR WHICH WILL REACH YOU TOMORROW. DRY AIR PRODUCES A RED GLOW. WET AIR PRODUCES A YELLOW-GRAY SKY COLOR.

DISTANT SHORES LOOM "NEAR" BEFORE A RAINY DAY

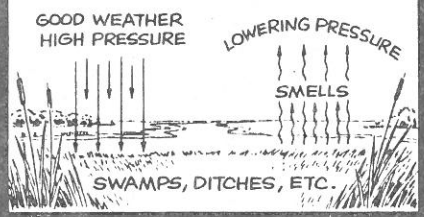


UNSTABLE AIR MIXES AWAY THE HAZE.

DULL MOON AND STARS FORETELL RAINY MORROW



LOWERING PRESSURE CAUSES TRAPPED ODORS TO ESCAPE

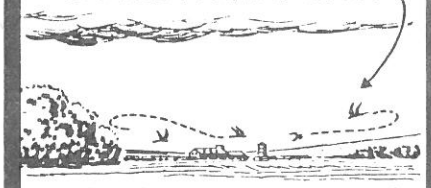


SOUNDS SEEM NEARER, AND "HOLLOW" BEFORE A RAINFALL



LOWER CEILING GIVES ECHO EFFECT TO AIRPLANE DRONE, TRAIN WHISTLES, ETC.

BIRDS AND BATS FLY LOW BEFORE A RAINY SPELL

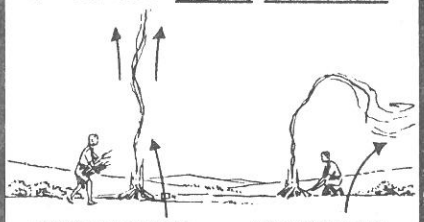


LOWERING PRESSURE IRRITATES THEIR EARS, SO THEY SEEK HIGHER PRESSURE NEAR THE GROUND.

LIGHTNING FROM THE WESTERLY SKY IS FROM A STORM ON ITS WAY TO YOU!

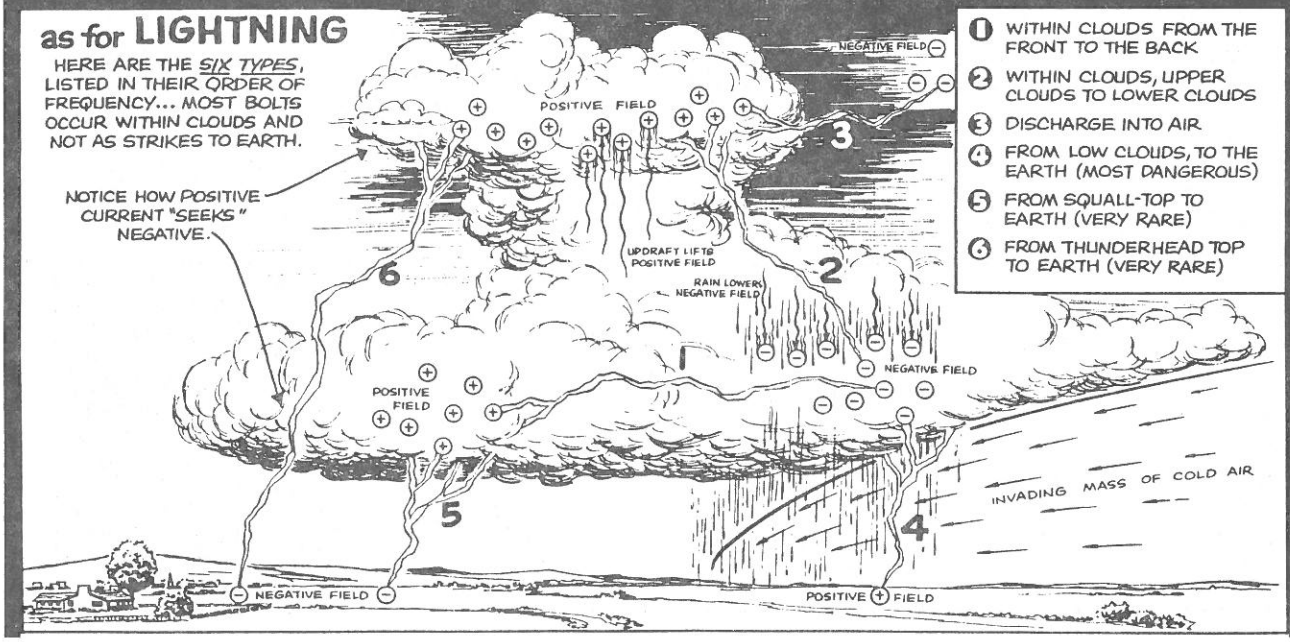


SMOKE CURLING DOWNWARD INDICATES POOR WEATHER



as for LIGHTNING

HERE ARE THE SIX TYPES, LISTED IN THEIR ORDER OF FREQUENCY... MOST BOLTS OCCUR WITHIN CLOUDS AND NOT AS STRIKES TO EARTH.

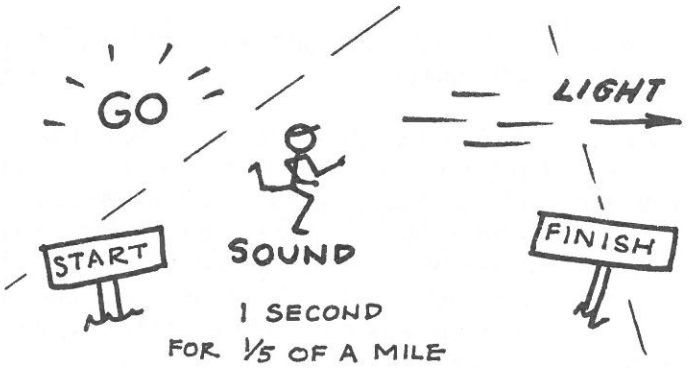


1. WITHIN CLOUDS FROM THE FRONT TO THE BACK
2. WITHIN CLOUDS, UPPER CLOUDS TO LOWER CLOUDS
3. DISCHARGE INTO AIR
4. FROM LOW CLOUDS, TO THE EARTH (MOST DANGEROUS)
5. FROM SQUALL-TOP TO EARTH (VERY RARE)
6. FROM THUNDERHEAD TOP TO EARTH (VERY RARE)

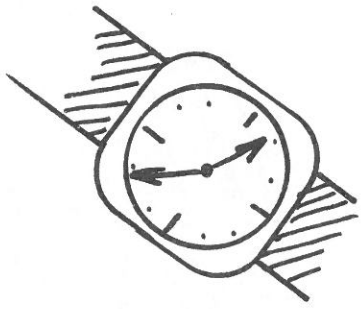
How Far Is That Storm?



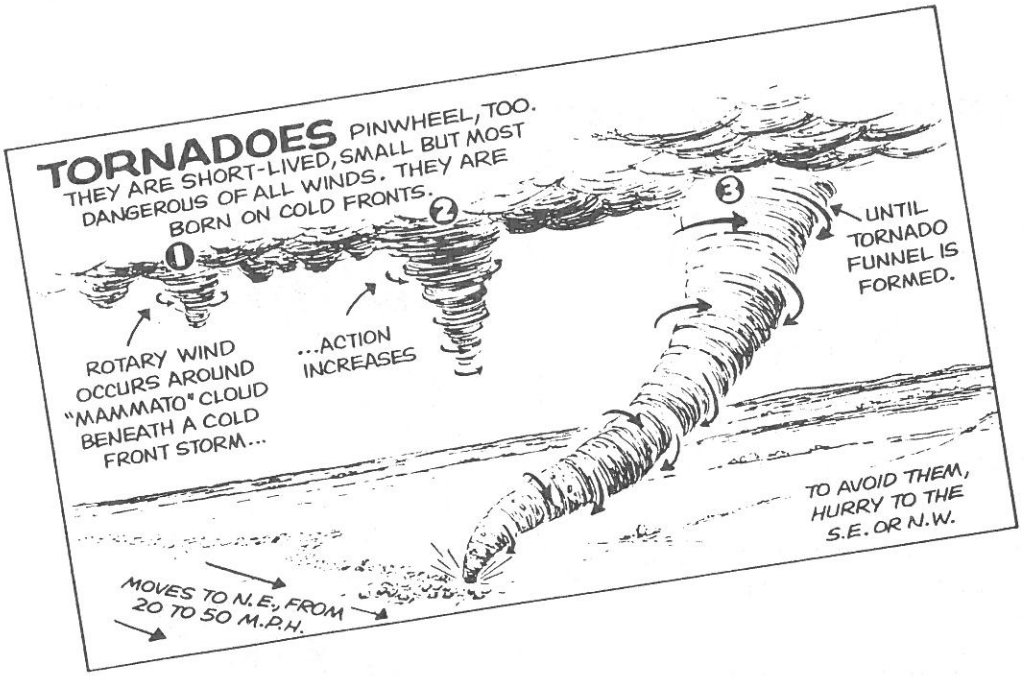
- The next time you see lightning and then hear thunder, you can figure out how far away the flash was.
- Light travels so fast that you saw the lightning the instant it was there. But it takes sounds, like thunder, about 5 seconds to travel 1 mile.



5 seconds for 1 mile.
10 seconds for 2 miles.
15 seconds for 3 miles.



- So for every 5 seconds between lightning and thunder, the flash is a mile away.
- Use a watch, if possible, to tell you the number of seconds. You can also use a watch to help you learn to count at just the right speed to count seconds. Try it.
- Count 15 seconds and it was 3 miles away. Count 7 or 8 seconds and it was about 1½ miles away. When the flash and crash are close together, you **know** it's close.

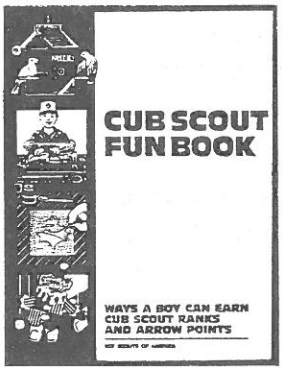


CLOUDS

Would you like to make a cloud? It's easy!!

All you need is a two-quart or gallon jar or bottle, a cork, a thin tube, and a bicycle pump.

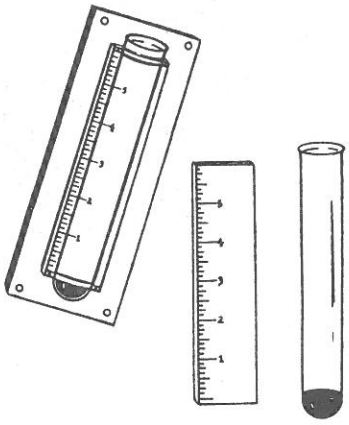
Drill a hole in the cork, and insert the tube. Place the cork in the jar. Attach the pump to the tube. Pump air into the jar until the cork flies out. A film of moisture will form on the inside of the jar. This really is a cloud. The change in air pressure, as the cork flew out, created the "fog." Add about an inch of water to the container and shake it up and pump again. With this added moisture, a denser cloud will form.

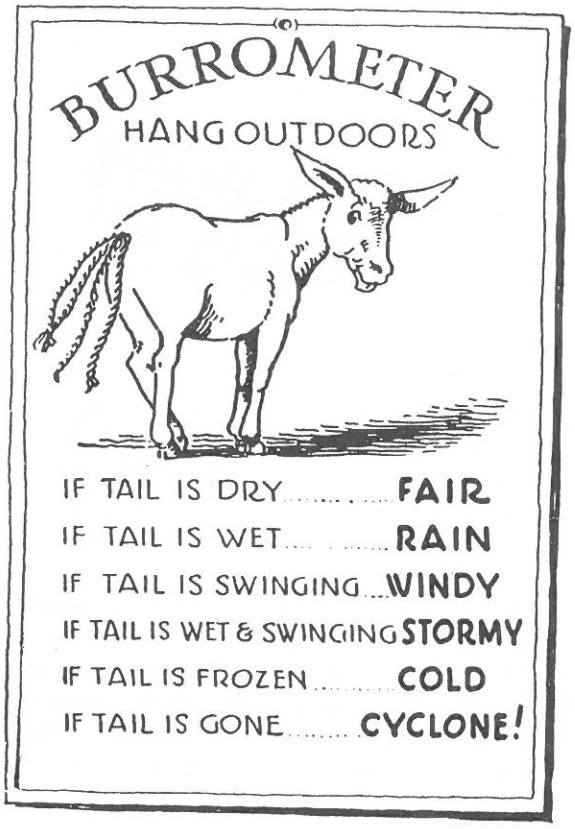


WANT TO MAKE A RAIN GAUGE?

Instructions for making the rain gauge and other weather-related ideas will be found in the **Cub Scout Fun Book**.

Find it where Scout books are sold.





WEATHER FORECASTER

IF BURROMETER IS MADE ON CARDBOARD, THE DONKEY CAN BE CUT OUT OF COLORED PAPER AND PASTED ON. MAKE TAIL OF 4 PIECES OF STRING PASSED THROUGH HOLE IN DONKEY AND PASTED DOWN ON OTHER SIDE.

OBSERVATION FORECASTING (Weather Sayings)



"When the bubbles in coffee collect in the center of the cup, the weather will be fair; when they form a ring around the edge of the cup, expect rain; if they float separately over the surface, the weather will be changeable."

"Red sky in morning, sailors take warning.
Red sky at night, sailors delight."







"When spiders weave their webs by noon,
Fine weather is coming soon."

"Fireflies fly very low before a rain."



"When a cat sneezes, it is a sign of rain."

"When pigs carry sticks,
The clouds will play tricks;
When they lie in the mud,
No fears of a flood."

"When the perfune of flowers is unusually strong, expect rain."



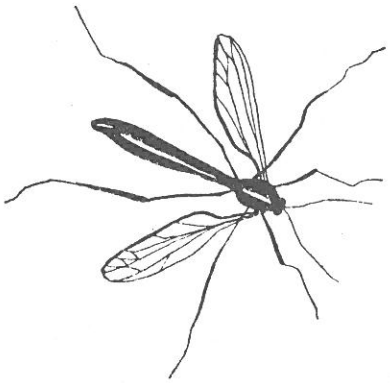
"Dogs' tails straighten with rain is near."

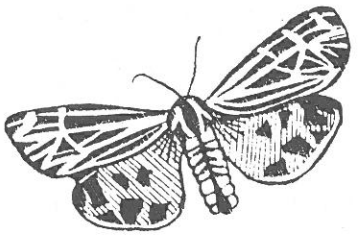


"Onion skins very thin
Mild winter coming in,
Onion skins very tough,
Winter's coming cold and rough."



"If the oak's before the ash,
The farmer's pockets are full of cash.
If the ash is before the oak,
The farmer's hopes will end in smoke."





When is a bug not a bug - there's a question to answer! Anything that has six legs is an insect, or, in other words - **ALL INSECTS HAVE SIX LEGS!** The study of insects is called **entomology,** and those who study insects are called **entomologists.**





You have certainly seen collections of insects --- probably collections of moths and butterflies -- all neatly mounted on pins in little cabinets. That is one way of learning about insects. Another way is to watch them and see what they do how they live and how they catch and eat their food. Some people collect live insects - two or three kinds at a time and watch them over a period of time.

BUZZ-Z-Z-Z-Z. Wham! Squash! No more mosquito. That's one way to collect insects. But you won't recognize the specimen any more.

If you are wondering where to look for insects, the answer is **everywhere!** Insects live in the air, in the water, in the soil, on the land, and even (heaven forbid!) indoors. They are in the backyard, along the roadsides, in the ponds, and in the woods. There are just millions of insects -- everywhere.

When collecting, handle your specimens with extra special care so they will not be damaged. Record your observations in a notebook, stating the date, place, time, weather, kind of plant, where found, eating habits, etc. You can identify and label your specimens when you get home.



"THE SIX-LEGGERS"

Six legs and three sections to their bodies are the way you tell the half-million kinds of insects on this earth. The body of an insect is divided into three parts: the head, the thorax, and abdomen.

Spiders are sometimes mistaken for insects. But look at them closely. Notice their eight legs and bodies with two parts and you can count them out of the insect kingdom.

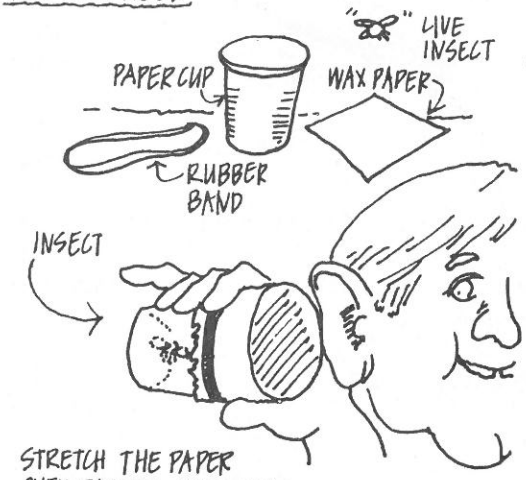
INSECT AMPLIFIER

Using some very simple stuff you can make a little chamber that will magnify insect sounds. Try it with a couple of different insects. This amplifier will also let you clearly hear bug footsteps.

1. Find a paper cup, a sheet of thin paper, and a rubber band.
2. Capture the insect you want to listen to in the cup.
3. Place the paper over the top of the cup and fold over the edge. Hold in place with a rubber band.
4. Hold the amplifier to your ear and listen in.

This may be the first time you have ever bugged an insect.

YOU WILL NEED



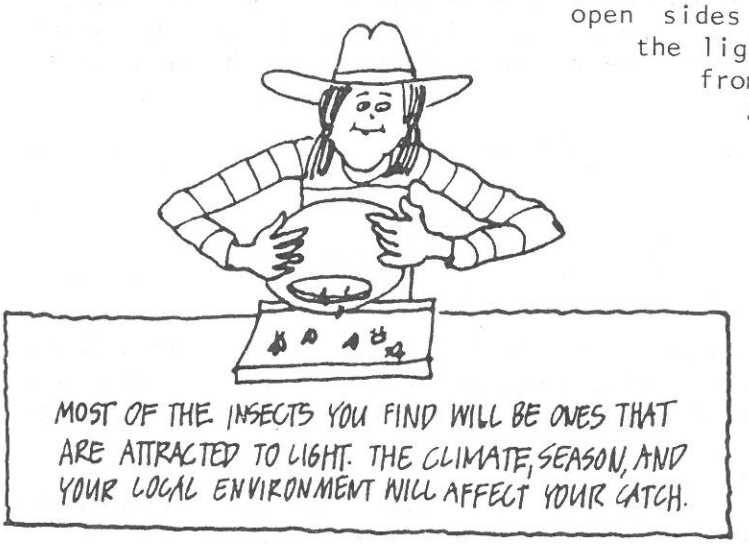
STRETCH THE PAPER OVER THE TOP. HOLD IT IN PLACE WITH THE RUBBER BAND.

HOLD THE CUP NEXT TO YOUR EAR AND LISTEN TO THE BEAT OF INSECT WINGS.

INSTANT INSECT COLLECTION

Right now in your house there is a good chance that you have a splendid insect collection.

No? Think again. Have you overlooked the light fixtures? If they haven't been cleaned in a while, there are, no doubt, some insects lying there waiting to be inspected. Since they are already dead, you won't have to kill them to keep them still while you look at them.



MOST OF THE INSECTS YOU FIND WILL BE ONES THAT ARE ATTRACTED TO LIGHT. THE CLIMATE, SEASON, AND YOUR LOCAL ENVIRONMENT WILL AFFECT YOUR CATCH.

Look around your house for lamps that have open sides where a bug could fly into the light bulb. The lights that hang from the center of the room are a good place to look.

So are the ones that screw into the ceiling or over the medicine cabinet. Do get permission and help if these are in a hard-to-reach place.

Shake out your finds on a piece of paper. You can get a box if you want to keep them for identification.



REAR A CATERPILLAR

Caterpillars are the thing many people like to raise. When you find one be sure to notice what kind of plant or tree it is on, because it is most likely its food plant. If you do not do this you may have a lot of trouble finding what it eats.

Some caterpillars turn into butterflies and some turn into moths. Considering the many kinds of insects there are in the world, the life histories of very few of them are known. Here is a chance for you really to discover something.

OBSERVE THAT - - Your caterpillar has six TRUE legs in front and several pairs of false "PROLEGS" behind.

- Many caterpillars bear long hairs or spines which make them unpalatable for predators - does yours?

- Many caterpillars considered edible by birds are camouflaged. Others which taste nasty may wear gaudy "WARNING COLORS." Which is yours?



.. Put your caterpillar and the leaves into a jar previously floored with 1 inch of dry moss or shredded paper.

.. Lean a twig in the jar.

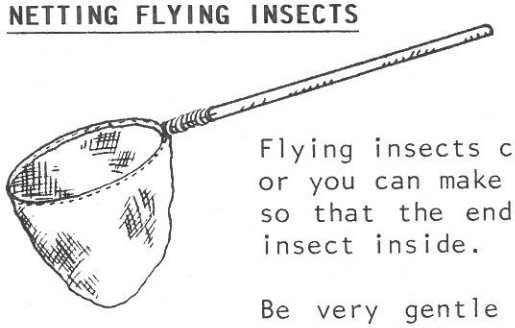
.. Cover the jar opening with cloth or metal screen, or pierce **lots** of holes in the lid.

.. Feed your caterpillar **just a few** fresh leaves of the kind it chooses to eat. If in doubt try several kinds, including lettuce. Protect it from temperature extremes.

.. Caterpillars shed their skins several times as they grow. Watch for signs of this - usually a little ball of cast-off skin on the floor of the jar.

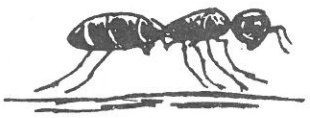
.. Caterpillars about to pupate often march nervously about. The pupal state from which it will emerge as an adult butterfly or moth, may be spent underground, or perhaps suspended from a twig. Observe which yours does.

NETTING FLYING INSECTS



Flying insects can be caught in a net. A net may be bought, or you can make one. The bag should be as long as your arm so that the end can be flipped over the frame to trap the insect inside.

Be very gentle with butterflies; they are easily damaged. Release each specimen as soon as you have identified it.



CONSIDER THE ANT

- On a hot day find an ant and follow it for at least ten minutes.

- You may observe other ants, too. Are they all the same? Sketch and describe the difference.

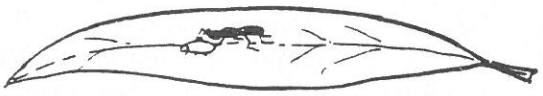
- Ants are tiny, but well equipped to defend themselves. Pick one up and see what it does. Smell it. (Some defend themselves with strong smelling formic acid.) Observe its tough "armour."

- Ants, like us, have jobs. Is your ant out hunting? Tending an aphid herd? Soldiering? Bringing home food? Tending its young? Watch a little to find out.

- Find an ant trail or "highway" with two-way traffic. Is it neat or cluttered? What is at each end? What are the ants carrying? Drop a little dirt on the trail. What happens? Do the ants seem to be guided by sight smell, instinct? (They use their antennae so smell with.)

- Ants have four life stages -- egg, larva, pupa, and adult. Disturb, but DO NOT DESTROY an ant nest. Watch the adults move the young from danger. The whitish pupae are what many people wrongly term "ant eggs."

- Look for ants tending an aphid colony. Watch, but don't disturb them. Can you see the ants "milking" the "honeydew" from the aphids? Ants could eat the aphids, but do they?





SPIDER WATCHING MADE EASY

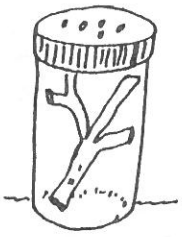


Spiders are interesting critters that can easily be at home in an empty jar and in one spot to watch.

All **spiders have eight legs** and eat insects (insects have six legs). They also have a two-part body. The two parts are joined by a thin stalk, which contains all kinds of spider "stuff."

Below are some ideas and suggestions for spider catching and watching. Follow instructions with care.

SPIDER CAGE

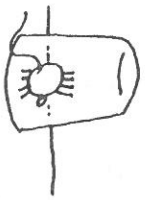


THESE ARE GOOD FOR GETTING A CLOSE LOOK. USE A JAR. PUNCH HOLES IN THE LID. GROUND SPIDERS WILL NEED SOME GROUND. AERIAL SPIDERS NEED A TWIG FOR THEIR WEBS. SPIDERS WILL NEED A BIT OF DAMPNESS IN THEIR CAGE, BUT DON'T LET IT GET MOLDY. TRY FEEDING THEM MEALYBUGS. SPIDERS ARE CANNIBALS, SO YOU WILL WANT TO KEEP YOUR EIGHT LEGGED FRIENDS SEPARATE.

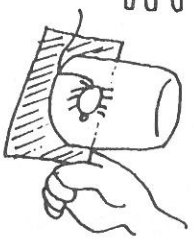
CATCH A SPIDER



FIND THE SPIDER YOU WANT TO STUDY. LOOK FOR THEM IN CORNERS.



COVER THE SPIDER WITH A GLASS. BE CAREFUL NOT TO HARM IT.



SLIDE A SHEET OF PAPER UNDER THE GLASS.



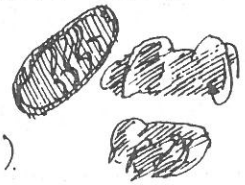
MOVE THE CRITTER TO A SPIDER CAGE.

SPIDER SIGNS



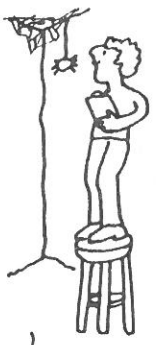
SPIDER SKINS LOOK LIKE DEAD SPIDERS, BUT LOOK CLOSELY AND YOU WILL SEE THEY ARE EMPTY. LIKE SNAKES, SPIDERS MOLT. THEY BREAK OUT OF THEIR SKIN WHEN IT GETS TOO TIGHT. THEY WILL MOLT 4-12 TIMES BEFORE THEY'RE FULL GROWN.

INSECT MUMMIES - THESE ARE SILK-WRAPPED HUSKS OF INSECTS (OR LITTER LEFT OVER FROM A SPIDER LUNCH).

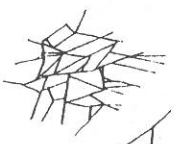


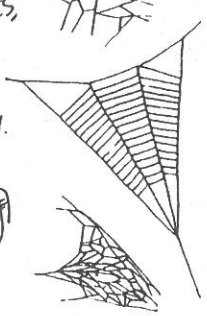
SPIDER WATCH

KEEP WATCH ON A SINGLE SPIDER IN YOUR HOUSE. HOUSE SPIDERS HAVE SMALL TERRITORIES, SO YOU CAN VISIT THE SAME SPOT AND EXPECT TO FIND IT HOME. NOTICE WHAT IT EATS. WATCH FOR MOLTING. SEE IF YOU CAN TELL IF IT'S A MALE OR A FEMALE. IF YOUR HOUSE HAS MORE THAN AN OCCASIONAL SPIDER, WATCH FOR MATING. YOU MIGHT NOTICE A FEMALE CARRYING AN EGG. WATCH FOR SPIDER BABIES.



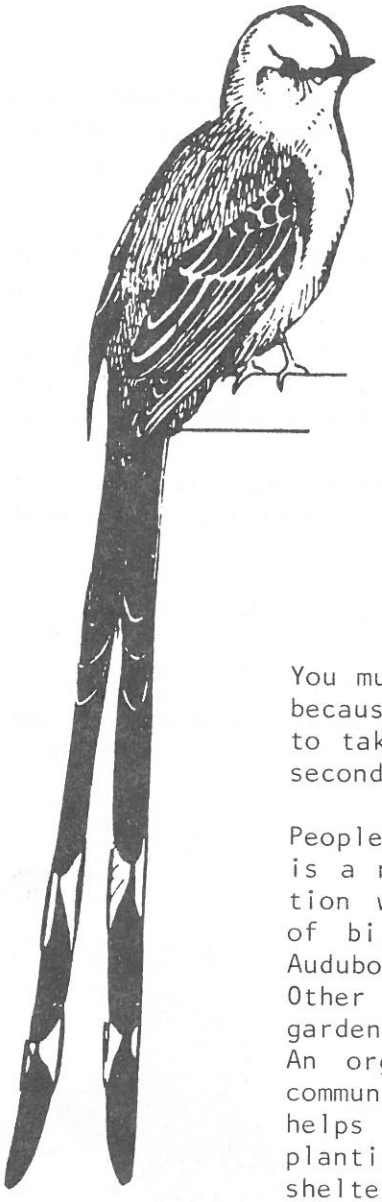
WEBS





ARE SPUN OF SPIDER SILK, THE STRONGEST FIBER FOUND IN NATURE. EACH TYPE OF SPIDER SPINS ITS OWN SPECIAL KIND OF WEB FROM SILK GLANDS (SPINNERETS) AT THE REAR OF ITS BODY. SPIDERS USE SILK TO BUILD TRAPS, HOMES, PARACHUTES, AND SLINGS FOR THEIR EGGS. MOST INDOOR SPIDERS BUILD IRREGULAR WEBS CALLED COBWEBS.

ABOUT BIRDS



Scissor-tailed Flycatcher
Oklahoma State Bird

Here is one thing you can always remember - **a bird is the only animal that has feathers!**

There are others that lay eggs such as turtles, flies and toads; and others that can fly, such as bats; but **only birds have feathers.**

When it comes to knowing one bird from another it is not as difficult as you might think. The very best way to get to know birds is to look at live ones out-of-doors. Different birds have different habits. Watch the birds around your house and notice the different things they eat, the various types of material they use in building their nests and in the different places they select to nest. All eggs are not the same color and size either.

You must learn to be a good observer when studying birds, because the birds move about so much. It is necessary to take in as much as possible in a few minutes or a few seconds sometime.

People who study birds are called **ornithologists.** There is a national organization we always think of in connection with birds that is named after the great painter of birds James Audubon -- the National Association of Audubon Societies. Call on the local chapter for help. Other organizations that will help with the birds are garden clubs, the state forestry department, and others. An organization that is interested in beautifying the community with flowers and trees and other plantings helps directly or indirectly in attracting birds. Such plantings provide nesting places, things to eat, and shelter. Make plans to so something in your community or around your house to attract birds.

WATCHING BIRDS

Birds are numerous all around us, in town and country alike, and they are among the easiest and most rewarding creatures to watch. Remember the Golden Rule of bird watching; the birds come first. Never harm or disturb them.

To start you need nothing more than keen eyes and patience. Get to know the birds in your garden or along your street first. Then try the local park, a lake or river bank and finally open country. Remember, the birds will be watching you too so be quiet, wear dull clothing and try to blend with the scenery. You will be surprised how quickly you will become familiar with the common birds. Keep a notebook and note where you saw the bird, what it was doing at the time and anything else special that you observe about the bird.



SEEING BIRDS

We have seen birds as far back as we can remember and we will continue to see them wherever we are. But we can see more birds and more kinds of birds by learning how to look.

The birds to learn first are the ones in our own vicinity. Don't worry about detail at first - learn the whole bird as one total picture, since you may only get one quick glance. When you can identify a whole bird, such as a woodpecker or bluejay, then concentrate on the markings that make it stand out; color, habits, the way it moves, its special kind of flight and - most important - its song and calls. Each of these will help you know the bird.

Practice is essential - go looking for birds as often as you can. Early in the morning is best. By the time the sun is up, bird activity slows down and does not begin again until late afternoon.

- Marsh birds, most active near dawn or in the evening, but...
- Ducks, waterfowl and hawks may be seen all day.

Make bird watching a habit the year round. Try the spring mornings as the birds are migrating north; follow them as they nest in the summer and watch carefully as they form flocks and start south in the winter.

EQUIPMENT



The only essential equipment for seeing birds is a pair of eyes.

Good ears are a help, too.



A good field guide is important and as you acquire experience, you will want more advanced books. A pocket notebook for keeping records is worth carrying. Old clothes, waterproof shoes, and a bottle of insect repellent are part of an experienced bird watcher's equipment.

Field glasses or binoculars are important and will be the most expensive item of equipment. Don't be in a hurry to buy field glasses, for a good pair of field glasses is a lifetime investment.

WHERE TO LOOK

No single place is "best" - different birds prefer different places -- birds are everywhere. Marshes and shores will yield birds that one will never find in pine woods. Other species prefer open fields, or western deserts. A wooded park in the midst of a city is one of the very best places to look for birds. If you will explore your own area you will discover places that birds prefer.

HOW TO LOOK



Experienced watchers will often sit and let the birds come to them. Don't make yourself conspicuous against the open sky. Move slowly, the less movement the better. Try to cover several distinct areas if possible - a woodland, a marsh, field, river bank, shore, etc. Make bird watching a year round activity, each season has its own special surprises for the careful observer.

WHY LOOK?

There is nothing like the thrill of seeing a beautiful bird, identifying a bird you have never seen before and watching your records of sightings grow. From watching birds we discover more about their food and habits and so are able to do more to protect those that need help in order to survive. This is how bird refuges are established - an area where passing birds can rest and feed and where resident birds can nest safely. Once you have gotten into bird watching you will want to feed them and attract them to your own yard.

RECOGNIZING THE BIRDS

Bird watching will be a lot more fun if one can recognize the birds and know them by name.

Six S's will help in identification:

Size. Estimate the size compared to a bird you know. It is about as big (or small) as a sparrow. Slightly smaller than a robin. Almost as big as a crow.

Shape. Is it long and slim? Short and plump? Long legs, short legs? Long tail, short tail. Thick, this, broad bill. Crested or rounded head.

Shading. The general color may tell you what it is right away. Markings are important.

Song. Very often the first you will know of a bird's presence is its song or call.

Sweep. "Sweep" stands for whatever movement a bird makes. How does it fly? Does it swoop, skim, soar. Does it walk or hop.

Surroundings. Some birds prefer open fields. Others like woods, still others like marshlands and lake areas.

Sometimes just one of the S's will tell you the story. But most often you have to add several together to identify the bird. Jot down notes and check them with a good bird guidebook.

WHAT TO LOOK FOR WHEN YOU SPOT A BIRD

SIZE

Compare it to a bird you know:
- [ ] Cardinal size
- [ ] Crow size
- [ ] Sparrow size
- [ ] _____

SHAPE OF BIRD

BODY: [ ] Chunky [ ] Slender

WINGS: [ ] Pointed [ ] Rounded

LEGS: [ ] Long-legged [ ] Short-legged

BILL: [ ] Long [ ] Short [ ] Curved [ ] Thick

TAIL: [ ] Long [ ] Short [ ] Forked [ ] Square-tipped [ ] Round-tipped [ ] Pointed

BEHAVIOR

Does it:
- [ ] Climb trees
- [ ] Perch on a branch
- [ ] Stay on the ground
- [ ] Walk
- [ ] Hop

If it's a water bird, does it:
- [ ] Swim
- [ ] Dive
- [ ] Dip
- [ ] Wade

FLYING

Does it:
- [ ] Dip up and down
- [ ] Fly in a straight line
- [ ] Soar
- [ ] Beat it's wings slowly
- [ ] Beat it's wings rapidly

How does it hold it's neck and legs when it flys? _____

FIELD MARKS

Is it's breast [ ] plain [ ] spotted [ ] streaked

Does it's tail have [ ] a band at the tip [ ] white outer feathers

What color are it's legs? _____

Does it have [ ] rump patch or [ ] wing bars

Does the eye have a stripe - [ ] over it [ ] through it [ ] ring around it

Are there any patches of color anywhere on the body?

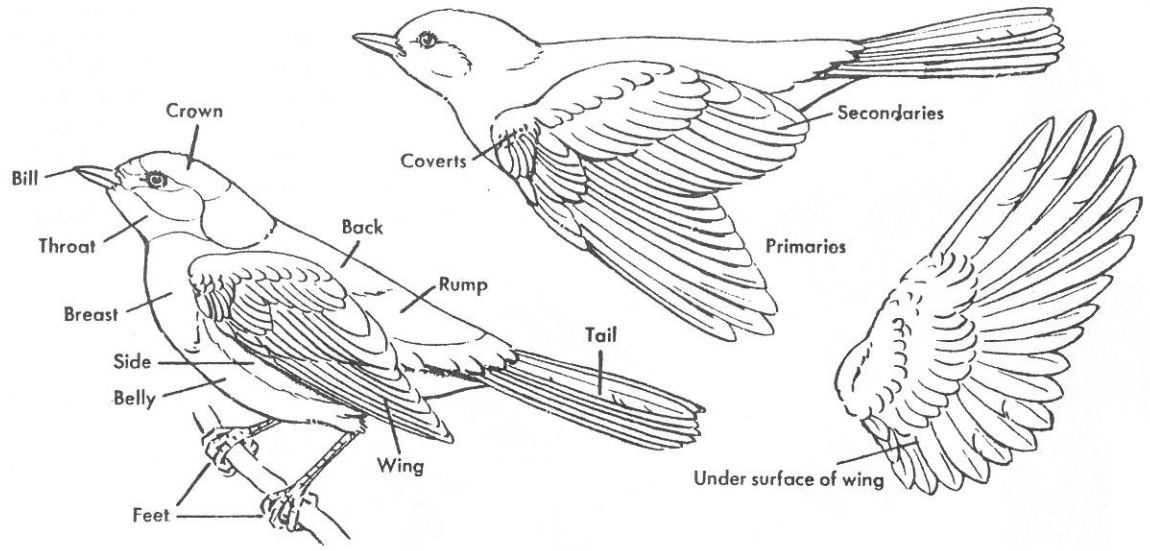
_____

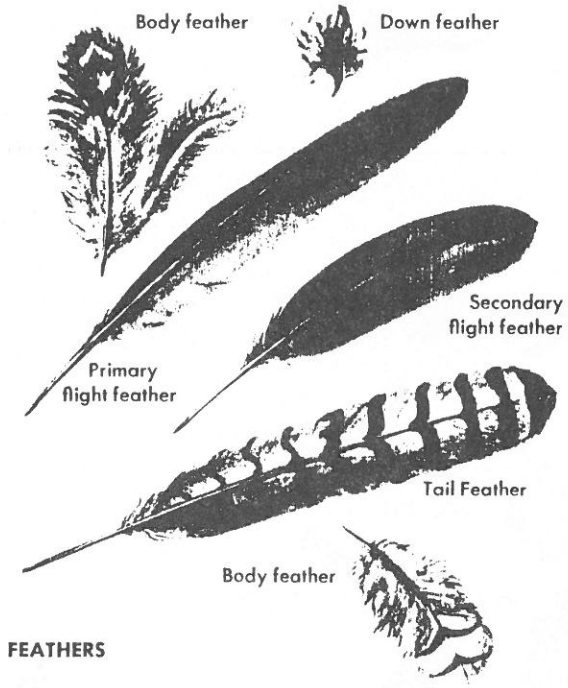
HABITAT - Is it found in:

[ ] Heavy woods [ ] A field [ ] Marsh [ ] Lake [ ] Sandbar

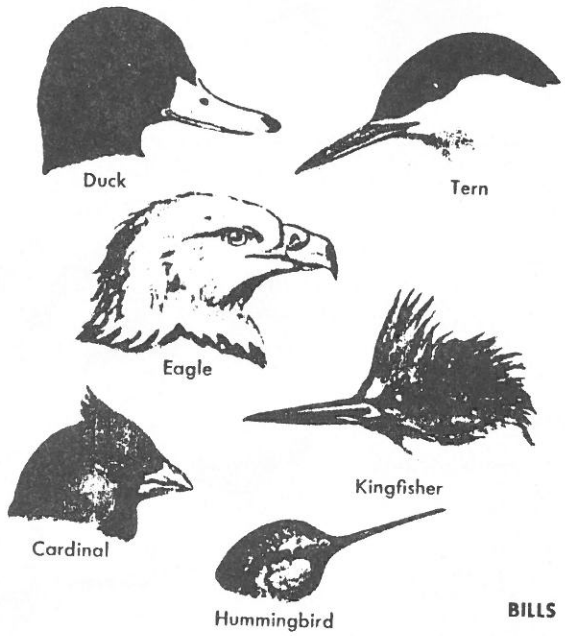
CALLS - A call can tell you a bird is near and after becoming familiar with it's call you can identify it by it's call.

PARTS OF A BIRD

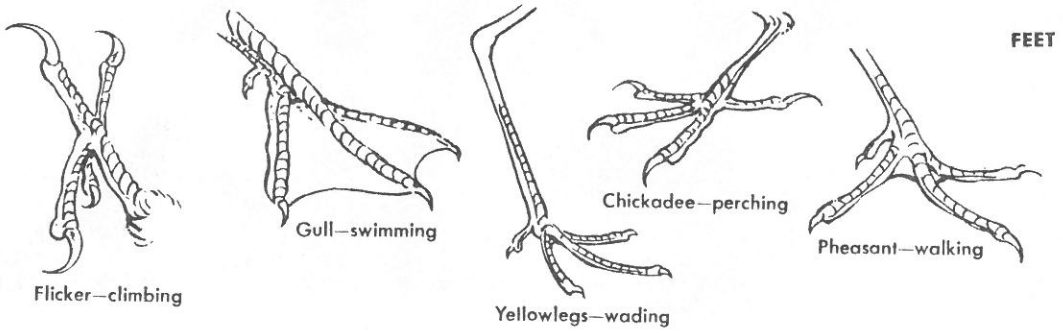




FEATHERS



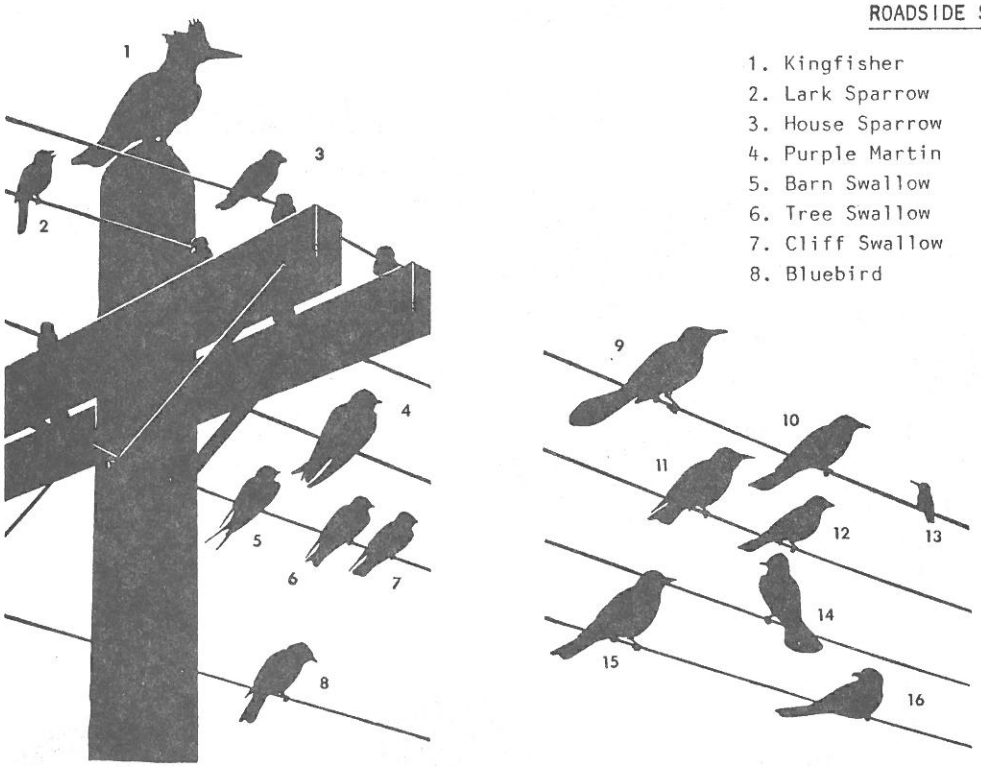
BILLS



FEET

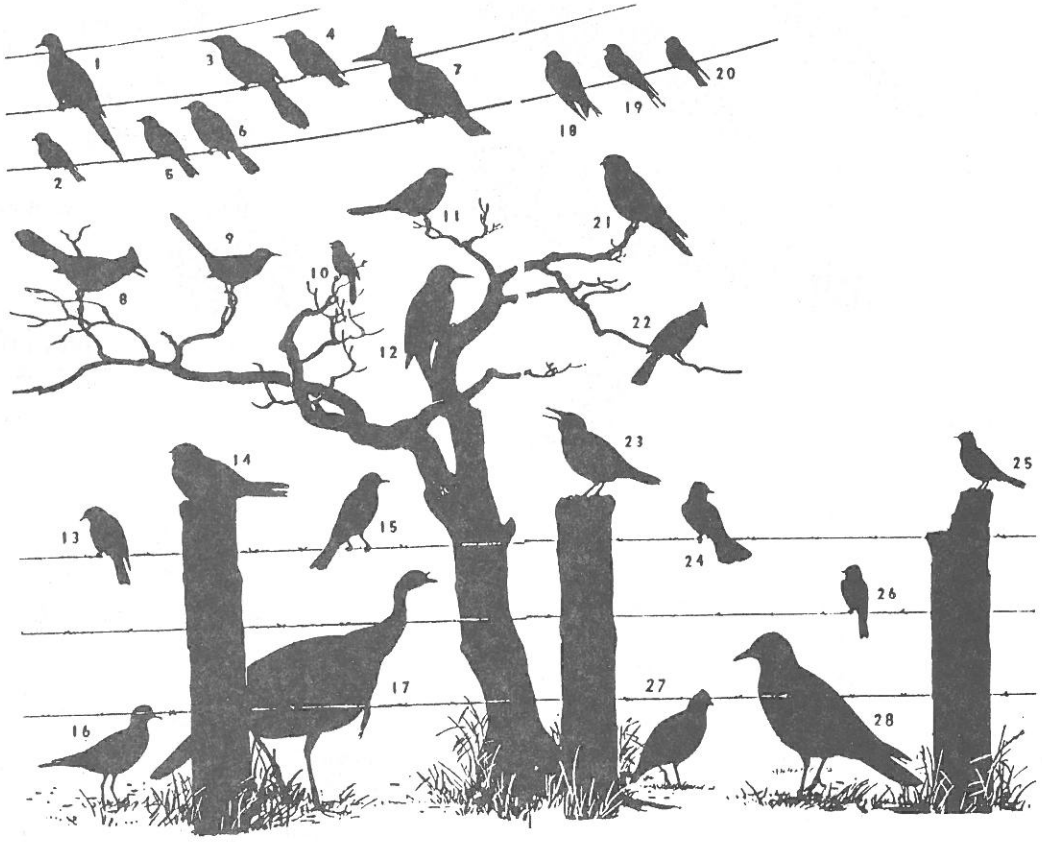
ROADSIDE SILHOUETTES

1. Kingfisher
2. Lark Sparrow
3. House Sparrow
4. Purple Martin
5. Barn Swallow
6. Tree Swallow
7. Cliff Swallow
8. Bluebird
9. Grackle
10. Blackbird
11. Starling
12. Cowbird
13. Hummingbird
14. Kingbird
15. Robin
16. Shrike



ROADSIDE SILHOUETTES

1. Mourning Dove
2. House Sparrow
3. Grackle
4. Starling
5. Cowbird
6. Blackbird
7. Kingfisher
8. Blue Jay
9. Mockingbird
10. Lark Sparrow
11. Shrike
12. Flicker
13. Bluebird
14. Nighthawk
15. Robin
16. Kildeer
17. Turkey
18. Purple Martin
19. Barn Swallow
20. Cliff Sparrow
21. Sparrow Hawk
22. Cardinal
23. Meadowlark
24. Kingbird
25. Horned Lark
26. Phoebe
27. Bobwhite
28. Crow



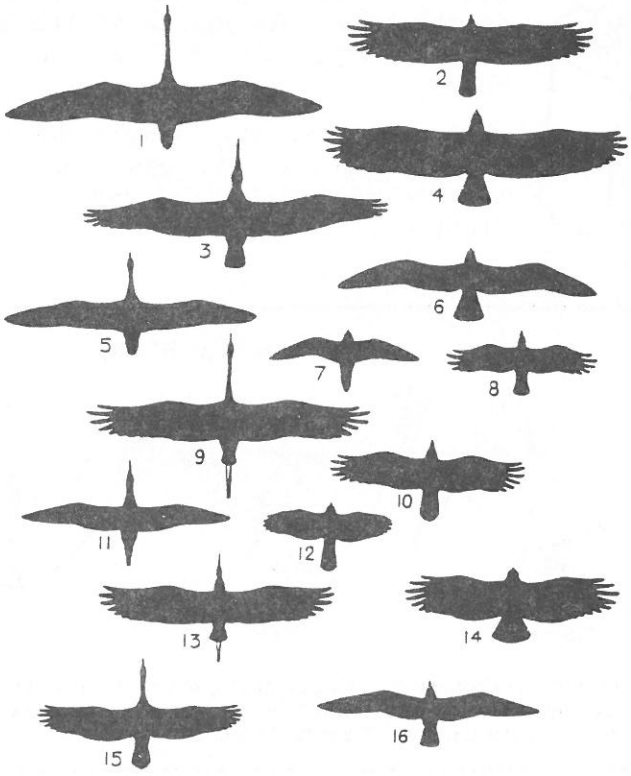


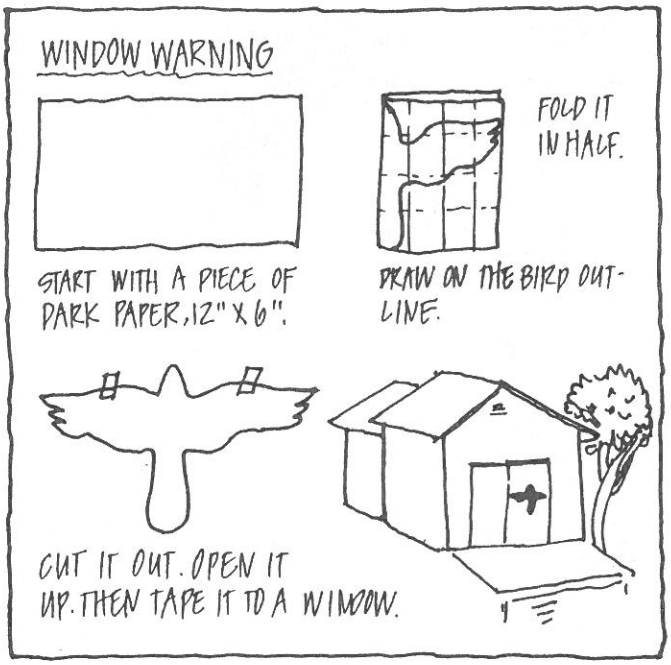
FLIGHT SILHOUETTES

1. Barn Swallow
2. Cliff Swallow
3. Purple Martin
4. Chimney Swift
5. Starling
6. Grackle
7. Blackbird
8. Bluebird
9. Robin
10. Goldfinch
11. House Sparrow
12. Kingfisher
13. Blue Jay
14. Flicker
15. Mourning Dove
16. Meadowlark
17. Bobwhite
18. Prairie Chicken
19. Pheasant
20. Nighthawk
21. Crow
22. Sharp-shinned Hawk
23. Sparrow Hawk
24. Killdeer
25. Common Snipe
26. Woodcock

OUTLINES OF FLYING BIRDS

1. Whistling Swan
2. Turkey Vulture
3. Brown Pelican
4. Bald Eagle
5. Canada Goose
6. Osprey
7. Peregrine Falcon
8. Common Crow
9. Sandhill Crane
10. Common Raven
11. Common Loon
12. Cooper's Hawk
13. Great Blue Herron
14. Red-tailed Hawk
15. Double-crested Cormorant
16. Herring Gull





WINDOW WARNING

If you have a window that birds crash into, there is a trick you can use to warn them.

The silhouette of a predatory bird, such as a hawk, taped to the window should act like a stop sign.

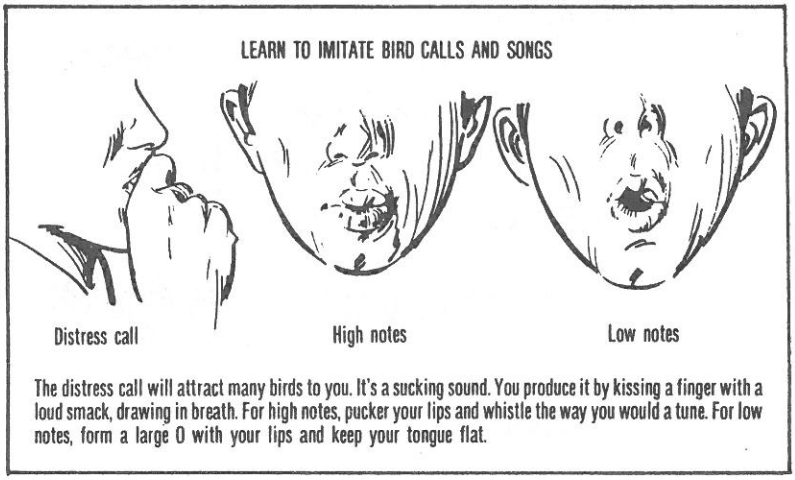
Sometimes the answer is that the bird really mistook the glass for a wide-open space. It just didn't know the window was solid.



HOW TO MAKE A BIRD CALL

Take a piece of close-grained hardwood, a dowell rod from the hardware store will do fine, about two-inches long. You will also need a "chunky" eye screw purchased at the same hardware store. Drill a hole slightly smaller than the screw threads, in the end of the block, and turn the screw eye into it. Unscrew the eye, put some powdered rosin (purchase a pitcher's rosin bag at the sports store) in the hole. As you twist the screw eye back and forth in the hole, very slowly, you will make a chirp-chirp or trill in loud, clear notes.

With practice, this simple device will produce an astounding variety of bird noises. If you wish, paint or decorate the bird call with marking pen designs or your own initials or other means of identification.



WHAT BIRD .....

What bird is at every meal?

(The swallow)

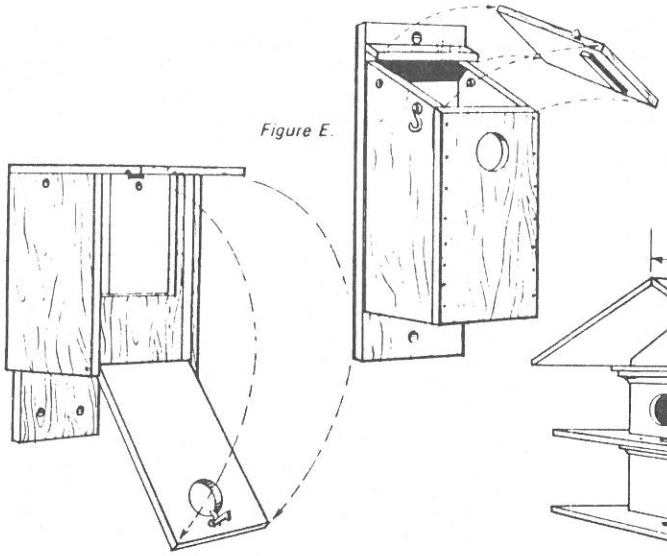


Figure E.

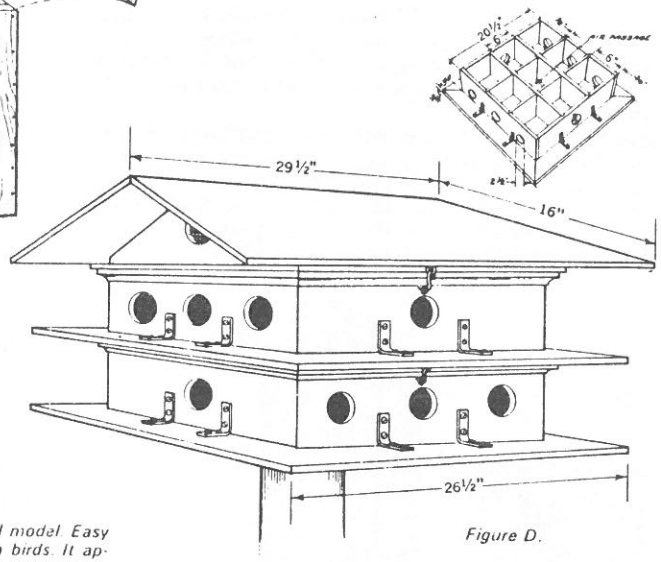


Figure D.

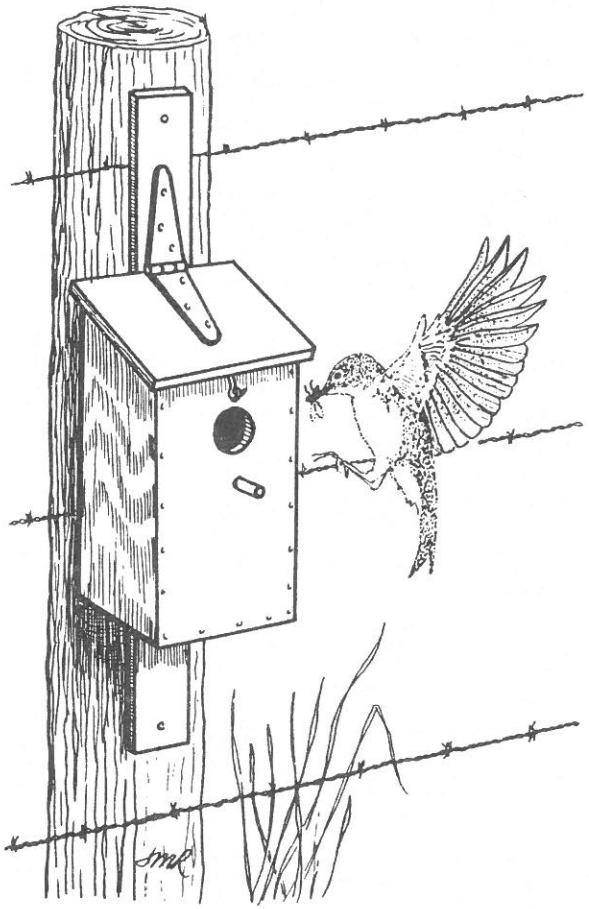
Figure E. This style house is probably the best all around model. Easy to build and clean, it is suitable for a number of Oklahoma birds. It appeals to many beginning birdhouse builders and those who wish to attract a variety of species.

NAT-59

SPECIFICATIONS FOR BIRD HOUSES

Species	Floor of Cavity	Depth of Cavity	Entrance above Floor	Diameter of Entrance	Height above Ground
	inches	inches	inches	inches	feet
BLUEBIRD	5 x 5	8	6	1½	5-10
CHICKADEE	4 x 4	8-10	6-8	1⅛	6-15
TITMOUSE	4 x 4	8-10	6-8	1¼	6-15
NUTHATCH	4 x 4	8-10	6-8	1¼	12-20
HOUSE WREN	4 x 4	6-8	1-6	1-1¼	6-10
CAROLINA WREN	4 x 4	6-8	1-6	1½	6-10
PURPLE MARTIN	6 x 6	6	1	2½	15-20
CRESTED FLYCATCHER	6 x 6	8-10	6-8	2	8-20
FLICKER	7 x 7	16-18	14-16	2½	6-20
RED-HEADED WOODPECKER	6 x 6	12-15	9-12	2	12-20
DOWNY WOODPECKER	4 x 4	9-12	6-8	1¼	6-20
ROBIN	6 x 8	8	one or more sides open		6-15
BARN SWALLOW	6 x 6	6	one or more sides open		8-12
PHOEBE	6 x 6	6	one or more sides open		8-12
SPARROW HAWK	8 x 8	12-15	9-12	3	10-30
WOOD DUCK	10 - 18	10-24	12-16	4	10-20

BUILD A BIRDHOUSE



DEPARTMENT OF WILDLIFE CONSERVATION

1801 North Lincoln

Oklahoma City, Oklahoma 73105

SONGBIRDS are among nature's greatest indicators of a quality environment.

In and around many industrial centers where pollutants are rampant and in heavy agricultural areas where pesticide use is great, the number of songbirds has decreased in recent years.

Not so in most of Oklahoma, where clean air, excellent habitat and people interested in nature are the rule and not the exception. Many of these people, concerned about the inroads being made upon nature by an expanding human race, receive balm to their spirits each spring via the cheerful melodies of songbirds.

You can get a front-row seat to this concert by providing nesting places for the birds of your choice. This is becoming especially important, because habitat destruction by man is critically reducing songbird nesting areas. A good project this spring would be to build a birdhouse or two.

Those who enjoy the companionship of birds will find these houses inexpensive and fun to build. A well-built birdhouse should be durable, rainproof, cool and readily accessible for cleaning. By using some imagination, the builder can also add an attractive touch to the landscape.

Wood is the best building material. Metals other than aluminum should be avoided, for they become extremely hot when exposed to a sweltering sun. Rough slabs with the bark left on make ideal material for rustic-looking houses.

Roofs should be constructed with sufficient pitch to shed water. At least 3 inches of overhang should be allowed to protect the entrance from driving rain. Some water may still seep into the house, therefore a few small holes should be drilled in the floor to allow drainage.

Builders should plan for several holes near the top of the box to provide ventilation in hot weather. The house should be constructed with screws for easy disassembly when cleaning.

Entrance holes should be near the top of the box and proportional to the size of the bird which will use the house (see chart). Houses should have the interior walls roughened or grooved to assist the young in climbing to the opening.

Bird houses should be placed at locations inaccessible to natural predators. The opening should face away from the prevailing wind, and if possible, the houses should be situated in partial sunlight. Subdued color tones are best, except for those placed in direct sunlight where white is needed to reflect the heat.

Bird houses shouldn't be placed too close together. Some birds insist on territorial rights and conflicts could result in empty bird houses. At least 1/4 acre should be allowed for most houses.

Different species of birds need houses constructed to suit their particular needs. The following brief sketches describe the type of birdhouses best suited for common Oklahoma species. (Check dimensions on chart)

CHICKADEES, TITMICE, AND NUTHATCHES (figure A): These birds seem to prefer rustic homes built to simulate natural abodes. Old orchards and woodland borders are good places for their houses. Chickadees often nest within a few feet of the ground, but nuthatches and titmice prefer higher elevation.

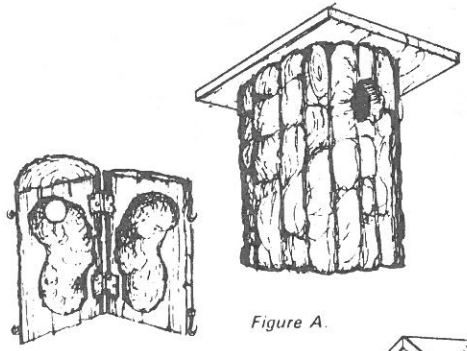


Figure A.

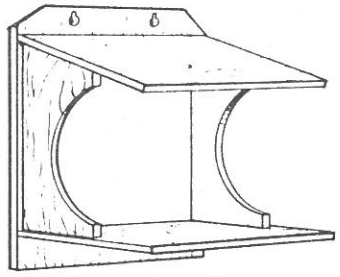


Figure B.



Figure C.

ROBINS, CATBIRDS, AND THRASHERS (figure B): These birds will use the nesting platform when natural nesting sites are unavailable. The platforms should be placed in partial shade along main branches of trees or under the eaves of a shed or porch roof.

SWALLOWS (figure B): Water near the box will help entice these birds to artificial nests. Open or partially covered nest shelves are best for barn swallows, especially if placed under the sheltering eaves of buildings. Cliff swallows should be provided a narrow shelf under an overhanging roof where they can construct their mud nests.

WRENS (figure C): Wrens find almost any sort of cavity good enough to suit their needs. Boxes of small size with horizontal slots for entrance are best. The slot opening permits this small bird to carry cumbersome nesting material more readily. Any partially sunlit spot agrees with wrens. A supply of small twigs about three inches long will aid in nest building. It may be best to place several houses in the immediate vicinity, for the wren often builds several nests before completing one to its liking.

PURPLE MARTINS (figure D): The gregarious nesting habits of martins will allow the builder to employ skill and imagination in construction. Important factors to consider are coolness and accessibility. A multi-storied apartment house will attract a colony of martins. The availability of water will be a factor in inducing the birds to nest. The houses should be situated in an open space and painted white to reflect heat.

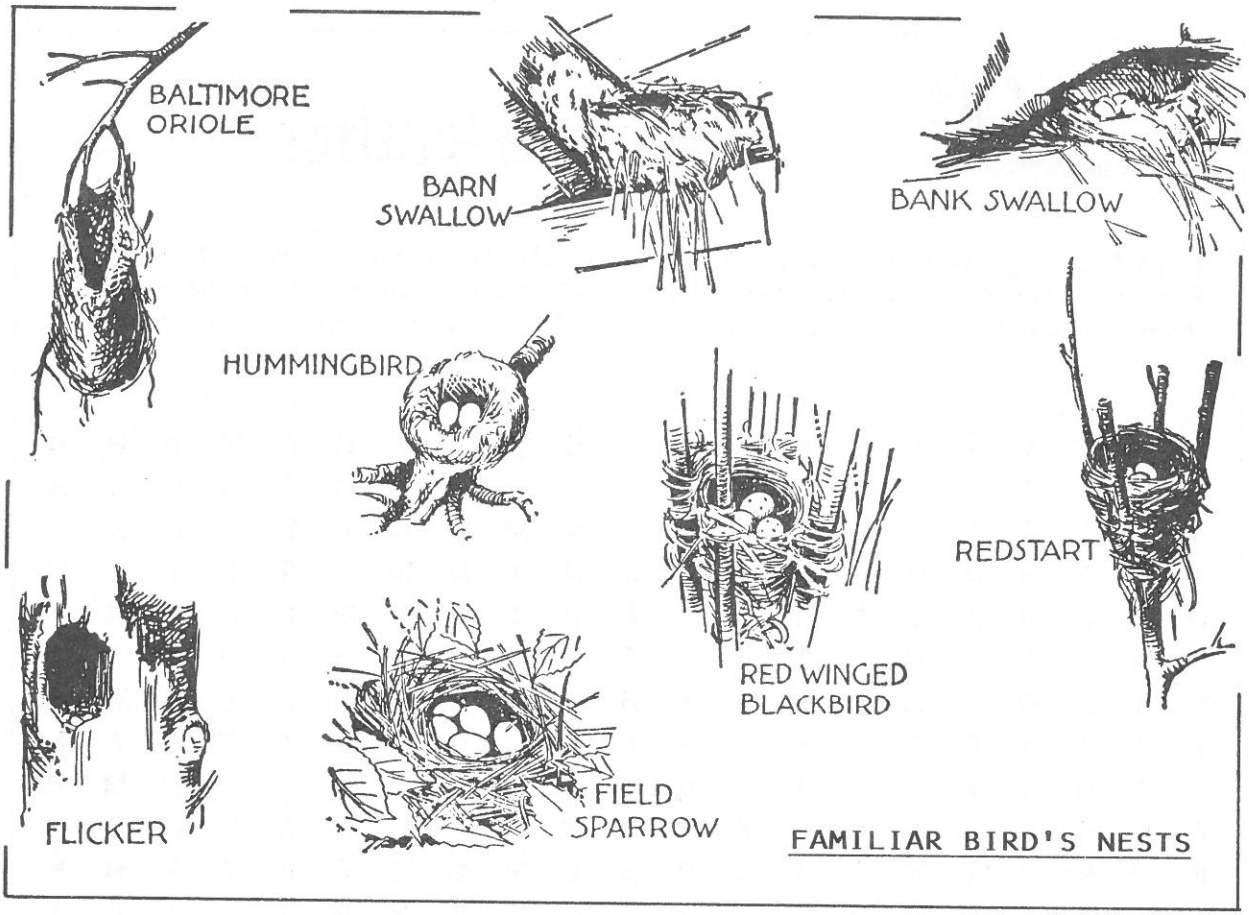
BLUEBIRDS (figure E): Any type of house with the proper dimensions will suit this birdwatcher's favorite, though abandoned orchards are bluebird haunts. The house should be placed four to five feet above the ground to reduce conflict with house sparrows.

FLICKERS (figure E): A rough interior is favored by these birds. A quantity of sawdust, ground cork or small chips should cover the bottom so the birds can shape a cavity for eggs. Boxes should be placed above immediately surrounding foliage. A dead stub makes an excellent support for their boxes.

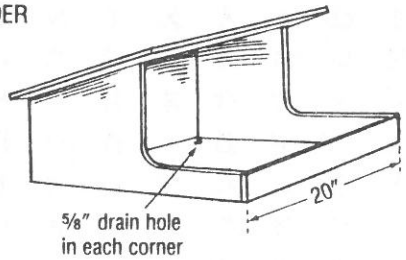
Natural enemies pose the greatest hazard to birds using man-made houses. Iron poles used for mounts or a sheet metal guard encircling trees or wooden poles will help protect birds from cats and squirrels. Houses suspended from wires beyond the jumping range of these predators can be effective.

Ubiquitous English sparrows and starlings can prove exasperating to those seeking to attract native species to bird houses. Only by persistent harassment can these pests be eliminated. Often sparrows can be trapped inside the houses during the night. But remember: any relaxation of the war against starlings and sparrows will find them re-established. Starlings usually will not inhabit boxes within 10 feet of the ground.

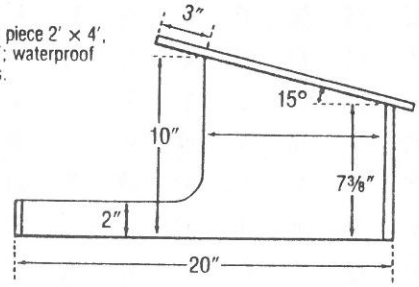
If pests can be eliminated and birds find the house satisfactory, the only requirement remaining is cleaning the interior periodically. So, get busy with your hammer.



SHELTERED FEEDER



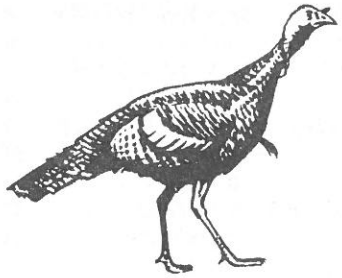
Materials:
½" plywood—1 piece 2' × 4', 1 piece 1' × 2'; waterproof glue; 1½" nails.
Mount on post.



FEEDER PLANS

Plans for a variety of bird feeding stations will be found in many BSA publications - the Cub Scout Fun Book, in the Bird Study merit badge pamphlet, handbooks, etc.

OUR NATIONAL BIRD ?



WILD TURKEY—our largest native bird. Perhaps got its name when brought to England in the 16th century and confused with guineafowl imported from Turkey. Benjamin Franklin wrote of it in 1784: "I wish the bald eagle had not been chosen as the representative of our country; he is a bird of bad moral character; like those among men who live by sharping and robbing, he is generally poor, and often lousy. The turkey is a much more respectable bird, and withal a true original native of America."

Puzzle

Birds of a feather

Flocking together in this puzzle are 68 different kinds of birds. Pick up your birdwatching binoculars and you may spot them reading up, down, forward, backward or diagonally. Try your luck at birdwatching.

Y T V I R E O E V O D H O S P R E Y E H B
P R E E I E P A P R E K C E P D O O W E A
R K A P E L L U G U L S M Y N A H B R R L
A E G N O R E H S A R H T N W O R B I O T
H A L V A V Y S N U L P I A C W E R Y N I
M D E I B C U I W K R G L N R O I G O K M
N R R G A K D L T I H E U E D L L L I W O
E I T R O R A E T T F J K N M L I T C P R
V B H A A L N E I U C T U C I A E N U M E
A G R C A N D N B H R T D W U W R T G G O
R N U K I N G F I S H E R Q C S R T N H R
E I S L R A R C I A O O I E F E P I I E I
H M H E L A K E T N O R B Y G L W A N N O
C M R E R A L C P P C E G A A X I N S C L
T U E H D E H W P E O H N W A J U C O N E
A H C E E S L I O H E A I W O R E N K R N
C T E K W A H B P D T R K M D R D U H E E
Y E L L O W T H R O A T C A O O C E L T R
L T I T M O U S E A W E O D R A Z Z U B W
F O N O C L A F R M W R M B O B O L I N K

1. AUK
2. BALTIMORE ORIOLE
3. BLUE JAY
4. BOBOLINK
5. BROWN THRASHER
6. BUZZARD
7. CANARY
8. CARDINAL
9. CHICKADEE
10. CONDOR
11. CREEPER
12. CROW
13. CUCKOO
14. DOVE
15. EAGLE
16. EMU
17. FALCON
18. FLICKER
19. FLYCATCHER
20. GOLDFINCH
21. GRACKLE
22. GROSBEAK
23. GULL
24. HARPY (eagle)
25. HAWK
26. HERON
27. HUMMINGBIRD
28. JUNCO
29. KEA
30. KINGFISHER
31. KITE
32. LINNET
33. MAGPIE
34. MEADOWLARK
35. MOA [extinct]
36. MOCKINGBIRD
37. MYNAH
38. NIGHTINGALE
39. NUTHATCH
40. OSPREY
41. PHOEBE
42. PIGEON
43. PLOVER
44. PURPLE MARTIN
45. QUAIL
46. RAIL
47. RAVEN
48. RHEA
49. ROADRUNNER
50. ROBIN
51. SAPSUCKER
52. SPARROW
53. STARLING
54. SWALLOW
55. SWIFT
56. TANAGER
57. TERN
58. THRUSH
59. TITMOUSE
60. VEERY
61. VIREO
62. VULTURE
63. WARBLER
64. WAXWING
65. WHIPPOORWILL
66. WOODPECKER
67. WREN
68. YELLOWTHROAT

Modern Maturity June–July 1989

TRACKS AND SIGNS OF LIVING THINGS



cotton-tail rabbit

Be a "nature detective". The world around us abounds with life, but the animals themselves are seldom seen. One way to determine what forms of life are in an area is to look for the signs and tracks they leave.

The track left by an animal can often give clues about the kind of life an animal leads, or give a glimpse into the daily life history of the animal.

WHERE TO GO

It's not necessary to go out into the country or into a natural area to study tracks and signs, although these areas are rich in resources. Try it in a vacant lot near your meeting place, especially the day after a rain or better yet, in the snow. There should always be tracks of something around. Trail a human and see if the trail can tell you how fast he was traveling, or what he might have been doing. Did he stop? What for?



WHAT TO DO

Wherever you go, try to do more than just identify tracks. In fact, you may find tracks you can't identify, but don't pass them by just because you can't tell what they are. The tracks still have a story to tell to the diligent nature detective. Was it a big animal? Does it lead to a den or a feeding spot? Does it have claws? How many toes?



Unless you have been over the area just before the den meeting, you never know just which tracks you'll find. No problem, although you should try to have some idea what to expect. Even a little knowledge of the common animal life present will help; carry along a guide to animal tracks. You will find guides available from the nature center, library, Boy Scout publications, state conservation department, and other similar organizations.

Bear in mind that many of the sign animals leave are not footprints. In fact, once you know what to look for, "signs" will become more and more important to your study than footprints. Your boys can easily return home with each bearing ample evidence of the presence of mosquitos and chiggers and you can bet you didn't see one mosquito footprint all day!!

The more signs and tracks you are familiar with, the more information you can pass on to your Cubs. This means you need to prepare yourself before hand by becoming familiar with the local "critters" and the marks they make. It would be impossible to list all the things you're liable to find, but the list below is indicative of what you're liable to find in our area. Let it serve as a guide to your tracking trips.

Opossum - tracks (the one with the funny thumb), the trail of the tail is distinctive in the snow, droppings.

Moles - tunnels under the soil, mole hills.

Rabbits - tracks (which way was it going?), trails in grass, droppings, hair caught on thorns or wire, brush and twigs chewed off leaving a sharp cut edge.

Tree Squirrels - tracks, leafy nests in trees, opened nuts (watch for holes where they dig up buried nuts).

Ground Squirrels - tracks, dens, nut caches.

Gophers - mounds at tunnel entrance.

Beaver - damaged trees, dens, tracks, "dams".

Field Mice and Rats - tracks, droppings, clipped grass, runways in grass, nests. Pack rats, caches of odd objects.

Fox - tracks (know the difference between these and dog tracks), signs of kills, droppings, dens, odor of foxes.

Bear - tracks, droppings, signs of feeding and scratch posts, discarded ranger hats with the initials "S.B.".

Raccoons - tracks, especially near water, droppings.

Skunk - tracks, droppings, odor.

Deer - tracks, droppings, beds in grass, dropped antlers, shrubs and brush chewed with splintery, rough edges (compare with rabbit).

Birds - nests, tracks, feeding stations of birds of prey, owl pellets (pellets are hair, bone and other indigestable material regurgitated by owls - pellets often contain recognizable bones, skulls especially), shed feathers.

Ducks and Geese - tracks by water, eggs near water, shed feathers.

Woodpeckers and Sapsuckers - holes in trees, sapsucker pits.



Frogs and Toads - tracks in mud, eggs.

Turtles - tracks.

Snakes _ tracks, shed skins.

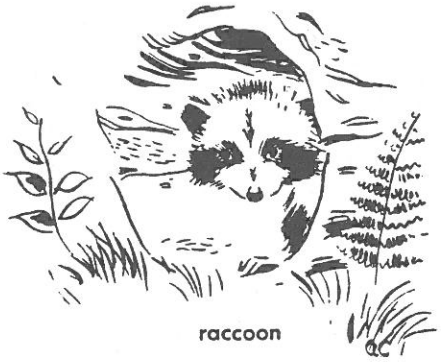
Insects - tracks in sand and mud, webs or bags, chewed leaves, tunnels in dead trees, cocoons, chrysalis. Learn about galls, how they are formed and what insects make them, open some to expose larva inside.

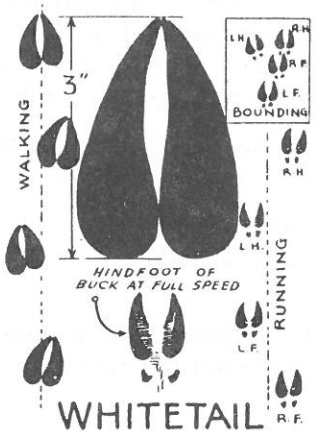
Snails and Slugs - shiny slime tracks, especially beneath dead logs.

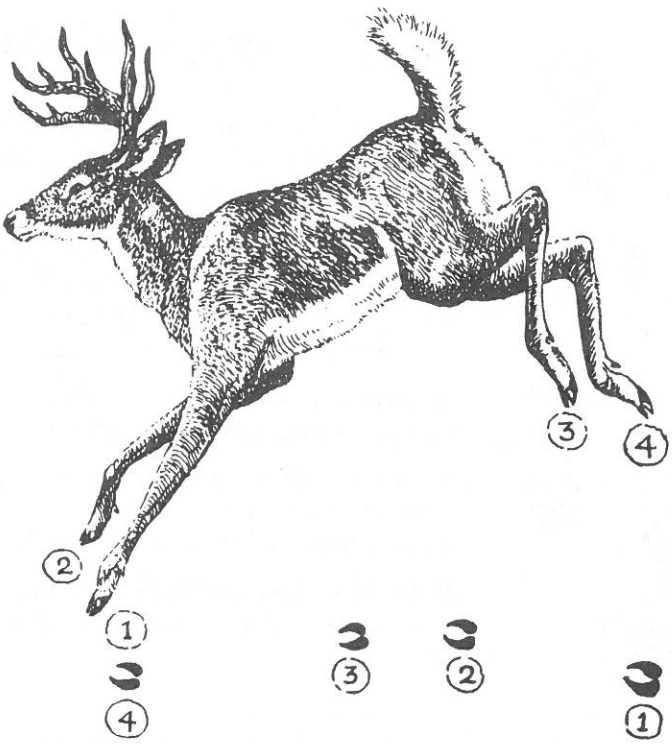
Crayfish - tunnels at the edge of water.

People - trash, pollution, similiar artifacts.









GAME TRACKING

Nature's greatest thrill is the thrill of discovery -- and it's yours for the asking. No admission charge. No equipment needed. Not even a license is required. You need not travel far, either, for the closest woodlot or small stream with wooded banks will do. You will find an abundance of wildlife living within traffic sound of our largest cities.

A clear, calm day after a light snow or rain will provide plenty of trails. However, don't be content to merely identify a track, but follow it for some distance. Notice the changes in pace as shown by the distance between leaps or steps. Try to determine the reason. Other nearby tracks may help, perhaps this furry friend of ours was a hunter -- or the hunted! Food habits, droppings and dens all tell an intriquing story. Traits which have no apparent reason but are peculiar to certain animals may be discovered.



muskrat

There is, perhaps, no better way to introduce a person to nature than to take a walk in search of trails.

Mammals are harder to watch than birds. There are fewer of them and they have such keen eyes, ears, and noses, that they get out of our way before we can see them. So -- walk quietly when looking for animals.

TRACKS -- WHO WALKED HERE?



Most animals are timid and have learned to hide themselves well. But if you look closely, you will find clues that they have passed.

Look for tracks along the edges of water, where the animals come to drink. Look on a desert, or in snow. Look on a farm for tracks of animals that live on the farm. Look at the tracks your pet makes after he walks through a puddle.

Animals that hop or walk: Dogs leave claw marks when they walk. Cats can pull their claws in.

Animals that bound: You can tell from the tracks of a rabbit how far it jumps. Animals that bound put their hind legs ahead of their front legs.

Heel and toe walkers: Some animals walk on both their heels and toes just as people do. Have you watched a raccoon or bear walk?

CASTING TRACKS (Two Methods)



It's fun to make plaster casts of tracks (and leaves, flowers, insects, shells, etc.). For this you will need some children's clay (the kind that doesn't get hard), some plaster of Paris, plus a few simple tools and supplies.

MIXING PLASTER OF PARIS: **Rule #1 - Add plaster into water, never water into dry plaster.**

Put some water into a can or disposable cup. Slowly shake dry plaster into water. Let it sink to the bottom of the container, and when it does not sink any more, you have enough for that amount of water. Stir the mixture until it is as thick as pancake batter. Keep adding water and plaster until you have enough for the project. Pour the mixture onto the impression to be cast. Let it set until it hardens. Remove the wall from your cast, peel away the clay or brush away the dirt or sand -- the image will be in "relief" (standing out).

Method #1



Roll out the clay into a flat sheet about $\frac{1}{4}$ to $\frac{1}{2}$ inch thick. Make the sheet of clay big enough for the object to be cast. Make an impression in the clay with the object to be cast, leaving a wide border. Carefully remove the object, leaving a deep impression. Using strips of cardboard, make walls about 2" high all around the impression and press it into the clay. Secure the ends of the cardboard wall together with clothespins or paper clips.

(#1, continued)

Pour the plaster, allow to harden, remove and admire your cast. (Raised portion may be painted when completely dry.) Scratch the identification in the cast while it is still damp. Put Cub's name and date on the back. A hanger may be added while the plaster is still "soupy".

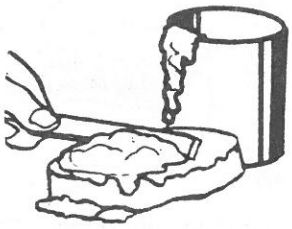


To make casts, mix plaster of paris in a coffee or large juice can. Plaster casts of animal tracks are fun to make. They will be easy if you follow the directons on these pages and the diagrams shown above.



Place paper form fastened with paper clips over tracks.

Smooth the surface — do not move form until plaster is set.



METHOD #2





Cat



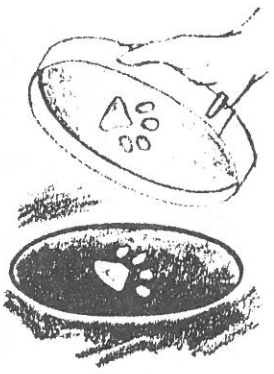


Dog



Chipmunk







MAKING PLASTER CASTS

The best tracks for casting are found in mud. Get your pet's track in a pan of moist dirt or take these casting supplies with you on a hike.

You need: Plaster of Paris for casts, water, a strip of cardboard one and a half inches wide, paper clip, empty tin can, brush, sponge, stick for stirring.

1. Brush away all twigs, small stones, or dirt on the ground around the tracks. Sponge up any water in the tracks.

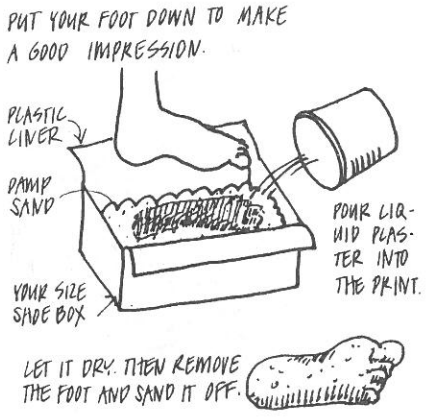
2. Surround tracks with strip of cardboard. Fasten in place with paper clip. Push cardboard halfway down in mud.

3. Put about a cupful of water in the can. Pour dry plaster slowly into water, stirring with stick until mixture is thick and smooth as pancake batter. Pour plaster *slowly* over tracks, inside cardboard form, from one end to the other. This way the plaster has time to push the air out and no air bubbles are left in the cast.

4. In fifteen minutes the plaster will harden enough for you to pick up the cast. While the cast is still damp, scratch the name of the animal, the date you found the tracks, and your initials on the back of it. After two days you can remove the cardboard and scrape away the mud.

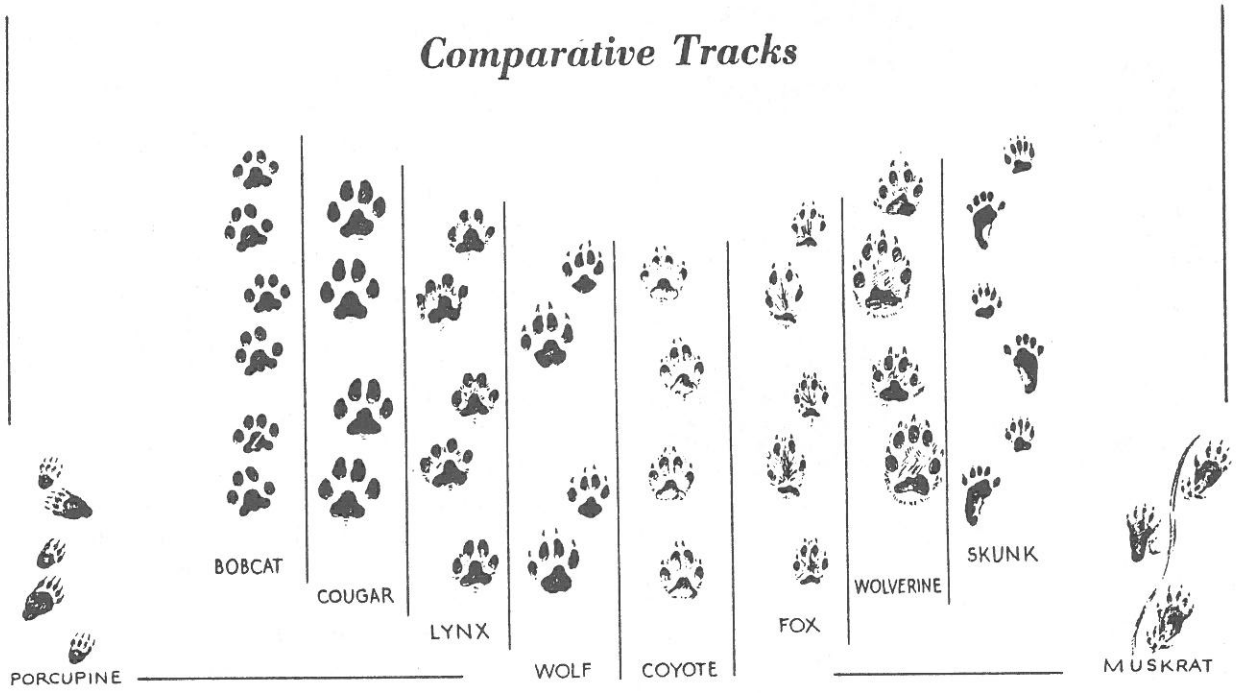
PUT YOUR BEST FOOT FORWARD — MAKE A GOOD IMPRESSION

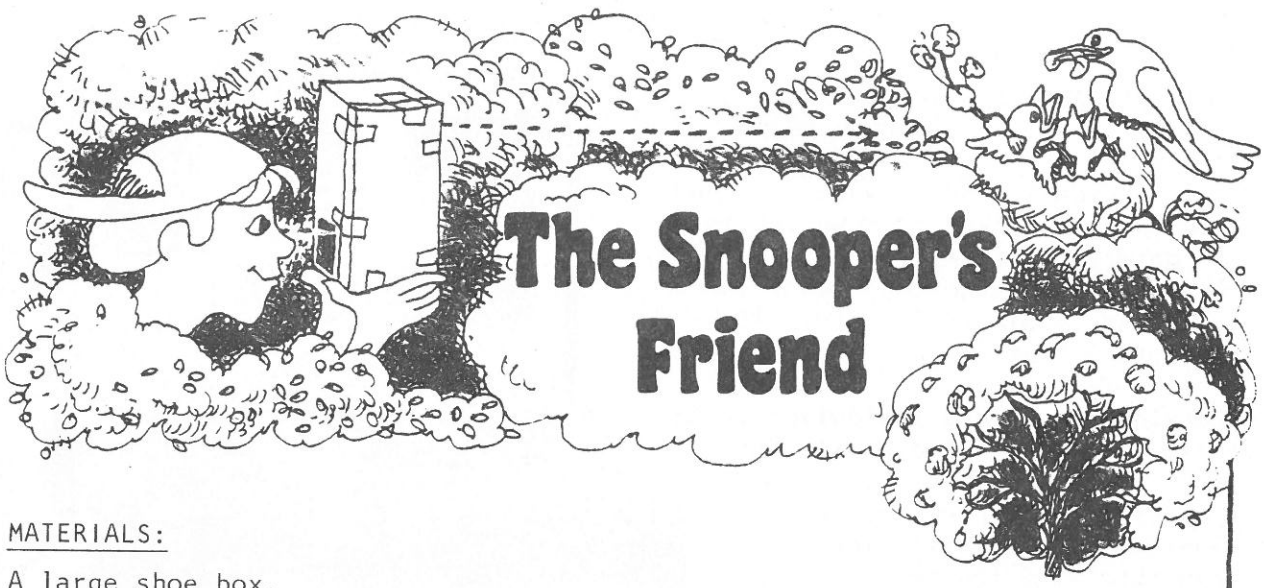
You will need an old shoe box, some damp sand, a sheet of plastic, and plaster of Paris.



1. Line the box with the sheet of plastic.
2. Pour in the damp sand. If you work indoors, put some newspaper under the box.
3. Stand in the sand to make a footprint. You might have to do this a couple of times to get a deep, clear impression.
4. To mix up the plaster of Paris pour the plaster into a big can and add water, a little at a time, until the plaster looks like thick cream. Stir it while you do this.
5. Pour the plaster into the footprint.
6. Let dry for a couple of hours.
7. Take it out. Brush off the sand. Smooth the foot into shape with some sandpaper.
8. Figure out something to do with it!







The Snooper's Friend

MATERIALS:

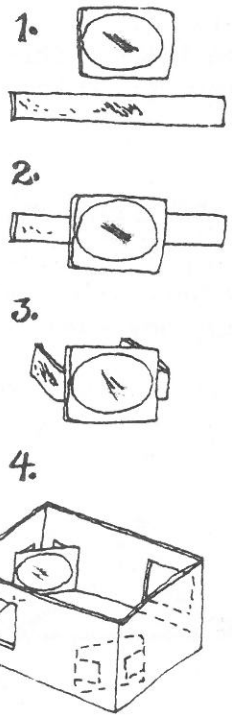
A large shoe box.
Two pocket mirrors.
Two strips of cardboard 1½" wide and twice as long as the mirrors.
Heavy-duty tape.

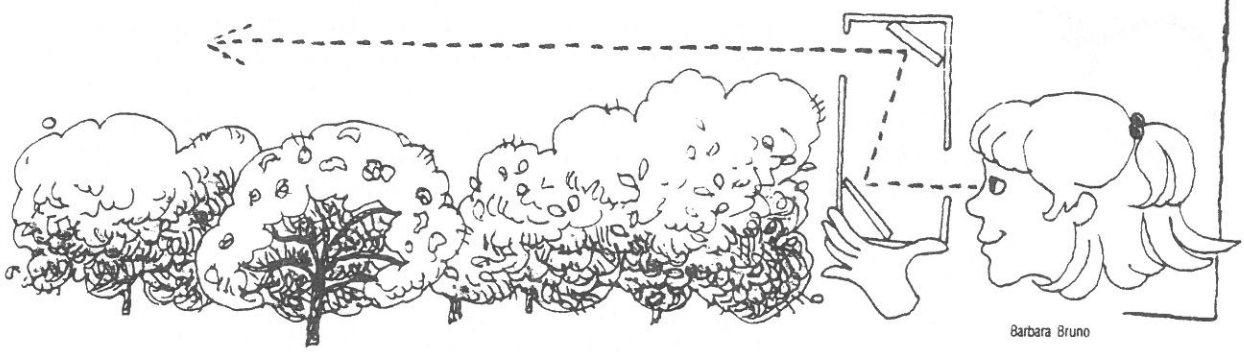
To make a periscope, cut out rectangular windows at opposite ends of the box's long sides. Place the box on a flat surface and lean the mirrors across the corners opposite each window. Make cardboard hinges to attach the mirrors.

To make cardboard hinges, use the two strips of cardboard. Glue the back of a mirror to the center of each strip. After the glue dries, fold back the end tabs of the strips and apply more glue. Adjust the angles of the mirrors until you can look in one window of the periscope and see clearly out of the other. Then press the end tabs down firmly and let dry.

After the mirrors are securely in place, be sure to take a sneak preview before taping the lid on the box.

The box may be decorated if you like, try to do this before putting in the mirrors, etc.



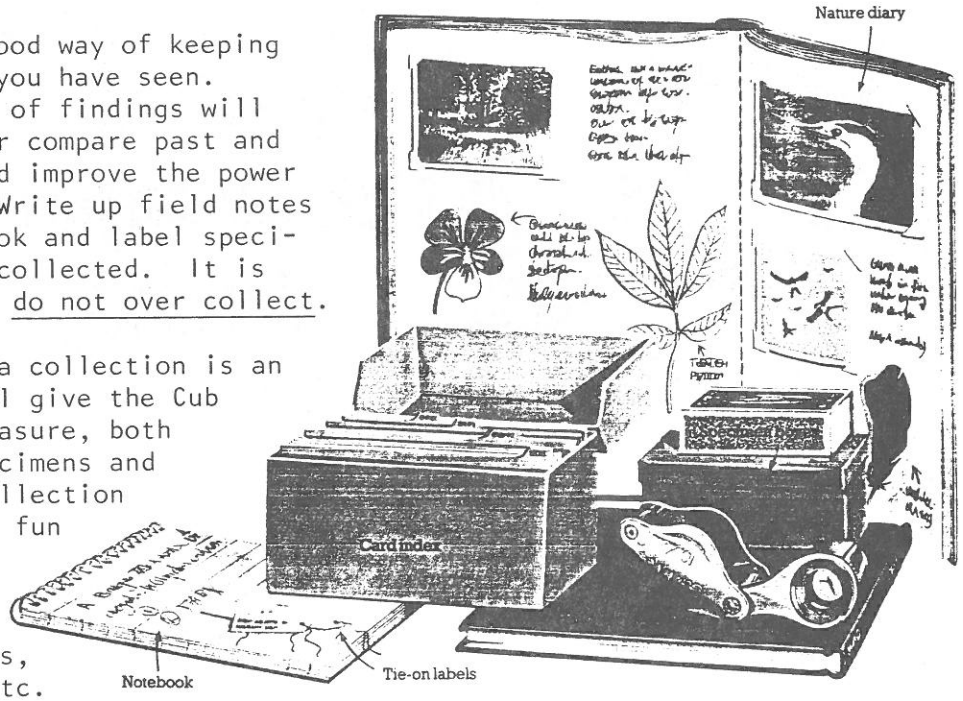


Barbara Bruno

MAKING COLLECTIONS

Collecting is a good way of keeping record of things you have seen. Notes and records of findings will help the collector compare past and present events and improve the power of observation. Write up field notes in a permanent book and label specimens and samples collected. It is important that we do not over collect.

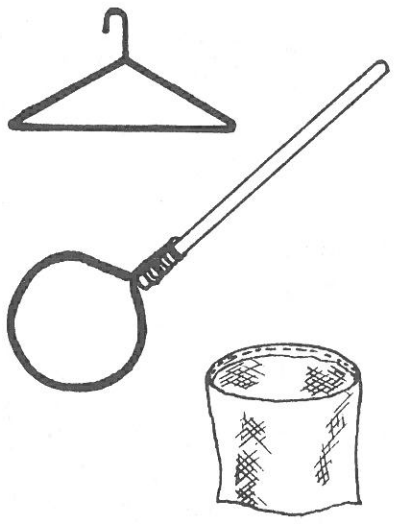
Putting together a collection is an easy task and will give the Cub many hours of pleasure, both gathering the specimens and looking at the collection and recalling the fun he had and the places he visited while gathering the leaves, shells, flowers, rocks, etc.



A COLLECTING NET

You will be able to use this net for dipping in water, or "dipping" into the flowerbed in search of butterflies or other insects. Take safety precautions near any water - use the "buddy system", working in two's or three's.

Nets are made commercially, but it is more fun to make your own equipment and would make a good den project, in anticipation of going on a nature walk.



All you need is a wire coat hanger. Pull the flat lower bar until you have bent the hanger into a circle. Straighten out the hook part of the hanger, and tie it to a pole. Now you have the frame.

For the net you can use an old pillowcase if you want a large net. Otherwise, you can take a piece of cheesecloth or old sheet or pillowcase and cut it down to the size you want. Sew the cloth to the wire frame and you will have a net that should bring good results. (For the butterfly/insect net the cheesecloth or an old curtain is best.)

If you are collecting live specimens for later release, transfer gently and quickly to the display jar or cage. Release the specimen as soon as possible to its environment.

Leaves and flowers are best collected in spring and early summer, and can be located on the way to school, in the city park, country side, or at camp. Seeds will be easiest to find from mid-summer to late fall; rocks anytime, and shells would be easier if we lived nearer the ocean, but try the lake shores and river beds.

The following are some ideas to preserve and display what is found.



COLLECTING TRAY

AUTUMN LEAVES

In autumn you can take a hike and see the trees in their fullest glory. The yellow of the cottonwood, the flaming red of the maple, the red and orange of the sassafras, etc. transforms the woods and roadside into a blaze of color. Soon the wind will blow these lovely leaves away. But you can save some colorful leaves, and have them to look at during the winter.

Take an old magazine or book with you when you look for leaves. As you walk along, collect leaves and put them flat in between the pages.

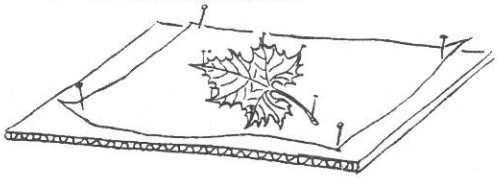
Pick out the most perfect specimens you have - those with the most vivid coloring and those without insect holes are most desirable.

Arrange those leaves and put in a magazine or book and put a weight of about 15 pounds on top. Keep there for about five days and the leaves will be pressed for mounting or framing, or use the following suggestions.

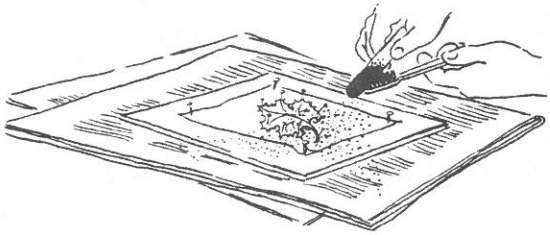
To make a SPATTER PRINT for a nature notebook, you will need:

paper thick enough to absorb ink or poster paint; a toothbrush; a nail file, tongue depressor, or plastic spoon; straight pins. (You may choose use screen wire.)

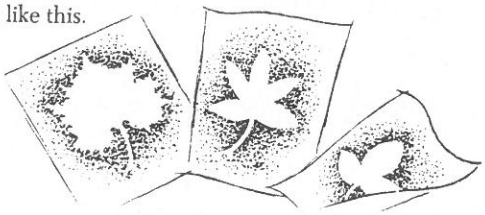
1. Fasten the leaf to the paper carefully with pins to show the outline of the leaf.



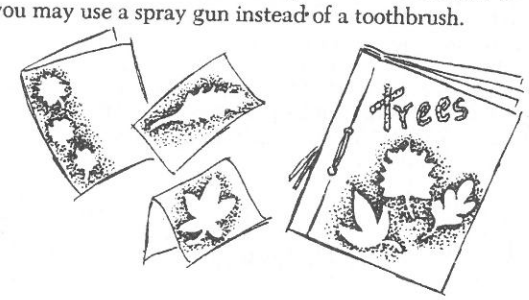
2. Put the ink or paint on your brush with the tongue depressor so you won't get too much.
   Scrape the tongue depressor lengthwise over the brush *toward you* so the bristles will spatter the ink *back down* on the paper and not on your clothes.



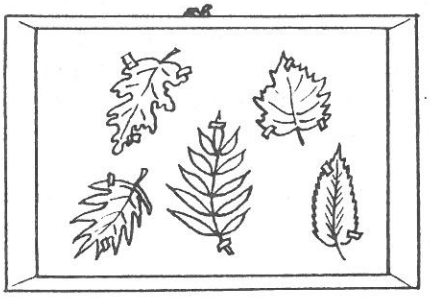
3. Let it dry a little and take out the pins. Wait a little longer and take off the leaf. Let it get really dry before you touch it.
   It will look like this.



You can learn other ways to make spatter prints. You may brush the ink over a piece of wire screen, or you may use a spray gun instead of a toothbrush.



WAXED LEAVES



Waxing the leaves helps to preserve the color and also gives them body.

Rub some paraffin or a candle on the ironing surface of a warm (not hot) electric iron. Then press each side of a leaf with the iron. Another waxing method is to pour some liquid floor wax in a flat dish, dip each leaf into it, and hang it up to dry. Or press between sheets of waxed paper and trim.

For display, place the waxed leaves on heavy cardboard in an interesting arrangement. Cover with glass and put the display in a frame.

If you prefer, attach the leaves to your windowpane with "Scotch" tape. As the light comes through the glass, the leaves will take on somewhat the same color and quality they had when first sighted on the trees.



LEAF SMOKE PRINTS

Make prints of your leaves with smoke. To do this, get a smooth bottle, remove any labels and rub a thin coat of vaseline, shortening or lard on one side of it. Fill the bottle with cold water and cork up the opening.

Light a candle and hold the greased side of the bottle near the flame. The greased area will get smoked up and turn black.

Take the leaf to be printed and place it, underside up, on a pile of newspaper about 1" thick. Roll the greased part of the bottle over the leaf until the smoke comes off on the leaf.

Carefully, so that none of the smoky substance falls off, place the leaf, blackened side up, on another clean pad of newspaper.

Use a sheet of white paper for the final print and put it on top of the leaf. Get a rolling pin roll it back and forth over the paper. Try to hold the paper steady and not jiggle it. When the paper is removed, look at the print, you will note an interesting effect with different tones of gray.

BLUE PRINTS OF LEAVES

An interesting way to keep records of leaves is to make blueprints of them.

You can buy blueprint paper in various sizes in almost any photographic or art supply store. Keep the blue print paper in its light-proof envelope until you are ready to use it. Get a piece of glass the size of the paper you will use. If the glass has sharp edges, bind them with tape so there won't be any chance of cutting yourself.

Take the leaves, the blueprint paper and the glass into a darkened room. Have corrugated cardboard cut to the size of the glass. Take a piece of cardboard and lay a piece of blueprint paper on it, with the coated side up, put a leaf or flower on the coated side, cover with glass, and carry it over to the window or outside into the sunshine. Let the sun shine on the glass until the paper changes color to gray. Then remove the paper and put in face down in a shallow pan of water. Keep it there for about 10 minutes or until the background turns a light blue. Blot the wet paper between several sheets of clean newspaper.



You will have a white leaf print against a blue background. You can make a design using blueprints of different kinds of leaves.

RUB-A-DUB-DUB -- LEAVES, BARK AND STONES TO RUB

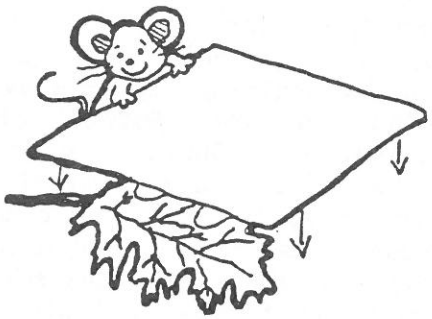
Making rubbings of natural materials helps you to see them in a whole new light. Details that you might not notice begin to appear, and before you know it, you have a most interesting design.

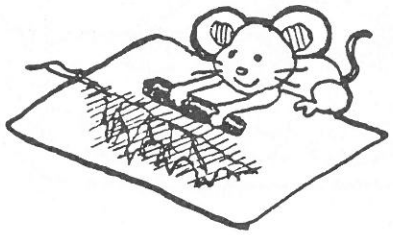
Materials:

White paper
Pencil, charcoal or crayon
bark, shells, flat stones, leaves

Instructions:

Place paper on a flat surface over any natural material you would like to make a rubbing of. When rubbing leaves, be sure to turn the bottom side of the leaf up so that the veins will show up.





Rub the broad side of your pencil point, crayon, or charcoal back and forth over the paper. Continue until the whole surface of of the object has been rubbed. The lines, bumps, holes, grooves and veins will show up in an entirely different way.



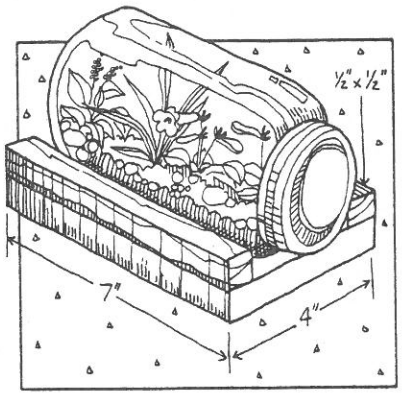






Some of your rubbings will probably be so special you will want to frame them. If so, you can use an inexpensive frame or make one from heavy construction paper and cover the rubbing with clear plastic wrap.

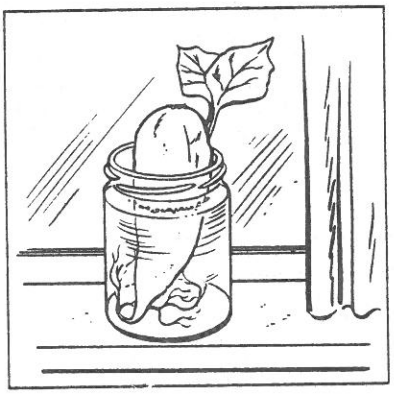




GARDEN UNDER GLASS

Select a large bottle, an interesting jar or even a deep glass bowl to hold your garden . Begin by putting some gravel or pebbles in the bottom of the container. Then, cover the pebbles with approximately two inches of soil. Add a few pieces of charcoal to keep the terrarium sweet smelling. Mold the soil with your hands to make small mounds so your garden won't look so flat. Carefully place the plants in the soil, making an interesting arrangement as you go. Additional pebbles or pieces of wood can be used for decoration. If you have access to some pretty green moss, you can cover some of the soil with that. Sprinkle your terrarium with water until the soil is moist. Put your garden in a spot with some nice, indirect light.

VEGETABLE HOUSE PLANTS.



During the cold winter you can raise vegetable plants and have a bit of greenery in your room.

Vegetables that are really tubers or roots are the easiest to raise. Take a sweet potato and put it, narrow end pointing downward, in a jar of water in a fairly dark place. Soon you will notice roots beginning to appear. Be sure to add water to the jar because it gets used up.

In about two weeks you will notice little sprouts on the upper surface of the potato. Now it is time to take the jar to a sunny spot. The sprouts will grow into vines, and in a short time you will have a lovely plant.

Carrots and beets can also be used. Cut 2" off the top of the vegetables. Set in bowl of pebbles, stones, or sand. Keep watered.

FAKE A FOSSIL

A fossil is created when a plant or animal gets trapped during the rock making process. Even though this process usually takes years and years, you can experiment to find out how it happens.



You will need some damp clay or play dough, a small sturdy box or an aluminum foil tart pan, some plaster of Paris and the item you wish to 'fossilize'. Some good items to use are seedpods, shells, nuts, pieces of bark, feathers or bones.

Here's what you do.....

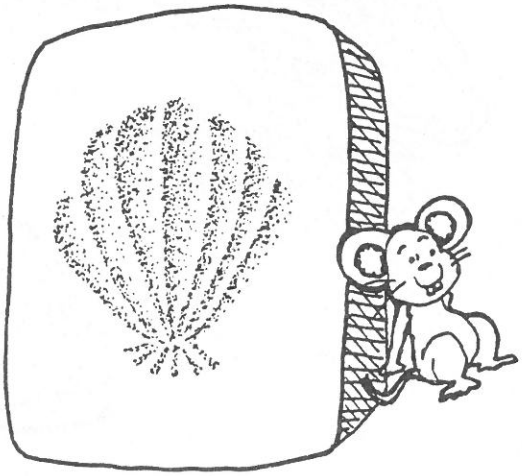
1. Spread the damp clay or play dough in the bottom of the box or pan.
2. Press the item into the clay or play dough with your hand. Be sure it is pressed all the way in.
3. Mix the plaster of Paris with water to form a paste.
4. Pour the plaster of Paris into the mold to completely cover the item.
5. Leave the plaster to dry overnight. Then, peel away the box or pan to reveal your own fossil creation.



Even though your fossil is cast in plaster rather than stone, the experiment will give you a better understanding of how real fossils are made and you will have a neat nature collection.





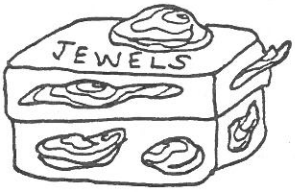


DRIFTWOOD

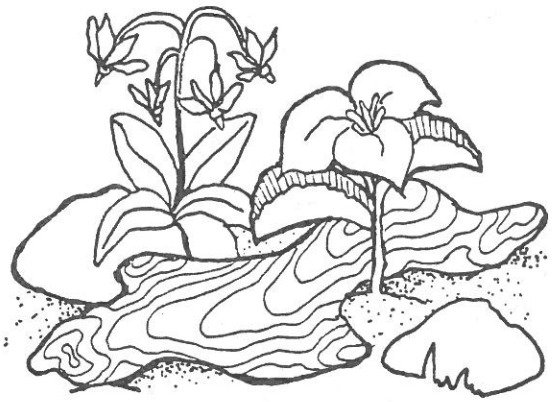
Look for beautiful or odd-shaped pieces of driftwood. Use your imagination when deciding which pieces to take home with you.....

Small pieces of driftwood may be painted to make wall plaques.





Even smaller pieces may be attractively arranged and glued on to make a paper clip container or a jewelry box.

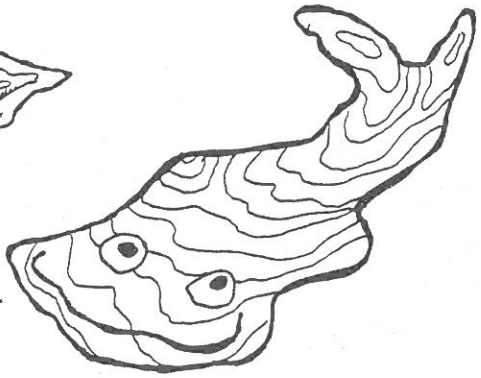


Other pieces may be used as the base for a mobile, as decorations for a flower or rock garden or for a door or gate decoration.

The most fun of all, however, is to look at pieces of driftwood as you find them just to see what creature, animal or object the natural shape may resemble. The search itself can be as rewarding as what you make or do with your finds.

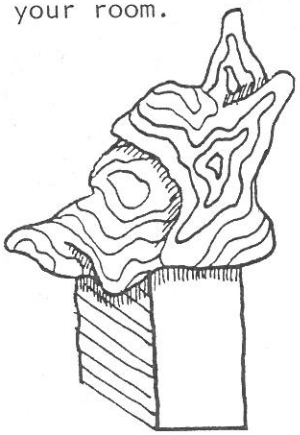


Turn your driftwood into a bust...



.... or an animal.

Varnish to make a piece of sculpture for your room.

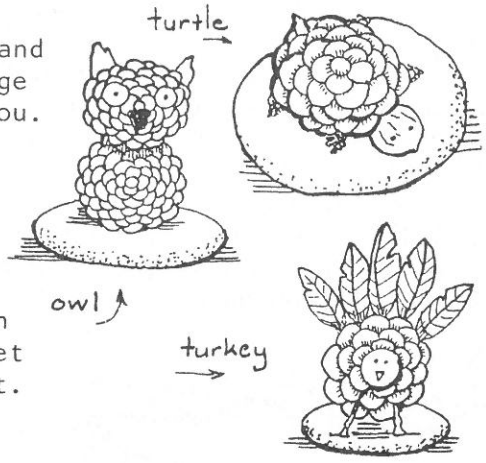


CONE CREATURES

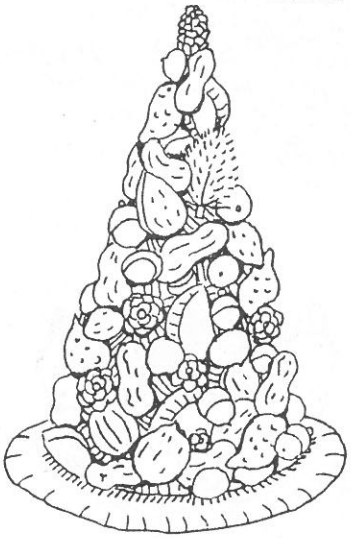
Collect cones and seedpods of different sizes and shapes. Study the materials to see what strange or unusual creatures their shapes suggest to you. Then, look for.....

- a smooth, flat stone to use for a base.
- seeds, twigs or pieces of bark to make facial features, ears, a tail, etc.

Shape your creature and glue it together. Then glue it onto the base. Add the features and set your creature on a shelf where you can enjoy it.



NUT AND CONE TREE



Materials: lots of small naureal objects (nuts, cones, etc.)
light weight cardboard
stapler or tape
clear spray shellac
heavy duty glue
old saucer of aluminum pie pan

1. Make a cone from lightweight cardboard. Glue and staple.
2. Glue seeds, nuts, etc. on the cone so that the cardboard is no longer visable.
3. Let it dry for approximately one hour.
4. Then, glue the bottom of the cardboard cone to the saucer or pie pan.
5. After the glue has dried, spray shellac on the saucer and cone to seal and protect it.

MOSAIC MASTERPIECE

Collect smooth pebbles, small stones, seeds, pieces of twigs and other small hard materials to use for mosaic designs.

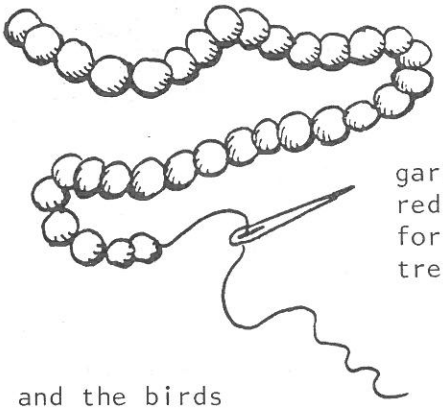
Use styrofoam meat trays, plastic lids from coffee cans or aluminum pie pans for a base. Beginning in the center, build a design with the objects. Arrange the design carefully to bring out and show off the color, shape and texture of the materials before you begin to glue them in place.



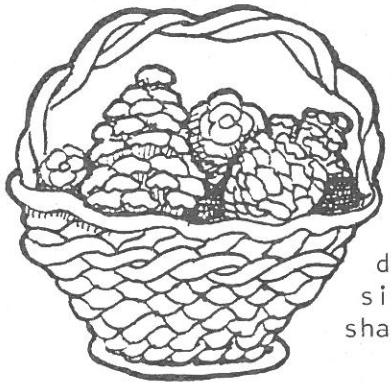
HAPPY HOLIDAYS NATURALLY

The best holiday gifts and decorations are those you make yourself. And, what better place is there to look for materials to use than in open fields and woodlands.

Try some of these for starters, and then let your imagination take over. They will give the house a good woodsy smell and will surely be a welcome gift, especially for elderly or homebound friends who are unable to enjoy a winter walk in the woods.

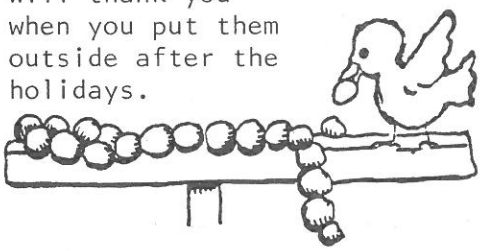


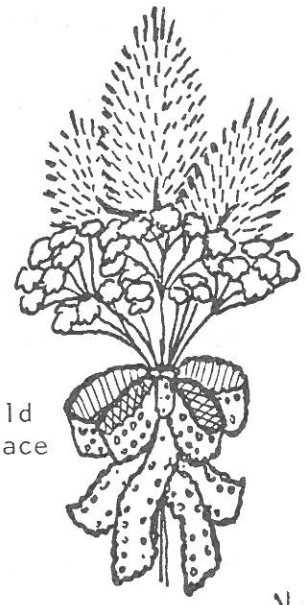
garlands of red berries for a Christmas tree....



Big baskets of pine cones of all different sizes and shapes.

and the birds will thank you when you put them outside after the holidays.



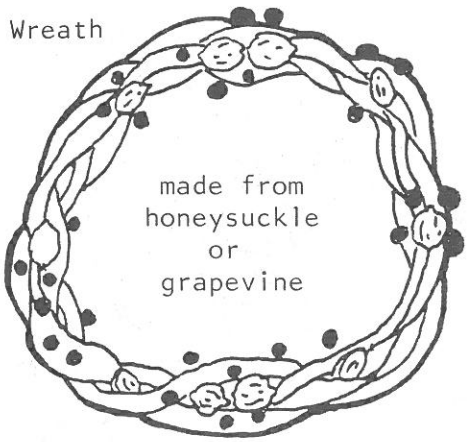


Bunches of dried wild flowers ties with lace bows.



Corsage made from seed-pods or small pinecones tied with a ribbon.

Wreath



made from honeysuckle or grapevine

nuts and berries can be added for decoration



Pine and cedar boughs studded with cones, berries, sweetgum and/or sycamore balls.

FUN AND GAMES

NATURE GUGGENHEIM

Each player needs a pencil and paper to make a chart similiar to the one pictured. Choose a word, long or short (like "BOAT") and various nature catagories. All the players begin at a given signal; the purpose of the game is to fill in all the squares with words beginning with the letter for that line. If you can't think of a word, leave the square blank and go on to the next. Come back and fill in later, as time permits.

When the time is up the players take turns calling out their list of names for each subject.

	ANIMALS	FLOWERS	TREES	BIRDS	VEGETABLES
B	Bear			Bluejay	Beans
O		Orchid	Oak		
A			Ash		
T					'Taters

Scoring: If 10 players participated and one player wrote a word nobody else did, he gets ten points. If 5 players used the same word, each gets only 2 points. If all 10 used the same word, each gets just 1 point. The player with the highest number of points wins.

ODDITIES

For this game you must prepare a small area by altering nature and creating some out-of-place oddities. For instance, take a maple leaf and paste or tie it to an oak tree. Rest a few rocks in a tree, attach an evergreen sprig to a maple branch, and so forth.



Divide your group into two equal teams. The players must locate everything that is out of place and make a list of of these oddities without letting the other team know what they spotted.

The two teams can search at the same time, or if this will create too much confusion, each team can uncover the odd combinations by itself, out of view of the other team. Allow about 15 minutes for each search depending on the size of the area. The team locating the most oddities wins.

KIM'S GAME

Ask each Cub to bring one or two nature objects (from his collection, if possible), such as shells, rocks, seeds, pine cones, feathers, starfish, etc. If the group meets outdoors perhaps you can gather the nature objects where you are. You'll also need paper and pencil for each player.

Place each object on the ground or on a table with a cloth covering all of them. At a signal, pull the cloth away. The object of the game is for the players to remember each object. After 10 or 15 seconds cover all the objects again with the cloth. Each Cub is then to write down on his paper as many different objects as he can remember. The Cub remembering the most nature objects wins.

If the players are advanced in nature study they should be requested to tell the group one or two nature facts they know about each object.

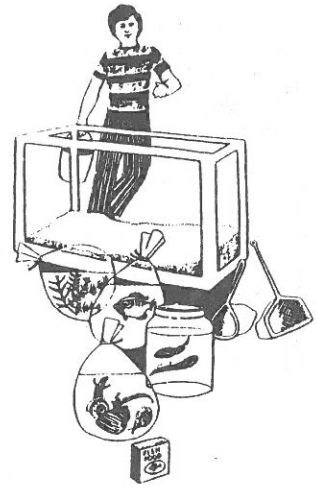


TRUE OR FALSE

Play this game outside or in a large room because you'll need running space. Two equal teams line up facing each other, about 15 feet apart. Each team has a base line about 25 feet behind them. One team is named TRUE, the other FALSE.

The leader calls out statements concerning Nature. If what is called out is false, then the False team runs forward and the True team runs back to its base line. The False players try to catch the True players before they get to their base line. If statement is true, then the True team chases the False team to its base line. Players who are caught become members of the other team. The team that ends the game with most of the players wins.

A RELATIVELY SHORT LIST OF A VAST AMOUNT OF RESOURCES



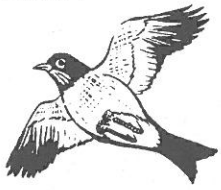
First of all, look to the books, handbooks, pamphlets, and program helps published by the Boy Scouts of America. They are readily available from the Service Center and written for boys as well as adults to understand.

PUBLICATIONS OF GENERAL INTEREST, MORE THAN ONE SUBJECT INCLUDED:

NATURE WITH CHILDREN OF ALL AGES, E. A. Sisson, Mass. Audubon Society. Prentice Hall Press, One Gulf & Western Plaza, NY,NY 10023 ($11.95)
THE YOUNG NATURALIST, Andrew Mitchell. At Oxley Nature Ctr, ($5.95)
SHARING NATURE WITH CHILDREN, Joseph Cornell. Amanda Publica.($6.95)
GOLDEN NATURE GUIDE, Western Publishing Co., Racine, WI ($3.95)
OKLAHOMA EDUCATION ISSUES AND INVESTIGATIONS, Okla. State Department of Education, Olive Hodge Bldg, 2500 N. Lincoln Blvd, OKCY 73105 (Free)
CRITTERS AND CONCEPTS, A Teaching Guide to Oklahoma Wildlife, Oklahoma Dept. of Wildlife Conservation, 1801 N. Lincoln, OKCY 73105 (Free)
PROJECT WILD WORKSHOP or PROJECT LEARNINGTREE WORKSHOPS (same as above)
THE LORAX, Dr. Seuss. Tulsa Library system.
RANGER RICK, Nature Magazine. National Wildlife Federaton, 1412 16th St NW, Washington DC 20036
WORLD, NATIONAL GEOGRAPHIC. Science/history children's magazine. 17 & M St, Washington DC 20036
THE WILD INSIDE, Sierra Club's Guide to the Great Indoors. Linda Allison. Tulsa Library System
SCIENCE PROJECTS IN ECOLOGY, Seymour Simon. Tulsa Co. Library System.

SPECIFICALLY SPEAKING:
Birds:
120 QUESTIONS AND ANSWERS ABOUT BIRDS, Madeline Angell. Tulsa County Library System.

(Bird books are almost too numerous to mention. Visit libraries, bookstores. Audubon Society.)



Flowers:
OKLAHOMA WILDFLOWERS, Doyle McCoy, 1987. Colored photographs. ($16.95)
FLOWER FINDER, May Theilgaard Watts. Berkeley, California (.75)

You will find flower information available (don't forget the school library)

Stars:

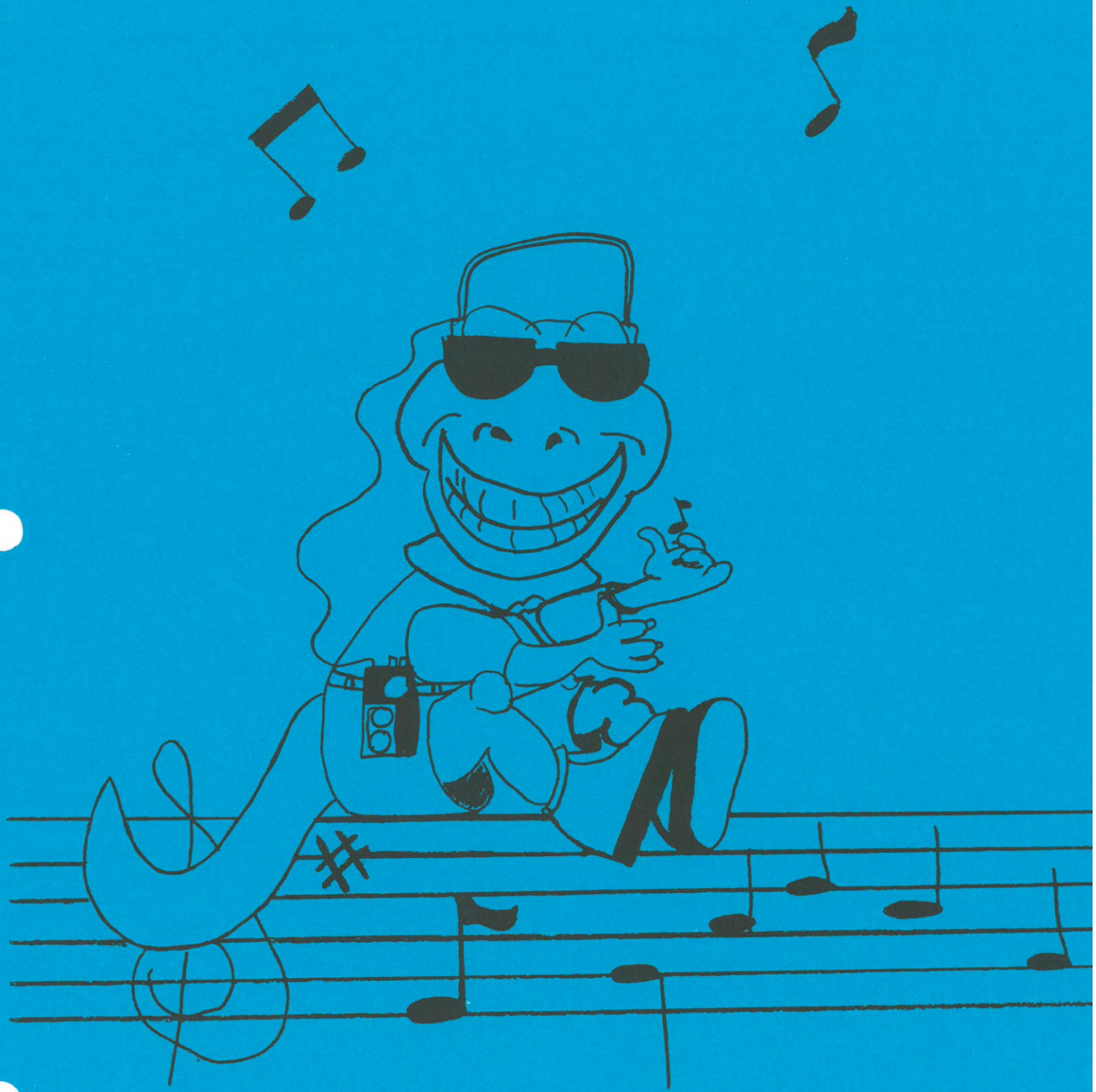
STARS, Robert Baker and Herbert Zim. GOlden Press, New York ($1.95) Good beginner guide. Illus.
THEY DANCE IN THE SKY: NATIVE AMERICAN STAR MYTHS, Ray Williamson/Jean Monroe. Houghton Mifflin Co., Boston ($12.95) Stories of Am. Indians. Good campfire stories while learning star positions.

Use the libary and the local astronomy club members for expert help. Have an evening den meeting.

Trees:
TREES OF NORTH AMERICA, C. Frank Brockman. New York, Golden Press ($6.95). Good regional guide.
FOREST TREES OF OKLAHOMA, George Phillips. Okla. Forestry Division, OK St. Board of Agriculture.
MASTER TREE FINDER and WINTER TREE FINDER, May Thielgaard Watts. Nature study guides. Berkeley, CA

Tree identification information, program and activity suggestions will be found in quantity and in quality in nature publications and through the Boy Scout publications available at the Service Center.

Weather:
A FIELD GUIDE TO THE ATMOSPHERE, John Day and Vincent Schaefer. Houghton Mifflin, Boston ($9.95)
Suggested for adult use, may be too technical for kids.
WEATHER WISDOM, Albert Lee. Dolphin Books, Garden City, New Jersey



SONG LEADING

Singing is fun. Leading and teaching songs can be fun too, if you follow a few simple rules. You don't need to be a professional singer or orchestra leader to lead Cub Scout singing successfully. Here are a few tips:

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 sing out confidently.
4. Give the pitch by humming or singing a few bars yourself. If an accompaniment is available, have a few bars played.
5. Start the group singing with a slight upward arm motion, then a decisive downward motion (the downbeat) and start to sing yourself. Continue singing whether everyone starts to sing on the first note or not. They will join in quickly.
6. Beat the time with simple up-and-down arm motions, with one arm or both arms to fit the beat or the words.
7. Control the volume with hand motions. Raise your hand for loudness and lower it for softness.
8. Don't stand fixed in one spot. Move around a little to inject some pep and personality.
9. Dividing the group into separate groups to sing separately, or when you point to them can spark enthusiasm. Vary singing with humming, whispering, whistling, or rhythm clapping.
10. Never go on long enough that people ask you to stop. Leave them wanting more.

TEACHING SONGS

The following are a few hints to help make teaching songs easier and more pleasant for anyone.

1. Don't try a new song until you have the audience warmed up with one or two they are familiar with.
2. If at all possible, provide copies of the words. Use song books, mimeographed song sheets, or words written on a blackboard or large sheet of paper.
3. Sing the new song through alone or with a small group who already know it.
4. Let the crowd sing a verse at a time, slowly first. When they learn that one, go on to another verse and pick up speed.
5. Any kind of accompaniment helps, whether it is a piano, accordion, guitar, harmonica or something else. These are good because they can play harmony and not just a simple melody.
6. When the group has sung the song once or twice, stop. Don't drag it out too long.

Every chance you have to lead singing will make you more proficient and confident. Practice makes perfect in music leading as well as most everything else you do. Patriotic or inspirational songs used as a closing for a meeting or songfest can leave everyone with a good thought.

MAKE YOUR OWN SONGS

Choose a familiar tune and change the words to fit your need:

EXAMPLE #1:

Row, row, row you boat
Gently down the stream.
Merrily, merrily, merrily
Life is but a dream.

Hike, hike, hike along
Hike along all day.
Hiking, hiking, hiking,
We're hiking ___ miles today.

EXAMPLE #2:

There was a farmer had a dog,
And Bingo was his name, oh!
B-I-N-G-O!
B-I-N-G-O!
B-I-N-G-O!
And Bingo was his name, oh!

There was a boy who had a den,
And Scout was his name, oh!
S-C-O-U-T!
S-C-O-U-T!
S-C-O-U-T!
And Scout was his name, oh!

(Repeat 5 times dropping one letter each time for both songs.)

EXAMPLE #3:

The farmer in the dell.
The farmer in the dell.
Hi-ho the derry-o,
The farmer in the dell.

The family in the pack.
The family in the pack.
Hi-ho the derry-o,
The family in the pack.

The farmer takes a wife..etc.
The wife takes a child..etc.
The child takes a nurse..etc.
The nurse takes a dog..etc.
The dog takes a cat...etc.
The cat takes a rat..etc.
The rat takes the cheese..etc.
The cheese stands alone..etc.

The family has a boy..etc.
The boy chooses a den..etc.
The den has a new cub..etc.
The Cub becomes a Bobcat..etc.
The Bobcat joins the Wolves.etc.
The Wolf grows into a Bear.etc.
The Bear matures into a Webelo.
The Webelo becomes a Scout.etc.

ANT APPLAUSE - Hold out left arm and with two fingers of right hand, walk them up and down arm toward hand while saying: "Hup, two, three, four". When fingers reach opened palm, grab them while saying: "Gotcha"!

CATSUP BOTTLE APPLAUSE - Pretend to pound on bottom of bottle six times saying "Pop, pop, pop, pop, pop, pop." On sixth pop, say "Squish, uh, oh, too much!"

A FEW WORDS ABOUT AUDIENCE PARTICIPATIONS

There are many different kinds of audience participation stunts which can serve to get the whole audience involved in doing something together. Some kinds serve the purpose of letting the people stand and take a stretch by going through motions under the direction of a leader.

Others are in the form of a story, with either worthwhile points or just plain fun. In this type of stunt, the audience is usually divided in to groups which respond to a key word read by the leader. Sometimes these stunts can be adapted into skits which can be performed by the boys.

Applause stunts are short and snappy and lots of fun for everyone. There are many different ones which can be adapted to fit the monthly theme.

Sometimes rounds and other songs are used as audience participation stunts.

Which ever type of audience participation stunt you plan to use, remember that the key word is **involvement**. The more people who are involved, the more fun it will be for everyone. These stunts add variety, action and fun to den and pack meetings.

One of your best resources for audience participation stunts is "Group Meeting Sparklers". You will obtain other ideas at your monthly Cub leader roundtables and Pow Wows.

TELEGRAPH APPLAUSE: Tap two index fingers together and say, "Click, Clickety, click, clickety, click."

CLAM CLAP: Hold fist over head and open and close your hand silently.

WHALE APPLAUSE: Shake hand like fish swimming and then bring other hand up like a spout and go "Phsssh".

U.S.A.: Shout "U.S.A." and thrust right hand with doubled fist skyward, then shout "Hooray, onward and upward."

SATELLITE APPLAUSE: Move right hand in a circle over the head, opening and closing the fist while saying in high falsetto voice: "Gleep, Gleep, Gleep".

SIXTEEN BEAUTIFUL MOVEMENTS FOR ALL SCOUT LEADERS

NOTE: To be a member of the symphony orchestra you must have the following qualification:

1. Spoon in your right hand.
2. Fork in you left hand.
3. Two Clean Hands - for clapping.
4. A Cup in front of you
5. A Becoming Whistle - And...
6. DEXTERITY IN HANDLING YOUR TABLE SILVER!

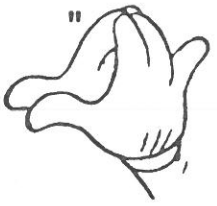






1st	movement	of	Symphony	Spoon on Fork	For	eight counts
2nd	"	"	"	Spoon on Cup	"	" "
3rd	"	"	"	Spoon on Fork	"	" "
4th	"	"	"	Whistle the Tune	"	" "
5th	"	"	"	Clap your hands	"	" "
6th	"	"	"	Spoon on Fork	"	" "
7th	"	"	"	Spoon on Cup	"	" "
8th	"	"	"	Spoon on Fork	"	" "
9th	"	"	"	Whistle the Tune	"	" "
10th	"	"	"	Spoon on Cup	"	" "
11th	"	"	"	Spoon on Fork	"	" "
12th	"	"	"	Clap your hands	"	" "
13th	"	"	"	Spoon on Fork	"	" "
14th	"	"	"	Spoon on Cup	"	" "
15th	"	"	"	Spoon on Fork	"	" "
16th	"	"	"	Clap your hands	"	" "

IF WE DON'T COME OUT EVEN --- WHISTLE TILL WE DO!





THE WORM SONG



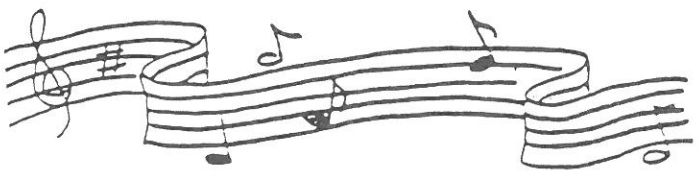
Did you ever think, as the hearse rolls by,
That sooner or later you're going to die,
And the men with shovels will stand around;
They'll shovel you into that cold, wet ground.

Oh, the worms crawl in the the worms crawl out;
The worms crawl everywhere round about.
Then each one takes just a bite or two
Of something or other that used to be you.



Oh, your eyes drop out and your teeth fall in,
And the worms crawl over your mouth and your chin,
They bring all their friends and their friends' friend too
And there's nothin' left when they're through with you!





"PARADE OF PRESIDENTS" SONG
(Tune: "Yankee Doodle")

George Washington, first president, by Adams was succeeded;
Thomas Jefferson next the choice, the people's cause he pleaded.
James Madison then came forth to give "John Bull" a peeling;
James Monroe was all the go in the "Era of Good Feeling."



J.Q. Adams next came in; and then came Andrew Jackson.
Who licked John Bull at New Orleans with such great satisfaction.
Then Van Buren next came in; William Henry Harrison followed him.
He served a month as president and died at his own residence.

Vice President John Tyler then stepped up one place higher;
In 1845 James K. Polk annexed Texas and all its folk.
Next came Zachery Taylor in; Vice President Fillmore followed him.
Franklin Pierce the place he filled and passed the Kansas-Nebraska Bill.



James Buchanan's term wasn't Heaven--the Dred Scott Case of '57!
Abraham Lincoln's the man for me because he set the Negroes free;
President Lincoln came back for more in the year 1864;
Next year Lincoln then was killed; His place by Johnson then was filled.

Ulysses Grant was next in line and served the nation very fine,
Rutherford B. Hayes next came in; then came James A Garfield--
He was killed in '81 by an office-seeker's gun.
Chester Arthur then came in; Grover Cleveland followed him.



Harrison the place he filled and passed the McKinley Tariff Bill,
Grover Cleveland was again elected our Commander.
McKinley served the next two terms and passed the dear gold standard,
Roosevelt was in the spot, when McKinley, he was shot.

Taft, the 27th president by Wilson was succeeded;
The right to vote for women came; then Harding won presidential fame.
Calvin Coolidge next came in; Herbert Hoover followed him.
F.D.R. helped win the war, though our foes were very far.

Roosevelt was a persistent man; He came back three times more again.
Harry Truman was President; and so was Eisenhower;
John F. Kennedy next came in; then Johnson had the power
After J.F.K. was killed; then followed Nixon's hour.



Ford was 38th president; 39th was Jimmie Carter;
Ronald Reagan is now the man who's over our precious native land.
He's the 40th one to be President of the Land of the Free.
Who'll be number 41? --We'll know when the next election's done!

LINCOLN SONG
(Tune: Found a Peanut)



Found a poor boy,
Found an honest boy,
And Abe Lincoln was his name.
He worked hard and studied law.
It's how he earned his claim to fame.

Went to Washington,
Become our President;
Honest Abe so strong and tall:
Freed the slaves as we all know,
Won the peace for one and all.

When he died,
It was so sad,
But his bravery lives on;
A memorial we can see,
When we visit Washington.



POINT WITH PRIDE
(Tune: "Yankee Doodle")

America is beautiful,
With views beyond compare;
So let's always stash our trash,
And show her that we care.

come on guys, let's do our part,
And clean our country side;
And everywhere that we will go,
We can point with pride!

Every litter bit hurts you -
Remember this my friend;
If you don't show us that you care,
Where will our country end?
-Joyce Newell

THE PILGRIMS CAME
(Tune: Yankee Doodle)

The Pilgrims came across the sea
From England far away;
And now we thing of them
When it's Thanksgiving Day.

The Mayflower was their sailing ship
Across the waves and foam;
They landed here on Plymouth Rock,
And this was their new home.

The bitter winter was so hard
That many Pilgrims died;
By spring they had some growing crops.
And Indian friends besides.

When harvest time came they were glad;
They had learned many things,
The Indians joined them in their feast,
Their first Thanksgiving.

Some folks think that they were sad.
I think that they were gay,
We thank the Pilgrims every one,
For our Thanksgiving day.

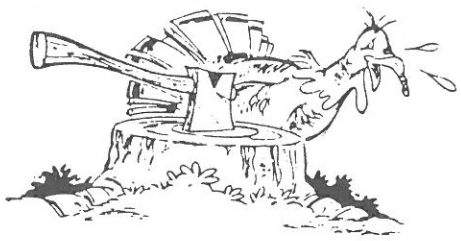




I'M A VERY FINE TURKEY
(Tune: Turkey in the Straw)

I'm a very fine turkey, and I sing a fine song,
Gobble, gobble, gobble, gobble, gobble, gobble, gobble,
I strut around the barnyard all the day long,
And my head goes bobble, bobble, bobble, bobble, bobble.

And when Thanksgiving Day finally comes around,
Gobble, gobble, gobble, gobble, gobble, gobble, gobble,
I'll go and hide so I can't be found,
Then my head will still bobble, as I gobble, gobble, gobble.



TURKEY SONG

My turkey went walking one morning,
The November weather to see.
A man with a hatchet approached her.
Oh, bring back my turkey to me.

CHORUS:
Bring back, bring back,
Oh bring back my turkey to me to me
Bring back, bring back
Oh bring back my turkey to me

I went down the sidewalk a shoppin'
The sights in shop windows to see,
And everywhere hung great fat gobblers,
Oh bring back my turkey to me.

CHORUS: (above)

I went out to dinner and ordered
The best things they had I could see.
They brought it all roasted and sizzling,
They brought back my turkey to me.

CHORUS: (above)

Brought back, brought back,
They brought back my turkey to me
Brought back, brought back,
Brought back my turkey to me.



BEAUTIFUL AMERICA
(Tune: "Home on the Range")



Our America's grand,
With such beautiful land,
From the redwoods
To the far eastern coast.
With spectacular views
In so many bright hues,
About America, we really can boast!

CHORUS:
Land, beautiful land;
With beautiful sights everywhere.
For the grandest on earth,
Is the land of our birth,
For beauty, she's beyond compare.



Let's always be proud,
Let's all stand and sing loud,
About the sights
That we see all around.
In no other land
Can we find scenes so grand,
It's the loveliest land we've found.



TURKEY APPLAUSE: Say "Gobble, gobble, gobble" then rub your stomach while saying "yum, yum."

PATRIOTIC APPLAUSE: Shout "U.S.A." and thrust right hand with doubled fist skyward,then shout "Hooray, Onward and Upward."

PAUL REVERE APPLAUSE: Pretend to be riding a horse, while moving up and down saying "The British are coming, the British are coming".

WOODCHOPPER'S APPLAUSE: Shout, "Chop, Chop, Chop, Timber."

POLITICIAN: Pat yourself on the back with one hand.



GEORGE AND THE APPLE TREE
(Audience Participation)

GEORGE.. "By George" APPLE TREES.. "Mmmmm Good"
ORCHARD.. "Trees, Trees, Trees, PATCHES... "Bow Wow"

As presidents go **GEORGE** Washington lead an interesting life. All of you have heard about the Cherry Tree incident, but have you ever heard of the one about the **APPLE TREE**.

The story goes like this...

One spring day **GEORGE** and his constant companion, his dog **PATCHES**, were walking around the homeplace, kicking rocks and what-not. On a lazy afternoon between the morning chores and the evening ones. **PATCHES** would bring **GEORGE** a stick to throw, so he could return it. Occasionally **PATCHES** would run up to **GEORGE** with the stick in his mouth, dance around **GEORGE** and run away down the road.

Off to the right of the road was an **ORCHARD**, with various fruit trees such as **APPLE TREES**, cherry trees, peach trees and pear trees. This **ORCHARD** was a large one and was close to the house. This being Monday the washing was hung out on the line to dry between two huge **APPLE TREES**. The wash, being shirts, linens, and such, was flapping in the breeze.

Boys being what they are and dogs being the same, a game of tag developed around the laundry so carefully hung in the sun to dry. First **PATCHES** ran between Poppa Washington's shirts and Momma Washington's best pillowcases, then around them came **GEORGE**. Past the longjohns, around the sheets, stirring a bit of dust, flapping the wash, and popping the clothes line. Around the **ORCHARD** they raced, behind a cherry tree, under the peach tree and back again. First **PATCHES** then **GEORGE** chasing **PATCHES** ran past the big **APPLE TREE** and started back again. Momma Washington came out the back door yelling, "**GEORGE! PATCHES!** What do you think you are doing?"

Poor **GEORGE** everything happened at once...he looked toward the door where his mother stood, kept on running...smack into the **APPLE TREE**!!! Kaboom!!! He grabbed the air, but got the clothes line instead. The wash fell, the clothes line came loose, what a mess for **GEORGE**. **PATCHES** didn't help either, cause in the excitement **PATCHES** left paw prints on the shirts, pillowcases, longjohns, and such. Well...mothers being mothers, after **GEORGE** was examined and found to be okay, with only a nice bump on the head, had **GEORGE** climb the **APPLE TREE** and rehang the clothes line. But even worse...**GEORGE** got to rewash the clothes...which is probably why nobody ever heard about **GEORGE** Washington's wash day or about **GEORGE** and the **APPLE TREE**.

CHRISTMAS SONG
(Tune: Rudolph the Red-nosed Reindeer)

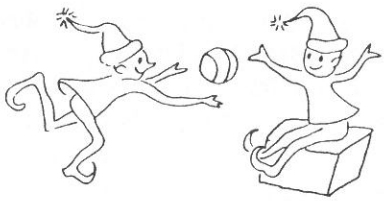
Here's to the Cubs in our den,
As they follow, help and give;
All of the boys in our den
Know just how a Cub should live.



Now that it's time for Christmas,
We've been very helpful boys,
We've gathered lots of old things,
Fixed them up like brand new toys.

Saved our pennies every meeting,
Bought a lovely Christmas tree,
Trimmed it up to take to our
Den adopted family.

Bright and early Christmas morning,
When they see our shiny toys,
We'll be happy that we shared
our Christmas joy with other boys.



JINGLE BELL ROCK

Jingle-bell, jingle-bell, jingle-bell rock, jingle bell swing and jingle bell ring,
Snow-in and blow up bushels of fun, now the jingle hop has begun.
Jingle-bell, jingle-bell, jingle-bell rock, jingle bells chime in jingle-bell time.
Dance-in and prance-in jingle-bell square in the frosty air,
What a bright time, it's the right time to rock the night away.
Jingle-bell time is a swell time to go glide-in in a one-horse-sleigh.
clock.
Mix and mingle in a jingle in beat, that's the jingle-bell rock.
That's the jingle-bell, that's the jingle-bell rock.

IN THE GOOD OLD WINTERTIME
(Tune: In the Good Old Summertime)

In the good old wintertime,
In the good old wintertime,
I love the snow, the rain, the sleet,
This season you can't beat.

I'm frozen in, I'm frozen out,
It is without a doubt,
The coldest time of all the clime
In the good old wintertime.

CHRISTMASTIME
(Tune: Jingle Bells)

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

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



SLEIGH APPLAUSE: Bob up and down on chair like riding a sleigh and say "Ting-a-ling" (3 times)

CHRISTMAS APPLAUSE: Pretend to crack whip and say, "On Dasher, on Comet, on Cupid"

CHINESE YELL: "Fooey! Fooey! Fooey!"

A MERRY MIX-UP

(An Audience Participation)

Cut out 1" x 3" cards from thin cardboard and print on them the items listed below-one to a card. Deal all the cards to the players. Have each player leave his card face down in a pile on the table. One person reads the story aloud. At the first blank space he pauses, and the player to his left chooses a card at random and reads it. Continue in this manner until the story is finished and then start over. It will be different each time. This could also be adapted to use at pack meeting with different parents reading the cards.

a blue kite	horseshoes	a broken television
an electric toaster	a purple dinosaur	moldy feathers
a torn Christmas card	a Christmas card	a little lamb
3 pounds of butter	a holly wreath	a fluffy pillow
green shoelaces	a snow shovel	a bow and arrow
14 cookies	bubblegum	some dirty socks
an evergreen branch	a silver dollar	a long white beard
a candy cane	a dog's bone	mistletoe
a tail light	a quart of eggnog	a ragged apron
a lipstick	hot mince pie	furniture polish

It was a cold winter night at the North Pole. The icicles on the eaves of Santa's cozy house hung down like ___ and the snowflakes were falling as fast as ___. Inside, Mrs. Santa Claus sat in her old rocker that creeked like ___. She was knitting a pair of mittens the color of ___.

"Where can Santa be?" she wondered, as she went to the stove. She picked up a ___ fastened to ___ and stirred a whole pot of stew with it. The stew smelled delicious, like ___.

"It's time for Santa to be home from his round-the-world trip," Mrs. Claus grumbled. "Last year his sleigh got stuck in ___, a runner broke off and he had to fit it with ___ and ___. But this year he promised nothing would go wrong, because he took along ___ for good luck."

Just then two little elves bounded into the room. Their frightened faces were the color of ___ and the bells on their shoes jangled like ___. "Mrs. Claus!" they cried, "Come with us! Something's happened over at the workshop."

Mrs. Claus tossed her knitting onto ___, which happened to be nearby. She followed the elves so fast she almost tripped over ___ in the doorway, and the door slammed with a noise like ___ as the three rushed to Sant's workshop.

Overhead, the stars twinkled like ___, and the snow lay on the ground as deep as ___. The quaint windows of Santa's workshop, which were shaped like ___, were brightly lighted, and Mrs. Claus could see a figure inside. He was grabbing left-over toys off the shelves with as much noise as ___ and tossing them into a big

bag now as lumpy as ___. "A robber!" she whispered to the elves. "You grab ___, and you grab ___, and I'll make a noise like ___ with ___, and we'll scare him away!" But before Mrs. Claus could Say "___," the workshop door opened and the person hurried out, his heavy sack loaded with Santa's toys.

"Stop thief!" Mrs. Claus tried to shout but she was so frightened her voice sounded like ___. The figure with the sack stopped short; then there was a jolly laugh and a "Well, bless my buttons--what are you doing out here so late?"

It was Santa himself! He explained that he'd run out of toys and had to return to the North Pole for more. He hurried into the house for a bowl of stew, which tasted better than ___ on that cold night. Then Santa rushed to his sleigh, the reindeer stamped their feet with a noise like ___, and they rose into the air as gracefully as ___.





MY AUNT CAME BACK

My aunt came back from old Japan;
She gave to me an old silk FAN.
(Make fanning motion with right hand)

My Aunt came back from old Tangeers;
She gave to me a pair of SHEARS.
(Make cutting motion with left hand)

My Aunt came back from the New York Fair;
She gave me a ROCKING CHAIR.
(Rock back and forth on your heels)



My Aunt came back from Holland, too;
She gave to me a WOODEN SHOE.
(Stomp right foot repeatedly)



My Aunt came back from Old Hong Kong;
She gave to me the game PING PONG.
(Move head to right and then left)

My Aunt came back from Kalamazoo;
She gave to me some GUM TO CHEW.
(Make chewing motion with mouth)

My Aunt came back from Timbuktu;
She gave to me some . . .
(Leader points to audience)
. . .NUTS LIKE YOU!

THE BULLFIGHT

The Bull: "Rghh-rghh-rghh"
The Bullfighter: "Viva-viva"
Trumpets: "Taa, ta-taa, ta-taa"
Beautiful Girl: "Oh, Senor"
Crowd: "Ole, Ole" (Everyone)

Tonight we're going to take you to a bullfight in South America. In the very front row on the shady side of the arena is seated a beautiful girl ___. Before the fight starts, the band plays and the trumpets ___ blow. The bullfighters ___ enter and march around the arena. The beautiful girl ___ throws her roses to the bullfighter ___.

The bullfighter ___ tosses his hat to the beautiful girl ___ just as the bull ___ charges into the ring. The bull ___ lowers his head and races toward the bullfighter ___, who gracefully steps aside behind his cape just in time. The crowd ___ shouts. The beautiful girl ___ screams.

The bull ___ charges again and the bullfighter ___ guides the bull ___ with his cape while the crowd ___ cheers. The trumpets ___ sound as a signal for the fight to end. Again the crowd ___ shouts, and the bullfighter ___ makes his 'kill'.

The bullfighter ___ bows gracefull to the crowd ___ while the beautiful girl ___ smiles and waves. As we leave the bullring, we hear, fading away in the distance, the shouts of the crowd ___ and the noise of the trumpets ___.

BULLFIGHTER APPLAUSE: Hold cape to one side and make pass, yelling "e". After 3 passes, get gored, with an "Ughhh".

ARIZONA INDIAN CHEER: Hold Cub Scout sign behind head like feathers. Say "Ugh". Lean forward from waist and say "Ugh". Leap into the air extending the Cub Scout sign high above head and say "Ugh".

SPANISH APPLAUSE: Stand with left hand on hip and right hand held above head in the manner of a flamenco dancer. Simultaneously, snap fingers of your right hand and stomp your feet in a fast tempo, while turning slowly. Continue until you have made a complete circle. About every quarter-turn, yell "Ole".

COLUMBUS APPLAUSE: Put hands up like holding a telescope and shout, "Land, Ho".

GENIUS AT WORK
(Tune: Down By the Station)



Out in his workshop (1)
Early in the morning (2)
See the brainy Cub Scout (3)
Busily at work (1)

Building a computer (1)
Watch him turn the knobs (4)
Buzz, buzz, flash, flash, (5)
Does not compute! (6)

ACTIONS:
1. Pound fist of right hand on left hand, as if hammering.
2. Yawn and stretch.
3. Point to head to show brains.
4. Cup right hand and turn in front of body, as if turning knobs.
5. Hold hands over ears while blinking eyes fast.
6. Hold had on head as if head hurts with an "oh no" look on face.

THE INVENTION
(Tune: Farmer in the Dell)



I had a genius kit,
Thought lots abvout it,
I laid the pieces side by side
And examined them bit by bit.

A cork, a bolt, a screw,
A piece of wood, too,
A leather scrap, some furry nap,
And a little bottle of glue.

A needle and some thread,
A nail without a head,
A piece of tire, a bit of wire,
And this is what I said.

"I don't see how this mess
Can really quite express
My urge for building something grand."
But now I must confess:

I sewed and nailed and glued,
Until the thing I viewed,
Was something grand, you understand,
A mechanical dog that mooed.

RACE YOUR CAR
(Tune: Row, Row, Row Your Boat)

Race, race, race your car,
Swiftly down the track.
If we don't place first this year,
Next year we'll be back!

OUR CAR
(Tune: Camptown Races)
CHORUS:
Pinewood Derby's here again,
Oh Boy, Oh Boy!
Dad and I would like to win,
Oh Boy, we will try!



My pop's thumb is sore,
From the carving knife,
Wish he'd let me try it too,
You can bet your life!
CHORUS

Our car looks a little weird,
Oh my, Oh my!
Glad it doesn't have to be steered,
Oh my, time to go!
CHORUS

Now it's racing down the track,
Hurry, Hurry!
We're close to the finish line,
Hurry up and pass.
CHORUS

We won the trophy, Dad and me,
Hurrah! Hurrah!
See the smile on old dad's face,
Cause we won the race!
CHORUS

PINEWOOD DERBY CAR
(Tune: My Bonnie)

My car is hung up on the race track,
The darn thing won't move up or down,
If only I'd followed instructions,
I'd have the best race car in town.
CHORUS:
Bring back, Oh bring back,
Oh bring back Pinewood Derby again, again,
Bring back, Oh bring back,
The race, cause next time I'll win.

RIGHT IDEAS
(verses are spoken, chorus sung
to tune of " The More we Get
Together")

CHORUS:
He has bright ideas, ideas ideas,
He has bright ideas,
We'll tell you now.

I'll build a rocket in a minute
Ten thousand people will fit in it;
We'll circle the moon on a two-hour
cruise.
But first I'll have to clean my shoes.
(CHORUS)

I'll build a giant TV set
To show the monsters I will get
When I safari up in space,
But first I have to wash my face.
(CHORUS)

I will cure the common cold,
And fix you so you won't grow old,
Each virus I will kill quite dead,
But first I have to make my bed.
(CHORUS)

I'll dive down to the bottom of the sea,
In a special boat designed by me,
All the sunken treasures I'll discover,
But first I have to ask my mother.
(CHORUS)

I'll make a very special glue
For all the atoms they split in tow,
I'll glue them back together again,
I'm late for school, so I can't say when.
(CHORUS)

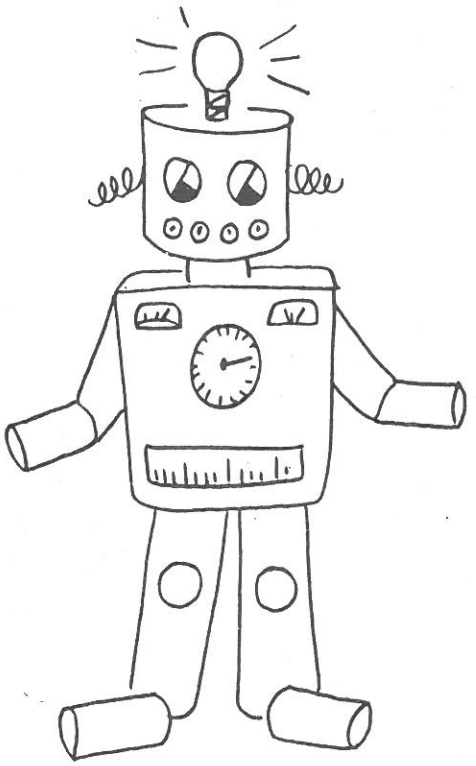
I'll draw designs for unbreakable eggs,
For biteless dogs and unscratchable legs,
For unspillable milk and fire without smoke,
But I can't get going cause my pencil broke.
(CHORUS)

HOW TO GET IDEAS
(Tune: Row, Row, Row Your Boat)

Use, use, use your brain,
Put your mind in gear,
Bright ideas aren't a strain,
You have some, never fear.

Think, think, think so hard
Service you can give,
Help some other people and
Your life's more fun to live.

Do, do, do your best,
Do a good deed now,
It will make you happy and
Cub Scouting shows you how.



BLAST OFF APPLAUSE: Start counting backwards from 5 to 1. Bend knees a little more on each count until you are squatting. Then say "Blast Off" and jump up.

ROBOT APPLAUSE: Walk in place, stiff legged and stiff armed, and say "Does not compute! Does not compute!"

BILLY BUILDER, THE GENIUS

Saw: "Zip, Zip"
Hammer: "Bang, Bang"
Nails: "On the Head"
Billy Builder: "If I had a hammer" (in tune)
Robot: "Does not compute - does not compute"

One fine day, young Billy Builder___ had nothing to do. So he decided to build a robot___ with nothing but a hammer___, a saw___ and some nails___. He decided that his robot___ should be very large, so it would require many nails___, and much hard work. Billy Builder ___ drew his plans, pick up his hammer___ and reached for the nails___. He started to work, day and night, and he wore out saw___ after saw___. His hammer ___ was worn out, and the robot ___ was still not finished.

Ten years past and Billy Builder___ was still at work; hammer___ and saw___ busy for days on end. Finally, after many years of hard work, Billy Builder___ had run out of nails___ and his last saw___ was dull; and his last hammer___ was broken. But his robot___ was complete. It stood 35 feet tall and was a work of art!

Now the moment had come for Bill Builder ___ to activate the mechanism that would make him famous. His name would go down in history as a genius. He laid down his saw___, and what was left of his hammer___. Pushing aside the remaining bent nails___, he made his way to the robot's___ controls. He pushed a button and waited. The robot___ said: "Should your name be linked to this project, I will deny any knowledge of your existence, and I will completely self-destruct in 5 seconds.

- Balboa Pow Wow Book

SKYROCKET APPLAUSE: Make motion of striking a match on your pants, lean over to likght rocket. Make a SH-SH-SH-SH sound, point from the floor to the air as it you were following it with your finger. Clap hands and yell "Boom!" spread arms out wide and say "A-h-h-h-h" to indicate falling sparks.

MELTING ICICLE APPLAUSE: Hang fingers down and say "Drip, drip!"

MAD SCIENTIST: Pretend to hold up a test tube in one hand. Pour something else in to it, then something else, then go "Ha, Ha, Ha, it is going to work....Oh no!!! SSSSSS Boom!"

A GENIUS THIS AND THAT

Norman: "Oh my!" (raise both hands)
This: "Right!" (raise right hand)
Right: "This!" (raise right hand)
That: "Left!" (raise left hand)
Left: "That!" (raise left hand)
Genius: All clap and cheer

This is the story of **NORMAN**, a boy who wanted very much to be a **GENIUS**. But no matter how hard he tried, it just didn't work out. You see, **NORMAN** had a problem. He could not tell **RIGHT** from **LEFT**. At school, the teacher would say, "When you know the answer, raise your **RIGHT** hand." By the time **NORMAN** figured which hand was which, it was too late! At home, it was the same thing. It was, "**NORMAN**, you have your **LEFT** shoe one the **RIGHT** foot.

Things weren't any better outside. In football, they'd send him in at **LEFT** end and he'd be **RIGHT**. In baseball, they'd yell "**NORMAN**, move to your **LEFT**." He'd move to the **RIGHT**.

Poor **NORMAN**. No matter what he did, it wasn't **RIGHT** or **LEFT**. But **NORMAN** was determined! Finally, he figured out what to do. He called it "**THIS**" and "**THAT**". "**THIS** was for **RIGHT** and "**THAT**" was for **LEFT**. Somehow it all seemed easier. And in no time, he had it down pat.

One day, while **NORMAN** was home alone, a burglar forced his way in. **NORMAN** was frightened! The burglar asked where his mother's jewels and furs were. **NORMAN** said, "In the closet". But when the Burglar said "Which one is **THAT**?", **NORMAN** of course answered "**LEFT**". The burglar followed these instructions and found himself in the kitchen. Being a smart burglar, he said "**THIS** isn't **RIGHT**". And **NORMAN** said, "Oh, yes it is, but you asked for **THAT**"

The Burglar become angry and said: "Now listen. I asked where the closet is. Do you understand **THAT**? **NORMAN** answered, "Oh yes, **THAT** is **LEFT**". The burglar said "**THIS** is enough!" And **NORMAN** said, "Oh no. **THIS** is **RIGHT**." Exasperated, the burglar said "Oh, forget it! Just tell me where the closet is!" And **NORMAN** said, "Turn **THIS**" but naturally the burglar misunderstood and turned the knob on the door in front of him, and he plunged headlong down the basement stairs.

Just then **NORMAN'S** parents came home, and when he told them what had happened, his father said the words he'd been waiting so very, very long to hear, "**NORMAN**, you're a **GENIUS**!"

-Pack-o-Fun Magazine

THE MARDI GRAS PARADE
(Tune: When Johnny Comes Marching Home)

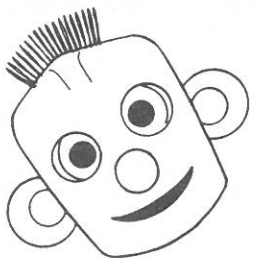
Here comes the Mardi Gras parade
And there's the band;
King Rex is dressed in crown and robe,
He rules the land.
Let's put on costumes and join the fun,
There's merrymaking for everyone,
At the Mardi Gras, the Mardi Gras parade.

It's carnival time in New Orleans
Hurrah, hurrah;
We'll stay up all night 'till morning's light,
Hurrah, hurrah;
Let's blow the whistle and bang the drum,
No sleep tonight for anyone,
At the Mardi Gras, the Mardi Gras parade.

MARDI GRAS FOR CUB SCOUTS
(Tune: When Johnny Comes Marching Home Again)

The Cub Scout Mardi Gras begins,
Hurrah, Hurrah,
We'll have parades and songs to sing,
Hurrah, hurrah,
With big brass bands and clowns around,
We'll sing and shout--make lots of sounds,
And we'll all be there
When the Mardi Gras comes to town.

We'll need a costume bright and new,
Hurrah, hurrah,
One for me and one for you,
Hurrah, hurrah,
We'll march and sing and prance and shouts,
With music, music all about,
And we'll all be there,
When the Mardi Gras comes to town.

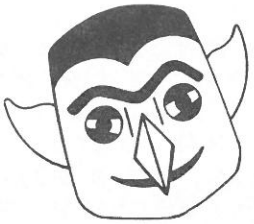




MARDI GRAS
(Tune: Jingle Bells)

Mardi Gras, Mardi Gras,
Mardi Gras is here,
We'll all have a lot of fun.
At Mardi Gras this year.

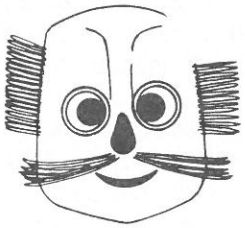
Mardi Gras, Mardi Gras,
Let's all celebrate,
Pack ___ has the best
Cub Scouts in the state.



THE BANQUET
(Tune: On Top of Old Smokey)

Our Blue and Gold Banquet's
The best one in town.
We celebrate Scouting
While gulping food down.

Cub Scouting's a pleasure,
And eating is too.
So pass the fried chicken,
Hurray, Gold and Blue!



CUB SCOUT MARDI GRAS
(Tune: Take me Out to The Ball Game)

Let's all go to the Mardi Gras,
Let's all join in the fun!
Singing and laughter and lots of joys,
Join the parade with all of the boys.
So, come lets' all go together,
Make Mardi Gras really great.
For it's Wolves, Bears, Webelos Scouts,
It will be first rate.

MARDI GRAS "MELLERDRAMA"

Pearl: wolf whistle
Pete: boo and hiss
Paul: cheer
Paddlewheel: toot toot!
New Orleans: everyone shouts hooray!

Once upon a time, in **NEW ORLEANS**, there was a beautiful Southern Belle, named **PEARL** Precious. Poor **PEARL** - she had inherited a beautiful plantation from her parents. The name of the plantation was **PADDLEWHEEL** **PEARL's** great grandfather, a riverboat captain, had built **PADDLEWHEEL.** Now **PADDLEWHEEL** belonged to **PEARL**, but she had no money to pay the taxes on it. Poor **PEARL** was about to lose **PADDLEWHEEL**, unless she came up with some money fast!

It was Mardi Gras time in **NEW ORLEANS**, and **PEARL** had to pay the taxes before the Mardi Gras ended - or else lose **PADDLEWHEEL**! To make things worse, **PEARL** was in love with a handsome young man named **PAUL** State. **PAUL** had everything a woman could ever want but alas, no money. Now there was an evil, ugly old man named **PETE** Persnickety who had nothing a girl could ever want but, alas, money!

PETE wanted **PEARL** to marry him, and **PETE** knew she needed money for **PADDLEWHEEL**, so, **PETE** proposed to **PEARL**, but as much as she wanted to save **PADDLEWHEEL**, **PEARL** could not marry **PETE** Persnickety, because she loved **PAUL** State - oh, what a pickle! If only she could think of a way to rob **PETE** and pay **PAUL**!

Suddenly, **PEARL** hit upon an idea! Since it was Mardi Gras time in **NEW ORLEANS**, why couldn't **PAUL** State disguise himself as **PETE** Persnickety and make the money the way **PETE** did? But how did **PETE** make his money? **PEARL** told **PAUL** about her idea. They decided that PAUL would follow **PETE** one day to see how he made his money - after all, they had to find some way, or **PADDLEWHEEL** would run aground! **PAUL** told **PEARL** not to worry, he would find out how **PETE** made his money, or his name wasn't **PAUL** State.

The next day, **PAUL** followed **PETE** all around **NEW ORLEANS**. Wherever **PETE** was, **PAUL** was right behind. And **PAUL** found out how **PETE** made his money! He told **PEARL** that all **PETE** did all day was go around and collect the money from all the wishing wells in **NEW ORLEANS** - coins that people had thrown in to make wishes. **PAUL** figured that since **PETE** had no corner on the market, he could collect the coins for **PEARL** and for **PADDLEWHEEL.** In the meantime, **PEARL** would keep **PETE** busy by having him take her to the Mardi Gras in **NEW ORLEANS.**

In order not to arouse suspicion, **PAUL** decided to wear **PETE's** mask. When **PAUL** put on a **PETE** mask, you could not tell the differnece between them. **PAUL** looked exactly like **PETE** - why, they actually looked like two **PETES** in a pod!!

So, while **PEARL** and **PETE** danced the hours away, **PAUL** made the rounds of the wishing wells for **PADDLEWHEEL.** On the last day of

(continued)

the Mardi Gras, in **NEW ORLEANS**, **PETE** and **PEARL** were sure pooped from all that dancing. However, **PAUL** State wasn't pooped! Proudly, he brought back to **PEARL** the money he had collected from the wishing wells in **NEW ORLEANS**. Anxiously, **PEARL** and **PAUL** counted the money. There was enough there not only to save **PADDLEWHEEL**, but also to allow **PAUL** and **PEARL** to be married. **PEARL** was beside herself with joy. She told **PAUL** how wonderful he was to have done so much for her, and she would be so happy to become Mrs. **PAUL** State.

On the day of the wedding in **NEW ORLEANS**, **PEARL** again, marveled to **PAUL** how he had fooled **PETE** and saved **PADDLEWHEEL**. **PAUL** told here she should never have worried. After all, didn't she know that when it comes to protecting property, You're in good hands with **PAUL** State!!!

SOME STUNTS

SAME SONG

Get partners. Have slips of paper paired, with names of familiar songs on them. Each person gets a slip and wanders around the room, humming or singing his song until he finds the other who is humming or singing the same song.

COMMUNITY SNEEZE

While seated, the group is roughly divided into three sections. The leader then asks the first section to say together "Hish" two or three times for practice, the second section "Hash" and the third section "Hosh". Then he asks the first section to add "ee" as in "Hishee", the second section "Hashee", and the third section "Hoshee". The leader then tells the group to say their word in unison at his signal. The ensuing sound is like an enormous sneeze.

SILENT ORATION

One person takes the "platform" and is given thirty seconds to deliver an oration using only gestures and facial expressions. No words are spoken, but the mouth may be moved as in talking. Then a second person performs for thirty seconds and the audience picks the winner by applauding.

MORE STUNTS

STAND A MINUTE

Good for any size of group. Let someone keep time with a second hand watch. At his signal, "Go" everybody stands until he thinks he's stood a minute, then sits. The timer calls out when a minute and five seconds have passed, so each can see for himself how good a judge of minutes he is.

EVEN OR ODD

Each player has ten or fifteen beans. He walks up to someone and asks, "Even or odd?" (Meaning the number of beans he has in his closed hand.) The person guesses, if he is right, he gets as many beans from the other as he has in his hand. If wrong, he pays a like number of beans. (Alternatively, fix a certain number of beans, such as 2 or 3 to be paid.) See who gets the most in a given time.

CHEERS

AFTER DINNER APPLAUSE: "Plop, plop, fizz, fizz. Oh what a relief it is."

MATCH APPLAUSE: Pretend to strike match on seat of pants. On second try, it lights. Look at it, and then shake your hand yelling, "Yeow".

OVEREATER'S APPLAUSE: Looking uncomfortable, rub stomach and say slowly, "I can't believe I ate the whoooooole thing."

WATERMELON YELL: Make motions of cutting slice of watermelon. Pick up a slice. When everyone is ready, take several quick bites, turn head, and give "raspberry" sound of spitting out seeds.

TYPEWRITER HOWL: Click, Click, Click.

B L B CHEER: Give me a "B" ... "B"
Give me a "L" ... "L"
Give me a "B" ... "B"
Put them all together and what do you have?
(putting finger between lips, go "Blb, blb, blb")

CUB SCOUT TRADITIONS
(Tune: Down in the Valley)

Cub Scouting traditions
Are really quite grand.
Boys who are Cub Scouts
Are the best in the land.
The best in the land,
The best in the land,
Boys who are Cub Scouts
Are the best in the land.



Cub Scouts do their best
To help others out.
Service to others
We should all think about.
We should all think about,
We should all think about,
Service to others,
We should all think about.

Cub Scouts thank God for
Their blessings so grand.
They are proud of their country,
Let's give it a hand.
Let's give it a hand,
Let's give it a hand,
They are proud of their country,
Let's give it a hand.



THE CUB SCOUT PACK
(Tune: You're A Grand Old Flag)

We're a Cub Scout pack, we're a high flying pack;
Down the trail of Akela we go.
From Wolf to Bear to Webelos,
As into good Cub Scouts we grow.
Every Cub is true to the gold and the blue.
And he never forets the fact
That all the fun a boy could want
He can find in a Cub Scout pack.



ADVANCE IN RANK
(Tune: There is a Tavern in the Town)

Advance in rank is what you do, what you do,
Cub Scouts can be lots of fun for you, fun for you,
Bobcat, Wolf, Bear, and Webelos, too.
Come join our happy, happy crew!

HEY, LOOK ME OVER!

Hey, look me over, lend me an ear,
Watch me advance in Scouting every year,
First I'm a Bobcat, then a Wolf and Bear,
Soon I'm a Webelos and on I'll go from there
A-singing,
Hey look me over, lend me an ear
Join me in a song and sing out loud and clear
That our Cubbing advancement is the way to grow,
Stand back parents, here we go!

FOUR CUB SCOUTS
(Tune: Three Blind Mice)

Four Cub Scouts, Four Cub Scouts,
See how they go, see how they go,
They all went after their Bobcat pin,
The Wolf and the Bear were the next to win,
and then they went to the Webelos Den,
Our four Cub Scouts.

THE PACK MEET
(Tune: Take Me Out To The Ball Game)

Let's go out to the pack meet,
Let's all join in the fun;
Song and games and lots of joys,
We'll have fun with all of the boys,
So, come on, let's work together
And make Cub Scouting a treat -
For it's Wolves, Bears, Webelos Scouts
At the old pack meet.

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

We're a pack of happy Cub Scouts,
"Webelos" is our tribe.
We are waiting to be Boy Scouts
When we become of age.
Don't you want to come and join us
Join our happy Pack?
Don't you want to be a Cub Scout?
Come, and "DO YOUR BEST."
(Cheer YOUR BEST!)

CUB DAYS
(Tune: School Days)

Cub days, Cub days, dear old golden pal days.
Harry and Henry and Jack and Bill,
There is Chubby and Tom and Phil.
They are our buddies, everyone.
When you're a Cub, it's lots of fun.
So, come join the pack and be a Cub.
Akela will lead us along.



THE ADVANCEMENT SONG
(Tune: Clementine)

We're the Wolf Cubs,
We're The Bear Cubs,
And true Webelos Cubs are we,
Altogether we're a Cub Pack
Known as well as (shout pack #)
Keep advancing, keep advancing,
Step by step, right up the line.
If you want to be a Boy Scout
Never, never lag behind.

DOORWAYS TO ADVENTURE
(Tune: My Bonnie Lies Over the Ocean)

Let's follow the trail to adventure,
The trail every good Cub Scout tries
With all of God's beauty around us,
The trees, and the streams, and the skies.

Chorus
Cub Scouts, Cub Scouts,
Adventure is part of Cub Scouting fun.
Cub Scouts, Cub Scouts,
Oh won't you come have fun with us?

Let's open the door to adventure,
With achievements, electives, and fun.
Cub Scouting is such an adventure;
It's exciting for everyone.
(Chorus)

And after we've had fun Cub Scouting,
Another door lies straight ahead.
We're prepared for the Scouting adventure,
And so we have nothing to dread.
(Chorus)

CUB SCOUT ADVENTURE LAND
(Tune: Johnny Comes Marching Home)

Let's open the door to Cub Scout Land
Hooray, Hooray.
You're welcome to join our jolly band,
We're on our way.
From Bobcat to Wolf and then to Bear,
There's lots of fun that we will share,
And we'll all be glad we
Visited Cub Scout Land.

We've badges and arrows upon our chests,
Hooray, Hooray.
We're working hard to earn the rest,
We're on our way.
We want to be a Webelos
To learn the things a Boy Scout knows,
And we'll all be glad we
Visited Cub Scout Land.

SCOUTING'S LADDER
(Tune: Jacob's Ladder)

We are climbing Scouting's ladder,
We are climbing Scouting's ladder,
We are climbing Scouting's ladder,
Loyal Cub Scouts, true.

There are lots of folks who help us,,
While we're climbing Scouting's ladder,
Every rung gets higher, higher,
But you can climb it, too.

First there's Bobcat, then there's Wolf,
Then comes Bear and Webelos.
Finally we join the Scout Troop.
Loyal Boy Scouts true.



ADVANCEMENT IN RANK
(Audience Participation)

As a change of pace, the boys in a den can use an audience participation as a skit. Divide the audience into sections and have a boy act as the "Cheer Leader" for each group. Whenever the underlined word is read in the script, the boy and his group shout out the appropriate phrase with enthusiasm. Encourage the boys to get into the spirit of the skit and boost their group's participation. Arm waving and jumping up and down are permitted, along with any other gesture that produces energetic responses.

WOLF - "Ahooooo"
WEBELO - "Let's Go Camping"
LEADERS - "Let's Go Boys"
BEAR - "Grrrrrr"
PARENTS - "I'll Help"
THE PACK THAT ADVANCEMENT BUILT - "Congratulations, Boys"

Once upon a time, there was a Cub Pack. Not a large pack, in fact, not even a small Pack. Just a medium-sized Pack. There were WOLVES _____ and BEARS _____ and WEBELOS _____. But they stayed WOLVES _____ and BEARS _____ and WEBELOS _____. And that's way the pack stayed a medium-sized Pack.

One evening, all the LEADERS _____ got together at the monthly pack LEADERS _____ meeting to figure out why their pack stayed medium-sized. One Den LEADER _____ thought it was the PARENTS _____ fault. One Den LEADER _____ thought it was the boys fault. One Den LEADER _____ didn't know whose fault it was!

But one Den LEADER _____ thought that the reason their pack stayed medium-sized was advancement! They had no advancement! So all the LEADERS _____ put their heads together and began to promote advancement. Soon, they were becoming THE PACK THAT ADVANCEMENT BUILT _____.

Their WOLVES _____ became BEARS _____ and their BEARS _____ became WEBELOS _____ and their WEBELOS _____ advanced to Boy Scouting. Soon the LEADERS _____ were happy, the PARENTS _____ were happy, and the boys were especially happy. They grew from a medium-sized pack to a larger, stronger pack. And with the LEADERS _____ help, and PARENTS _____ help, and the WOLVES _____, BEARS _____, and WEBELOS _____ help, they really were the PACK THAT ADVANCEMENT BUILT _____!



BOBBY WANTS TO BE A CUB SCOUT

BOBCAT	- Meee-OOOOOW
WOLF	- AHHHH-000000
BEAR	- GRRRRRRRRR
WEBELOS	- yell "WE'RE THE BEST - WE'RE #1"
ARROW OF LIGHT	- everyone clap

Bobby was out for a walk one day in the woods near his home. As he walked along, he met a BOBCAT. The BOBCAT appeared to be reading a book. Bobby asked the BOBCAT what he was doing. The BOBCAT said that he was trying to become a WOLF.

Bobby laughed, who ever heard of a BOBCAT changing into a WOLF. He continued on along the way. Soon he met a WOLF. The WOLF was working on a wood project. What are you trying to become? Laughed Bobby. "I am going to become a BEAR," said the WOLF.

How strange, thought Bobby. A BOBCAT who wants to be a WOLF, and a WOLF who wants to be a BEAR. Maybe I can find a BEAR who wants to be something else, too.

Sure enough he soon met a BEAR who was busy packing for a camping trip with his family. And what are you trying to become big BEAR? The BEAR said, I am going to be a WEBELOS.

What's a WEBELOS? So the BEAR explained to Bobby, how he could become a Cub Scout. First he could be a BOBCAT, and then a WOLF, and then a BEAR, and then a WEBELOS Scout. He might be able to earn the ARROW OF LIGHT. The highest award in Cub Scouting. Bobby said, "Thank you" to the BEAR.

Then he ran back past the WOLF and past the BOBCAT. He ran right out of the woods and straight home. He wanted to tell his parents that he wanted to join Cub Scouting so he could become a BOBCAT, then a WOLF, then a BEAR, and then a WEBELOS Scout - and maybe even earn the ARROW OF LIGHT.

PACK YELL - Clap your hands 3 times, stomp feet 3 times. Yell Pack _____ can't be beat!

BOBCAT - "Meow, Meow!"
WOLF - Howl like a wolf
BEAR - Growl like a Bear
WEBELOS - "We'll be Loyal Scouts!"

WHAT ARE WE - Every time the Leader asks "What are we?" - the group responds with: "One Happy Family!"

MISTAKE APPLAUSE - Clap Hands - but misses, fan air.

I LOVE THE MOUNTAINS

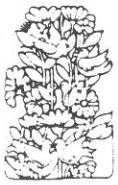
I love the mountains,
I love the rolling hills,
I love the flowers,
I love the daffodils,
I love the campfire
When all the lights are low,



Boom-de-adda, boom-de-adda,
Boom-de-adda, boom-de-adda;
Boom-de-adda, boom-de-adda,
Boom-de-adda, boom-de-adda.

(Repeat, with one group singing the verse while the other group sings the chorus at the same time)

CUB SCOUT CITIZEN
(Tune: Yankee Doodle)

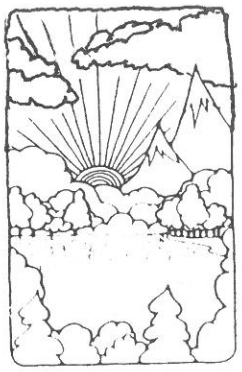


Honest Abe was President,
He stood for truth and justice,
He knew that loyal citizens
Make this country what it is.

CHORUS:
Here's to all the citizen,
Scattered through our land,
For each makes America
A nation that is grand.

Here's to men in uniform,
Our country they defend.
And each one is a citizen,
Their duty never bends.
CHORUS

The rich, the poor, the young
the old,
As citizens are equal,
America still stands as one,
A country of the people.
CHORUS



And I am but a young Cub Scout,
But I have learned this lesson.
I'll be a U.S. citizen,
I'll try to be the best one.
CHORUS

BEAUTIFUL AMERICA
(Tune: Home on the Range)

Our America's grand,
With such beautiful land.
From the redwoods
To the far eastern coast.
With spectacular views
In so many bright hues,
About America, we really can boast!

CHORUS
Land, beautiful land;
With beautiful sights everywhere.
For the grandest on earth,
Is the land or our birth.
For beauty, she's beyond compare.

Let's always be proud,
Let's all stand and sing loud,
About the sights
That we see all around.
In no other land
Can we find scenes so grand,
It's the loveliest land we've found.

ON TOP OF OLD SMOKEY

On top of old Smokey
All covered with snow
There lived a young Cub Scout
Who was going too slow.

He wanted his Wolf badge
He wanted it bad;
But he never could get it
Because of his dad.

His dad would not help him;
He never had time,
So this poor little Cub Scout
Was forced to resign.

Dads, remember this story
And help; your young son;
So he'll earn his Wolf badge,
And you will have fun!

-Rufus McKnight Jr.

SMOKEY THE BEAR

By STEVE NELSON and JACK ROLLINS



1. With a Ranger's hat and shovel and a pair of dungar-ees you will find him in the forest always sniffin' at the breeze. People
2. You can take a tip from Smokey that there's nothin' like a tree, cause they're good for kids to climb in and they're beaut-i-ful to see, you just
3. You can camp upon his doorstep and he'll make you feel at home, you can run and hunt and ramble any - where you care to roam. He will
4. If you've ever seen the forest when a fire is running wild, and you love the things within it like a moth-er loves her child, then you

stop and pay at-ten-tion when he tells 'em to be- ware, 'cause
have to look a-round you and you'll find it's not a joke, to
let you take his hon-ey and pre- tend he's not so smart, but
know why Smok-ey tells you when he sees you pass-ing through, "Re-

ev'-ry - bo-dy knows that he's the Fire Pre- ventin' Bear.
see what you'd be mis-sin' if they all went up in smoke.
don't you harm his trees for he's a Ran-ger in his heart.
member... please be care-ful... its the least that you can do."

Smokey - the Bear, Smokey - the Bear. Prowlin' and a growlin' and a

sniffin' - the air. He can find a fire - before it starts to flame. That's

why they call him Smokey, that was how he got his name.

PUT A LITTLE LOVE IN YOUR HEART

Think of your fellow man,
Lend him a helping hand;
Put a little love in your heart.
You see it's getting late,
Oh, please don't hesitate;
Put a little love in your heart.

And the world will be a better place,
And the world will be a better place.
For you ..... and me .....
Just wait..... and see.

Take a good look around
And if you're lookin down;
Put a little love in your heart.
I hope you will decide
Jesus will be your guide.
Put a little love in your heart.



SIT-DOWN HIKE

The leader explains that he is taking the group on a hike and they are to be doing as he does and say what he says. In the following, the lines are repeated twice at first to get you started. The audience should repeat all lines and do all the actions.

LEADER: Do you want to go on a hike in the mountains?
GROUP: Do you want to go on a hike in the mountains?
LEADER: Alright, let's go.
GROUP: Alright, let's go.
LEADER: Let's start walking (make walking sounds with feet on floor)
GROUP: Repeats above lines and actions. And so on for the rest of the story.
LEADER: We'll have to cross a bridge. (hit palms on thighs to sound like feet on a bridge)
Here we are across the bridge, and the horses are waiting to take us up the steepest part of the mountain. (hold reins with hands, bounce up and down on chair, while making clucking sounds with tongue against roof of mouth to sound like hoofbeats)
This is the end of the horse trail. We'll hike from here to the glacier. (walking sounds with feet on floor.)
Oh dear, we've run into a swarm of mosquitos. (walking sounds speeded up; start slapping face, neck, scratching here and there)
Let's walk faster and get away from these mosquitos. (walking sounds speeded up)
See off there. There's our glacier. (shade eye with one hand and point with the other)
Let's run. (running rhythm, slapping palms on thighs)
And now for the fun. We'll slide down the glacier. (give a 'Shooshing' sound, ending with 'wheee')
We came down a lot faster than we went up. Keep tramping. We will soon be back home. (walking sounds gradually become softer and softer, and finally stop)

GIANT SNEEZE: Divide group into three sections. On signal, one group says "O-hishie". Do this one after the other. Start slowly, go faster and faster until everyone combines to one giant sneeze.

FLOWER APPLAUSE: Like a flower blooming, raise part way up in your chair, look around and then stand up and yell. "Spring!"

EAGLE APPLAUSE: Lock thumbs and flutter fingers like wings and say "Cree, cree"

FLEA APPLAUSE: Click finger nails together.

THE HAPPY HIKERS

NARRATOR: We're going on a hike. Just do what I do and listen carefully.

(begin hiking in place) Here we go on a hike thru the woods and over the mountains. Come along with me. (smile, wave to group, and hike in place) We're coming to a steep hill. (bend over as if climbing) Now we're on top. What a lovely view. (shade eyes and look around) Now, we'll have to go down. (move hand like going down a roller coaster & say swooosh!) Boy, we're out of breath. (breath heavily)

Now, we're passing thru a meadow. (hike in place) What's that I see? (stop, look to one side) It's a rabbit! And a meadowlark. (look up) And a bumblebee! (run swiftly in place, waving arms as if fighting off a bee)

We're happy hikers. (hike in place) We're happy because of the beautiful mountains we see. (shade eyes & smile) and because of all that clean fresh air we are breathing (breath heavily) and especially because we got away from the buzzing bee. (smile, turn head to look behind you and wave bye to bee)

Now we're getting tired. (slow pace, walk droopily) There's what we need! (points) A cool refreshing drink from the river. (pick up pace, kneel down & scoop water to mouth) Ahhh, how refreshing. Let's be on our way (hike in place). Now let's try to jump over the river without getting our geet wet. (take big step, get feet wet, shake them off) Oh well, don't feel too bad about not making it. it was a wide river. At least we have cool toes. (shake feet again)

We'd better stop for lunch. (stop, reach in pocket, bring out sandwich, start eating, take handkerchief from pocket, wipe mouth, replace handkerchief, resume hiking in place) Ummmmm, that feels better.

Look, there's a lovely lake. (points) Let's swim across. (swim strokes, breastroke, sidestroke, backstroke) That was great! (resume hiking in place) Look at that crooked trail ahead. (point) It's nothing but twists and turns. (continue hiking - twisting and turning) I'm glad that''s over. I was getting dizzy. (stagger)

Look like we have come to the end of the trail. (stop) What do we do now? Are you tired? (shake head YES!) So am I. (sit down, wipe brow)



CIRCUS FUN
(Tune: Clementine)

At the circus there are lions
And they roar so very loud;
They send shivers sharp as slivers
Through the anxious, waiting crowd.



CHORUS:
O, the circus, yes, the circus,
Lots of fun for young and old.
Peanuts, popcorn, cotton candy,
Till your mouth no more can hold.

At the circus there are elephants
That parade an swing and sway,
As they work and never shirk
With mere peanuts as their pay.
CHORUS

See the circus when it's in town
For a day that's filled with fun.
You'll have thrills and lots of chills
That will last till day is done.



CIRCUS DAYS
(Tune: Johnny comes Marching Home)

The circus parade has come to town,
Hurrah, Hurrah.
With lions and tigers and bears and clowns,
Hurrah, Hurrah.
The acrobats will do some tricks,
The juggler performs with balls and sticks,
And we'll all be glad
When the circus comes to town.

The African lions growl so loud
They make me quake.
The tightrope walker walks so high
He makes me shake.
I laugh at the clowns as they perform,
Eat peanuts, candy, and hot popcorn,
Oh, join in the fun
When the circus comes to town.

THE DEN TRAPEZE
(Tune: Man on the Flying Trapeze)

We flew to our task with the greatest of ease
Our circus would have a sturdy trapeze.
With hammer and nails and our den leader's care
We thought we'd be able to fly through the air.

We finished the job for our big circus fling,
But our trapeze was leaning; we hoped it would swing.
The pack was assembled and ready to go,
When our trapeze crashed down-the star of the show.

MAN ON THE FLYING TRAPEZE



He flies through the air
With the greatest of ease,
The daring young man
On the flying trapeze.
His movements are graceful;
The girls he does please;
And that's what became of my love.
Ohhhh. (repeat)

FOUND A PEANUT
(Tune: Clementine)

Found a peanut, found a peanut
Found a peanut last night.
Last night I found a peanut,
Found a peanut last night.

It was rotten (etc.)
Ate it anyway (etc.)
Got a stomach ache (etc.)
Called the doctor (etc.)
Operation (etc.)
Kicked the bucket (etc.)
Went to heaven (etc.)
Met St. Peter (etc.)
Wouldn't have me (etc.)
Tried the other place (etc.)
Found my friends there (etc.)
Had a party (etc.)
Ate a peanut (etc.)





THE STORY OF A PACK - LIKE OURS???

PACK - "We're #1 (everyone joins in on this one)
PARENTS - "I'll help, I'll help!"
BOBCAT - "Meow, meow!"
WOLF - (your best wolf howl)
BEAR - "Grrrr, grrrrr!"
WEBELOS - "To the top!"

Once upon a time there was a pretty good PACK who did a lot of things and had a lot of fun. The PACK had a few new BOBCATS who had just joined the PACK with a lot of other boys waiting to join. There were also a few WOLF Cub Scouts, who were eight years old. Most of the Cub Scouts in the PACK were BEARS, who were 9 years old and some of these BEARS were almost 10 years old.

After a Cub has been a BOBCAT, WOLF, or BEAR, and has turned 10 years old, he becomes a WEBELOS. WEBELOS means We'll be loyal Scouts The WEBELOS program differs from the BOBCAT, WOLF, and BEAR because WEBELOS prepares the WEBELOS Scout to be a Boy Scout. The WEBELOS uniform is different too.

The WOLF and BEAR Cub Scouts work on achievements and electives for gold and silver arrows with their PARENTS. The WEBELOS work toward activity pins. These awards are presented at the PACK meeting for all the PARENTS to see.

The PACK was going along real well until summer came and a few PARENTS moved. The PACK is now in great need for PARENTS of the BOBCAT, WOLVES, BEARS, and WEBELOS to help the PACK.

The PACK needs the help from the PARENTS so the PACK can grow and continue to provide lots of fun for the BOBCATS, WOLF and BEAR Cub Scouts and the WEBELOS Scouts too! The PACK can't do a good job with only a few PARENTS doing everything, so PARENTS help your BOBCAT, WOLF, and BEAR Cub Scouts, and your WEBELOS Scouts get a better program of fun and adventure in our PACK. PARENTS help us now. What doe you say PARENTS?

TIGHTROPE WALKER'S APPLAUSE: Hold your arms out pretending to balance yourself on a tightrope, lean to one side and go "Ahhhhhhh" as you simulate falling.

DRUM APPLAUSE: On legs, make a rat-a-tat-tat sound 3 times, then hit stomach 2 times, saying "BOOM, BOOM".

MONKEY APPLAUSE: Semi-squat position. Raise your left hand to ribs under left armpits, right hand to ribs under right armpit. Make motions of scratching while hopping up and down and yell "Eeek, eeek!"

FITNESS
(Tune: On Wisconsin)

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

HEAD & SHOULDERS, KNEES & TOES
(Tune: There's a Tavern in the Town)

Head and shoulders, knees and toes, knees and toes,
Head and shoulders, knees and toes, knees and toes,
Eyes and ears and mouth and nose,
Head and shoulders, knees and toes, knee and toes.

1st - sing straight through, touching parts of body.
2nd - omit singing 'head', but still touch it.
3rd - omit singing 'shoulders' and 'head' but touch them.
4th - omit singing 'knees', but still touch them.
5th - omit singing 'toes', but still touch them.

BUILDING MUSCLES
(Tune: Are you Sleeping)

Building muscles
Building muscles
In Cub Scouts
In Cub Scouts
Climbing ropes and lifting weights
Stretching-Running-All these rate
And it's fun.
And it's fun!

1-2-3-4
(Tune: Daisy, Daisy)

One, two, three, four
Cub Scouts stretching tall
Let's all exercise
Together one and all,
Den pals all together,
Let's do a 30 yard run,
Getting in shape for fitness sake,
Can be a ton of fun!

TOUGHEN UP
(Tune: Clementine)

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

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

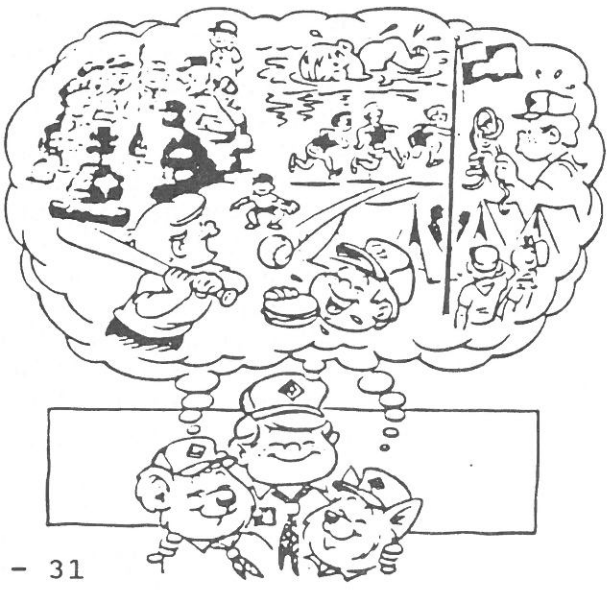
Watch 'em flexing, watch 'em bulging,
Watch your muscles groing strong,
Building muscles in our backyard,
That will last a whole life long.

A STRETCHING WE WILL GO
(Tune: A Hunting We Will Go)

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

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

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



STUNTS

Have the boys each place a chair against the wall. Each boy will then ben over this chair with his head touching the wall. He then is to move his feet back. His legs, from ankles to hips, should slant toward the wall. From this position, have each boy lift his chair and try to stand straight without moving his feet.

Have each boy stand with one shoulder, one arm, one leg, and foot close against a wall. Have the boys try to bring their outside feet up to touch the ones next to the wall. (Be careful the boys won't be hurt by objects nearby when they fall.)

Have boys stand with their heels and shoulders against the wall. Each boy will then drop a cloth about a foot in front of himself. They are to try to pick the cloths up without moving their feet or bending their knees. (The faster they try to bend, the harder they will fall.)

FIZZICAL FEET

Place a basketball on the floor, and instruct a player to sit on it while balancing his right heel on his left toe. Now see if he can perform some simple function such as lighting a candle, tying a squares knot, or threading a needle.

ONE OR TWO

Cross your fingers and place them on a marble. Then roll the marble under your fingers for a few seconds. Now close your eyes and repeat this action. Believe it or not, you will feel two marbles.

RHYTHMIC EXERCISES

Ask the group to follow your instruction:

Everyone stand.
Now, hands on your hips, hands on your knees,
Put them behind you, if you please.
Touch your shoulders, touch your nose.
Touch your ears, touch your toes.
Raise your hands, high in the air,
At your sides, on your hair.
Above your head, as before,
While you clap, one-two, three-four.
Now, hands upon the empty space (head)
On your shoulders, on your face.
Then you raise them up so high,
And make your fingers quickly fly.
Then you stretch them out toward me,
And briskly clap them - one, two, three.

POLE VAULT APPLAUSE: Stand your two fingers of one hand on your arm (like legs) Have them run down the arm to the wrist and then leap high in the air, as you bring your hand down, clap!

MOTOR CYCLE YELL: Stomp foot as starting motor cycle, say "Varoom", have arms out like hanging on to handle bars. Twist right hand and say "Varoom, Varoom". Now act like you are driving the bike and say, "AAAAAAAAAaaaaaaaaaAAAAAAAA".

JOCKEY CHEER: Stand with legs slightly bent, cap on backwards. Clap hands on thighs and bounce up and down to imitate riding a horse. Leader waves hands. All stop and yell "Whoa".

STANDING BROAD GRIN: The widest grin is judged the winner as judges measure each boy's grin.

BAWL GAME: Tell Cubs whoever makes the most noise for a given length of time, wins.

BASEBALL: Pretend to throw a ball up and pretend to hit it with a bat. After you hit the ball, shout: "Strike Three" or "Home run".



****

The world has many people in it who think it is a national calamity if they lose a contest. They lose their temper and act like bad sports. A good sport will do his best and, if he loses, look to the next game to do better and try to win.

****

A Cub Scout can learn to be a better boy if he remembers not to be a bad sport. You cannot always have your way, but, if you can learn to let some things run off you like water off a duck's back, you will be a lot happier.

****

CUB SCOUT INDIANS
(Tune: On Top of Old Smokey)

Down in the basement
Of the den Leader's house,
The Cub Scouts were working
As still as a mouse.
They made bows and arrows
And headdresses, too.
They were going to be Indians,
Creek, Blackfoot and Sioux.



They painted their headbands
In red, green and blue,
And some of the Cub Scouts
Had painted arms, too.
They made shields and breechcloths
And moccasins, too.
And a big Indian tepee
Large enough to walk through.



Pack meeting night came.
They arrived on the scene,
All dressed up like Indians,
Painted red, blue and green.
They danced and sang war chants
Around the campfire,
They had Indian contests;
No one seemed to tire.



The room was all filled
With excitement and noise.
No one could believe
Those wild Indians were boys.
When the wild Indians got home,
The parents all said
They were glad that their boys
Were now Cub Scouts instead.

AKELA'S COUNCIL
(Tune: Clementine)

When Akela holds his council,
And the campfire's all a-glow,
We'll form a friendship circle
As we sing so sweet and low.

O Akela, brave Akela,
True & fair Cub Scouts we'll be
To our Promise and the Pack Law
We will pledge our loyalty.

INDIAN TAPS
(Tune: Taps)

Great spirit come
With beat of drum,
Journey now,
With each one,
Great spirit please,
Till each one
Of your tribe
Reach their tepees.

DOWN BY THE TEPEES
(Tune: Down by the Station)

Down by the tepees (1)
Early in the morning (2)
See the Indian campfires (3)
Burning in a row (1)

Little brave is chopping (5)
Wood for tepee fires (3)
Chop! Chop! Crack! Crack! (6)
Watch him go. (7)

MOTIONS:
(1) Point down, make sign for tepee--
index fingers together.
(2) Yawn and stretch.
(3) Rub hands as if warming them over fire.
(4) Right hand cuts downward three times for
three rows.
(5) Chopping motions.
(6) Same as 5 followed by breaking stick
over knee.
(7) Shade eyes.



LITTLE WOLF & CRAZY BEAR

Little Wolf: Give a Wolf Howl Cowboys: "Yippeeee"
Crazy Bear: Give a Bear Growl Buffalo: "Hides"

Now Little Wolf ___ and Crazy Bear___ were from a tribe of American Indians who got their food hunting buffalo___. They roamed the plains, always on the look-out for buffalo___. But since the cowboys___ had come to their land, the buffalos___ were scarce. Little Wolf___ and Crazy Bear___ had a hard time finding any buffalo___ to feed their people. But they didn't have any trouble at all finding cowboys___. In fact, they had to hide quite often so the cowboys___ wouldn't shoot them. Up and down the plains Little Wolf___ and Crazy Bear___ roamed searching out the buffalo___ and hiding from the cowboys___.

One day Little Wolf___ saw something moving through the brush and he called to Crazy Bear___. "Hey, Crazy Bear___, what is that?" "I don't know, Little Wolf___" replied Crazy Bear, "But it looks like it might be good to eat." Little Wolf___ laughed and said, "I think it belongs to the cowboys___". "Well, I know it's not a buffalo___" replied Crazy Bear___. So Little Wolf___, a true Indian hunter, pulled back his bow and the arrow went straight to the mysterious animal. Crazy Bear___ then went to work skinning and preparing it to take back to the tribe.

After all this work, the two Indian hunters were hungry, so they built a fire and cooked some of the meat. "This tastes too good to be buffalo___" said Little Wolf___. "Yea" said Crazy Bear___. "Those cowboys___ sure raise good meat. I wonder why they kill our buffalo___."

When Little Wolf___ and Crazy Bear___ took the meat back to the tribe, all the women wanted more of this meat. So the hunters set out to find the cowboys___ and find what this strange animal was. When Little Wolf___ and Crazy Bear ___ came on the cowboy___camp, it was early in the morning. The cowboys___ were still asleep. Little Wolf___ and Crazy Bear___ saw one of those animals sitting way out from the camp, so they decided to kill it and drag it away. As they were dragging it away, two of the cowboys___ woke up. "Hey Buffalo ___ Bill, did you see that?" asked one of the cowboys___. "Sure did" was the reply. "I see someone finally got Sitting Bull.

INDIAN APPLAUSE: "HOW...HOW...HOW...UGH!"

BOW 'N ARROW: Make motion as if shooting an arrow & say "Zing...Zing...Zing...

INDIAN APPLAUSE: Stomp feet three times. Beat chest three times, give Indian war whoop with hand over mouth.

PONY EXPRESS: Have everyone gallop in place and shout "YIPPEEE"

HOW THE INDIANS STARTED IT ALL

CHIEF: stand & shout "Akela" & give Cub Scout sign
BRAVE: give a loud indian war cry!

Come join the CHIEF, around the council fire so bright,
As he tells you the tale of a BRAVE and his plight,
He had a problem, which caused him some doubt,
But that ingenious BRAVE, figured it all out!
It seems the nights, got so chilly indeed,
That for a shelter, the BRAVE found a need.
So he sat right down, and thought what to do,
Then set about, to make his dream come true,
But when the CHIEF noticed, the BRAVE not around,
He set about to see, if he could be found.
There on the far edge of the village was he,
Working as busy as he could be,
"What are you building", the CHIEF then cried,
As he stooped over, and looked inside.
The BRAVE then answered, with a grin so big,
As he said, "You see I must keep my Wig Warm - you dig?"
With that the CHIEF laughed, as he stepped in the door,
"A wigwam", he said, "This home shall be called evermore."
And then a storm, soon blew right their way,
Causing that wigwam to swing and sway.
The CHIEF when frightened, spoke in a spanish accent,
And these words he uttered, as for the door he went,
"Young BRAVE zee wigwam eet ees tepee, I say,"
"Call it what you want CHIEF, have it your way!"
So be it wigwam or tepee, the Indians' abode,
They serve the same purpose so our story is told!



OKLAHOMA INDIAN APPLAUSE: Hold Cub Scout sign behind head like feathers. Say "Ugh". Lean forward from waist and say "Ugh" again. Leap into air, extending Cub Scout sign high into air.

TONTO APPLAUSE: Yell, "Where does Tonto take his garbage?" And have the Cubs yell in reply, "To de dump, to de dump, dump, dump," to the rhythm of running horses and in a sing-song manner while clapping their hands on their thighs.

SIX SHOOTER APPLAUSE: Point finger in the air and yell, "Bang-Bang-Bang" then blow "smoke" from the "gun".

WHIP APPLAUSE: Pretend to snap a whip and yell "YWAW, YWAW".



A FISH STORY
(Tune: Battle Hymn of the Republic)

I went fishing at the lake one day
With worms and pole and pail,
To catch a fish for supper,
But instead I caught a whale
I crawled upon his slippery back,
And took myself a ride,
But he swam fast and I slipped off
And landed right inside.

Glory, glory hallelujah,
That's a fish tale I'll told to ya.
Aren't you glad that I am through ya?
(spoken - THANK GOODNESS!)



WHEN YOU TRAVEL
(Tune: Clementine)

When you travel, don't unravel!
Plan your trip ahead of time.
Those who go around in circles,
Never leave and stay behind.

FOLLOW ME BOYS

Sergeant Riley said there's a fight to win.
Follow Me Boys, Follow Me.
And it won't be done till we all pitch in.
Lift your chin with a grin and follow me.

CHORUS:
Follow Me Boys, Follow Me.
When you think you're really beat.
That's the time to lift your feet.

Follow Me Boys, Follow Me.
Pick 'em up, put 'em down and follow me.
Pick 'em up, put 'em down, pick 'em up.
It's a long long climb, but we got the will.
Follow Me Boys, Follow Me.
When we reach the top, then it's all down hill.
Till you drop, don't stop and follow me.

CHORUS

Follow Me Boys, Follow Me.
Pick 'em up, put 'em down and follow me.

ROCKETS AWAY
(Tune: Anchor's Aweigh)

Rockets away, my boys,
Rockets away,

We're off to see the star,.
The planets and more.

Blast off to meet new friends,
Learn their ways and soon,

When we return we'll be
Smarter for sure!



THE DARING SPACEMAN
(Tune: When Johnny Comes Marching Home)

I'm a daring astronaut,
Hurrah, hurrah.
I'm getting ready to blast off,
Hurrah, hurrah,
The rocket takes me high in space.
My capsule is a most comfortable place,
To a space adventure, I am on my way.

I'm orbiting now around the moon,
Hurrah, hurrah.
I think I'll land there very soon,
Hurrah, hurrah.
I pitch and yaw and roll through space.
I've not seen these sights any other place,
I'm a daring spaceman, won't you come with me?

Let's fly to other planets now,
Hurrah, hurrah.
Come fly with me, I'll show you how,
Hurrah, hurrah.
We'll stop at Mercury, Venus, Mars,
At Neptune we'll take a good look at the stars.
What a lovely sight ... the wonderful world of space.



THE BIG WHEEL

Divide audience into four groups to respond to the following words in story:

BIG WHEEL	--	Spin, spin
CANOE	--	Paddle, paddle
AIRPLANES	--	Zooooooooom
CARS	--	Rattle, rattle, bang

Man has invented many different things which go and has provided him with transportation down through the years. The Indian made his CANOE which took him from place to place and served his purpose well. Men like Henry Ford invented CARS which today is the most popular type of transportation. There were men like the Wright Brothers who pioneered the invention of the AIRPLANE. And then there is a group of people called the BIG WHEEL who really don't go anyplace or do anything, but they like to feel important.

This story is about one of those BIG WHEELS who just sat and spun his wheels and felt so important while he was doing nothing at all. Everyone around him was working on new and better types of CANOES, designing new and more efficient CARS and designing and testing new and faster AIRPLANES. But our BIG WHEEL just sat around feeling important, not doing anything to help anybody, while everyone else was doing the work.

Somehow he always seemed to get by and fool people into thinking that he was important because everyone around him was making progress. The BIG WHEEL depended on their brains and energy to make him look good. Finally one day, something happened that changed things overnight for the BIG WHEEL.

Everyone who had been working on the CANOES, the CARS, and the AIRPLANES decided it was time to teach the BIG WHEEL a lesson. They were tired of him doing nothing except acting important. So they all became very busy and didn't pay any attention to him. When something came up, the BIG WHEEL found he couldn't rely on the others to answer questions and make him look important. Finally the BIG WHEEL realized that he could not accomplish anything without help from others. He realized he was making no contribution to the world at all. He was just sitting there spinning his wheels, while the others accomplished a lot on CANOES, CARS, and AIRPLANES. BIG WHEEL felt very bad.

It was a terrible feeling when BIG WHEEL finally realized something he should have known all along. If you're going to get anyplace in this world, you can't expect other people to do all the work. You must learn to do your part and paddle your own CANOE.

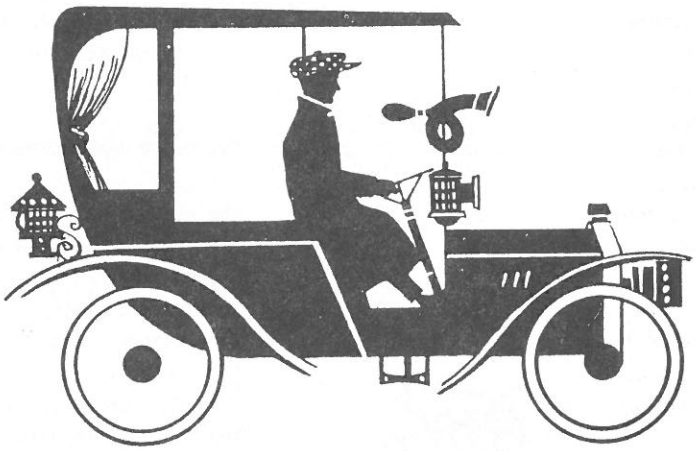
MOTOR BOAT APPLAUSE: Both arms out in front of you with palms together while you yell, "BBBBBBbbbbbbbbbbbbb".

STEAMBOAT APPLAUSE: Use both hands to make large rotory motions as if they were paddle wheels on and old side-wheeler. At the same time, say, "Chug-achug-chug". Then reach up with right hand and pull down say "Toot, toot".

LOCOMOTIVE: Start slapping your left arm with your right hand up at the shoulder. Gradually increase the speed, working down the arm, out to the ends of the fingers. Place your right hand over your eyes, as if peering into the distance, saying, "WHOO, WHOO".

FISH: Yell, "HOW LONG?" (Build up volume on HOW while spreading hands farther apart; on LONG, suddenly bring hands to about 6 or 7 inches from each other.

FLAT TIRE YELL: Start with a very loud, "SSSSSsssssssss" gradually fading out.



* *

CLOSING THOUGHTS

The principle occupation of each boy while he is growing up is school. Think of yourself. Are you merely putting in time, or are you trying to get all the rewards the school has to offer? The rewards can be great. It's up to you.

President Kennedy said that intelligence and skill can function best when the body is healthy and strong ... hardy spirits and tough minds usually are in strong bodies.

SING A SONG



Sing, sing a song,
Sing out loud,
Sing out strong.
Sing of good things, not bad
Sing of happy, not sad.

Sing, sing a song.
Let the world sing along,
Sing of love that could be,

Sing, sing a song.
Make it simple to last your
whole life long,
Don't worry that it's not
good enough
For anyone else to hear.
Just sing, sing a song



THE WEEKEND
(Tune: Battle Hymn of Republic)

I have seen the sky in darkness,
I have seen it in the sun,
I have felt the rain upon me.
I've enjoyed the snowy fun,
When the weather isn't cloudy,
Or the wind it doesn't blow,
It isn't only raining; it's the
weekend too, you know ...

CHORUS:
Glory, glory, it's the weekend!
Glory, glory, it's the weekend!
I can tell because it's raining,
and it's 42 below.
As we Cubs go marching on!



I'M LOOKING OVER A 4-LEAF CLOVER

I'm looking over a four leaf clover
That I over looked before.
One leaf is sunshine, the second is rain

No need explaining the one remaining
Is somebody I adore.
I'm looking over a four leaf clover
That I over looked before.

THEY GO WILD

They go wild, simply wild over me;
They go mad, just as mad as they can be;
No matter where I'm at,
All the chiggers, lean and fat,
The tall ones, the small ones --
I scratch them off like that!

Every night, how they fight over me,
They just run from my head down to
my knees;
Though I use some salty grease,
I can never rest in peace ...
They go wild, simply wild over me.

THE OLD MAN



It's raining,
It's pouring,
The old man is snoring,
Bumped his head,
And he went to bed,
And he couldn't get up
in the morning.

THE GREEN GRASS GREW ALL AROUND

The green grass grew all around, all around,
The green grass grew all around.

And in that grass, there was a tree,
The prettiest tree that you ever did see,
The tree in the grass, the grass on the
And the green grass grew all around, all
The green grass grew all around.

And on that tree, there was a limb,
The prettiest limb that you ever did see.
The limb on the tree, the tree in grass, etc.

And on that limb, there was a nest,
The prettiest nest that you ever did see,
The nest on the limb, the limb on the tree,
etc.
And in that nest, there was a bird .....

And on that bird, there was a bug .....

And on that bug, there was a flea .....

A LESSON FOR THE BIG BUGS
(Audience Participation)

BEES	--	Buzz-buzz	ANTS	--	Croak-croak
FROG	--	Croak-croak	WOODS	--	All sounds together
MOSQUITOS	--	Bite-bite			

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

As soon as they arrived at their destination, they picked out a nice spot to spread their picnic. Billy and his brother ran off to chase a FROG. They heard some BEES gathering nectar, and watched some ANTS busy at work. They even awaited some MOSQUITOS and felt right at home with their nature friends.

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

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

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

Billy said, "It seems to me that the WOODS and the MOSQUITOS and the ANTS and the BEES are trying to tell us something." "What's that?" asked Dad. "Well," said Billy, "just look around here and you will see that we haven't been very nice visitors in the WOODS. Look at all the trash we've thrown around. It seems that we're the worst bugs of all -- litterbugs."

So the family started to clean up the mess and afterwards they all felt better. They took a nice walk through the WOODS listening to the sounds. They actually enjoyed the buzzing of the BEES; the croaking of the FROGS and they even watched an army of ANTS at work.

When they returned home they were tired, but happy that they had learned an important lesson that day. The worst kind of bug is a litterbug!

- adopted from Balboa Pow Wow Book

FISHERMAN'S LUCK
(Audience Participation)

Divide audience into three groups:

FISHERMAN	--	"Great Day for Fishing"
FISH	--	"Bubble, bubble"
WORM	--	"Wiggle, wiggle"
REEL	--	(everyone pantomine reeling in a fish)

Once there was a FISHERMAN who went fishing on a sunny day in July. He was hoping to catch a big FISH. He found a nice spot on the bank of the river.

The FISHERMAN put the REEL on his rod, and a WORM from a can on his hook and started to FISH. He patiently waited and waited, but no FISH came to eat the WORM on his hook. The FISHERMAN decided to leave his hook in the water and prop up his rod with a stick and take a walk. When he came back, the rod was bending over, and he was sure he had caught a big FISH.

The FISHERMAN wound in the REEL, and he found only a stick on his hook, but the WORM was gone. So the FISHERMAN put another WORM from the can on the hook and left his rod propped up on a stick again. This time when he came back, the FISHERMAN found the rod was bent over again and he was sure he had caught a big FISH. But when he wound in the REEL, he found a tin can on his hook, and the WORM was gone.

The FISHERMAN put another WORM on his hook, propped up the rod on a stick, and closed his eyes and went to sleep. He dreamed of big, big FISH ... hundreds of FISH, jumping out of the river. When he awoke, his rod was bending over again, but he said to himself, "It's probably just another stick or tin can." But when he wound in the REEL, there was a beautiful big FISH on the hook. Just what the FISHERMAN wanted!

RAINSTORM APPLAUSE: Start by gently patting knees alternately to simulate light rain. Increase the noise by rubbing palms of hands together then clapping as storm reaches its height. With a hand signal, have everyone shout, "BOOM" to represent thunder. Gradually clapping to swishing then patting kneeds as the storm subsides.

LIGHTNING APPLAUSE: Shake your finger like jagged lightning and go "ShhShh" on each jagged movement. To add thunder -- add a "BOOM" after every 4 "lightning" jags or so.

DISCO MOSQUITO: Slap face and arms in a rhythm that goes 1, 2, 3, 4, and end with a disco pose saying "Stayin' Alive, Stayin' Alive"

MOSQUITO: With hand, slap yourself on neck, arms, and legs while saying "Oooh, aaah, aaah OUCH!"

SONGS

OLD MCDUFF

To tune of: Old McDonald had a Farm
Old McDuff had a used car lot.
Lemons Yo, Ho, Ho.
And on his lot he had a Nash.
Lemons Yo, Ho, Ho.
With a putt-putt here.
And a putt-putt there.
Here a putt.
There a putt.
Everywhere a putt-putt.
Old McDuff had a used car lot.
Lemons Yo, Ho, Ho.



And on his lot he had a truck.
Lemons Yo, Ho, Ho.
With a sputter-sputter here.
And a sputter-sputter there.
Here a sputter.
There a sputter.
Everywhere a sputter-sputter.

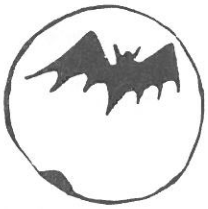
With a putt-putt here.
And a putt-putt there.
Here a putt.
There a putt.
Everywhere a putt-putt.
Old McDuff had a used car lot.
Lemons Yo, Ho, Ho.

Model-T (cough-cough)
Tractor (rrrr-rrrrr)
Hot Rod (vroom-vroom)

TWELVE DAYS OF HALLOWEEN
(Tune: Twelve Days of Christmas)

On the first day of Halloween
My true love gave to me
An Owl in an old dead tree.

(continue with:)
Two trick of treaters
Three black cats
Four skeletons
Five scary spooks
Six goblins gobbling
Seven pumpkins glowing
Eight monsters shrieking
Nine ghosts a booing
Ten should a groaning
Eleven masks a leering
Twelve bats a flying.



GREAT PUMPKIN IS COMING TO TOWN

(Tune: Santa Claus is coming to Town)

Oh you'd better not shriek,
You'd better not groan,
You'd better not howl,
You'd better not moan,
Great Pumpkin is coming to town!



He's gonna find out
From folks that he meets,
Who deserves tricks
And who deserves treats;
Great Pumpkin is coming to town!

He'll search in every pumpkin patch,
Haunted houses far and near,
To see if you've been spreading gloom
Or bringing lots of cheer.

So you'd better not shriek
You'd better not groan,
You'd better not howl,
You'd better not moan,
Great Pumpkin is coming to town.



DO YOUR EARS HANG LOW

Do your ears hang low,
Do they wobble to and fro
Can you tie them in a knot
Can you tie them in a bow
Can you throw them o'er you shoulder
Like a Continental soldier,
Do your ears hang low?

Do your ears hang high
Do they reach up to the sky
Do they droop when they're wet
Do they stiffen when they're dry
Can you signal your neighbor
With a minimum of labor
Do your ears hang high?

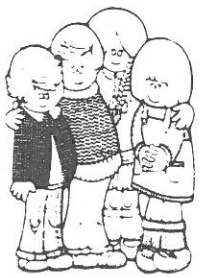
Do your ears flip, flop
Can you use them for a mop
Are they stringy at the bottom
Are they curly at the top
Can you use them for a swatter
Can you use them for a blotter,
Do your ears flip, flop?

TRUE BLUE BILL

I grew up in the mountains
Out where the snakes have legs.
Where the hoot-owls speak in English
And the roosters lay flat eggs.

I shaved my beard and mustache
The morning I was born.
That night beat up a cyclops
And torn off his big horn.

CHORUS:



Now I'm, a truthful fellow.
They call me True Blue Bill.
I never told a falsehood.
You can bet I never will.

I've had some great adventures.
I've sailed the seven seas.
I've tamed man eating monsters
From lions down on to fleas.

I've swam the great Pacific.
I've walked around the moon.
I've waded in forty feet of snow
The thirty-first of June.

CHORUS:

Now I'm a truthful fellow.
They call me True Blue Bill.
I've never told a falsehood.
You can bet I never will.



I use to be a flier
And in my air-o-plane,
I flew across the ocean
And started home again.

When I got half way over,
The dog-gone motor balked,
So I left the old thing sit up there
And I got out and walked.

CHORUS:

Now I'm a truthful fellow.
They Call me True Blue Bill.
I've never told a falsehood.
You can bet I never will.



Once when I was shipwrecked,
On Islands in the sea,
By cannibals I was captured
And tied up to a tree.

They danced and beat their pom-poms
And they got rather rough.
But they said I wouldn't make good steak,
I was too dog-gone tough.

CHORUS:

Now the father of our country,
He never told a lie.
And he was my great uncle.
So I ask you: "Why should I?"

I'M A NUT

I'm a little acorn round
Lying on the cold, cold ground
Everybody steps on me
That's why I'm cracked you see.

CHORUS:
I'm a nut (clap) in a rut (clap)
I'm a nut (clap) in a rut (clap)
I'm a nut (clap)

Coca Cola came to town
Pepsi Cola shot him down
Dr. Pepper fixed him up
That's why we drink Seven-up

CHORUS:

I called myself up on the phone
Just to see if I was home
Asked my self out for a date
Picked me up at half past eight

CHORUS:



THE WONDERFUL CELLAR BAND

Dusty Old Cellar:	"Cree-eek, Ah-Choo"
Empty Glass Jug:	"Boop, Boop"
Rusty Saw:	"Whaang, Whaang"
Beat Up trash Can:	"Crash-Bam"
Faded Old Hat Box:	"Rat-a-tat-tat"

Once upon a time, as many stories begin, in a dusty old cellar ___there lived a group of very good, very old and very out-dated friends. There was an empty glass jug___, a rusty saw___, two beat up trash cans___ and a faded old hat box___. Now these old friends had been in the dusty old cellar___ for a very long time. and except for being moved about from time to time, they were left alone to rust or turn to dust. Needles to say, they were very lonely.

One day, the empty glass jug___, in a deep low voice said: "It's too quiet here. I wish something would happen". "Now really, jug___" said the rusty saw___, "What could possibly happen here?" "Why, "said the faded old hat box___, "I've been sitting on this cellar___ shelf for 20 years and all I've seen is two mice and a Daddy-Long-Legs spider." "The empty glass jug___ is just getting older and emptier", said the beat-up trash cans___. "Don't pay him any mind".

Suddenly there was the sound of footsteps on the cellar___stairs. Four young boys, all dressed alike, came cautiously down the cellar ___steps. They were talking in hushed voices. "Are they twins?" asked the faded old hat box___. "I think they're Pygmies?" said the rusty saw___in a lofty voice. "Nonsense, said the empty glass jug___. "They're Cub Scouts" said the beat-up trash cans___. By now, the old friends were very curious and excited. They listened as the boys talked.

"Boy, it's spooky down here in this dusty old cellar___" said Jim. "Don't be a 'fraidy cat", said Mike. "Aw heck, let's go" said Jack. "No, wait" said Bill. "I've got an idea. We have to do a stunt for Den Meeting, don't we?"

"Yea, that's right," the other three chorused. "Well," said Bill, "Let's have a band...a cellar___band". "A band!" they yelped! "Sure", said Bill. "I'll play that rusty saw___. Jim, you take that empty glass jug___. Mike, that faded old hat box___will make a neat drum. And Jack, those beat-up trash cans___lids would be swell cymbals."

Well, of course, you know the rest. Den Three made new friends with old friends, right there in the dusty old cellar___, with an empty glass jug___, a rusty saw___, a faded old hat box___and two beat-up trash cans___, and for all we know, they may be playing yet.

By Judy Fowler

THE FAIR MAIDEN'S PLIGHT

Knights: "Clankety-clank"
Maiden: "Help, help"
Mean King: "Gr-r-r"
Dragon: "Roar-r-r-r-r"

Back in the days of bold knights___ and fair maidens___there lived a mean king___ with his daughter, who was indeed the most beautiful maiden___ in all the land. All those who passed by their castle would see this fair maiden___sitting by the hour in the window longing to be set free.

It was told about the land that this fair maiden ___ had a curse put on her by a wicked witch, that if a dragon___which lived in the woods close by, were to look upon her, she would suddenly become the most ugly maiden___who ever lived. That is why the mean king___kept her locked within the castle.

Of course, after hearing this, all the brave knights___for miles around came to that part of the land, hoping to kill the terrible dragon___, and thus save the fair maiden___from a terrible fate. Night and day the brave young knights___searched for that terrible dragon___. Each one hoped to save the fair maiden___and take her away from the castle of the mean king___.

One day there came a gallant knight___who was much wiser than all the rest. He decided that since the dragon___was nowhere to be found that maybe there was another reason why the maiden___didn't come out. He rode his horse as swiftly as he could and charged at full speed right through the door of the castle, sending debris and rubble flying in all directions.

It seems the maiden___couldn't find the door because the castle was such a mess, and that is why she hadn't come out.

The brave young knight___bounded up the stairs and carried his fair maiden___down and put her on his horse. They rode away from the castle of the mean king___and left the other knights___still searching for the terrible dragon___which didn't even exist.

-Balboa Pow Wow Book 1969

IMAGINARY: Pretend you are clapping but have hands go by each other instead of hitting.

UFO APPLAUSE: Hold index fingers to forehead and shout, "Take me to your leader."

FARRAH FAWCET APPLAUSE: In a high voice "Hip, Hip, Hooray" (wiggle hips)



THE WONDERFUL WORLD OF SKITS

Skits are appealing to boys of Cub Scout age. They help channel a boy's imagination. He doesn't just play he's a pirate. He is a buccaneer sailing under the Jolly Roger. Dramatics are important in the growth of boys because it gives them an outlet for the 'let's pretend' part of their character. It gives the boys a chance for creative expression rather than imitations or exhibitionism.

Skits let a boy express his choice of characters and develope his power of observation by helping him recognize the desirable characteristics in the people he sees. They let him play the parts he has always dreamed. Skits create in him the desire to improve his own interpretation of other people.

You can expect an increase in the boy's powers of observation through skits, and also a gradual diminishing of self-consciousness.

Things to Avoid

1. Dramatization of undesirable characters.
2. Allowing a Cub to attempt a characterization which is difficult for him, causing him to become discouraged.
3. Criticism which makes no attempt to suggest a better way out.
4. The tendency of the more capable Cubs to do all the work.

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

Keep Skits Fun. Fun makes a good skit. Whether the theme is serious or humorous, the skit must be fun for the boys.

1. Keep it simple.
2. Keep it short. (3 to 5 minutes at the most)
3. Avoid long memorized dialogue. Pantomines are great.
4. Use simple scenery, props, costumes - if any.
5. Let every boy take part.
6. Use stage directions liberally - tell who goes where and does what.
7. Make your audience hear. Boys should speak slowly, clearly, loudly. If the audience laughs or applaude, actors should pause before continuing their lines.

How to Write a Skit. Follow this outline:

1. Boy Wants Something. . .friendship, a gold mine, a trophy, to find a lost planet, etc.
2. Boy Starts to Get It . .by canoe, plane, horseback, foot, or some other way.
3. Obstacles Stop Boy . . .crocodile, native headhunter, false friend, a secret enemy, etc.
4. Boy Achieves Goal. . . .through an act of kindness, wisdom, bravery, magic, unexpected help or some other way.

CREATIVE DRAMATICS

Here are some warm-up exercises designed to stimulate the creative imaginations of a den of Cub Scouts. They should first learn to think together and share creative experiences. Start off with a simple pantomine, without any words at all ... just 'body language' using the total body or some part of it to express a kind of activity. This will help the boys learn to concentrate on the thing being done; develop bodily freedom; dissolve tensions and activate the imagination.

First have the boys engage in 'all-over' activities such as:

1. Bat balloons high into the air (pantomine - no props)
2. Skip rope all around the room.
3. Crawl through a thick jungle full of long-hanging branches and heavy vines.

From 'over-all' activity, then concentrate on smaller aspects of 'body-talk':

1. Have one boy pitch a ball and another catch (asking such questions as "Will the ball be pitched high? low? hard? short of the catcher?" "Will the catcher be able to catch the ball? Will he miss it? Will he fall down trying to catch it?"
2. Walk a tight rope in the air.
3. Follow a buzzing fly around the room and finally swat it.
4. Brush teeth, wash hands and face, comb hair.

At this point, try 'animal pantomines'. Much can be learned from the movements of animals, and Cubs should be encouraged to watch animals to see how they move. Try such exercises as:

1. A cat waking up from a nap
2. A cat watching a bird
3. A cat rubbing up against a person's let
4. A cat curling up and going to sleep

Then go on to these:

1. A dog sitting up and begging
2. A dog walking along, sniffing the ground
3. A colt prancing and kicking up his hind legs
4. A tiger pacing his cage
5. A bear eating peanuts
6. Monkeys hopping around
7. A camel standing quietly and chewing
8. An elephant balancing on a barrel



Try mood pantomine. Ask the boys to react to such statements as:

1. No school today
2. The picnic has been call off.
3. I have the measles.
4. We're lost.

Then select some individual boys to express these moods in pantomine:

1. You get caught eating forbidden cookies.
2. You have to practice the piano, and you'd rather be outside playing ball.
3. You bring home a bad report card.
4. You walk down a muddy street in your best shoes.

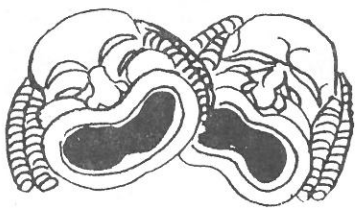
Then try some more extensive change of mood pantomines such as:

1. You are alone at night ... you hear a strange noise ... you are frightened ... you work up enough courage to find out the cause of the noise ... you discover the screen door is unhooked and is hanging in the wind.

2. You jump out of bed and think you'll be late for school ... you jump into your clothes ... and start to tear out of your room, and you stop short ... you remember that today is Saturday.

3. You come home from school, hungry as a wolf, and rush to the kitchen for some of your favorite cookies ... the cookie jar is empty.

When Cub Scouts have had some experience in pantomine, they will feel more secure in accepting roles which involve short dialogue. In many cases, they can improvise dialoge, which eliminates the necessity of memorizing lines.



YOU ARE LIMITED ONLY BY YOUR OWN IMAGINATION.

Stage Make-Up for Cub Scouts

You have written your skit, assigned the parts, and the boys have been busy making costures. What's left? Make-up, of course! Here are a few simple tricks to help you use make-up to its best advantage with the boys.

Why use make-up:

1. It helps to tell the audience what the character is like.
2. It makes the character seem more real to the other actors, and as a result, everyone plays his part better.
3. It hides an actor's own features, changes his form, and makes him appear larger or smaller, older or younger, and can alter his character completely.

Theatrical make-up is expensive, and since most Cub Scout leaders work on a limited budget, we're going to concentrate on inexpensive substitutes.

MAKE-UP HINTS:

Make-Up Base - A simple recipe for a homemade make-up base is equal parts of liquid cleansing cream and powdered sugar. Combine the two, first sifting the sugar to remove lumps; mix well; and you have a simple white base which can be used for Clown White. Tint with a few drops of green food coloring for Monster make-up. Or tint with mixture of red and blue for a Purple Martian. Or, mix red, yellow, or blue separately for Indian war paint. This make-up is non-toxic and wipes off easily, leaving little trace of color behind.

Ordinary lipstick can be used for both lip color and rouge.

Eyebrow pencil can be used to darken or change the shape of eyebrows, to line the eyes, to make freckles, moustaches, sideburns, beards, and wrinkles.

Spirit gum is used for applying wool crepe hair for whiskers, mustaches, beards and eyebrows. Spirit gum will stick only to dry surfaces.

Beards can be made from dry coffee grounds applied over a thin layer of vaseline or cold cream.

Eye shadow of different colors can be used not only on eye lids, but under the eyes to give a "hollow" look, or on either side of the bridge of the nose to change the shape of the nose, or to make eyes appear sunken.

Rouge on the cheeks and eye shadow will highlight the features of any actor and improve his appearance from a distance. Eyebrows can be darkened. Powder over this make-up.
To age a character, have him frown and wrinkle his forehead; use gray eyebrow pencil to mark in the creases. Pencil in lines that run from either side of the nose down to the mouth. More lines add more year.

Cornstarch powder into the hair helps make older characters. Remember, the hair usually begins to gray at the temples first and in streaks. Or pat talcum powder into your hair with a big powder puff. Don't worry, it will brush or wash out.

To make a wig of white hair, use an old stocking. Pull the stocking down over your hair and ears. Tie it off at the top and cut off what is left. Use scotch tape to fasten cotton balls all over the stocking.

To make curls, cut pieces of paper in strips. Curl each strip by holding one and between your left-hand thumb and a long pencil. Press lightly with your thumb and pull the strips over the pencil with your other hand. Do this several times for a stiff cur. Sew or tape the curls to the stocking wig.

To make braids, stretch about three strips of crepe paper, 3/4" wide. Twist each strip around the other. Now braid the three strips together. Use black crepe paper to make an Indian wig.

For a bald head, use an old bathing cap (white or flesh color) for the base. Paint or glue a fringe of yarn hair around the edge.

Black-tooth enamel or black crayon can be used to give the effect of missing teeth.

With nose putty, you can make a big nose or cover your own eyebrows. It can also be used to form a raised scar or bump or change the shape of any part of your face. All other make-up goes over it.

New-looking wounds can be drawn with lip-stick or fingernail polish. Old scars can be drawn with eyebrow pencil and powdered over.

Tips on Make-UP:

1. The more light used on stage, the more make-up necessary.
2. Apply make-up after the character is in costume.
3. Use a make-up cape or towel to protect costume.
4. Keep plenty of tissues and cleansing cream on hand for make-up removal.
5. Remember ... boys like to pretend, but they don't want to be sissies!

SCENERY FOR SKITS

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

1. Scenery should be simple.
2. It should provide an idea or suggestion of what is to come.
3. It can be made from large pieces of corrugated cardboard. Check with furniture stores, appliance stores, grocery stores, or warehouses for large furniture and appliance cartons.
4. Cardboard is sometimes hard to cut, so it is a good idea for the Den Leader to handle this job. Cut with craft knife, shears, or kitchen scissors.
5. Wooden lath can be nailed to back of scenery to make it more sturdy or to help it stand up.
6. Let the boys do the painting. Guidelines can be drawn with heavy pencil to show what colors go where. Latex or tempera paint is best on cardboard, and it washes off the boys well. It is best to paint on blank side of cardboard rather than on printed side, so printing will not show through.

THE LINCOLN PENNY

Characters: A Cub Scout in uniform. 8 boys wearing large cardboard Lincoln penny costumes.

Cub Scout - I'm trying to learn to be a good citizen. I think Abraham Lincoln would be a good example for me to follow. (Looking in his open hand) He must have been very important - his face is on these pennies. (Cub Scout sits down, pretends to fall asleep)

(Pennies enter, one at a time. Each says his part and next one enters until all are on stage.)

1st PENNY - Lincoln was a poor boy, but in the American way,
He rose to be our President - the greatest, some folks say.

2nd PENNY - He was born in a log cabin, surrounded by thick woods;
And his family had little of what we call worldly goods.

3rd PENNY - Lincoln didn't have fine schools like children of today, but with his mother's help, he learned to study anyway.

4th PENNY - He learned to do his sums at night by light of an open fire, writing with charcoal on a board, he never seemed to tire.

5th PENNY - He taught himself the ABC's and how to read and write; he borrowed all the books he could and read them late at night.

6th PENNY - Lincoln grew to be a strong man; he split logs to make fence rails; he helped to build log cabins with wood pegs instead of nails.

7th PENNY - Lincoln was a tall man; his height was six feet four,
And he could wrestle anyone, and pin him to the floor.

8th PENNY - Lincoln was a friendly man, he liked to talk to folks;
And he had a sense of humor, and hold a lot of jokes.

1st PENNY - Lincoln was a kind man, the kindest you could meet;
He saw a turtle on its back, and set it on its feet.

2nd PENNY - Lincoln was an honest man, he walked for miles to take some money to a lady he had short-changed by mistake.

3rd PENNY - Lincoln was a brave man, and not afraid to fight for what he thought was just and true, and what he knew was right.

4th PENNY - Lincoln ran a country store and was postmaster, too;
And in between his other work, he read law books through and through.

5th PENNY - Lincoln made great speeches, and the things he had to say about freedom for our country are quoted to this day.

6th PENNY - Lincoln believed in justice and said all men are free;
And he worked to make this dream come true for all the world to see.

7th PENNY - That's why they put his picture on us pennies, to remind all people that Abe Lincoln was great and good and kind.

(Cub Scout begins to stir and awaken. Pennies hurry off stage.)

CUB SCOUT - (Standing and rubbing his eyes) I just had a dream that reminded me of many good things about Lincoln. (Looking at coins in hand) You Lincoln pennies will be good reminders for me. You ought to be proud of being Lincoln pennies - most people have more pennies than any other coins, so there are more pictures of Lincoln than anyone else.

If I could only be like him ..... (walks slowly off stage)

LINCOLN'S GETTYSBURG ADDRESS
(Pantomine Skit)

This pantomine skit has no narrative. You may use as many people as you wish, adjusting size of crown, number of soldiers, etc. Use appropriate costumes, with actor portraying Lincoln dressed as nearly like him as possible.

Actors pantomine the following:

1. A crowd enters and gathers around a platform.
2. A few soldiers march in, form a guard around the platform.
3. Several government officials enter, take chairs on platform.
4. Lincoln enters solemnly - is saluted by an army officer.
5. Lincoln is greeted by government officials on platform.
6. He sits in center of platform.
7. A speaker pantomines an introduction of Lincoln.
8. Lincoln stands before audience - without pantomine of any kind - as if preparing to speak.

   (At this point, you might wish to have a voice offstage read the Gettysburg Address)
9. Lincoln steps back, is again greeted by officials - hand-shakes.
10. Lincoln is escorted offstage by soldiers and officials



TRIMMING THE TREE
(A Skit)

Setting: A tree is waiting to be trimmed. Lights have been connected and strung on tree but are not lighted. Several Cub Scouts stand around the tree, holding ornaments. Leader or den chief also takes part.

LEADER - (Holding up a large star and facing tree) You bring us the fragrance of the woods, Christmas tree. In every needle of every twig of every branch you have locked the tang of the wing and sun and snow and rain. You bring us the freshness of the outdoors, the essence of life everlasting. Here is a star for your top, to keep you from being lonesome for the stars in the sky. (attaches star to top of tree)

1st BOY - (Holding yellow ball ornaments) And here are golden suns, Christmas tree, to make up for the sun that shone above your head by day (attaches balls to tree)

2nd BOY - (Coming forward with silver balls) And here are silver moons, to replace the changing one that sailed above your head by night. (attaches ornament to tree)

3rd BOY - (Holding assorted color balls) And here are other shining ornaments to remind you of rainbows, and sunrises in the east and sunsets in the west, and the northern lights flitting across the sky. (hangs ornaments on tree)

4th BOY - (Holding assorted color ornaments) Here are ornaments of many colors to take the place of the flash of bird wings in your branches. (hangs them on tree)

5th BOY - (Holding tinsel) And here is tinsel, like rays of sunlight, like the glitter of ice, like the sparkle of water. (Puts tinsel on tree)

LEADER - You bring us the warmth and wonder of spring, Christmas tree, in the depth of winter. Your branches bloom, you bring us promise and cheer. You are the symbol of light in the darkness, reminding us of the light that came to us many years ago in Bethlehem when a Child was born in a manager. (The tree lights are switched on) You bring us beauty and joy, and the message of hope and faith. And we are grateful.

(All join in singing "O Christmas Tree" or another carol)





A GIFT OF GOODWILL

Arrangement: A group of eight Cub Scouts are gathered around, wrapping Christmas gifts. Each boy is wrapping a gift. Den Chief enters.

DEN CHIEF - Hey, guys, let me see what each one of you are wrapping.

1st CUB - Gloves for my dad.

2nd CUB - An owl plaque for my mom.

3rd CUB - Oreo cookies for my little brother ... so maybe he'll quit eating mine.

4th CUB - A doll for my sister.

5th CUB - Wind chimes for my mom.

6th CUB - Ink pens for my big brother. Then maybe mine will stop disappearing.

7th CUB - A lamp for my mom.

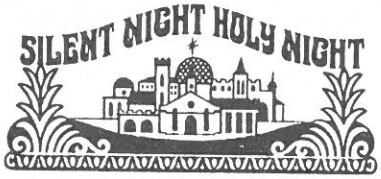
8th CUB - A lacy handkerchief for my grandmother. She likes to wave them goodbye.

DEN CHIEF - Hey, you guys are really giving Good Will. (laughs)

ALL CUBS - We hope so. Aren't we supposed to do that year round?

DEN CHIEF - Yes, but let me show you something that's quite unusual. (He takes a large piece of poster board and a marking pen. He calls on each boy in order to name the gift he is wrapping, and he writes the first letter on the board ... such as a 'G' for gloves, etc. The result spells out 'Good Will', which he holds up for the audience to see.)

1st CUB - Hey, that's all right! We're giving Good Will separately together! (Looks at Den Chief) Figure that one out!



THIS IS MY COUNTRY

Characters:

Four boys dressed in costumes from South America, Japan, Africa, and the Netherlands; each holding a large picture or map of his country. Narration is printed on back of picture so boy can read it. One boy dressed in Uncle Sam costume, holding American flag.

Setting:

Boys come on stage, one at a time. Each boy reads the description of his country while a recording of "This is My Country" is played softly in the background. Recording of "Star Spangled Banner" is played at the end.

SOUTH AMERICA:

I am South America. I am most noted for my exotic food, sugar cane, coffee, molasses, and coconut. My people eat domesticted foods such as beans, pumpkin, pineapple, potatoes, and tomatoes. I am also known for my tobacco. On any sunny day, you can see me dressed in my native clothing, the serape, and the sombero. My religion is mostly Roman Catholic. South America! This is my country.

JAPAN:

I am Japan. Agriculture is my game, but silk is my claim to fame. People come from all over the world to visit my Buddhist pagodas and Geisha houses, and to try to master the art of using chop sticks. They almost always go home wearing a kimono which is my native dress. Japan! This is my country.

NETHERLANDS:

I am the Netherlands, or Holland, as I am most commonly called. My schools are all state supported and education is compulsory. Only eight percent of me is forest surface, so I am best known for my canals. Dairying is one of my important industries. I am world famous for my Dutch cheese. I also grow cereal grain and potatoes, but I am most famous for my fields of tulips. When I pass your open window, you can hear the clippety-clop of my wooden shoes on the cobblestone streets. Holland! This is my country.

AFRICA:

I am Africa, the second largest of the six continents. Why not visit me and pick up a diamond. Ninety-eight percent of the world's diamonds come from me. I also have gold and oil in abundance. Sopme of my tribes still practice witchcraft, so be careful when you visit me. If you wander too far, you may lose your head. Allah is my God. Although I dance as a form of religion, other countries have copied me as a form of entertainment. The caftan and dashiki, my native dress, are now a worldwide fashion. Africa! This is my country.

AMERICA:

I am America. People from all over the world come to me to find freedom. My customs are those of every nation, and I offer an equal opportunity to every man. I am called the land of plenty, for my natural resources are many. Clothing styles and religion are a man's own choice. What's the difference if a man hails from north, south, east, or west. My heart is filled with love for all of them. The home of the brave and the land of the free. America! This is my country.

(Boys remain standing on stage while the "Star Spangled Banner" is played.)

CHRISTMAS TRADITIONS

Characters: 6 Boys

Arrangement: Each boy comes onstage holding the object he's speaking about, or a poster with an appropriate picture on it. He can read his lines, or they can be read by a narrator.

1st BOY - The Christmas Tree. The custom of decorating small evergreen trees at Christmas time began in Germany. However, it reached America before it arrived in England. The german settlers in Pennsylvania decorated the trees with lights, sweets and colored paper. That is how the Christmas tree became part of our traditional Christmas.

2nd BOY - The mistletoe. Ancient Celtic priests believed mistletoe had medicinal powers and was scared. They thought it brought good fortune. Mistletoe was also considered the plant of peace, and under it, enemies met and reconciled their differences. From this ceremony came the English custom of kissing beneath it -- the one tradition that has survived to the present.

3rd BOY - The Christmas Wreath. During the 16th century in Germany, branches of fir or spruce were inertwined in a circular shape. This symbolized the love of God which had no beginning or end. One legend tells of a young girl of Bethlehem who wept because she had nothing to bring to the Christ Child but a crown of holly leaves. The babe touched the crown and the leaves gleamed and scarlet berries appeared where her tears had fallen.

4th BOY - The Christmas Candle. Medieval Christians believed that on Christmas Eve, The Christ Child wandered through town and countryside in search of those who believed in Him. On that night they placed candles at their windows to guide Him.

5th BOY - The poinsettia. This Christmas flower was discovered in Mexico in 1828 by Dr. Joel Poinsett. The people of Mexico and Central America call it "Flor de la noche buena" or flower of the Holy Night, because it reaches full bloom at Christmas.

6th BOY - The Christmas Card. At Christmas 1843, in London, "A Christmas Carol" by Charles Dickens had just been published. A friend, Sir Henry Cole, had an artist friend design a Christmas greeting to send to his friends. This was to be the first Christmas card. It took more than 30 years for them to become popular. They were first introduced in the United States in the late 1870's.

THE WONDER MACHINE

CHARACTERS: Dr. Know (dressed in scientist's garb); Thin Boy; Fat Boy (padded with pillows); Woman; Dog.

SETTING: Dr. Know is in laboratory with a large cardboard box (such as a refrigerator carton) which has been painted to resemble a machine, with knobs, deals, etc. Back side of box is open.

DR. KNOW: Ladies and gentlemen! You see before you the wonder machine! Six hundred scientists from all over the world have pooled their talents, their intellect, and their energies to create this space-age super fantastic machine! In simple, everyday language, this machine has the capacity to solve all our problems. Now for a wonderful opportunity...is there anyone who has a problem? (looks offstage) Just step this way.

FAT BOY: (coming onstage) I have a problem. I hate to be so fat. All the kids laugh at me and call me "Fatso".

DR. KNOW: Just step right into the machine.
(Fat boy steps behind machine where he removes pillow stuffing and leaves it in box. During this time, Dr. Know is operating dials and buttons on the machine. Sound effects would be effective here.)

FAT BOY: (stepping out of machine) Oh, thank you, Doctor! (exits)

DR. KNOW: Anyone else?

THIN BOY: (coming onstage) I just hate being so thin. Everybody calls me "Skinny".

DR. KNOW: No need to be so thin. Just step into the machine.
(Thin boy steps inside box where he stuffs clothes with pillows, while Dr. Know is operating the machine's controls again.)

THIN BOY: (Stepping out of machine) Oh, thank you, Doctor!

DR. KNOW Fat enough, sonny!

THIN BOY: Just right! (exits)

DR. KNOW: This is simply wonderful, isn't it? Anyone else have a problem?

WOMAN: (Entering, with dog on leash) Oh Doctor, Rover is such a big dog. I would like to have some little ones instead.

DR. KNOW: Just step inside the machine with your dog.
(Woman goes behind box with dog. Dr. operates buttons and levers. Dog remains in box.)

WOMAN: (Coming out of machine, pulling a long string of cardboard hot dogs.) Doctor, look what happened!

DR. KNOW: Hot Dog! Lots of little hot dogs! Anybody want a hot dog?



THE WAY IT WAS

The narrator reads all verses, or each boy can read his own. Costumes can be kept to a minumum by using signs for each character and /or simple props to illustrate each invention.

CHARACTERS: Isaac Newton, Alexander Bell, Wright Brothers, Ben Franklin, Thomas Edison, Narrator.
SETTING: Each character enters as his verse is read. They all remain on stage to read last verse together.



NARRATOR: The horizons of our modern world
Might never, ever, have been unfurled,
IF men before us hadn't tried
To answer questions that mystified.
Their greatness we do not dispute,
But how they did it, we refute.
The legends we have learned, so great;
We want to set the record straight!

ISAAC NEWTON: (Enters with apple and/or tree branch)
Isaac Newton, sittin' in a tree, contemplating gravity,
Fell on the apple, not it on he.
Changed to protect his vanity.

B. FRANKLIN: (Enters with kite and key)
Ben Franklin had to find 'lectricity;
He was picked up one night for insanity,
It was all he could do to explain
Why he like to fly kites out in the rain.

A. BELL: (Enters with toy telephone)
He invented the phone, as history books tell;
He was a man named Alexander Graham Bell;
But the reason he did .. the books are hazy;
His wife loved to talk .. nearly drove him crazy!

TOM EDISON: (Enter with large cardboard light bulb)
Young Tom Edison, we'll admit
Gets a lot of crdit and deserves all of it;
But it's little known that he invented light
'Cause he tripped on the bed one dark, dark night!

WRIGHT BROS.: (Enter with toy airplanes)
The Wright Brothers got the first plane to go,
It wasn't their hang-up if you want to know;
It hurt their pride when they heard a lady talk
And say: "Nothing ever happens at Kitty Hawk".



ALL: So, with inventions, you can see,
That although the Mother is Necessity,
It all would have been just too much bother,
If Accident hadn't been the Father!

THE ROBOT INVENTORS

Preparation: skit takes 6 scientists (shirt collars turned inside and put on backwards) The seventh scientist is dressed in the same manner and has a top hat.

The setting is a table cover with old sheet reaching to floor at front. Fishbowl or other glass bowl, test tubes, flasks etc. The six scientists stand behind and at sides of table. One of scientists is reading a book, plainly marked "How to Invent a Robot" while another looks over hes shoulder. Another scientist is stirring in a large bowl with a large spoon.

SCIENTIST 1: It doesn't seem to be working.

SCIENTIST 2: I can't understand it.

SCIENTIST 3: We'll have to change the formula.

(Scientist 7 enters from stage left, carrying top hat)

SCIENTIST 7: I've got it! I've got it! A friend of mine told me how to do it (he places hat on table) You just asy abra-cadabra 1-2-3 reach in and...

SCIENTIST 4: Wait a minute. What did you say your friend's name was?

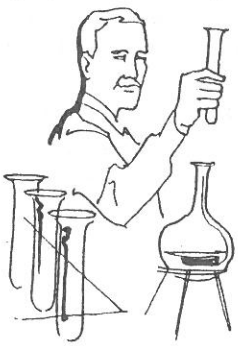
SCIENTIST 7: Magisto the Magician. He says he's pulled a robot out of a hat lots of times.

SCIENTIST 5: That's a rabbit not robot you idiot!

(they chase scientist 7 offstage waving book, spoon, etc. Scientist 6 starts to join them, but stops and looks at hat on table.)

SCIENTIST 6: (shrugging shoulders) It might work! Abra-cadabra 1-2-3-! (he takes hold of hat with left hand tips it toward himself at edge of table, reaches in--really reaches behind table and pulls out "robot" who has been hidden behind the table)

SCIENTIST 6: Hey it worked! Now I'll just push this button (pushes robot's button--robot drops to all fours, hops offstage, showing a bunny tail bobbing at back.)



THE GREATEST INVENTION

COSTUME SKIT
PROP: Large picture of lightbulb, telephone, car and television
CHARACTERS: Game host, contestant, and four inventions.

GAME HOST: Mr. Contestant, you will win one million dollars if you can tell me who is the greatest invention.

1st INVENTION: I am the greatest invention. I brighten up everyone's life. I am the lightbulb!

2nd INVENTION: I am the greatest invention. I help you in talking to other people. I am the telephone!

3rd INVENTION: I am the greatest invention. I help you get from one place to another! I am the car!

4th INVENTION: I am the greatest invention. I entertain you. I am the television.

GAME HOST: Mr. Contestant would you please tell us. Who is the greatest invention?

CONTESTANT: (Thinks for a minute) None of them!

GAME HOST: None of them! then who is?

CONTESTANT: I am! (point to self) I'm bright like a lightbulb, I can talk like a telephone, I can get from one place to another like a car, and I'm quite entertaining like a television. I am a boy, the greatest invention in the world!!!



SPIRIT OF BADEN-POWELL SKIT

(The narrator is the "spirit of Lord Baden-Powell" the founder of Scouting. He may be a den chief in full uniform with a campaign hat. Each of the Cub Scouts dress as described)

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

1st CUB: (he enters carrying a Bible) We take turns praying in our dens. I like to wear my uniform to church on Scout Sunday. Nearly half of all the packs in America are sponsored by religious bodies or organizations.

2nd CUB: (he enters in full dress uniform) The two colors of the Cub Scout uniform have a meaning. Blue stands for truth and loyalty, gold for good cheer and happiness.

3rd CUB: (he enters carrying Wolf Scout book and Kipling's Jungle Book) Early Cub Scout ceremonies in England were based on Kipling's Jungle Tales. When Cub Scouting was organized in 1930, Indian themes were used.

4th CUB: (He enters carrying a woodcraft project) Cub Scouting means fun. We have lots of fun. But I like making things we can play with or that follow our theme.

5th CUB: (he enters carrying a nature collection) I like to go on hikes and collect things for my nature collection or the den museum.

6th CUB: (he enters carrying a buddy burner) I like to go on picnics. We sure do like to eat! This is the cook stove I made.

7th CUB: (he enters carrying American flag) I am proud to be an American and salute our flag. I also like to see our pack flag (point to it) because I know I am part of Scouting. I belong!

NARRATOR: Yes, I represent the past...the present. These boys, are Cub Scouts NOW, they are the men of tomorrow. They will help to preserve our American Heritage.



BLUE AND GOLD

The following skit shows the fun in Scouting and what you might miss.

DEN LEADER: (dialing on a phone) Hello, Randy, this is Mrs. Carp. Everything is ready for our trip Friday. Now listen carefully; I want you to call the other boys. We'll meet at 7:00 a.m. at the schoolyard at the Eighth street exit off I-10. Bring $2.00, a sack lunch, a frozen drink, a change of socks, your sleeping bag and a canteen. Wear your uniform and hiking shoes. We'll hike to the ranch where there are horses waiting for our trailride. Have your parents plan to pick you up after the campfire at 8 p.m. See you then.

1st CUB: OK, Mrs. Carp. --I'll call Herschel right now(hang up phone and call another number). Hey Hershel, its all set for our trip, Friday. We're to meet at the Seventh street exit by the school at I-10 at 8:00 a.m. You need a $2.00 lunch, frozen socks, sleeping bag and canteen. Wear your uniform and tennis shoes. After we hike to the ranch, we'll throw horseshoes at our parents when they come to pick us up during the fireside chat at 10:00 p.m. Will you call Daniel.

2nd CUB: Sure--but--(hang up phone and look at the phone) Oh, well if that's what Mrs. Carp said. (dial phone number). Hi, Daniel. It's a go for next Friday, the 7th. We'll meet in the Schoolyard by I-8 at 10:00 a.m. You'll need 2.00 worth of frozen pizza in a paper bag, matching socks, uniform shoes and a canteen. We'll ride our bikes on the Burro trail past the fire station to the tennis court. Have your parents meet us there at nine. Also can you call Bryan?

3rd CUB: Huh? (hang up phone and dial new number) May I speak to Bryan please? Oh well, tell him the Cub Scouts are having an outing at the local cantina on the 17th at 8:00 p.m. with firewords, pizza pie, and a pinata. He should wear ten coats, shoes that match and bring $2.00 to burn at the bonfire. No, I don't think parents are invited--(hangs up phone--looks at audience) Gee---Wonder why she's taking Bryan out of the Cub Scouts ---It's really fun!!!



THE SIX SHIPS OF SCOUTING

Arrangement: 6 Cubs hold large cardboard cutouts of ships, which have been printed the following -- Scholar-ship, Fellow-ship, Friend-ship, Sprotsman-ship, Workman-ship, Statesman-ship.

CUBMASTER: 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.
1st CUB: 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.
2nd CUB: FELLOW-SHIP. This ship stands for good spirit, fine cooperation, and never-failing unity. Its flag floats high--the flag of Scouting.
3rd CUB: FRIEND-SHIP. This is the most handsome ship of all. It is true blue, and its flag is golden...since friendship itself is golden.
4th CUB: SPORTSMAN-SHIP. This is the ship that's fair and square. It never veers from its course. Its flag is never at half mast.
5th CUB: 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.
6th CUB: STATESMAN-SHIP. This ship represents wise guidance, constant counsel, unselfish interest, and sincere endeavor. It's flag is white for purity.
CUBMASTER: And there you have the six strong and sturdy ships to brave the sea. Three cheers for the Scouting Ships!!!

TRACK FINDER

Actors: 5-10 persons wearing Indian costumes.
Setting: Indian village. Skit opens with Bobcat Indian running around asking questions of his brothers who are busy looking for tracks.

BOBCAT: What are you doing Wolf Brothers?
WOLF: Seeking the track of the mighty bear.
BOBCAT: May I help?
WOLF: No. Go find Bear Brother.
BOBCAT: What are you doing Bear Brother?
BEAR: Listening to the Webelos tribe.
BOBCAT: May I listen?
BEAR: No. Go find Webelos Brother.
BOBCAT: What are you doing Webelos Brother?
WEBELOS: Looking for the Arrow of Light.
BOBCAT: May I look?
WEBELOS: No. Go find Akela.
(Soon Bobcat starts yelling. He is standing beside Akela who is lying on the floor. All come.)
ALL: What happened?
BOBCAT: Akela and me following great wild beast tracks and Akela was attacked!
ALL: What kind of beast?
BOBCAT: Union Pacific

AMERICA

Characters: seven boys, six wearing costumes depicting themes related to the appropriate states. All seven carrying a letter spelling out AMERICA)

RHODE ISLAND: Small is size, large in heart,
Freedom of worship gave us our start;
One of the original thirteen,
Home of Roger Williams and Nathaniel Greene;
Many Americans daily are fed,
By our state bird, the Rhode Island Red.

MISSISSIPPI: Look away, look away, Dixieland
Many brave men at Tupelo and Vicksburg took their stand;
Magnolias still bloom and mockingbirds still sing,
But the Natchez Trace with voices no longer ring.

COLORADO: First came the real mountain men, the trappers and traders,
Then gold seeders and railroaders;
Finally coal miners gave way to skiers and oil,
Now John Denver and Robert Redford seek to save out soil.

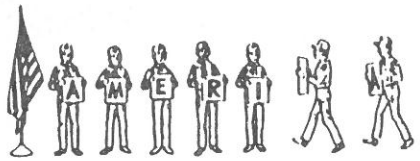
IDAHO: The River of No Return halted Lewis & Clark temporarily,
Traders, farmers and sheepherders followed their trail merrily;
Today, tourists gaze in awe at the wonders they saw,
And even eat our famous potatoes raw!

ARIZONA: Navajo, Hopi, Apache, were led by Cochise and Geronimo;
Our large Indian population continues to help us grow;
Copper, cotton, cattle, citrus and climate are the "C's"
That have proven to be economic keys.

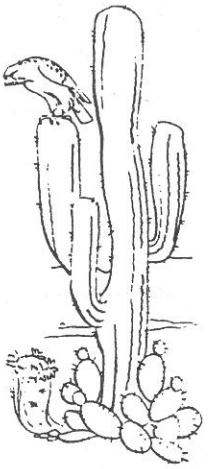
ALASKA: North to Alaska was the cry,
Gold fever was the reason why;
Sevard's Folly was no more,
But it was 1959 before America officially opened its door;
The Alcan highway was the first link,
The pipeline added strength.
(Boys look for the missing letter)

"E" Isn't this neat?
Without me there is no America.
I represent Everyone,
And that's what makes America complete

(Boys line up in proper order AM_RICA then E comes on last)



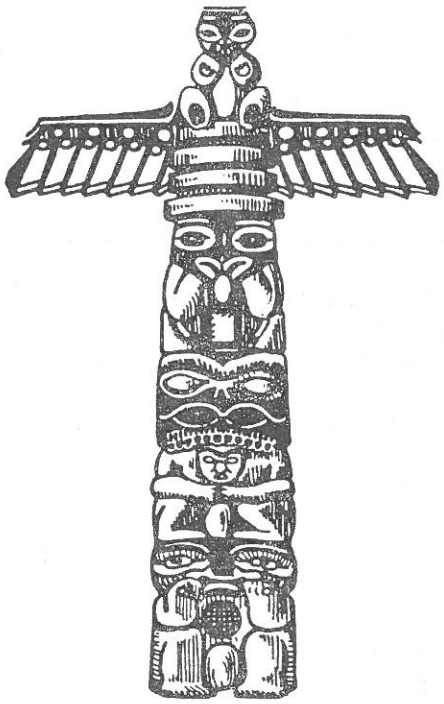
A STAGECOACH STOP



Scene: A stagecoach stop on the prairie. A prominent sign reads "Stagecoach Station." The station agent is dozing, his hat over his eyes.)

1. Several Indians rush in from the right and do a war dance. One of them calls the attention of the others to the stagecoach part of the sign. All gesture to the right, indicating the direction of the stagecoach. They rush off at right, whooping. The station agent, ignored by the Indians, dozes peacefully on.
2. Some cowboys rush in from the left, peer to the right and fire their (imaginery) pistols after the Indians.
3. The Indians return from the right. They perform a war dance.
4. The cowboys rush in to battle the Indians. After a few seconds the Indians run off to the right and the cowboys run off to the left.
5. The station agent stretches sleepily, slowly rises, and lazily looks around. He strolls to each wing in turn, looks out, shrugs, stretches and returns to his chair and goes back to sleep. (The curtain falls)



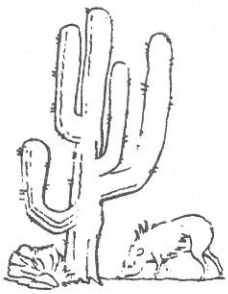




THREE RIVERS

Setting: Two prospectors meet. First prospector has camp set up and food cooking. Dog is sitting beside him. Second prospector comes in pulling mule named Sunshine.

Props: Pick, pans, no. 10 can for cooking, two beat up hats.



1st Prospector: Howdy.
2nd Prospector: Howdy.
1st Prospector: Any luck?
2nd Prospector: Nope.
1st Prospector: Come far?
2nd Prospector: Quite a jog.
1st Prospector: Et lately?
2nd Prospector: This mornin'.
1st Prospector: Hungry?
2nd Prospector: Yep.
1st Prospector: Join me?
2nd Prospector: Don't mind iffen I do.
1st Prospector: Have a plate.
2nd Prospector: (Holds up plate and looks at it): Don't want to seem to be pickunish, but ain't this a might dirty here in the corner?
1st Prospector: (Looks scornfully at him) Well now, it all depends on how you look at it. But I'll tell you one thing for sure-it's as clean as three rivers can get it.
2nd Prospector: (shakes head looking at plate and echoes) Clean as three rivers can get it?
(Mule brays a loud hee-haw, hee-haw!)
2nd Prospector: Shut your mouth Sunshine, you heard what the man said.
(First Prospector dishes out stew and they eat.)
2nd Prospector: Mighty good vittles.
1st Prospector: Thanks pardner. Mind handin' me the plates so we can clean up?
(Second Prospector hands him the plates.)
1st Prospector: (Puts plates on floor and calls loudly over his shoulder). Here, Three Rivers, here, Three Rivers.
(Dog comes up and starts licking plates!)

CITY SLICKERS

Characters: 6 Cub Scouts as follows: Two city slickers, ma, pa, boy, sis, and all dressed as hillbillies except city slickers.

Props: Large cardboard car with handles on back. Log cabin type house front.

Setting: Two city slickers drive up in front of cabin and honk their horn.

Ma: (Hillbilly woman comes out of house.) Howdy. What ya'll want?
Driver: How do we get to Kansas City?
Ma: I don't rightly know, but I'll ask my son. Sonny, how do ya'll get to Kansas City? (yells into cabin)
Boy: (comes out of cabin) Well Ma, I don't rightly know. I'll ask sis. Sis, how do ya'll get to Kansas City?
Sis: (comes out of cabin) I don't rightly know. I'll ask pa. Pa, how do ya'll get to Kansas City?
Pa: (comes out of cabin) Let me see now. I don't rightly know how to get to Kansas City.
Rider: Boy, you people are sure dumb. You don't know anything do you?
Pa: Well you see, it's this-a-way. We might not be very smart, but we ain't lost.

THE J.M. WHITE JELLYBOREE

Personnel: Captain, William Well, Mr. Topsy Truvey and two assistants, Mr. Horseradish, Mr. Limburger and the Steward.
Equipment: A simple backdrop and signs depicting the showboat idea will help set the stage. Props include a dustcloth, an apple, a bow, a rope, umbrella, comic books, and a white handkerchief.
Setting: As the skit begins, the Steward enters carrying a dustcloth which he uses to clean throughout the audience.

CAPTAIN: Welcome aboard the Mississippi's fastest steamboat. To make your journey more pleasant tonight, we are happy to present the J.M. White Jellyboree--you all know what a jellyboree is-it's the same as a jamboree, but a little shaky in spots. Our first guest is the greatest archer of all times who will present his famous apple trick before our very eyes, Mr. William Well.
CAPTAIN: (as William enters without his son) Where's you son? (William whispers to the Captain while his gestures show the ill face of his son.)
CAPTAIN: Will anyone volunteer? No? (The Captain places the apple on his head. William steps off ten paces, turns, and discovers that his bowstring is loose. As he adjusts it, Captain eats the apple. William stomps off stage.)
CAPTAIN: Did you ever see anyone more impatient? Now, all the way from Turkey to do his daring tightrope act, we have Mr. Topsy Turvey.

(Mr. Topsy Turvey enters carrying an umbrella. He is followed by two assistants carrying rope. They stretch the rope out in front of them at shoulder heigtht. Mr. T. gestrues "too high". They lower it, first to waist, then knees, and finally to the floor where it is just right. Mr. T. walks rope and performs the stunts of a high-walker.)

CAPTAIN: Now for our final act, featuring the world's strongest men, Mr. Limburger and Mr. Horseradish, who will show you their most remarkable feats of strength.

(Mr. Limburger and Mr. Horseradish appear, flex their muscles and toss the Captain a white handkerchief. Immediately they begin to perform various acrobatic stunts. For example, one of them lies on his back and with his feet balances the other. After each stunt, the Captain hands them the handkerchief which they use to wipe their brows, forearms, and hands.)

CAPTAIN: And now Mr. L. and Mr. H. give you their death-defying spring. (One strong man takes position with hands interlocked as if he were going to help the other perform a double somersault. The other man backs off and starts to run toward the first but stops in front of him to adjust his own head. He repeats this action of running and adjusting twice more, and the third time he grabs the first man's forearms, spreading them to form a chair. The Steward who is standing nearby, jumps into the chair and is carried out, waving his cloth.)
CAPTAIN: Well, folks, that's showboat business.

THE CONTEST

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

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

SCENE II

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

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

A GIFT FOR DAD

Scene: A father-son campout...Bed rolls or other camping gear may be used to set scene...
Characters: Webelos Johnny and Tommy - Johnny;s father. (Tommy is sitting on bed roll, practicing knots. Johnny comes running into camp.)

TOMMY: Wait a minute, Johnny. What's your hurry? The campfire isn't until later. Say, have you got your gift ready to give to your dad?
JOHNNY: (He is out of breath) Can't stop now, Tommy, 'cause I'm, going home. Besides, I already gave my dad his present. Why, I'm going home!
TOMMY: How come? We're not supposed to do that until tonight. What'd you give him?
JOHNNY: Do you remember that keen rock collection I made? Well, I couldn't wait until tonight, so I handed it to him and the bottom fell out of the box, and I think he's comin' to thank me for it. Got to go...(he runs off) (Johnny's father hobbles in with bandaged foot and says..)
FATHER: Have you seen Johnny?
TOMMY: (Stammers) A..A..A..A..I think he said his mother was calling him sir. And I think my mother's calling me too. (Runs off)
FATHER: How can their mothers be calling them, clear out here? (Shrugs and hobbles off)

GOIN' FISHING

Need: Lots of varied fishing equipment, a long string of big cardboard fish and a branch with a string and safety pin.
Characters: Bill, Bill's Dad, and several other men
As scene opens, the men are gathered around the fishing equipment, talking about the fishing trip they have planned. They pick up the various parts of elaborate fishing equipment and try them. Two of them argue about the merits of bait casting against fly fishing. The more elaborate, the better.

Finally, Bill's dad says, "I think I'll take my son Bill along on the trip. He doesn't know what fishing is all about."

One of the men answers, "Yes, it will be a lot of fun for Bill. He'll have the time of his life! You've got all of the equipment you need. That's what it takes to catch the big ones--the right kind of tackle."

SURPRISE ENDING:
Bill enters, barefoot, wearing old jeans, a beat up straw hat, and carrying a branch with a string on it and a safety pin hook. He is carrying a big string of fish (cardboard) (says) "Did I hear someone mention my name?"

WILD, WILD WEST

On stage from oppostie sides enter two cowboys and their horses. The four of them collide. The cowboys fall off their horses. When they get up the following dialogue begins.

GUS: I'm going to plug you, Dummy Saddlebag Sam.
SAM: I'm filling you with lead, Gunsmoke Gus.
GUS: You Coyote.
SAM: You Rattle Snake
GUS: You no-good cattle rustler.
SAM: You no-no-good horse thief.
GUS: (Taking a step) I'm coming for you Sam.
SAM: (Taking a step) I'm heading for you Gus.
GUS: You are going to taste lead.
SAM: Too early for dinner.
GUS: (Stepping forward) I'm coming, Sam.
SAM: (Stepping forward) Me, too, Gus.
GUS: You're a copycat, Sam.
SAM: You're a polecat, Gus.
GUS: Ready, Sam?
SAM: Ready, Gus.



TRIGGER: Whoa! Hey fellows! Why can't you be like Flika and me.
FLIKA: Yeah! We just said we're sorry. We won't let a little accident spoil a friendship like ours.
TRIGGER: Now, shake hands and become friends again.
GUS: I'm willing if you are, Sam.
SAM: I'm willing if you are, Gus.
GUS: Ok, but don't let it happen again!
SAM: What do you mean don't let it happen again? It was your fault.
GUS: No it wasn't, Sam.
SAM: Yes, it was, Gus.
*Both horses shake their heads.
TRIGGER: Human!!! There just a bunch of wild animals!!
FLIKA: Let's get out of here. They are a bad influence!!
**Horses leave stage and the two cowboys are fighting.

SATELLITE

CAST AND PROPS: Cowboys, any number, just change the lines. They wear dirty cowboy clothes and may be sitting around a campfire. Dim the lights to suggest darkness.

1ST COWBOY: Boy, am I beat!
2ND COWBOY: You said it! We must have branded a hundred calves.
3RD COWBOY: I sure am glad it finally got too dark to work.
4TH COWBOY: Yeah! At least the foreman lets us quit at sundown.
5TH COWBOY: Did you know that some ranches have blinker lights on their saddles so they can have night roundups?
6TH COWBOY: That's amazing! What do they call saddles with blinker lights?
7TH COWBOY: Probably Communication Saddle Lights!!!

DAVY CROCKETT

Characters: announcer, 6 cubs in Davy Crockett costumes, 7th Cub in dress clothes or uniform and wearing a coonskin cap.

ANNOUNCER: Tonight we bring you the story of a famous American, Davy Crockett - a brave and powerful man. Raised in the woods of green Tennessee, he soon learned to know and name every tree.

1ST CUB: He learned to know the critters, from the possum to the bear. Wait until you hear what he did with just a stare!

2ND CUB: He scared a coon right out of a tree with just a grin and a big old stare. He tried it on a bear, but the bear wouldn't scare, so he challenged him to a fist fight and won him fair and square!

3RD CUB: A streak of lightning Davy mounted; all the stars he named and counted. He caught the tail of a passing comet, and put a piece of sunrise in his pocket.

4TH CUB: Davy was caught between a panther and a bear, so you see he couldn't use just a simple stare. He aimed "old Betsy" at a rock between the two - the bullet split that rock and left a rail of blazing blue. One piece of rock killed the panther, the other demolished the bear. A mighty combination - "Old Betsy" and Davy's stare!

5TH CUB: Davy was a fighter, honest, brave, and true. But fighting, it was told to me, always made him blue. A treaty was signed. Davy helped make the peace. And in that land, fighting did cease.

6TH CUB: This is a fine country. It's worth fighting for. Guess I'll head for the fort called Alamo, where the Texans are fighting for liberty.

ANNOUNCER: Folks liked Davy's way of doing things. They thought Davy ought to be a Congressman and help run the country. The critters seemed to think so too. Even the crickets all chirped, "Crockett for Congress! Crockett for Congress!" In the nation's capitol, Congressman Crockett made this speech:

7TH CUB: I'm Davy Crockett, fresh from the back woods. I'm half horse, half alligator, and a little bit tetched with snappin' turtle. I got the fastest horse, the prettiest sister, the surest rifle, and the ugliest dog in Tennessee.

All boys sing the "Ballad of Davy Crockett.



THE BALLAD OF PISTOL PETE

Characters: Bronco Bill, Pistol Pete, Maverick Mike, Two Gun Tom, Shotgun Sam, The Okie from Muskogee.

Sound Effects: Dinner bell, hoof beats as Okie arrives and exits.

Setting: Backdrop can be corral fence or western street. Okie needs a stick horse to ride. All actors dress in traditional western attire.

BRONCO BILL: Shore is quiet here since the gunfight at the O.K Corral.
PISTOL PETE: Yeah, the Red River Valley just ain't the same no more.
MAVERICK MIKE: Say, what's that off in the distance, a Mule Train?
TWO GUN TOM: You mean there at the top of the Big Rock Candy Mountain? Looks like My Darlin' Clementine to me.
BRONCO BILL: Naw. That ain't Clem. Looks more like a Buffalo Gal to me.
SHOTGUN SAM: Well, she'll be comin' round the mountain when she comes.
PISTOL PETE: Naw, that ain't Clem. (Enter Okie on stick horse, hoof beats off stage) Howdy, stranger, what's your handle?
OKIE: Jest call me the Okie from Muskogee. (dismounts)
MAVERICK MIKE: Care to rest your Boots and Saddle, Okie?
OKIE: Thanks partner. I could use a little rest, here on the Streets of Laredo. (he leans on fence)
TWO GUN TOM: Where ya headed, Okie? El Paso?
OKIE: No partner. I'm going back to Those Oklahoma Hills where I was born, to see My San Antonio Rose.
BRONCO BILL: Ya seem to be in amite of a hurry, Okie. Ain't running from a hanging tree, ere ya?
OKIE: Wal, ever since I had a run-in with Big Bad John, I'll admit that I've got spurs that Jingle, Jangle, Jingle. It's gettin' on towards High noon. Guess I'd better be getting' Down in the Valley. (He mounts horse, rides off stage, to sound of hoof beats).
PISTOL PETE: (As dinner bell sounds off stage) Heard we're havin' hot dogs.



HOW DID YOU GET HERE?

Den Chief: Transportation played a very important part in the settling of America. How did you get here?

Cub #1: If the Pilgrims came over on the Mayflower, how did the Scouts get here?

Cub #2: That's easy...on Handicrafts! (Cub enters with a handicraft project & a sign identifying it.) If the Pilgrims came over on the Mayflower and the Scouts came on Handicrafts, how did the doctors get here?

Cub #3: I know that one...on blood vessels. (cub enters dressed as a doctor.) How did the students get here?

Cub #1: On scholar ships, of course. (Cub enters carrying a load of books.) How did the ordinary people get here?

Cub #2: On citizen ships. (cub enters carrying a "Don't forget to vote" sign.) Do you know how the barbers got here?

Cub #3: Sure...on clipper ships. (cub enters dressed as barber; with towel, razor, etc.) How did the movie stars get here?

Cub #1: On a show boat, silly. (Cub enters, well-dressd and wearing sunglasses.) I'll bet you can guess how all the hot heads got here.

ALL: (As cub runs on stage shaking his fist and pretending to quarrel with everyone...) On Steam ships of course!!!.

FIRST FLIGHT OF THE WRIGHT BROTHERS

(Pantomime Skit)

Characters: 2 Wright Brothers; any number in crowd

There is no narration to this skit. Actors should be dressed in appropriate costume, and use exaggerated actions to get across the story to the audience. They pantomime the following:

1. The Wright brothers work on their airplane.
2. They make arm movements to each other indicating flight.
3. They again work on airplane, discuss various parts (silently)
4. Curious neighbors enter to watch.
5. The onlookers talk among themselves(silently), making motions to indicate flight.
6. The Wright Brothers shake hands, look skywards.
7. One of the brothers pantomimes the act of piloting...he flies offstage.
8. Other brother races off after the airplane...offstage.
9. Neighbors look upward and offstage in amazement as they watch the flight.
10. Brothers return onstage.
11. Neighbors crowd around to congratulate Wright Brothers, with handshakes and pats on the back.

THINGS THAT GO

This is a question and answer skit. Two sets of answers are given and should be used according to whether you wish the skit to be serious or silly. A Cub can read each riddle and another Cub may answer, or the audience can be asked to guess the answer.

1. I can run fast. I have four legs. My fuel is oats. Last year a friend of mine won the Kentucky derby. What am I:
   A. A horse.
   B. Two oatmeal-eating Cubs who have a horse for a friend.

2. I run on by power. I run on the streets, never on sidewalks. I have two wheels. I have spokes and pedalss. What am I?
   A. A bicycle.
   B. Two unicycles.

3. I have 4 wheels. I usually have an air-cooled rear engine. You can spot me on sight. I run on sand. What am I?
   A. A dune buggy.
   B. A Volkswagen that ran off the road in the desert.

4. I have 2 wheels. I have a roll bar. My pedals are as high as the seat. I have alot of chrome. What am I?
   A. Chopper or motorcycle.
   B. Two "souped-up" unicycles.

5. I have a horn. I have two bright eyes. I have four wheels. I run on the street. What am I?
   A. A car.
   B. A unicorn on wheels on a highway.

6. My horn goes "toot-toot". My engine goes "choo-choo". I don't always have the same number of parts. What am I?
   A. A train.
   B. A Cadilac with a problem.

7. I fly through the air with the greatest of ease. I have a nose and two big wings. What am I?
   A. A plane.
   B. A trapeze artist with wings.

8. Sometimes I am self-propelled. Sometimes you have to help me. I skim over the water, in various speeds. What am I?
   A. A boat.
   B. A beginning water-skier.

9. I could go right through your ceiling if I could fit in your house. I'm going to the moon to find me some cheese. What am I?
   A. A rocket.
   B. A two-ton hungry mouse.

NEIGHBORHOOD

Six cubs (or divide the lines if you have more). Each holds a piece of 8-1/2 x 11 poster board with letters on front and verse on back. (This could also be used for an opening).

1ST: Neighborhood Exampleas we can be,
For we are Cub Scfouts, can't you see?

2ND: It's Great to live in our home town
We'll help it grow, not tear it down.

3RD: Help Build with us, lets start today
A better place to work and play.

4TH: Other Reasons you may know
Let's not delay - let's really go!

5TH: Houses Old and Houses new
Need our care and fixing too!

6TH: Our Dens can help our neighborhood
Grow clean and bright and safe and good.



THE PICNIC

Characters: Mom, Dad, Two Uncles and Billy (some one should introduce characters.)

Costumes: Everyone is in summer wear and ready for a picnic.

Props: Picnic basket, blanket spread out on ground, plates, cups etc. and Billy with a ball.

Scene: Mom, dad and the two uncles are sitting around the blanket. Billy is bouncing a ball.

BILLY: Mom, When do we eat?
MOM: As soon as your aunts arrive, Billy.
DAD: This is a great day for a picnic!
1st UNCLE: The weatherman said we're going to have sunshine all day and the weatherman is always right! (sound effects of thunder and lighting)
2nd UNCLE: Almost always right!
BILLY: Mom, when are we going to eat?
MOM: As soon as your aunts arrive, Billy!
DAD: Anyone here want to go to the Tiger baseball game with me next Saturday?
2nd UNCLE: I will, we should have a roaring good time!
1st UNCLE: You ain't just ly-in (lion)! That would be a Paw-fect day.
BILLY: Mom, when are we going to eat?
MOM: As soon as your aunts arrive, Billy. (Billy leaves with disgust, but comes back quickly with some "ants". A large ant made from cardboard on a string and put it in front of his mothers face. Mom screams.)
DAD: What's the meaning of this, Billy!
BILLY: I'm hungry!! Mom said we'll eat as soon as my aunts are here!

OUR TOWN U.S.A.

Channel 34 Evening News Report

Characters: Newscaster, weatherman, sports reporter, 2 cameramen, 3 or 4 boys to do commercials.

Props: TV cameras made from cardboard boxes, table for reporters, weather map.

NEWSCASTER: Good evening ladies and gentlemen. This is KCUB Channel 34 with the evening news. The president announced today that he will seek re-election. If re-elected, he will be serving his 15th consecutive term in office. The president also announced that the White House will be painted pink with purple polkadots. After living there 60 years he is tired of the color white.

Our Apollo 92 astronauts blast off tomorrow to go to the sun. there's no place else to go since they have already been to the moon, Pluto, Mars, Jupiter, and Saturn.

In a daring daylight robbery today the First Security Bank in Kansas City was robbed of 100 pieces of bubble gum and 14 balloons. Bandits escaped with an unknown quantity of M & M's. Police are on their trail which may get a little sticky.

We have only one accident to report today. A Scout from Troop(pack)____ was helping a little old lady across the street. You guessed it...she didn't want to go. She hit him over the head with her purse.. Something good did come of the however, the other scouts in Troop(pack)____ got to practice their first aid.

Next we'll go to Jack for the 'weather', but first a word from our sponsor:

COMMERCIAL: (Boys singing to the tune of "Farmer in the Dell") Feed your dog Chiffon, Comet cures a cold. Use S.O.S. pads on your face to keep from looking old.

WEATHERMAN: Let's take a look at the national picture. (Hold up map) Canada is experienceing a heat wave. Temperatures there reached 200 degrees while in India (point to map) 16 feet of snow fell in one hour. Africa received 20 inches of rain. And now for the local picture. (Hold up picture of city). It rained in Overland Park today while only a few blocks away Independence Boulevard was experiencing a snow storm. Twenty feet of rain fell in Royal's Stadium, almost filling it up. The temperature in Jorth Jackson County will be 125 degrees tomorrow, while Gladstone can expect 10 degrees and freezing rain. and now there's Mike with today's sports news.

SPORTS: Thanks, Jack. Football scores today are 45...21...56. The MU Tigers have voted not to say any words all next year. The Chiefs have signed their 1982 contracts...all except for Rudnay. He is reportedly holding out for an estimated 10 million dollars, and fringe benefits such as a new Cadillac every year and a year's supply of bubble gum. That's it for sports. stay tuned for the 10:00 p.m. news.

THE INVENTION

Characters: 3 or 4 boys (More can be added.)

Scene opens: First boy is sitting on a chair (bed). Toys and clothes are scattered around the room. He is deep in thought. Several of his friends have come over to see him. Friends enter.

ALL: Hi ___ ! What are you doing?
1ST BOY: Just thinking.
2ND BOY: Thinking about what?
1ST BOY: My Invention.
3RD BOY: Are you inventing something?
1ST BOY: Sure! I want to be famous like Alexander Graham Bell or Thomas Edison.
4TH BOY: What are you going to make? Maybe we can help.
1ST BOY: Really? Do you all want to help?
ALL: Sure!
1ST BOY: O.K. (getting up). First of all, I need a big box. There's one in my closet.
(One of the boys goes offstage to get box)
Then I need two toy airplanes. (another boy picks them up off the floor)
And I need some kite string. (another boy picks it up) (continue until all toys are picked up off floor)
Last I need some rags. We can use my clothes for that. (they pick up clothes)
Now put everything in the box. (looks around room)
Well, that just about takes care of it.
4TH BOY: Takes care of what?
1ST BOY: My invention. I just invented a way to get my room cleaned before my mom gets home!

THE DREAM INTERPRETOR

Cast and props: Interpretor- Dresses in strange clothes. Dreamer - any number of Cubs.

You'll need at least a small table and two chairs. Midway decorations would lend atmosphere. Interpretor is seated at desk, boys come on stage.

1ST DREAMER: Boy, this is a neat circus! Let's get the dream interpretor to explain our dreams. (They all concur and approach the interpretor, who bows and accepts their money as they are seated)
INTERPRETOR: You're going up in the world.
2ND DREAMER: I dream of new automobiles.
INTERPRETOR: You may become very poor.
3RD DREAMER: Interpretor, i dream of new clothes.
INTERPRETOR: A change is coming into your life.
4TH DREAMER: I dream of camels.
INTERPRETOR: Have courage. You will soon be over the hump.
5TH DREAMER: I dream of large birds.
INTERPRETOR: Be careful walking under trees.
6TH DREAMER: I dream of wheat.
INTERPRETOR: That's a good sign, but don't get all puffed up about it.
7TH DREAMER: I dream of snow.
INTERPRETOR: Go slowly...so people will get your drift.
8TH DREAMER: I dream of violins.
INTERPRETOR: Stop fiddling around and get to work.
9TH DREAMER: I dream of clams, lots of clams.
INTERPRETOR: Stay out of trouble...Keep your mouth shut!

TRICK OR TREAT

Characters: Three treat passers, and number of cubs.

Scene: Halloween night- Cubs in begging costumes, they are going door to door trick or treating. Scene opens at the door of first house.

CUBS: Trick or treat! Help the poor, my pants are tore, give me some money and I'll buy some more.

TREAT: (opens imaginary door) Here is a nice big red apple for you.

CUBS: Thank you. Happy Halloween. (They proceed to next house.)

CUBS: Trick or treat. We're ghost and goblins, skeletons and creeps, we've come to your door looking for a treat.

TREAT: You sure are a scary looking bunch. Here is some candy.

CUBS: Thank you happy Halloween! (Proceeds to next door.)

CUBS: Trick or Treat! Fiddlesticks! I don't have time for such sillyness!! (slams door)

1ST CUB: You know what this means guys. He didn't give us a treat so we have to trick him.

ALL: Yeah! (menacing like)

2ND CUB: Let's make it a good trick!

ALL: Yeah! (menacing) (They huddle as if planning a trick. Hidden from view somewhere is a top hat.)

ALL: Trick or Treat!

TREAT: I told you boys to leave.

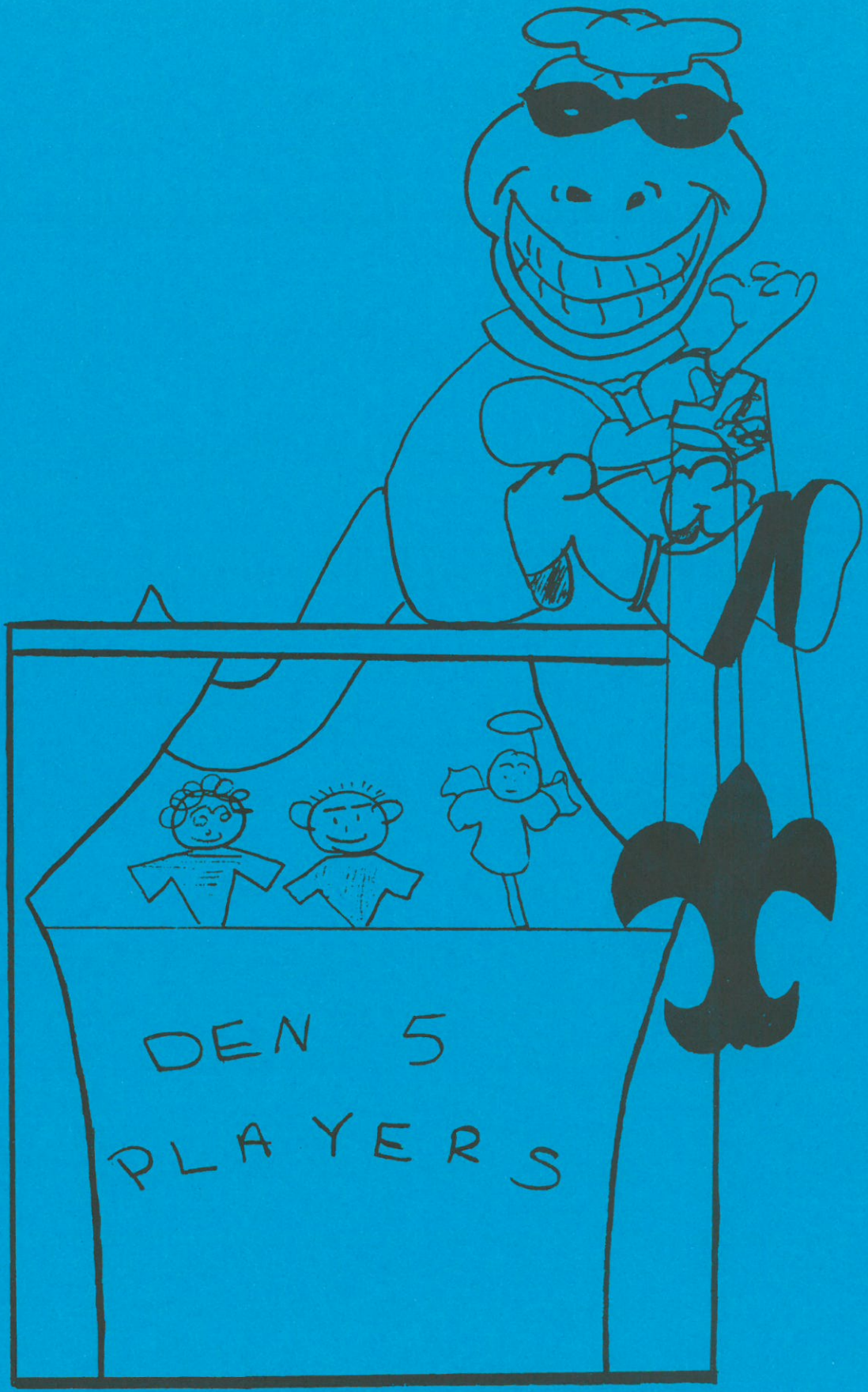
3RD CUB: You didn't give us a treat. So now we'll show you a trick. Ready boys?

ALL: Yeah! (menacing like)

1ST CUB: (Takes top hat and waves his hand over it) "Abracadabra" (pulls rabbit out of the hat)

TREAT: That was some trick you deserve a treat after all. (Passes out treat).

CUBS: Thank you, Happy Halloween.


DEN 5
PLAYERS



WELCOME TO THE WONDERFUL WORLD OF PUPPETS

Caution! Puppets are contagious!! They appeal to all ages, children and adults alike, probably more to boys of Cub Scout age than any other. Puppetry is used effectively in education, entertainment, speech development, drama, therapy, music and advertising. It helps develop self confidence, a positive self-image, social relationships, physical skills and, most of all, imagination. A shy boy is willing to participate in puppetry because the focus of attention is on the puppet rather than on himself.

Puppets can open the door to an exciting, enchanting world of make-believe. They are a means of self-expression. The puppeteer can improvise and act out his feelings of the moment, often sharing thoughts, ideas, and feelings he may be otherwise too shy or hesitant to express. Puppetry provides wonderful opportunities to develop and make use of skills.

What is the thing called a puppet? Simply explained, a puppet is a figure of a person, animal, or object that is made to move by the efforts of a human being -- child or adult. It gets its "life" and "personality" from that person's efforts and imagination.

Puppets belong in a child's world because they are --

- -- fun
- -- educational
- -- entertaining

Puppets have the potential to --

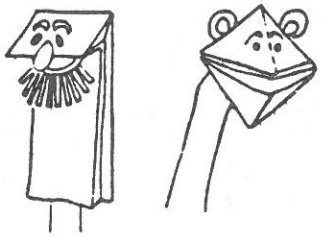
- -- stimulate a child's imagination
- -- provide ways in which a child can express his creativity
- -- assist a child in expressing his thoughts and feelings
- -- help a child develop his listening and verbal skills
- -- give a child opportunities to use and develop his small muscles
- -- provide opportunities for socialization in which children are constructively planning, working, and playing together.



Puppets can be used specifically --



-- as an art or craft project
-- to tell or dramatize a story
-- to teach facts or concepts
-- to play musical instruments or sing songs
-- to recite poems, facts



-- to ask or answer questions
-- to impart information
-- to make announcements
-- to give directions and/or instructions
-- for role playing
-- etc., etc., etc.

And, puppets can be made and used at



-- home
-- school
-- church
-- social functions
-- recreation programs

CUB SCOUT PROGRAM USE AND RESOURCES

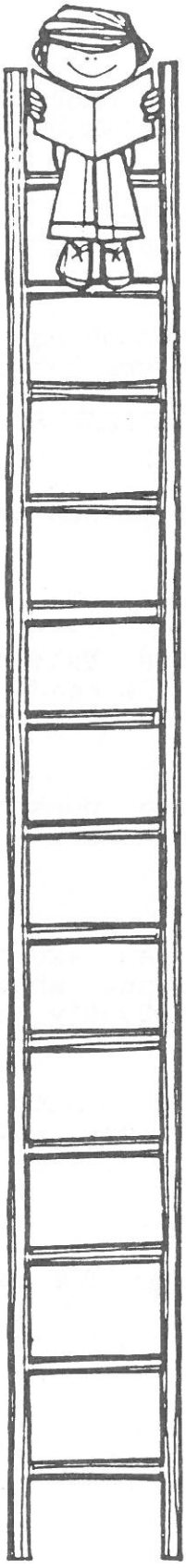
Themes during the next program year which are most adaptable to puppet plays and activities are: "Parade of Presidents", "Customs of Countries", "Invention Convention", "Under the Big Top", and "Buckskin Pioneers". Many of the skits found in the Skits section can be adapted to puppets.

The Skits and Puppets book published by the Boy Scouts of America and their How To and The New Cub Scout Fun Book are super resources for your fun with puppets. They include how-to's and patterns that will help you and your Cub Scouts put on a successful show.

Make use of the puppet sections in previous Pow Wow books and don't forget your school and public libraries, and the book stores.

Budgets or limitations of materials or working space do not offer obstacles to creating puppets. Anything that can be made to move becomes a potential puppet. All that is needed is an idea. The puppet will take on its own personality as it is constructed, decorated, and developed. The following pages will be your springboard to a new and fascinating world - the world of puppets.

PUPPETS ARE ALIVE AND WELL IN CUB SCOUTING!



CLIMBING THE LADDER OF SUCCESS

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

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

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

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

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

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

TEN MISTAKES TO AVOID AS YOU CLIMB THE LADDER

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

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

TIPS - PERSONALITY, PERFORMANCE, PRODUCTION



Keep in mind .....

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

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

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

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

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

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

Be sure the audience can tell which puppet is doing the talking. Jiggle the talking puppet a little as he talks, nod his head or move slightly forward. Other puppets on stage should remain still until their turn to speak.

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

Do not hide one puppet behind the other.

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

Often it is a good idea to have the puppet speak aloud to himself as he goes about his act. For example, he might say while looking, "I'll look under this tree for a rock."

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

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

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

Look for ways to heighten suspense in the play.

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

TIPS - PERSONALITY, PERFORMANCE, PRODUCTION (cont.)

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

Teach puppeteers to wait for laughs.

Have good prompters.

Enjoy what you are doing -- HAVE FUN!



WRITING THE SCRIPT

BSA's Skits and Puppets has a super page of guidelines for writing scripts for your productions. You are encouraged to read it and implement it in your den and pack programs. It is not a complicated process. The key is still KISMIF - "Keep It Simple, Make It Fun."

CAUTION; Never make a puppet play too long - 5 or 10 minutes. If a longer time is needed, divide into two acts, have an intermission. Puppets cannot sustain long, talky material. They require brief appearances and lots of action.

IT'S SHOW TIME.....

It is important that every boy in the den have a specific job in the production -- if not "on stage" he should have duties as part of the "technical crew" -- in charge of lighting, sound effects, or other duties necessary to the show.

An organization chart is an important item in "getting it all together" and in the right place, at the right time, with the right "stuff". This is an example of a simple chart that you may find helpful. Rehearsals are necessary of course, but so is knowing the who, what, when, where and why.

DEN NO._____

AUDIENCE GROUP_____

OCCASION_____

DATE_____

NAME OF SKIT OR SONG

_____

PUPPETS REQUIRED

_____ _____

_____ _____

_____ _____

PROPS REQUIRED

_____ _____

_____ _____

_____ _____

SCENERY REQUIRED

_____ _____

_____ _____

LIGHTING SOUND EFFECTS

_____ _____

_____ _____

_____ _____

LET'S TALK PUPPETS

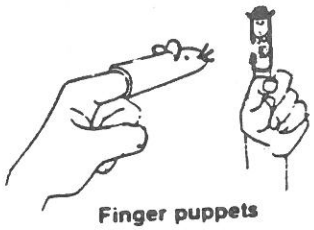
Puppets are categorized on the basis of how they move. Generally speaking, puppets are moved by a person's fingers or hands, or by strings or rods. Miscellaneous puppets that do not fit into the general categories are referred to as "novelty puppets" and are a great deal of fun too.

There are three criteria in making puppets:

1. Durability: basically the strength of the material used in construction.
2. Mobility: action of which it is capable.
3. Flexibility: the ease with which it may become more than one character.

HAND PUPPETS

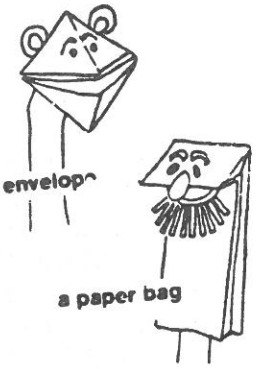
The hand puppet is the most immediate of the puppets. There is no string or rod between the puppet and the puppeteer. It is also easily carried about and takes up little room. It is so simple, yet so capable of registering many emotions. There are many kinds of hand puppets made with different materials and techniques.


Finger puppets




A glove


pieces of felt



ROD PUPPETS



Any object you can attach a stick or rod to can become a rod puppet. It can be flat or 3-dimensional. It can be an ordinary object without adornment, or it can be an object personalized with features, costume, etc. It can be simple with no moving parts or can be very complicated.

SHADOW PUPPETS

Anyone who has ever cast a shadow on a wall and made their hands and fingers form a dog or rabbit will understand the fascination of the shadow puppet show. It differs from other puppet forms in that the audience does not see the puppet -- only its shadow cast on the screen.

LET'S GET STARTED

There are plays to be written, stages to be designed and built, costumes to be created and made, and lines to be spoken. Puppets can make your amazing ideas come true. With puppets, anything can happen. Houses can fly, elephants can disappear, and even cats and dogs can sing. Each performance calls on all creative efforts, not the least of these being the making of the puppets themselves.

The magic ingredients you need for making puppets are all around you. Get a big box or an old trunk and start to assemble an odds and ends collection. The boys in your den should be encouraged to bring items from home and add to the collection. Look in drawers, cupboards, and even wastebaskets for items like:

buttons, beads, balls (ping pong, rubber, tennis), baskets (wooden, plastic), bottle brushes, boxes, broom handles, curlers, coat hangers, containers, chop sticks, corks, caps, costume jewelry, cloth, cotton, dowels, fly swatters, fishing floats, felt, feathers, fur bits, fringe. Also, glitter, gloves, hats, kapok (other stuffing materials), lace, lids, leather, material, mittens, nails, net, newspaper, novelties, odds and ends, polyfoam, popsicle sticks, pom pom balls, pipe cleaners, socks, stockings, styrofoam balls, sheets, sponges, spools. And maybe some sequins, string, trimmings, tinsel, toothpicks, thread, trays, tacks, umbrella parts, wood, wire, weights, and yarn, to name only a few.

BUT...before you drop this all in the box, separate similar items into plastic bags or boxes. You will not regret the time you take to do this.

You will also need things like:

- pencils
- glue
- tape
- scissors
- crayons
- rubber bands
- paint
- brushes
- stapler
- felt pens
- pins (straight and safety)
- paper clips
- patience
- other craft-type supplies

You can make many different kinds of puppets from all sorts of material. You can put a lot of effort into making splendid puppets and a very fine theater - you can also make exciting puppets and a theater quickly with inexpensive materials.

MUSIC

Every puppet play can be improved with just the right music.

Music -- sets the mood
-- begins the play and ends the play
-- shows passage of time
-- bridges the scenes during scenery/prop changes
-- should be simple

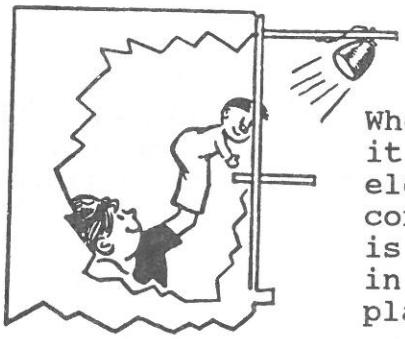
There are many ways in which music can become part of your show. Here are the areas you should consider when planning:

Music To Be Seated By - before the show starts. Should have some relevance to the show.
Overture - can be a special song or medley of songs that will be in the show.
Background Music - to provide atmosphere.
Show Tunes - when songs are part of the script.
Musical Bridges - between the end of one scene (or act) and the beginning of the next.
Intermission Music - use the same music used to seat the audience or the overture.
Finale - end with an exciting finale (unless it was a serious show and you want to maintain a special feeling).
Music To Exit By - Exit music should not start until the lights are fully on.

Your personal tastes will probably determine what you choose, but you should consider the audience and situation of the show. If you need help in selecting music, ask someone who is familiar with a variety of music.

The following music is suggested for use:

Carnival of Animals	Saint-Saens
Mother Goose Suite	Ravel
Surprise Symphony	Haydn
Waltzes	Brahms
Chopsticks	Folk tune
76 Trombones	Wilson
Flight of the Bumble Bee	Rimsky-Korsakav
Syncopated Clock	Anderson
March of the Toys	Herbert
The Doll Dance	Poldini
Parade of the Wooden Soldiers	Jessel
Peter and the Wolf	Prokofiev



PRODUCTION POINTERS

When planning the production of a puppet show, it is important to always remember that no one element of the show can be planned without considering all the other elements. Each part is dependent on the other. If you keep this in mind, you will be well on your way to good planning.

The puppets and the puppet stage are the first two elements of a puppet production. The others are scenery, props, lighting, sound, music, and script. Give each equal consideration.



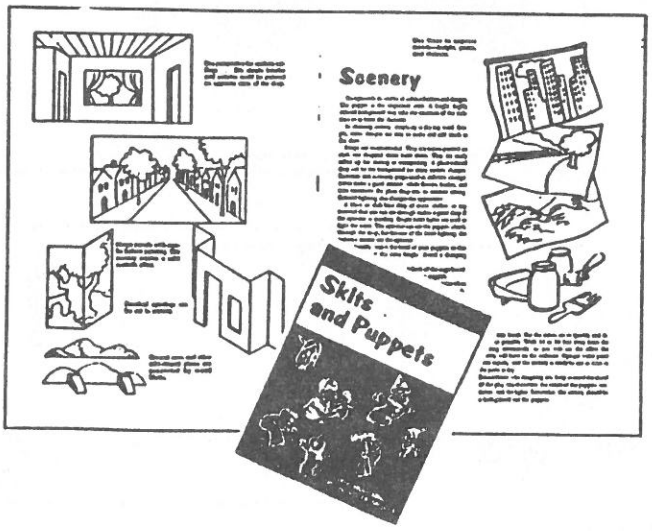
Production: **SCENERY**

Scenery enhances the puppet production. Take care that the scenery is not distracting. It should assist and support the production. As a general rule, the shorter the script, the less scenery is necessary. In longer productions, the scenery will add visual interest and help hold the interest of the audience.

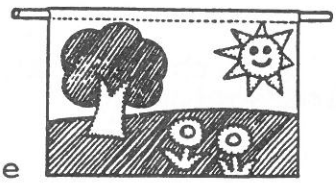
Here are some general guidelines:

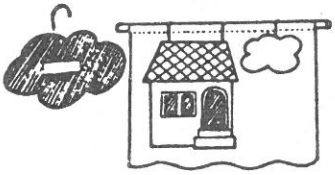
- Plan for all background scenes to hang approximately one inch below the stage opening.
- Keep the number of scenes to a minimum. (Changing scenery slows down the pace of the show.)
- When the scenery is completed, hold puppets up to the scenery - do they stand out? If the answer is no, change scenery to provide contrast.

Refer to BSA publication



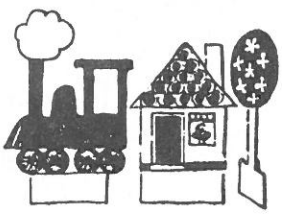
Paint
Glue
Applique





Hang on
Backdrop

Flat Scenery



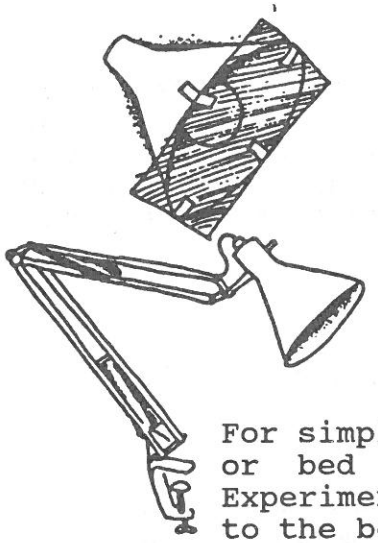


Production: **LIGHTING**

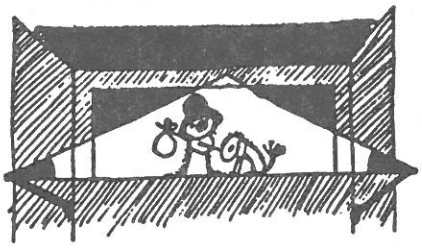
The chief function of lights is to illuminate the puppets so the audience can see them. Lighting is used to create moods, as well as to help the audience see the action taking place.

Color, too, plays an important part in creating mood. Note the following:

- Blue light on white scenes ..... ice and cold
- Red light on white scenes ... suggests warmth; mystery
- Yellow or green light ..... spring or growing things
- Pink light ..... fun and comedy

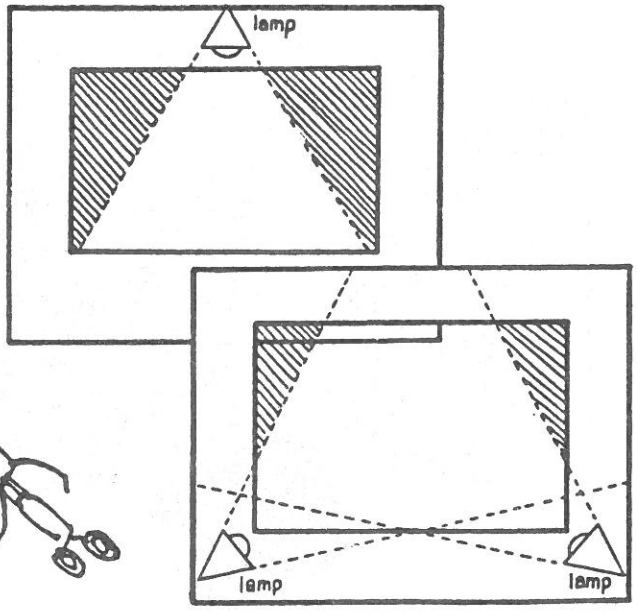


Colored cellophane taped to the front of a lamp produces exciting effects.



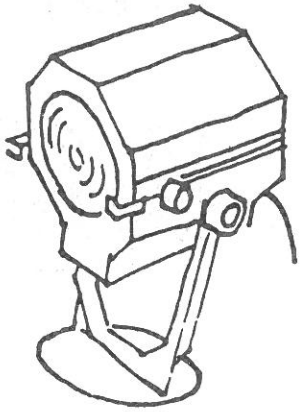
For simple, inexpensive stage light, attach a desk lamp or bed lamp to the top or side of stage opening. Experiment with lamp placement. Try attaching the lamp to the bottom of the stage and shining light up on stage opening. Make sure your lights are not in the eyes of the audience.

Lights should support the story and action.



Peewee or Pinspot

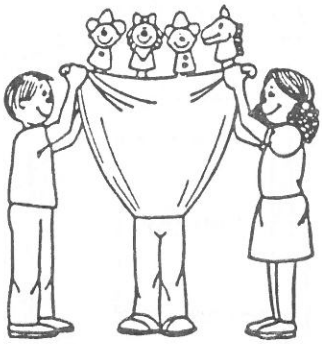




Flood

Reflector Instrument

HOW TO MAKE INSTANT PUPPET STAGES



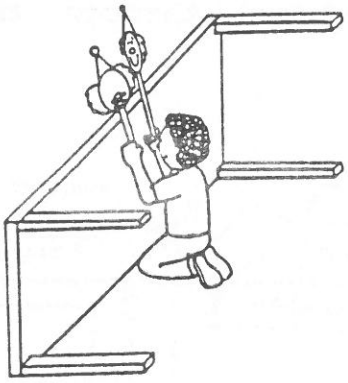
Place a child wearing a large open apron between two other children. The children on the ends can hold the edges of the apron and one puppet each. can hold two puppets.



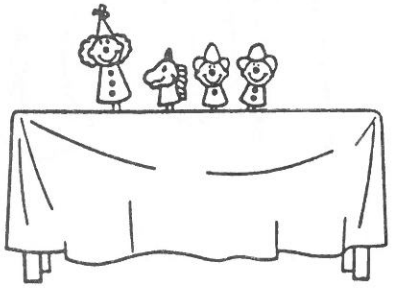
Tack a sheet across a doorway. Place the sheet high enough for children to stand behind.



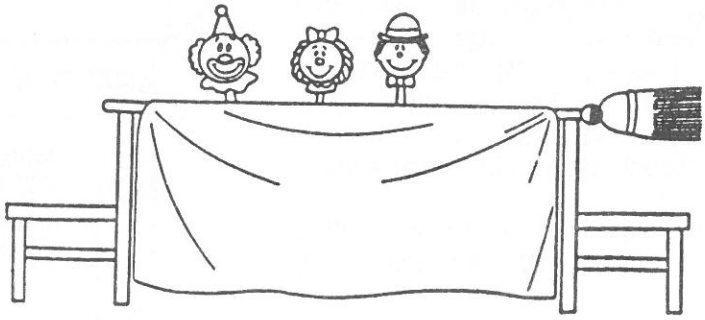
Hang a cloth over the back of one or more chairs. Children can kneel on the chair seats.



Tip a table on its side. Children can kneel behind the table.

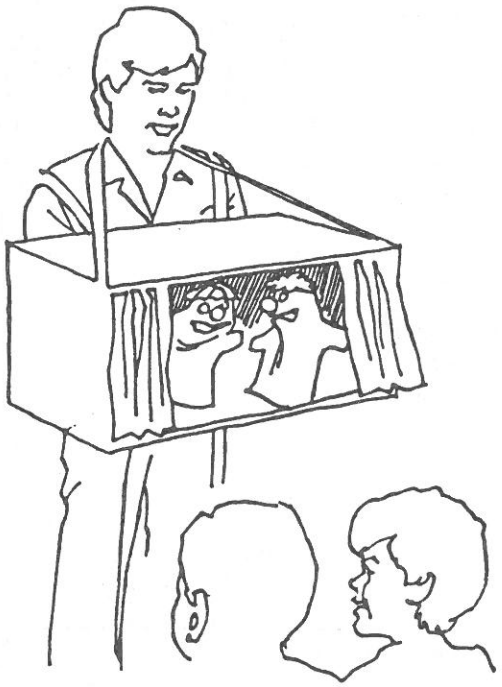


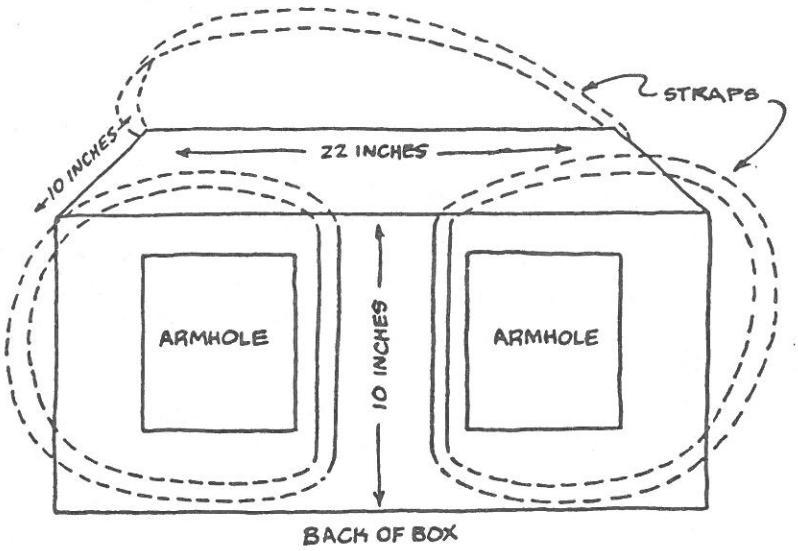
Place a cloth over a table. Children can kneel behind the cloth.



Balance a broomstick on top of two chairs. Drape a cloth over the broomstick. Children can kneel behind the cloth.

SHOULDER STRAP STAGE



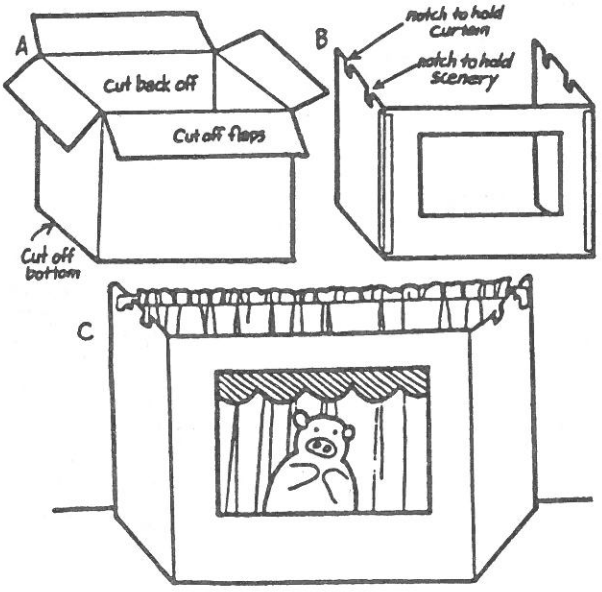


Materials: corrugated box, material or "contact" paper to cover box, material or webbing for straps.

Using the box at the size it is, or cutting to a more convenient size, cut holes in box for arms. Attach straps and adjust to fit. You may want to hang a curtain on the front.

Puppets are manipulated through the holes.

TABLETOP CARDBOARD STAGE

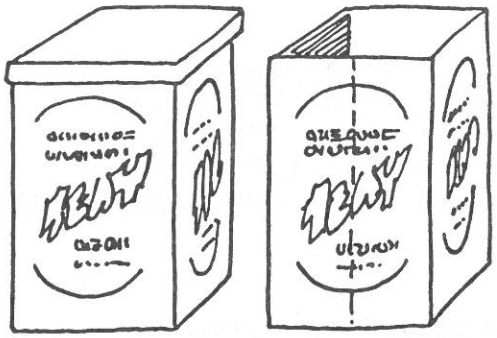


Using a corrugated box, cut off bottom, one side, and flaps - three sides remain (A). Cut opening in front panel (B), should be nearer the top than bottom. Cut a notch on each side panel (B) to hold a curtain rod. Rod will keep sides stable and hold curtain. Other rods may be used to hold scenery.

Decorate stage, make curtain. The curtain should hang 2" below the opening.

Cover table with sheet to conceal puppeteers. Place stage on table (C).

REFRIGERATOR BOX STAGE



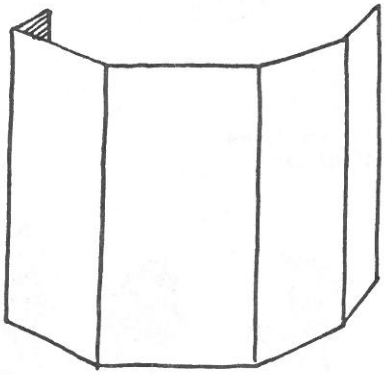
Using a refrigerator box, or other large appliance box, cut it down the center of one side, not the corner. This cut will make a large screen, with a narrow panel on each end and three wider panels between.

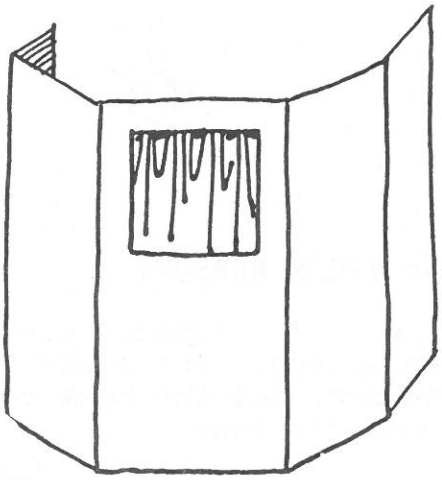
Turn the box inside out to conceal the printing.

In the center wide panel, elbow high, cut a window 2" from the top and 2" from the fold at the sides. On the inside (printed side), hang a curtain made from a yard of dark material, strung on a wire and fastened above the window with copper brads.

The puppet acts in front of the curtain.

Decorate the box in any way you like. This simple stage may be folded to carry or store. When it wears out, remove the curtain to a new carton.





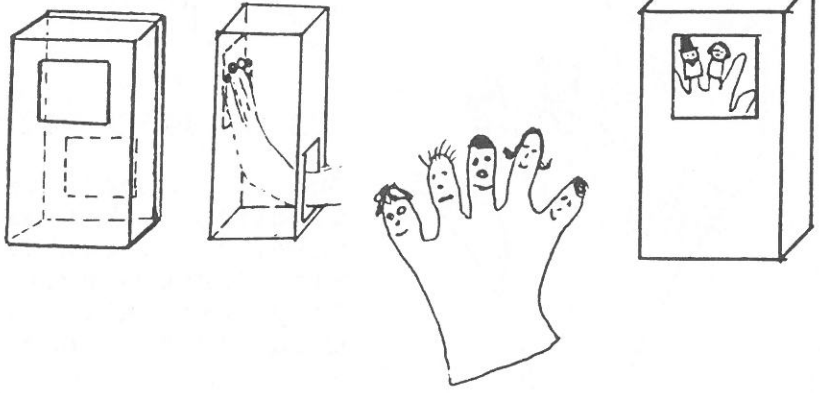
Cut window.
Hang curtain
inside.



A Glove

FINGER PUPPET STAGE

Cut a 4" X 4" opening in the bottom of a shoe box. Turn the box over and cut the same size opening on the lid. Cover with most any scene.

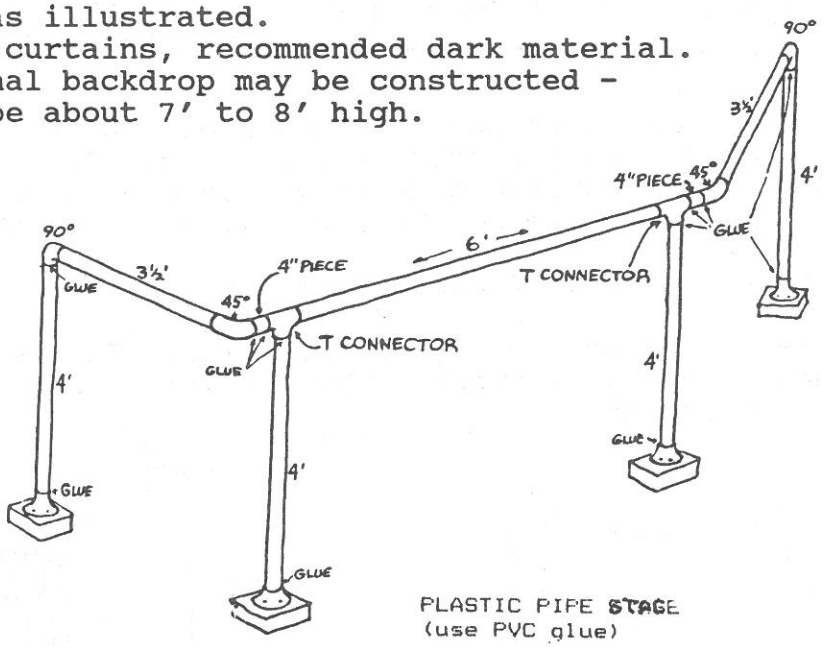


PLASTIC PIPE STAGE

Materials needed:

- 4 - 4" wood blocks (stands)
- 4 - flanges (cast iron)
- 4 - plastic connectors (stands)
- 1 - 1 1/2" PVC pipe
- 2 - 90 degree PVC connectors
- 2 - 45 degree PVC connectors
- 2 - 4" pieces PVC pipe
- 1 - 10' PVC pipe
- 2 - 3 1/2' PVC pipe
- 4 - 4' PVC pipe
- 2 - "T" PVC pipe connectors

1. Construct as illustrated.
2. Cover with curtains, recommended dark material.
3. An additional backdrop may be constructed - It should be about 7' to 8' high.

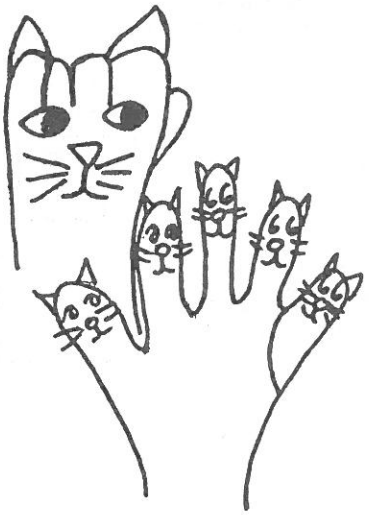


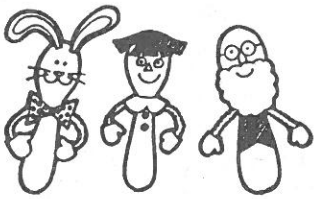
PLASTIC PIPE STAGE
(use PVC glue)

WOODEN SPOON PUPPETS

A variety of puppets can be made from wooden spoons. The spoon handle serves as the rod, and the back of the bowl is the puppet's face.







OUR FAT BLACK CAT GLOVES

One fist has five new kittens. Hold up fingers, other hand. Because she loves them, they fit around her like kittens. Fit fingers over fist. Ssh! Ssh! Ssh! They are all asleep. We'll have one quick look. Then away we'll creep.

STYROFOAM CUP PUPPETS

Styrofoam cups make quick and easy puppets. Put your hand in the cup and away you go. You can poke a hole in the side and put your index finger through the hole for a nose. Add a circle of material over your hand, and you have a body for your puppet.





DANCING STICK PUPPET

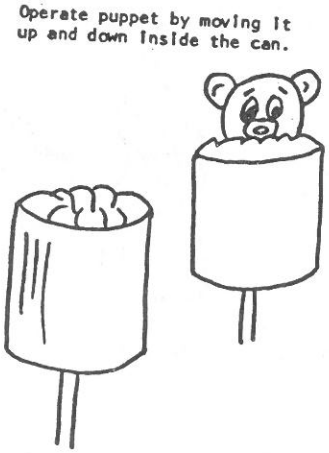
Cut parts from heavy cardboard or plastic. Decorate with marking pens. Punch holes as shown and assemble with brass paper fasteners. With a needle, run heavy thread between the right elbow and knee and tie each. Have one long loop of thread tied at the elbows and extending and tied to feet for operator to work puppet.

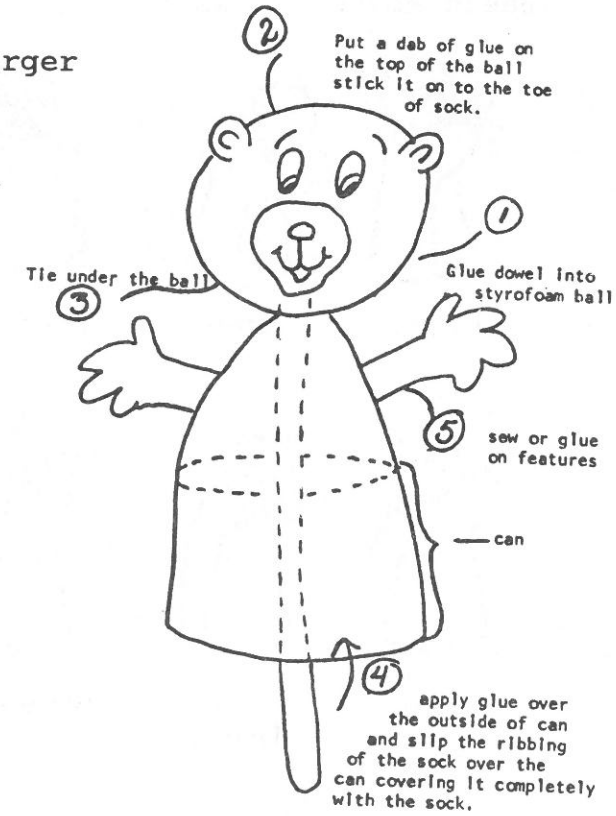
A stick to the puppet's back supports it. Long loop of thread enables operator to move puppet's limbs.

POP-UP PUPPETS

Materials:

One stocking ... size 11 or larger
2 1/2" Styrofoam Ball
Felt Scraps
Glue
Large Fruit Can 3" in diameter
with both ends removed
Thread
One Dowel





GIVE YOUR PUPPETS LIFE

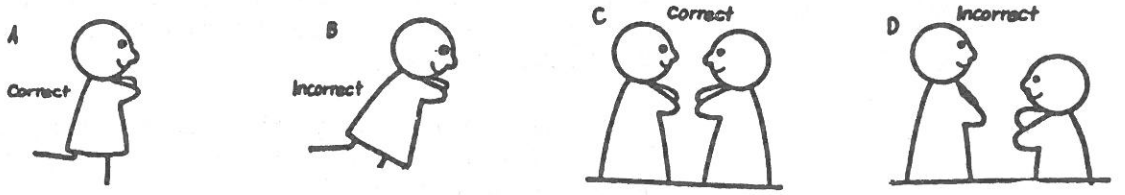
Keep the following information in mind when manipulating hand puppets:

1. Puppet should be kept straight. Do not lean puppet. See sketches A and B.

2. Each movement must have a meeting. Avoid bobbing puppet up and down for no reason.

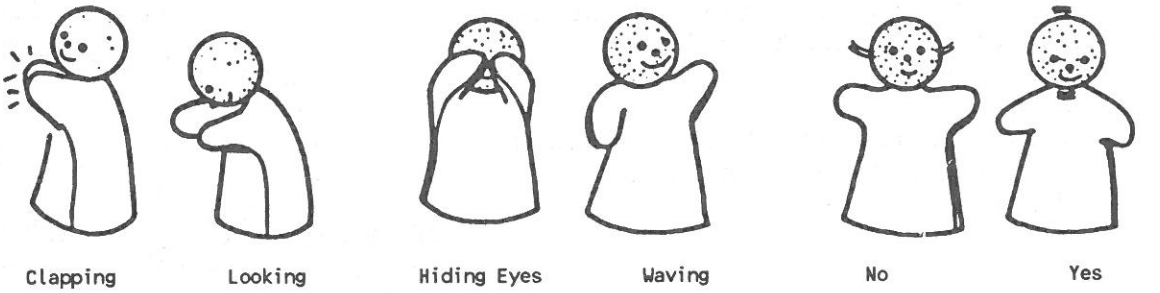
3. Puppets should enter the stage from one side. Unless done for a special effect, the puppet should not pop up in the middle of the stage.

4. When two puppets are on stage at the same time, they should be held at each other's eye level. See sketches C and D.

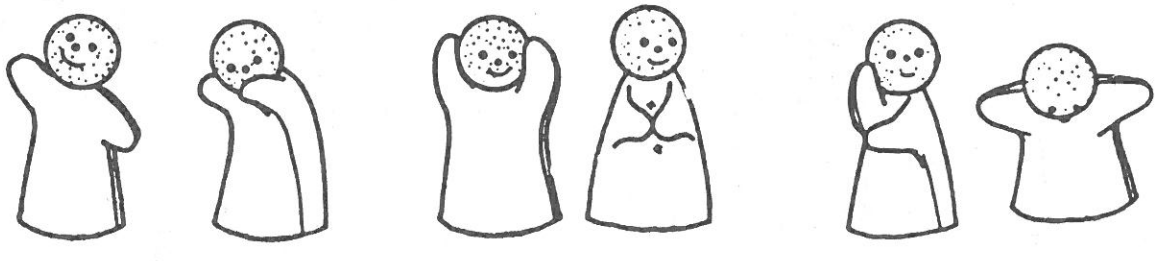


A - Correct B - Incorrect C - Correct D - Incorrect

Basic Movement Chart:



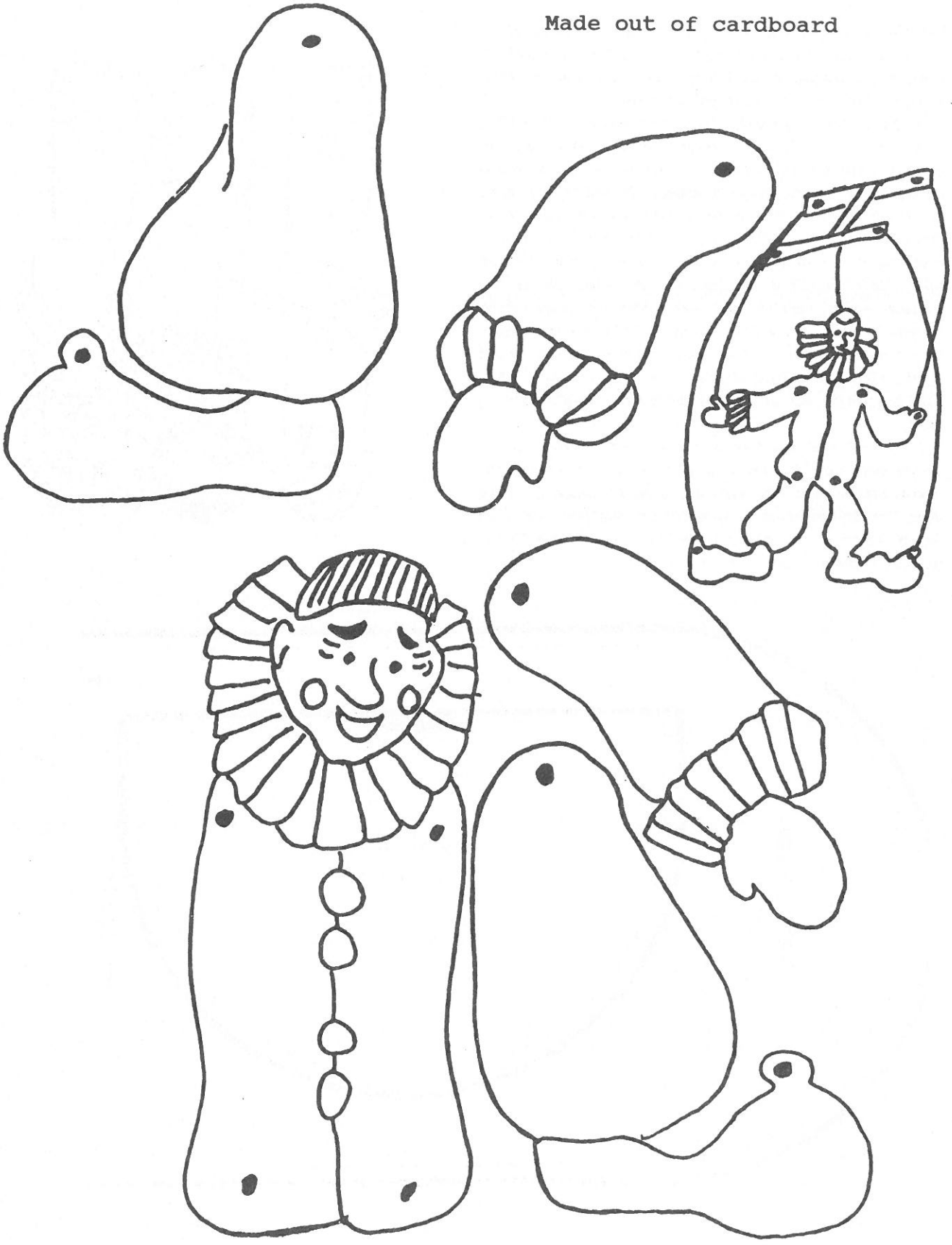
Clapping Looking Hiding Eyes Waving No Yes



Pointing Crying or Sneezing Holding Head Rubbing Hands Together Thinking Bowing

CLIPPO THE CLOWN

Made out of cardboard



MOVING MOUTH HAND PUPPET

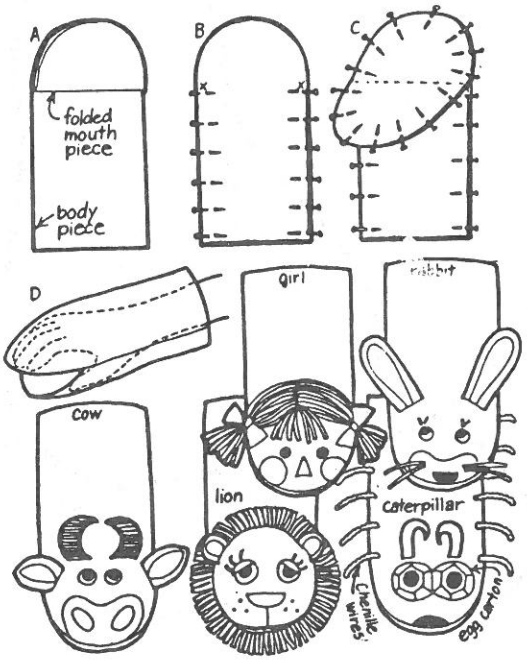
Materials: One 12 X 22-inch (30 X 55 cm) piece of felt: scraps of felt in contrasting colors; scissors, straight pins, glue, wax paper, sewing machine; optional -- yarn, fringe balls, egg carton, chenille wires.

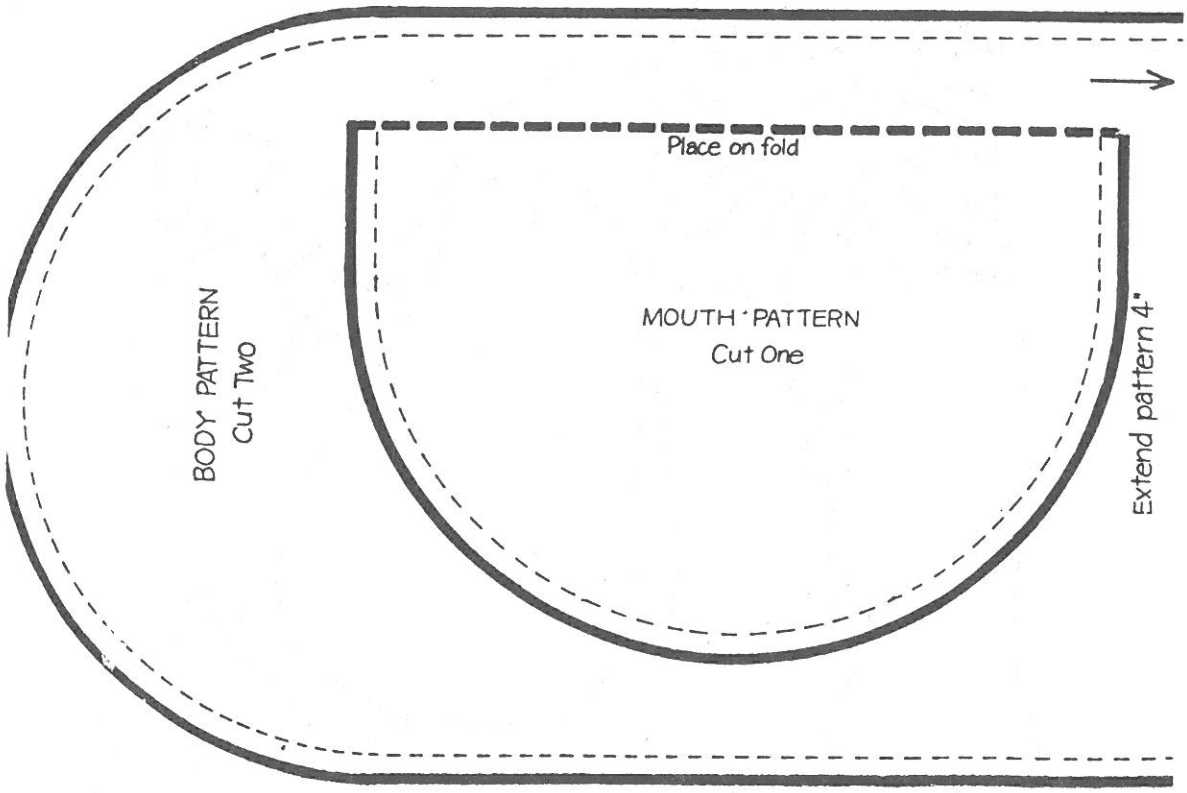
Procedure: Trace two body piece patterns onto 12 X 22 - inch (30 X 55 cm) felt, extending pattern as suggested; cut out. Cut one felt mouth. Place folded mouth piece on top of felt body, aligning edges. On body piece, mark the place to which fold of mouth piece extends (sketch A). Remove mouth piece and pin edges of body pieces together, stopping at "X" marks (sketch B). Open mouth section of body pieces and pin mouth piece to the inside (sketch C).

Close mouth section and sew sides of body pieces together on sewing machine. Stop at "X" marks and back-stitch several times. Open mouth section and sew around mouth, stopping at fold of mouth each time and backstitch; fold body piece out of the way and continue sewing around mouth.

Cut facial features from scraps of felt. Place a piece of wax paper inside head of puppet; glue features to head.

Wigs can be made from yarn and glued to puppet. Make eyes from fringe balls or from two egg sections cut from an egg carton. To make caterpillar, use 2-inch (5 cm) pieces of chenille wire for legs.

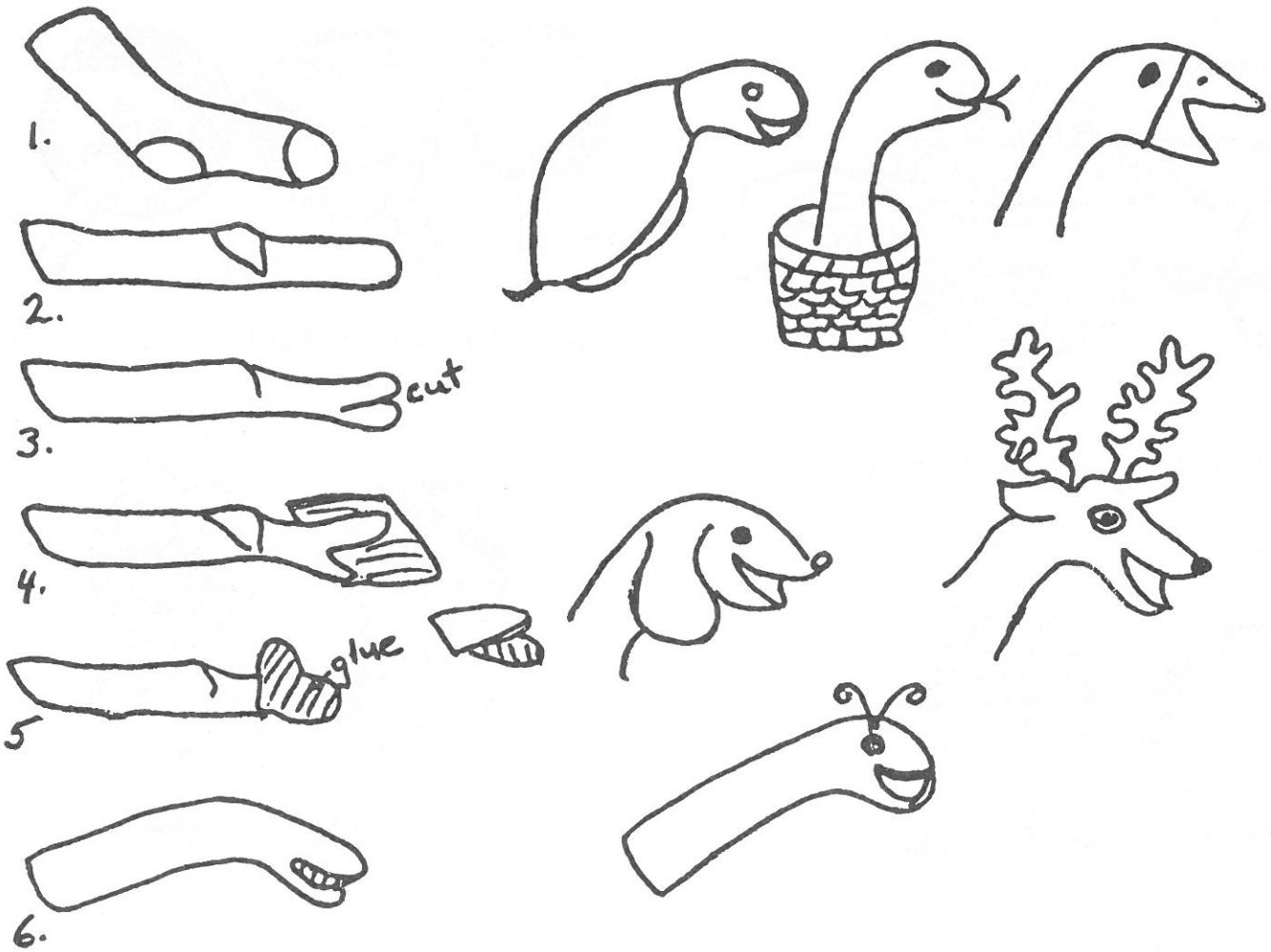




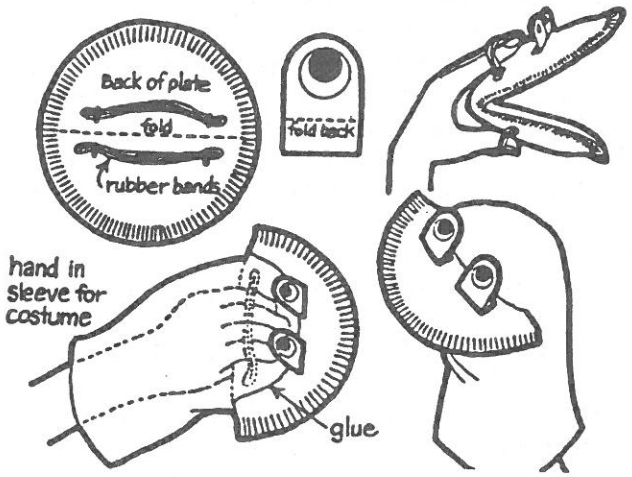
A TALKING PUPPET FROM A SOCK
(Taken from "Be a Puppeteer")

1. Use an old sock, Wool or fleecy socks work best.
2. Spread the sock out flat so that the heel is on top.
3. Cut around the edge of the toe and back about 2".
4. You will need a small piece of red, pink or orange cloth folded in half as shown. Put the folded cloth inside the open part of the mouth so that the folded edge fits all the way back against the end of the cut. Draw around the mouth as shown with pencil or chalk. Remove the cloth and cut out the mouthpiece.
5. Sew or glue it into the sock as in step 5.
6. Turn the sock right side out when the glue is dry or the seam has been ironed dry.
7. The thumb should work the bottom lip while all the fingers work the upper lip.
8. Glue or sew on features for faces. Stuff a little cotton into the heel to give the head shape.

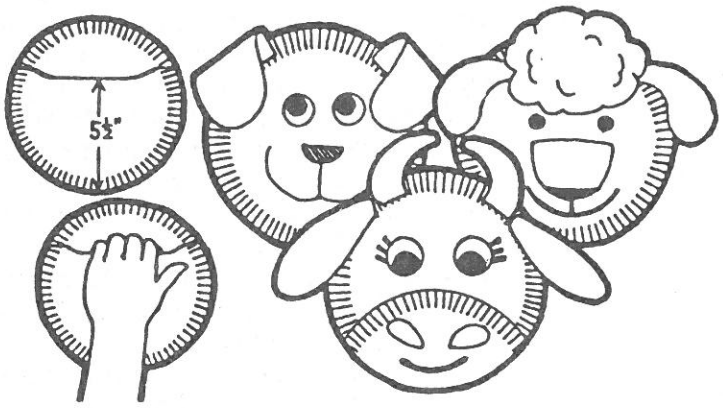
You can be so creative with this easy-to-make puppet that you will think of many more animals and "creatures" to make.



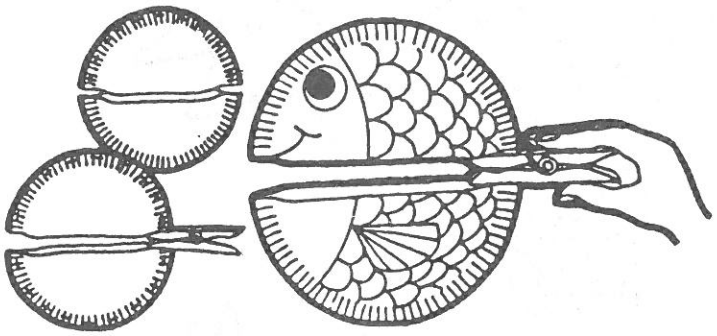
PAPER PLATE PUPPETS



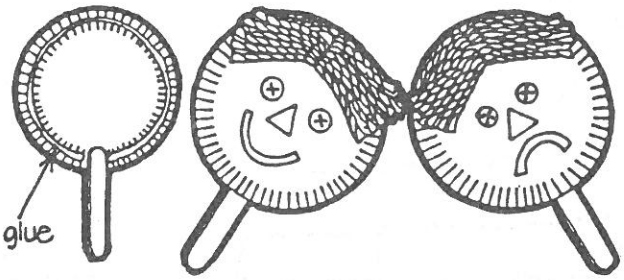
Folded Animal Plate Puppet



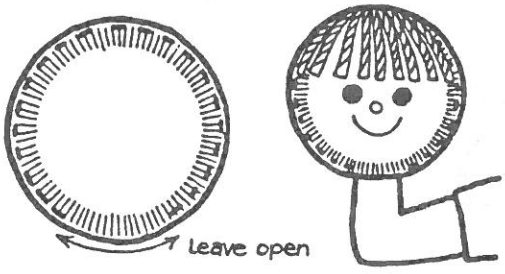
Animal Paper Plate Puppet



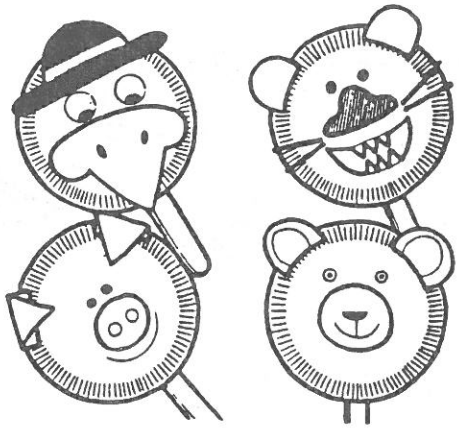
Fish Paper Plate Puppet



Sad/Glad Paper Plate Puppet



Paper Plate Puppet



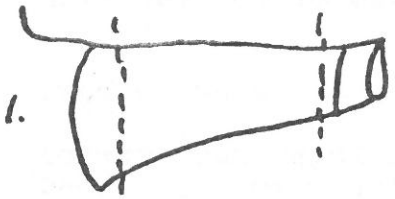
Paper Plate Rod Puppet

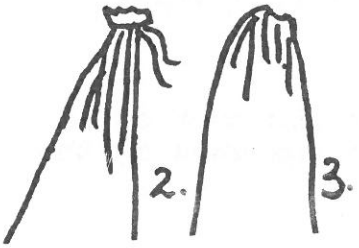
OLD SHIRT SLEEVES CAN BECOME A PUPPET

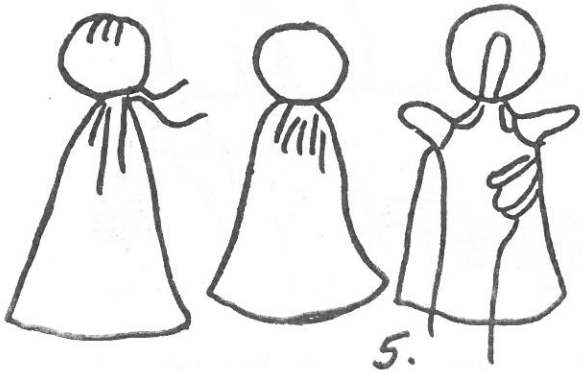
1. Use the sleeve of an old shirt or blouse. Cut the sleeve at the shoulder and cut off the cuff.

2. Tie a string very tightly around one, as shown in step 2.
3. Turn it right side out.
4. Stuff cotton, facial tissues, paper towels, etc. in the head and tie another string around the neck. Leave room for your finger to go up into the head, inside the stuffing.
5. Place your index finger way up into the head, then cut small holes for your thumb and second finger as shown in Step 5.
6. Glue on the face and hair.

This simple little puppet can be many characters for many plays and not a bit of sewing is necessary!

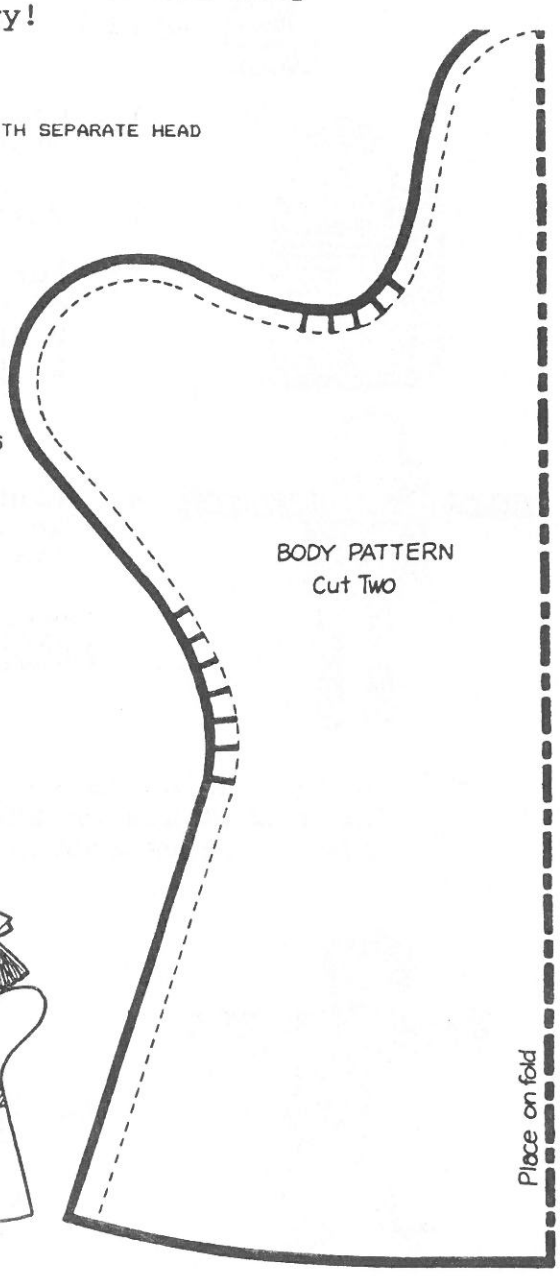




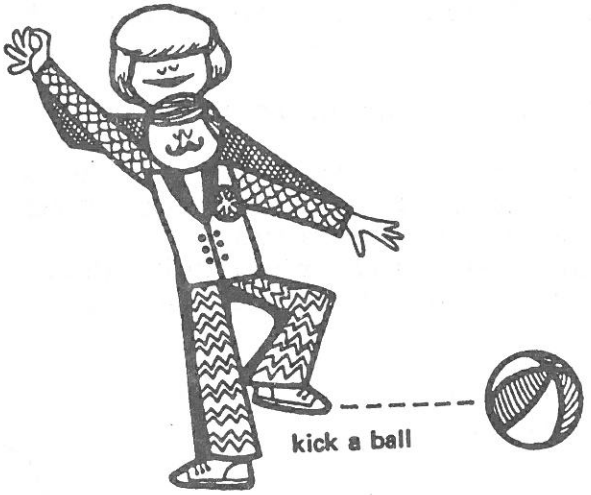


HAND PUPPET WITH SEPARATE HEAD

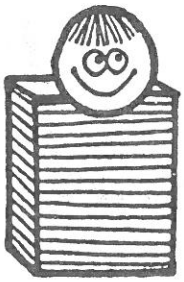




PUPPET PARTNERS - PUPPETS YOU CAN WEAR



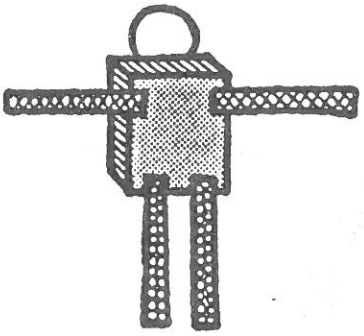




1. Cover the front and sides of the box with cloth or paper.

2. Draw a face on a paper plate. Glue to box.

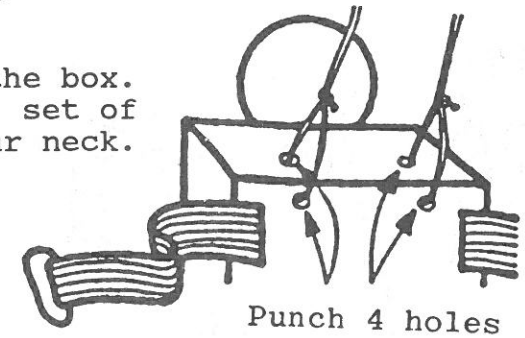
3. For the puppet's arms and legs, cut strips of cloth about 3 inches wide. You will need 2 strips 6 inches longer than your arms, and 2 strips 6 inches longer than your legs.



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



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





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

ABE LINCOLN - CHAMP

(A Puppet Play)

Characters: (Hand Puppets) Mr. Carter, Abe Lincoln, Jack, Bill, Jim

Scene: Outside Mr. Carters's Store

MR. CARTER: (comes out of store as boys approach) Howdy boys, Come to buy something?

JACK: Naw. We came to see the giant folks say is working here.

MR. CARTER: (laughing) Oh, you mean Abe Lincoln. Well, he sure is a big one, and smart, too - smart enough to be president.

BILL: Who cares about being smart? It's being big that counts.

JIM: Yeah. Can he fight? How good is he?

MR. CARTER: I tell you boys, Abe Lincoln can run faster, jump higher, throw farther, and fight better than any man in the country.

JACK: Yeah? We gotta see that. Come on boys. (They start toward store)

MR. CARTER: Wait a minute boys. Don't go in. You'll wreck the place like you did the last time. I'll call him. Abe! Abe Lincoln, come on out!

ABE: (comes out of store) You called, Mr. Carter?

MR. CARTER: Yes, Abe. These are the Clay Grove boys. They want to meet you.

ABE: Howdy, boys.

BILL: So you're the great Abe Lincoln.

ABE: That's may name. Abe Lincoln, son of Tom Lincoln.

JACK: Old Carter's been braggin' about you.

ABE: He shouldn't have done that.

JIM: He says you can out run anyone in the country.

ABE: Maybe so. Look at these legs. They're so long, they just start and stretch - one after the other. It's really not running.

BILL: And out jump anybody?

ABE: Same long legs again.

JACK: And out throw anybody?

ABE: Well, the arms match the legs. Just born big, I guess. Glad to have met you boys. Excuse me, I work to do.

JIM: Hold on. We told you we're the Clay Grove boys.

ABE: Yes, I know.

JACK: Doesn't that mean anything to you?

ABE: I've heard tell you're the best fighters around here. I'm a store keeper.

BILL: Old Carter says you can out fight any man in the country. When you say that to a Clay Grove boy, you've got to prove it. There's nobody that can out fight Jack here. (points to Jack)

JACK: (stepping up) Yeah. You didn't figure on me when you started braggin'.

MR. CARTER: I - but - but

ABE: (calmly) I'm sorry boys, I don't know why you're angry. I have no desire to fight Jack.

JACK: (closing in) Well, Mr. Lincoln. Nobody refuses to fight me.

ABE: (dodges Jack's punch) Just a minute. If you're going to fight, I'll fight too. (They fight; other boys cheer. Jack falls down. Other boys start to close in.) Stand back! I'll take you sissies one at a time or two at a time.

JACK: (getting up) Stand back, boys. No use fightin' Abe Lincoln. He's the best guy that ever broke into the settlement - even if he is smart enough to be president! (Offers to shake hands with Abe. They shake.)

GALLANT GALAHAD

Puppets: Sir Galahad and any number of friendly Knights. Sir True blood, Servant, The Black Knight. (All are hand puppets, paper sack or hollow head.)

Setting: Inside a medieval castle. Backdrop shows stone walls with round cut-out windows. A door is at the side out of view. The servant is on stage. A knock is heard at the door.

SERVANT: (Goes to side of stage to answer door)

SIR TRUEBLOOD: (Enters with servant) Kind sir, pray let me spend the night. I am weary and have traveled far. I long for rest.

SERVANT: Enter and rest thyself. Pray tell me, why do you travel so late at night?

SIR TRUEBLOOD: I am the King's messenger and I must take a message to Sir Galahad in a far country.

SERVANT: You are in luck sir. Sir Galahad is at this very moment resting in this castle. Your search is ended.

SIR TRUEBLOOD: What good fortune! Please call Sir Galahad for me. I must speak with him. (Servant goes offstage to get Galahad)

SIR GALAHAD: (Enters with servant) You wish to speak to me, sir?

SIR TRUEBLOOD: I have an urgent message from the King. Sir Galahad. You are in great danger. There is an enemy who is trying to do you harm.

SIR GALAHAD: Impossible! I have no enemies.

SIR TRUEBLOOD: Nay, sir. But a jealous knight wants to kill you so that he may ask for the hand of Lady Prudence. (A knock is heard at the door)

SIR TRUEBLOOD: (Looking out window) It is he!

SIR GALAHAD: (Calling offstage) Arise! Arise! Knights of Galahad. Make ready for battle. (Knocking on door persists. Friendly knights come onstage dressed in armor, ready to fight)

SERVANT: (From side of stage) No! No! You may not enter! (Black Knight rushes onstage with sword drawn)

SIR TRUEBLOOD: It's the Black Knight! (The knights fight. Black Knight is knocked down)

SIR GALAHAD: We have fought a good fight. Before we go our separate ways, shall we promise to use our swords to fight only in defense of right and for truth and honor. (All friendly knights point swords to ceiling and repeat)

ALL: Be always ready with your armor on!

CURTAIN

THE FEARLESS TOREADOR

Puppets: Bullfighter, Brave Bull, Spectators (any number - or omit if desired)

Setting: Bull fighting ring. Spectators are in rear in grandstand. Bullfighter is standing to one side, facing the Bull, who is on the opposite side of the stage.

BULLFIGHTER: (Raising arms in cheer) I am Don Sebastian Jose de Fernando. I am zee bravest and most fearless matador in all Mexico. (He struts around waving cape)

SPECTATORS: Ole! Ole! (They jump around. Cheers can come from offstage if no spectators are used)

BULLFIGHTER: Not only am I zee most fearless matador, I am also zee most handsome. (He nods his head and struts some more)

SPECTATORS: Ole! Ole!

BULLFIGHTER: Ah ha! You see? Zee bull, he is frightened of Don Sebastian! Oh, I am so brave! I am so brave, eet is a shame! Zee bull, he weel not fight. Poor scaredy bull!

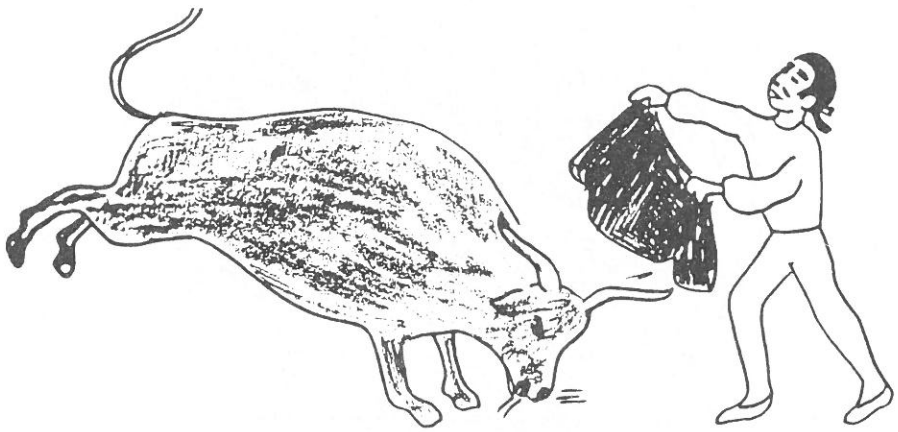
(He turns his back on the bull and struts some more. While his attention is distracted, the bull starts moving. He snorts and starts toward the bullfighter)

BULLFIGHTER: (turning towards bull) And now, Bull, watch out! (He sees the bull coming towards him. He drops his cape and runs offstage yelling) Help! Help! Zee ferocious bull! He weel keel me! Me, Don Sebastian, zee bravest matador in all Mexico. Help! Help!

(Bull chases him offstage.)

SPECTATORS: Boo! Boo!

CURTAIN



THE MAGIC MIRROR

Characters: Gregory Q. Genius, man, clown, horse, Monkey, Dog, 2 boys.

Setting: A screen is set up in the middle of puppet stage.

GREGORY GENIUS: Hello, my name is Gregory Q. Genius. I am a world-famous inventor. I have just invented a magic mirror. This magic mirror can instantly change a person into someone else. The magic mirror is behind this screen which I have set up on a busy sidewalk where lots of people pass by. Let's see what happens as people are changed by my magic mirror. (He steps aside)

(Man enters from side and passes on front of screen. He looks at screen curiously, peeks around the side and disappears behind it. He is quickly replaced by the horse puppet who comes out on the other side of the screen)

HORSE: Whinney, whinney. (Runs offstage)

(Boy enters from side, looks at screen, peeks around it and goes behind it out of sight. He is replaced by a dog puppet who comes out on other side of screen).

DOG: Arf. Arf. (Runs offstage)

(Second boy puppet enters and goes behind screen, where he is replaced by the clown puppet and comes out on other side.)

CLOWN: Ho! Ho! Ho! (bounces around and exits)

(Continue in this manner, using more puppets if you wish.)

GREGORY GENIUS: Isn't that amazing? (He goes behind screen and is replaced by the monkey puppet. He comes back out)

MONKEY: (shrugs) Well, all I can say is, be sure to watch out for that magic mirror. (Exits hopping like a monkey)

CURTAIN



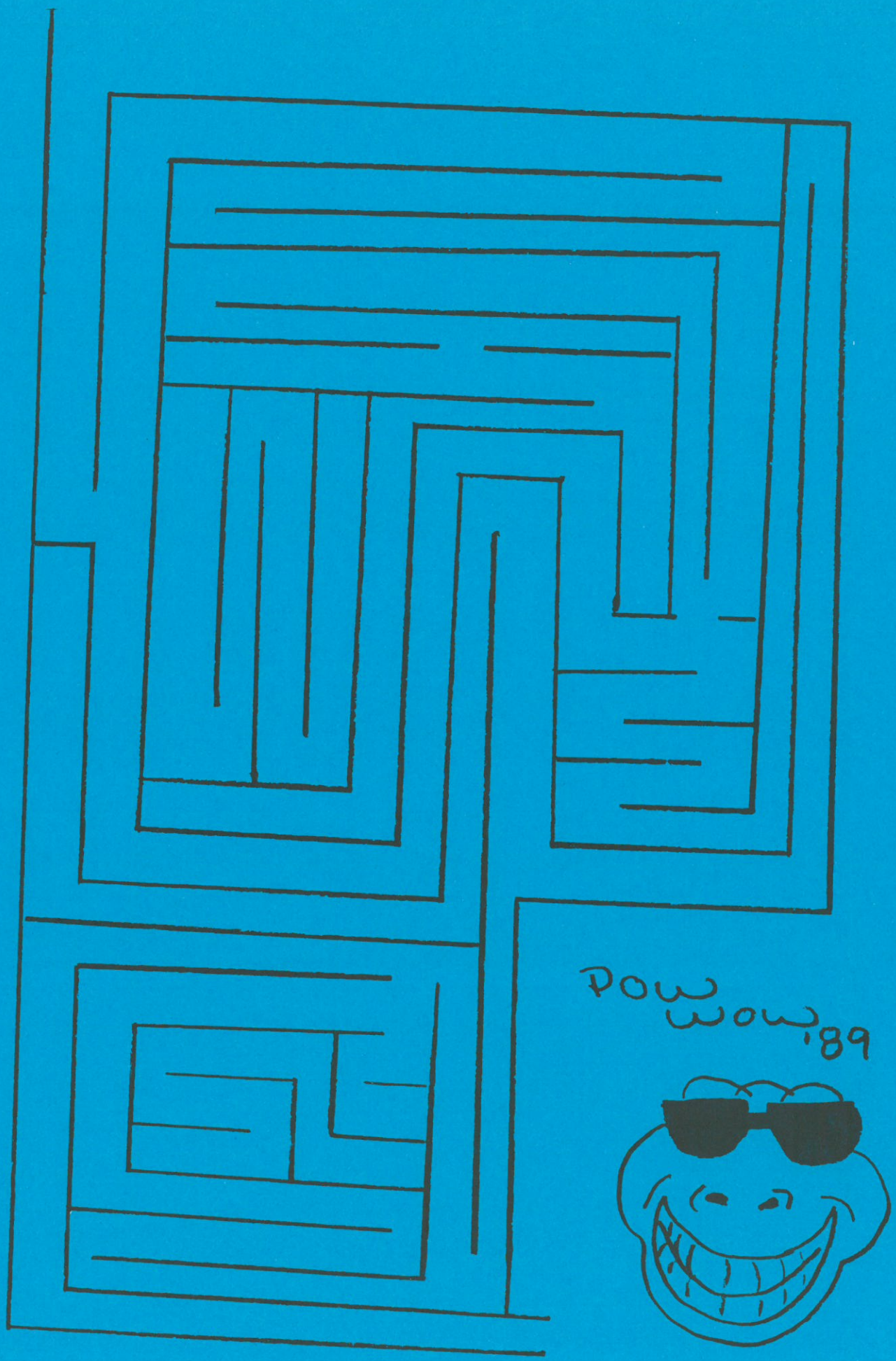
A JOURNEY INTO SPACE

Puppets: Three boys - Jim, Fred, Bill (all hand puppets)

Setting: Inside rocket ship. In background is a round frame where various scenes can be shown. This represents window in rocket ship. As curtain opens, 3 boys are on stage.

JIM: Golly Bill, do you think we ought to be in here?
Bill: Sure, why not? The airport is open to inspection. I'm going to inspect this rocket ship. Look at this button. (Pushes button)
FRED: Gee, that closed the door!
BILL: Well, what do you know. Wonder what this other button does. (He pushes button. All puppets jerk back and begin to bounce around.)
JIM: You started the rocket. We're taking off! (Scenery changes)
BILL: Well, what do you know!
FRED: I'm getting dizzy. (He weaves around)
BILL: You're short of oxygen. I'll push this oxygenizing button. (He does)
FRED: That's better. (Scenery changes)
JIM: Look, there's the moon! It really does have mountains on it!
FRED: I'm getting scared!
BILL: Nothing to be scared of. We're having an adventure in space!
JIM: We're approaching Mars. Look! It really does have canals and mountains on it. (Scenery changes)
FRED: Do you suppose we should land? I don't want to stay in this rocket ship forever.
BILL: Well, you don't want to land here! (Scenery changes)
JIM: Look, I'll bet that's Jupiter. See the rings? There's a red one in the center. (Scenery changes)
FRED: There's another planet. That must be Saturn.
BILL: Probably no one will believe us when we get back home.
JIM: How are we going to get back? (Scenery changes)
BILL: I don't know. Let's enjoy ourselves first. Look, there's Uranus. It's green!
FRED: I'm feeling kinda green. How can we tell people what we saw if we don't go back home?
BILL: (Scenery changes) Look, there's Neptune. See its moon?
JIM: I want to go back home!
FRED: So do I!
BILL: Let me see if I can find a reverse button. Here's one! (He pushes it)
JIM: Look, we're turning around. (Scenery changes in reverse)
FRED: Hey, what's this? (points to one side)
GILL: Golly, that's a tape recorder. It's been taping everything we said. Now they'll believe us when we get back home! (Scenery changes)
JIM: If we get back home! (Scenery changes)
FRED: Oh boy. I can see the earth now. We're almost there. (Scenery changes)
BILL: I'll push this "stop" button. (Pushes button. Puppets jerk to stop)
JIM: We made it! Wow, what an adventure!
FRED: I'm glad we're home. I'll take the earth any old day!
BILL: Hmmmmmm. Now if I can only figure out how to open the door!

CURTAIN


POW WOW '89

GAMES

Games are the sunny side of Cub Scouting. Skills and interests developed in childhood teach self-confidence, independence, and an ability to get along with others. Children learn through play.

Games are an integral part of Scouting's programs because they are an important teaching method. Games accomplish Cub Scouting's objectives of physical fitness and character enrichment, and at the same time develop the whole boy ... one who is physically strong, mentally awake, and morally straight.

Games teach a Cub Scout to follow rules, to wait his turn, to respect the rights of others, to give and take, to play fair; all found in the purposes of Cub Scouting. To a boy, a game is one of the serious things of life. The purpose of games then, is to give true character training, because a boy is fully alive when he is at play and is therefore receptive and teachable.

Consider first the physical aspect ... the release of surplus energy within the physical ability of the group. A game must be satisfying to the strongest and yet not overtax the weakest. It should have a definite relationship to the Cub Scout's health. In fact, it should stimulate growth and the development of practically every muscle and at the same time materially assist the bodily functions ... circulation, respiration, digestion, and the nervous system are stimulated by active outdoor games.

The next value to be considered is the mental value. The activities boys participate in must contain elements of excitement, competition, and accomplishment. With other boys, he must learn to play ... and to play fair. He must begin to follow certain rules. At this age, he plays simply to satisfy his aspirations and live a varied life. Games help develop quick thinking, alertness, and strategy.

Cub Scouts must learn to play with other boys, and to control their emotions. Games can act as a beneficial 'safety valve' which allows the release of pent-up stress and tension in a controlled atmosphere, where such release is not considered unusual behavior.

Boys at play are truly 'alive', intense, receptive. Their interest and concentration is probably never higher. One of the most important learning experiences derived from games is the character development aspect where the necessity for the cooperation of all, abiding by the rules, and a sense of fair play are forcefully demonstrated.

Giving boys a chance to lead games makes possible the development of an excellent source of assistance for any leader, as well as helping them develop their potential as leaders and in accepting responsibility and accountability before their peers. Boys play games naturally and instinctively. Little do they realize how they are developing their potentials. The leader's responsibility is to utilize this natural instinct to its fullest and involve the boys in a program of games which are challenging, healthy, and above all, FUN!

(HOW TO DO BOOK is a valuable resource for games ideas.)

HINTS FOR GAME LEADERS:

1. Know the rules of the game and have the necessary equipment on hand.
2. Wait until you have the full attention of those taking part before you explain the rules of the game.
3. Explain the rules simply, briefly, and in proper order. Point out starting and finishing lines.
4. A new game should be played by a small group following your instructions.
5. Ask for questions after explaining and demonstrating the game.
6. While the game is on, allow as much noise and fun as possible.
7. Be sure the rules are followed.
8. If the game is not going right, stop it and explain again.
9. Play the game a couple of times if it is well liked.
10. Always make it fun.
11. Stop a game at its height of enjoyment - don't wear it out.

The key to having fun with games it TRY IT - YOU'LL LIKE IT!

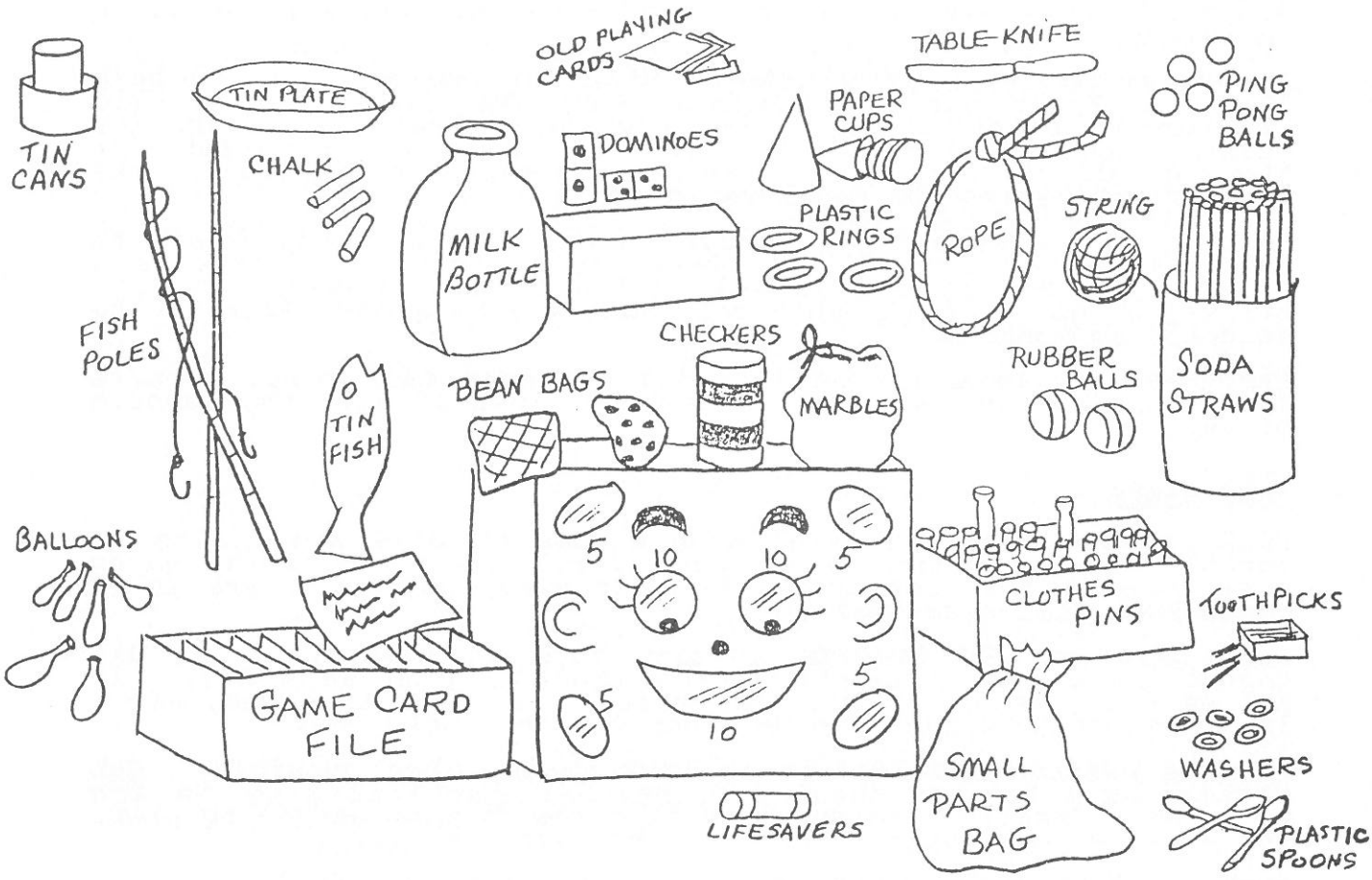
GAME OF CONCENTRATION

Directions: This test is to see if you can follow directions. Just concentrate, but remember you only have two minutes.

1. Read everything before doing anything.
2. Put your name in the upper right-hand corner of this paper.
3. Circle the word "Name" in sentence number 2.
4. Draw five small squares in the upper left-hand corner of this paper.
5. Put an "X" in each square.
6. Put a circle around each square.
7. Put a circle around each word in sentence number 5.
8. Put an "X" in the lower left-hand corner of this paper.
9. Draw a triangle around the "X" you just put down.
10. On the reverse side of this paper, multiply 70 by 61.
11. Put a circle around your answer. Put a square around the circle.
12. If you think you have followed directions up to this point call out, "I have."
13. Count out loud in your normal speaking voice backwards from 10 to 1.
14. Now that you have finished reading carefully, do only sentence number 1 and 2.
15. You have finished. How did you do?

- Cub Scout Program Helps

GAME CHEST



THE GAME CHEST

Sometimes known as the Den Leader's Helper, is an item called the Game Chest. It may be a cardboard box, old footlocker, a cast off toy chest, or any other container that you have handy that can be spared for Cub Games and/or Craft Supplies.

Once you have selected your Game Chest, involve your boys in its preparation. A little paint, a few decals, lots of imagination, and perhaps their own signatures will personalize its exterior so that all the world will know where the Den keeps its game supplies.

It is what's inside that counts. A leader can fill a Game Chest with his or her own household supplies or have each Cub bring several items for Game supplies which will individualize its contents as "Boy Made".

Your Game Chest will be your silent helper when planned activities are over too quickly. It can help your Denner when it's his turn to help at the meeting.

It's also a great place for storing Den Supplies, unfinished craft projects, and Den Records. If you have never had a Game Chest, give it a try. It isn't only a Game Chest, it's a Treasure Chest!

DEN GAMES

Den games are designed with a small group of boys in mind. Quiet games are helpful when weather prohibits outdoor activity. Den games can be relays or can be played with each boy playing as an individual.

An active Den game is a helpful start at Den meetings to help "Get the Kinks Out". Remember, most Den meetings are held immediately after school, when boys have been cooped up for several hours. A Den game can thus provide an outlet for "Letting off steam" and may make a group easier to handle for the quieter activities you may have in store.

Choosing up sides among the boys is not always the best way to ensure that each boy will be chosen in a group. If there is a problem boy who is not as well liked by all members, drawing straws, or going in alphabetical order may be a more fair way to select team members.

Remember ... Games may be intended to teach fair play, promote sportsmanship, and build character; but most of all, they should be fun!

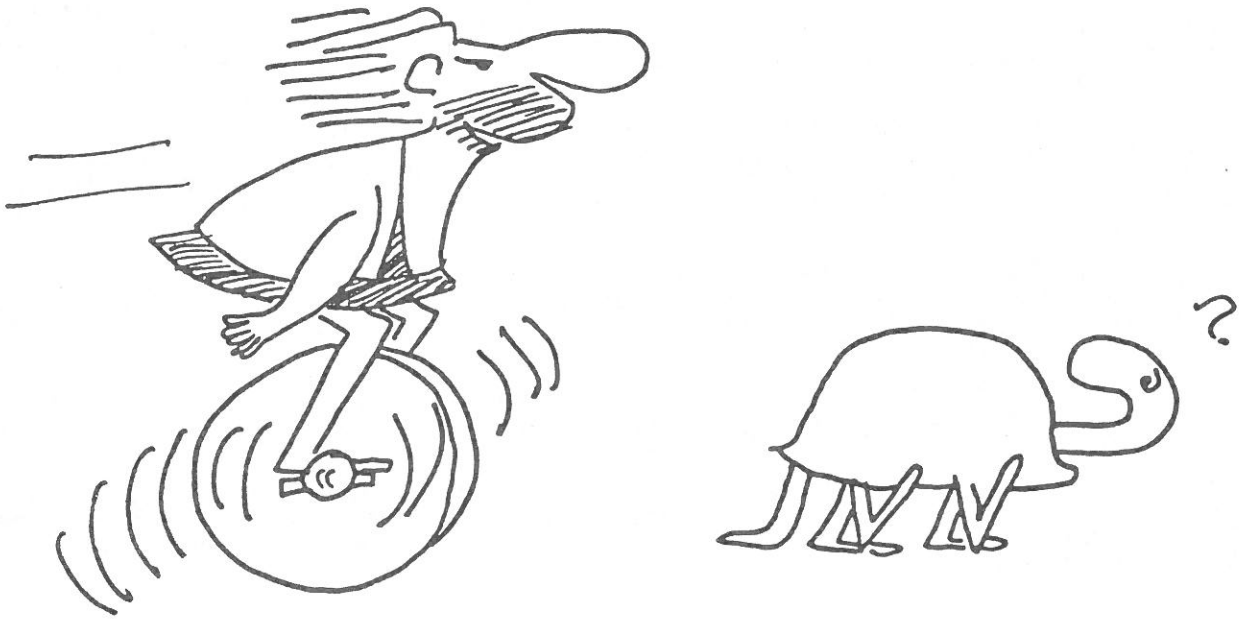
PACK GAMES

Pack games are played with large groups of boys and adults at monthly Pack meetings. As a general rule of thumb, relay games seem to work best for groups of this size, but there are other games that will also work well.

Pack games should include as many boys as possible. If all cannot participate, select representatives from each Den. If prizes are given, a simple Den prize (suckers, bubble gum, etc.) is a nice gesture that can be given for the whole Den.

Involve parents and leaders in Pack games, when possible. Cub Scouts love to see their own parents participating in the activity. Prepare more supplies than needed when gathering props for a large group game. Better to be safe than sorry!

Then ... lean back, watch or participate, but have fun!



MISCELLANEOUS DEN GAMES

RING TOSS - Clamp clothespins around the rim of a bucket or wastebasket. From 10 feet away, Cub Scouts try to toss jar rings over the clothespins. The one to ring the most pins wins.

RAINY DAY BUTTON GAMES - Make a miniature golf course by arranging nine cups on a covered dining room table or short-napped floor rug. Number the cups. Use buttons as in tiddley-winks to follow the course. Keep score for each hole as in regular golf. Button football is played with goal posts (pencils stuck in thread spools, string tied from post to post). One player "kicks off". Other team has four snap jumps to get the button across the goal line. If them scores, the ball is "kicked" to the other team. Score as in football.

PICK UP STICKS - Place a half dozen sticks or twigs on the floor, spacing them about 2 feet apart and in front of each of two Cub Scouts. Each boy stands on his right foot and holds the left ankle with his right hand. On signal, they hop over all their sticks without touching them or losing balance and then hop backward over them, picking them up as they go back, without losing balance or letting go of the left foot. This could also be played as a relay, using teams.

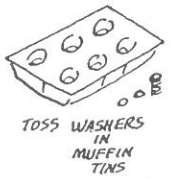
TOOTHPICK CASTLE BUILDING - Give each boy 10 flat toothpicks as he arrives. They take turns placing a toothpick on the top of an open pop bottle. The boy who causes the toothpick castle to fall gives the toothpick to the boy before him. The winner is the boy with the most toothpicks at the end of a specified time.

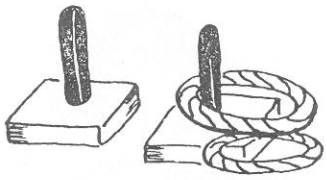
STICK PICK UP - Throw five or six toothpicks on the table haphazardly in front of each Cub Scout. They should pick them up as follows:

The first toothpick between two thumbs
The second between the pointer fingers
The third between the middle fingers
The fourth between the next two fingers
The fifth between the little fingers
It's easy, if you hold your tongue just right.

HOP THE CAP - The caps of the players are placed about a foot apart in a row. The owner of the first cap hops over each cap, hops back, then around each one, going to the right of the first cap, left of the second, and so on ... all without touching a cap. At the end, when he reaches his own cap, he bends forward, places his hands on the ground, touches his cap with his nose, stands, and hops over the finish line. Each player does this in turn. The player with the fewest hops or who doesn't put his foot down wins.

EMPTY POCKETS - Without telling anyone in advance, offer a prize to the one who can produce the largest number of articles from his pockets. Ask each one to spread the articles on the table in front of him and have two or three judges look over the collections and make a list of the articles produced by the prize winner. Read the list to the group.





QUOITS

RELAYS

WATER JUG RELAY

Equipment:
- 2 6 or 12 oz. Coke bottles or equivalent
- 2 1-gallon plastic jugs
- 2 large water buckets (filled with water)
- 2 small funnels
- 2 paper, tin or plastic cups

Form two parallel teams. In front of each team is an empty one-gallon plastic jug. In front of each team about 25 or 30 feet away is the full water bucket, funnel and cup. First boy on each team is handed an empty Coke bottle. On the word 'go' he runs down to water bucket, puts funnel in Coke bottle and proceeds to fill his bottle with cups of water. When bottle is filled, boy runs back and pours water from bottle into plastic jug, gives the empty Coke bottle to next Cub in line. This continues in the same manner until one of the teams has filled their jug.

EXPLOSION RELAY - Divide into two relay teams. Line up at equal distances from two stacks of paper sacks. Each player takes a turn racing to the stack in front of his line, blowing up a paper bag, breaking it with his hand and racing back to tag the next player on his team. The first team to finish wins.

ONE-LEGGED RELAY - The first player of each team is given a colored band. At signal, he carries the band to a mark about 45 feet directly in front of him. When he reaches the mark, he ties both his ankles with the band and returns to his team by hopping. The team to finish first is winner.

MIXER RELAY - Form relay lines. First person in each line sticks a penny match box cover over his nose. He transfers it to the nose of the person behind him without using his hands or feet, and so on down the line. Team to finish first wins.

BEAN RELAY - Players are divided into relay teams. A pile of dried beans is placed in front of each team. Across the room at the goal line is a plate for each team. The first player on each team is given a table knife. He puts as many beans as possible on his knife without using his hands; runs (?) to the goal line; slides the beans into his team's plate and runs back to give the knife to the next runner. Any beans which drop along the way must be picked up without using the hands. Team with the most beans on their plate wins.



RAINY DAY GAMES

HIKING IN PLACE - Mark a 16" circle for each player on floor. One boy stands in each circle. Two boys act as judges. On the word 'hike', each boy hikes in place, inside his circle. His pace should be kept brisk. Any boy who slacks should be disqualified by the judges. Hikers must also be careful to keep strictly inside their circles. If any part of the foot goes over the circle line, the boy is out.

After the boys have hiked for two or three minutes, the hiking stops on the call 'halt'. The winner is the one who best kept up a brisk pace, showed the most style, and didn't get a heel or toe outside his circle.

JOGGING IN PLACE - This game is the same as the preceding one, except that the arms are held to the sides just above waist level. The steps should be higher and brisker. The feet remain inside the 16" circle and any jogger who steps outside is disqualified. The jogging should be done smartly and rhythmically on the balls of the feet. It must also be done without slowing down, or the jogger is out. The judges decide the winner, selecting the one who has done the best jogging for two or three minutes without getting outside his circle.

BIKING IN PLACE - Each player stands inside his 16" circle. He lifts his legs as though riding a bicycle at a fair speed. To make the workout more difficult, he must keep his hands extended level with the waist, as though holding on to the handle grips of a bike. He must use only the balls of his feet and keep strictly within his circle. Those who allow any part of the foot outside the circle are disqualified. After two or three minutes, the judges choose a winner based on the basis of best biking style and pace.

KNEEL - This is a test of strong fingers and hands, coupled with a little skill. Two players stand face to face and grasp each other's hands, with fingers interlocked. To avoid injury, the fingers should be tightly joined, with the fingertips pressing on the back of the opponent's hands. On the word 'go' each boy steps backward, trying as he does so to force his opponent to his knees by downward pressure of the hands. The first one to kneel loses. If one finds the pressure too great, he may call "Hold" whereupon his opponent stops the pressure and wins the bout.

SKIPPING ROPE - Mark a six-foot circle on the floor. The only equipment needed for this workout is a short length of fairly heavy rope, just long enough to skip with comfortably. Skipping rope is a favorite form of exercise used by many athletes. It should be started rather slowly and the pace increased until the going really becomes tough. Skipping with both feet together, then separately, and then with hops and quick steps alternating, not only is fine exercise but also helps develop quick footwork.

GREAT DOCUMENTS QUIZ

How much do you and your family know about two of the greatest documents ever written; the Declaration of Independence and the Constitution of the United States?



1. The first words of the Declaration of Independence are:
   "We hold these truths to be self-evident..."
   "We, the People of the United States..."
   "When in the Course of human events..."
   "Four score and seven years ago..."

2. The first draft of the Declaration of Independence was written by:
   John Hancock — Button Gwinnett
   George Washington — Thomas Jefferson

3. The Constitution of the United States was signed in what year:
   1776 1787 1492 1620

4. What is the minimum age for a President and in what document is this stated?

5. Which amendment to the Constitution provided for the abolition of slavery?
   Tenth Amendment — Thirteenth Amendment
   Third Amendment — Sixteenth Amendment

6. A senator serves a term of:
   Six years Four years Two years Eight years

7. What is the maximum number of years a President may serve?

8. Which amendment to the Constitution guarantees freedom of speech?
   Fourteenth Amendment — First Amendment
   Twenty-ninth Amendment — Fifth Amendment

9. What legislative body has the sole power to impeach a President?



ANSWERS: 1. "When in the course of human events..." 2. Thomas Jefferson; 3. 1787; 4. Age 35, as stated in the Constitution; 5. Thirteenth; 6. Six years; 7. Ten years, (two terms plus the remainder of a predecessor's term if 2 years or less); 8. First Amendment; 9. House of Representatives.



IDENTIFYING PRESIDENTS: Place pictures of the Presidents of the U.S. around the room. Ask guests to identify them by number on a sheet of paper.

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

SCRAMBLED PRESIDENTS: Each player is given a list of about ten names of presidents with letters scrambled. Allow about 15 minutes for players to unscramble names.

MATCH THE PRESIDENTS: Thumbtack a list of the best known presidents to a board. Around the names, place pictures related to these men, such as a home, a memorial, or an incident in his life. Give each picture a number and provide a check list to match them. Participants match pictures with names and write them on their cards. Here are some suggestions:

George Washington	- Mt. Vernon, Valley Forge
Thomas Jefferson	- Declaration of Independence
James Monroe	- Monroe Doctrine
Abraham Lincoln	- Lincoln Memorial, Gettysburg Address
Ulysses Grant	- Civil War General
Theodore Roosevelt	- Rough Riders
Dwight Eisenhower	- WWII General
John F. Kennedy	- Youngest president, PT Boat
Lyndon Johnson	- Texas ranch, 10 gallon hat



PRESIDENTIAL NICKNAMES: Which Presidents answered to the following nicknames?

1. Rail Splitter of the West?	(Abraham Lincoln)
2. Hero of New Orleans?	(Andrew Jackson)
3. Rough and Ready?	(Zachary Taylor)
4. Canal Boy?	(James Garfield)
5. Tippecanoe?	(W.H. Harrison)
6. Honest Abe?	(Abraham Lincoln)
7. Rough Rider?	(Theodore Roosevelt)
8. Father of His Country?	(George Washington)
9. The Sage of Monticello?	(Thomas Jefferson)
10. Old Hickory?	(Andrew Jackson)



PILGRIMS AND INDIANS: Around the room, hide cards on which there are letters which spell 'Pilgrims' and 'Indians'. There should be several full sets of cards, with several extra cards. Divide group into equal teams of Pilgrims and Indians. On a signal, they begin searching for the letters which will spell their name. The first person to collect cards to spell 'Pilgrims' or 'Indians' correctly is the winner.

LOGROLLING CONTEST: Make logs from 4-inch cardboard cylinders. Paint. This can be a relay, with each boy rolling a log with a dowel or stick to a given point and back to the next person in line.

RING THE TURKEY: Cut out the shape of a turkey from cardboard or wood. Paint and decorate the cut out. Hammer nails onto the turkey at different places. This is the target. Place it 8 to 10 feet away. Have each player throw rubber jar rings at the turkey. The winner is determined by the number of rings which catch on the target. If you wish, you can mark each nail worth a certain number of points.

BIRTHDAY USA

How much do you know about the man who leads our country? The President has not just one job, but many. He is the chief of state, our leader before the world. He is the chief executive, the administrator of government, the leader of his party, our top diplomat, commander-in-chief of the armed forces. See how much you know about our remarkable Presidents.

1. Which President had the following hobbies: boxing, ju-jitsu, riding, shooting, tennis and wrestling?
2. True or False. Some Presidents had no formal schooling?
3. How many Presidents were awarded the Nobel Peace Prize?
4. True or False. No President was an only child.
5. True or False. Theodore Roosevelt boxed with one-time heavyweight boxing champion John L. Sullivan.
6. The heaviest President was Grover Cleveland, George Washington, William H. Taft, Lyndon B. Johnson.
7. Only one President remained a bachelor. He was Thomas Jefferson, Woodrow Wilson, James Buchanan, Harry S. Truman.
8. George Washington's official title was 'His Highness, the President of the USA and Protector of their liberties'. True or False.
9. The first President to appear on TV was Herbert Hoover, Harry S. Truman, Dwight D. Eisenhower, Franklin Delano Roosevelt?
10. Who said: 'Whenever I hear anyone arguing for slavery, I feel a strong impulse to see it tried on him personally'. George Washington, Abraham Lincoln, John F. Kennedy, Spiro Agnew.
11. Theodore Roosevelt and Franklin D. Roosevelt were: father and son; uncle and nephew; fifth cousins; not related.
12. Who was the tallest President?
13. Which President served in office only a month?
14. Which President never lived in the White House?
15. Which President was taught to read by his wife?

ANSWERS: (1) Theodore Roosevelt. (2)True - George Washington and Zachary Taylor were tutored at home; Andrew Jackson, Abraham Lincoln and Andrew Johnson were self-educated. (3) Two-Theodore Roosevelt and Woodrow Wilson. (4) True. (5)True-they boxed in the White House gym. (6) Taft, who weighed 340 pounds. (7) James Buchanan. (8) True (9) Roosevelt in 1939 (10) Abraham Lincoln. (11) Fifth cousins. (12) Abraham Lincoln at 6'4". (13) William Henry Harrison. (14) George Washington. (15) Andrew Johnson, who never attended school.

PEBBLE: (Greece) Equipment: Pebble, small ball, washer or other object.
Boys line up with hands out, palms up. A goal is established from 10 to 30 feet away. Between the line of boys and the goal is 'it', who has the pebble or some object. He walks down the line of boys, pretending to give it to each one. Somewhere along the line, he actually does drop it into another boy's hand. The boy who receives the pebble tries to reach the goal and get back to 'it' before the player on his right can catch him. He may start running any time, but he must go before 'it' reaches the end of the line. If the runner gets to the goal and back to 'it' without being tagged by the boy on his right, he becomes 'it'. If he is caught, the chaser becomes 'it'.

BUZZ: (Taiwan) Players sit in a circle and start counting round the circle from 'one'. If the agreed figure for the game is seven, each time the number being called includes seven or a multiple of seven, the player keeps quiet and clasps his hands together. If anyone makes a mistake, the leader records a point against him. When the boys become good at this game, add one or two other numbers, so they will have to keep very sharp not to get caught.

CIRCLE GAME: (Australia) A player stands in the center of the circle of boys holding a tennis ball. He tries to throw the ball to someone in the circle who will drop it. another ball is also being passed around the circle from one boy to another. the player in the center may throw his ball to anyone, but he usually throws it to the boy about to receive the ball being passed around the circle. If either ball is dropped, the one who drops it changes places with the boy in the center.

LA PALMA: (Bolivia) The Indians of Bolivia used a bone, but you can use a stick for this game. Set the stick up on end in a hole in the group. Draw a straight line away from the stick. Measure out a distance of 3' from the stick. Drive in a peg. Do this so that the pegs are all 3' apart and in line. You will need about six pegs and a supply of tennis balls. The boys take turns trying to hit the stick from the first peg. Those who do, move on to the next peg. Those who don';t, stay at one peg until they hit the stick. The first boy to complete the six throws from the pegs wins the game.

CROSSING THE RICE FIELDS: (China) Players line up in teams of two, forming two or more columns as in relay formation. On the word 'rice', the first team in each column form a wheelbarrow and race across the rice fields to the river (two parallel ropes stretched out on the floor). At the edge of the river, player A climbs on Player B's back and is carried piggy-back across the river. On the other bank, they change places for the return journey across the water and then wheelbarrow home again.

I PACK MY TRUNK FOR HOLLAND: The first player starts by saying, "I pack my trunk for Holland and in it I put apricots." The second player says, "I pack my trunk for Holland and in it I put apricots and books." The third player has apricots, books, and curlers, or some other article that follows in alphabetical order. Each player must repeat all the preceding articles in proper sequence and add another beginning with the next letter. The one who leaves out an item in the original alphabetical sequence drops out. The one who holds out longest wins.

DUTCH SHOE RELAY: Boys line up in teams, relay style. Each team has two shoe boxes. On signal each player in turn places his feet in the boxes and shuffles up to and around a chair and back to the starting point where the change takes place.

EXCHANGE RACE: (England) Divide the players into two, four, or six groups (for teams). Form straight lines and count off. Paired players face each other. Lines are ten, twenty, or more feet apart facing each other. On a starting signal the No.1's of each line run forward, meet near the center, exchange objects, run around each other, return to their lines, and give their object to No. 2. Then they go to the end of their own line. The 2's repeat, give same object to No.3, etc. Objects must work back down to the head of the line. the team wins whose No. 1 man is first to receive the object and hold it up.

SANTA'S REINDEER: Boys stand side by side on a line called the North Pole and each selects the name of one of the reindeer for himself. One boy is designated as Santa Claus and goes to the middle of the play area, facing the reindeer, between the North Pole line and one at the other end called my House. It is Santa's job to call the name of one of the reindeer, and all reindeer with that name try to run (gallop) to the line marked My House before they are tagged by Santa. All those tagged go to the center and help him tag the others. When all have been called, Santa counts the number he caught and then designates one not caught to become the next Santa. All go back to the North Pole line and the game starts again, with each boy selecting a new reindeer name.

NIGHT BEFORE CHRISTMAS: Players form a circle. Each player is given the name of something connected with the story of Santa Claus, such as reindeer, chimney, tree, etc. The child chosen to be 'it' stands in the center of the circle and tells a Christmas story. If he mentions the name of any of the things chosen, the player who has that name must turn around. At the mention of the name Santa Claus, everyone must turn around. 'It' tries to tag any player before he can turn around. If successful, he takes the place in the circle and the other player is 'it'.

THE SAME TO YOU: Players are seated in a circle. One is in the center. He points to any player in the circle and says "Merry Christmas to you". The person thus addressed must say "The same to you" before the center player has finished his greeting. If the player addressed fails to reply, he takes the place of the person in the center. If the player in the circle does not reply before the player in the center finishes his greeting, he becomes 'it'.

KRIS KRINGLE RELAY: Boys line up in teams, relay style. Each team has two shoe boxes or large paper bags, representing Kris Kringle's boots. On signal, each player in turn, places his feet in the 'boots' and shuffles up to and around a chair at the opposite end of the room. He shuffles back to starting point, where the next boy takes over. First team to finish, wins.

SANTA'S BAG: (Touch and Tell) Number 10 brown papers bags from 1 to 10. Put a familiar article in each bag (preferably an article related to Christmas) and staple bag shut. Each boy is given pencil and paper on which he lists numbers 1 through 10. He tries to guess what is in each bag by feeling through the paper, and records on his paper his guess. Boy with greatest number of correct answers is winner.

CHRISTMAS PRESENT RELAY: From 4 to 10 players represent each side. The runners must run to a chair or table, untie, unwrap, retie, a Christmas Package. They run back and touch off the next teammate.

COMMUNICATION INVENTION SCRAMBLE: Unscramble the words below to find different methods of communication:

1. Moeks Nisglsa (Smoke Signals)
2. Ructipe Triniwg (Picture Writing)
3. Gisn Gangleau (Sign Language)
4. Mapshoree (Semaphore)
5. Topogparh (Photograph)
6. Peelheton (Telephone)
7. Novimg Rustecpi (Moving Pictures)
8. Pheeltarg (Telegraph)
9. Leetpyte (Teletype)
10. Veeltsinio (Television)
11. Dorai (Radio)
12. Tiniprgn (Printing)

PREOPENING ACTIVITIES: Find a name.

E D I S O N C I U B S F L E M I N G C O U T I N G C W
U B S C O U C U R I E T I N G C U B S C O U T T I N A
W A T S O N W A T T B O Y S C O U T S O F H A M E R T
G C U B I S C O U T I N G I C A M C A P G M R I N W T
A U T V O N B R A U N S E A S O N A S I O F O T V X Y
S B A F S B P R I N T I N G P R E S R S A T C U M Y O
R D C S R H O E Y E A R C U B S B W O C X X T A O Z U
Q T A D P E O Y E A S T M A N P Q V W X O S K Z B A R
C A R V E R S A S B C D E F G H I J K L R N E C D B M
P U B T R F A H A C A U T R O M L K J Q I O I E F C I
O V C U I B G W P B O G E S N D Q R P X V B T H G D C
N W W H I T N E Y A C U V I U T S O A Z B E S C D E H
M X P H O T O I H G T T T R A P N H Y D Q L R S T F A
K Y D V N C F N E I D E L I K M O A I R P L A N E S E
L O E W G T D S F G J N E W T O N U R O N M L K P G L
K Z L X S K A T J H I B K L S Y X O N A G H I J U H A
J R F F U M Y E K L M E K L Z O W E F M D L K J L I N
I Q G Y F O P I O N J R B A M C F U L T O N I H L J G
H P H Z M T E N P I Q G R S T N U A V D E I F G E K E
G B L I N L D T H O P N A Y F L O Z M W V T O S Y L L
F O I A L E B G C D F G H L J K L P M E N D Q R S M O
E N J I M V F T E L E P H O I N E U Q T R S R Q P N F
D M A F E A S T E A M E N G I L O G I E B A I R D O A
C R K D M S O J B A C O N N E L E F M T R E I L O N L
B L C R E S T E L E S C O P E A B O C D E S F C G H C
B B C A M O E R A X Y M O P K J D S R L I S T E R A O
A C D F A R I S T O T L E K T F L C D E M P T R S Y N

Find and circle the last name of these famous inventors:

Sir Isaac Newton
Michaelangelo
Leonardo Da Vinci
Albert Einstein
Eli Whitney
George Washington Carver
Thomas Edison
Werner Von Braun
Roger Bacon
Aristotle
Johannes Gutenberg
Louis Braille
Joseph Lister
Gulielmo Marconi
Orville Wright
John Logie Baird
Alexander Fleming
Robert Watson Watt
Galileo
James Watt
Robert Fulton
Emile Levassor
George Eastman
Willem Kolff
Alfred Nobel

INVENTION SCRAMBLE RELAY - Write the letters INVENTION on separate pieces of cardboard or paper making two sets of them. Divide the den into two teams. At a given signal, the first member of each team races to point where the letter cards are all scrambled in a pile. He picks up any letter desired from pile and picks up pencil beside it and writes any word beginning with the letter he picked up writing it on the paper with the large letter and then he races back to tap the next boy in line. They all take turns doing this until all the letters have at least one word written on it. If a boy cannot think of a word beginning with one of the letters not used, he may write a different word than has been used on some previously used letter. However, he cannot come back and tap next in line until he has written a word and the team cannot complete the relay until every letter has at least one word written on them. The first team to do so and lay the word INVENTION out in a line thus showing that each letter has at least one word on it is declared the winning team.

The boys can have a lot of fun doing this one and won't realize they are learning the art of quick thinking and perhaps learn some new words and develop team work. To make it harder you can require two or perhaps three words on each letter. If the boys want to play it through a second time that might be a good time to make the rules a little tougher as a bigger challenge.

PROGRESSIVE INVENTION KIT - This could be a combination of a craft project and game. It could be varied in many ways to suit the needs of your den. It can combine the fun of a game with the fun of doing a craft project and can teach the boys a lot about teamwork and the art of thinking fast and using the imagination. Give each person 2 or 3 scrap items or let him pick his own without telling them what they will be doing with them. The bigger variety you have from which to choose, the better so that they can all pick different things. Divide group into two teams. Each team sits around a table or in a circle on the ground or floor. Have items available to each group such as stapler, scissors, glue, tape, hammer, and nails, etc. On a given signal, the person designated as starting player combines his items in some fashion to make a project. After using all his items, he then passes it to the next person in line who adds all his in some way using glue, nails, tape, staples, etc. as needed. This continues around the team until everybody's items have been added and a completed project is in front of them, at the end of a given length of time. When a whistle or horn is blown, the project is done. Then the group is to take a few minutes to make a description of their project by giving it a name and tell what it does. Here's where a boy's imagination can create some unbelievable contraptions. The explanations will be shared with the whole group which is bound to bring a lot of laughs. This could also be done in a den by pairing the boys off to do this if you have an even number of boys thus having more groups competing with each other. At the end of this, everybody should get a genius award of some kind for their participation. available to each group.

BALLOON OBSTACLE RELAY

Lay out an obstacle course for each den, using chairs, tables, boxes, rope, etc. The runners must go under, over, and around these obstacles. Have a demonstration run. Dens then line up relay style and each is given a balloon. On signal, the first player starts over the course, batting the balloon in the air. He must keep the balloon in the air at all times, even when he has to go under an obstacle. If the balloon touches the floor, he must repeat the previous obstacle before continuing. If a balloon bursts, the boy gets a new one without penalty. Continue until all have run. First den finished is the winner.

CATCH THE BALLOON

Players are seated in a circle on the floor, and are numbered off. The highest number is "IT." "IT" stands in the center and suddenly calls a number and drops the balloon. The holder of the number called tries to catch the balloon before it touches the floor. If he succeeds, "IT" tries another number. If he fails, he becomes "IT."

BALLOONS, BALLOONS

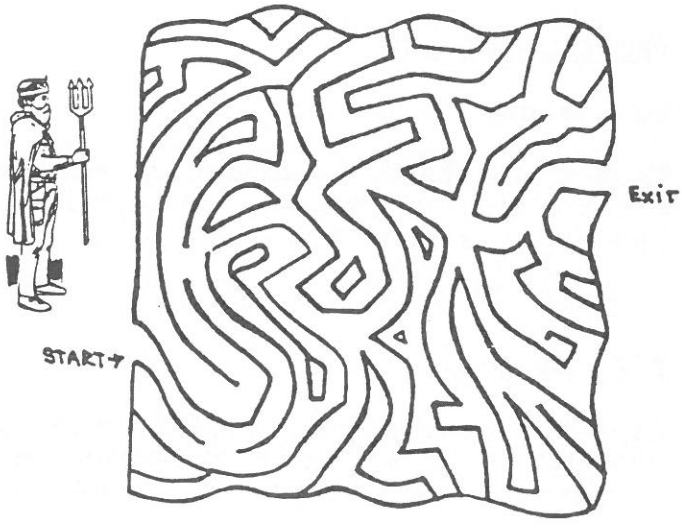
Staple a paper plate on one end of a paint stirring stick. You will need one for each team. The first boy on each team blows up a balloon, places it on his paper plate, carries it that way to the finish line and places it in a box. He then runs back and hands the stick to the next boy in line. When every boy has had a turn, the game is ended.

LET'S MARDI GRAS

Guess who's coming to dinner?

Equipment: Bags big enough to cover face of boys and adults
Crayons or markers

With a bag over your head, draw your eyes, ears, mouth, nose, etc. Keep bag on at all times. Judge on best drawing.



WILL KING REX MISS THE PARADE?

The Mardi Gras parade is about to begin ... but King Rex can not find his float. Can you help him?

TOE WRITING CONTEST

Equipment: 2 pencils and 2 pieces of paper for each child.

Remove shoes and socks. Grasp pencils underneath and across the toes. See who can make an "X", write his name, and draw a picture first. Give each foot a turn.

THUMBLESS STUNTS

Have someone tape your thumb and forefinger on each hand together, making the thumbs unusable. Then try to do the following:

1. Untie your shoelaces and at a signal, try to retie them.
2. Peel an orange
3. Tie a bow

PENNY ON NOSE

Have players lie on the floor. Place penny on his nose and try to wiggle it off. Do not move head ... just wiggle nose.

CAN'T BE DONE

Place both heels against the wall and then try to pick something up from the floor without moving heels from wall or floor.

SUCKER TALK

Give each boy a lifesaver. He is to place it on his tongue and not hold it with his teeth. Then have him say the promise.

PROTECT THE EGG

Equipment: A new egg

Each contestant is given an egg before the pack meeting. They are to prepare the egg to survive a fall from the top of a tall ladder or a roof top. Anything can be used to protect the egg.

TIN CAN GOLF

Tape one bottomless, topless #10 tin can to the floor, or hold it steady by placing a beanbag on either side on the ground. Players attempt to putt golf balls through the can with a putter.

TIN CAN TARGETS

Tape three #10 can together in a triangle for a target into which players can attempt to toss beanbags, bounce balls, toss bottle caps or sail rubber jar rings.

SHOE BOX SKEEBALL

Place four or more shoe boxes so that all are wedged in tightly. Prepare a skeeball obstacle by cutting another box diagonally to form a ramp. Tape the obstacle on the floor and have the boys roll a sponge ball into it.

COAT HANGER TARGET

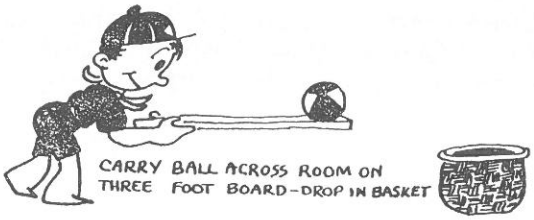
Take a topless, bottomless can. Pull a wire coat hanger out of shape until it is long and narrow loop with the hook at the top. Bend the end of the loop up to form a hook and hang the can on the hook so that the hook is inside the can and the rest of the coat hanger goes up the outside of the can. Tape the coat hanger firmly to the can. The original hook of the coat hanger may be twisted a quarter turn so that the can can be hung on the back of a chair. Players can throw bean bags through the "hoop" or bounce balls on the floor so that they go through the hoop after the bounce. If the hook of the coat hanger is left in its original position, the can "hoop" may be hung on the wall and used as a miniature basketball hoop through which players may throw "balls" or sponges, styrofoam balls, or ping pong balls.

HOOP THE RING

Fasten three or four wire hangers together tandem style, taping the bottom together with masking tape. Twist the hooks one quarter turn. Hang the contraption on a wall, in a doorway, fastened to the back of a chair, or placed at the end of a table, hooks out, holding it in place with a heavy book or brick. Players attempt to ring the hooks with rubber, plastic, or embroidery hoops.

KITES

Make small homemade kites in Den meeting from tissue paper and straws, as either a gathering activity or craft project. Several variations of games can be played with them outdoors ... first up in the air is winner, last down is winner, highest in the air is winner ... etc.



MASTER OF THE RING

A circle is drawn on the ground. The players stand shoulder to shoulder, inside the circle with arms folded either on their chests or behind their backs. When the signal is given, players try to push one another out of the circle. When a boy steps on the circle, he is out. He is also out if he unfolds his arms or falls down. The last player to remain is the "Master of the Ring."

TOUCH AND TELL

Have the members of your den stand shoulder to shoulder in a circle facing in, with their hands behind them and their eyes closed. Pass a number of small objects, one at a time, to the denner. He feels each one and passes it on to the player on his right, who does the same. When the objects have completely passed around the circle, ask each player to tell as many of the items as he was able to identify and remember.

NEWSPAPER CODE

Use pencils or crayons of several different colors. Write your message with one of the pencils by circling letters on a sheet of newspaper. Go from left to right and top to bottom. Then circle other letters all over the page with the other colored pencils, so the real message is hidden. Only you and your friend know the code color.

TAIL OF THE KITE

This game is played on the order of a Virginia Reel. The boys form lines, three or more to a line. Each one grasps the waist of the boy in front of him. The last player in every line is the 'tail'. The boys ahead of him are the 'kite'. The object of the game of course is for the 'kite' to shake the 'tail' loose by swerving this way and that. Whenever a 'kite' succeeds, one of the players forming the 'kite' changes places with the 'tail' so that everyone has a chance at being the 'tail'. To add fun to the game, time the different 'tails' and award some kite to 'tail' in each team who managed to stick the longest!

BALLOON BADMINTON

To make the racquets, tape a flat wooden stick, or an old ruler, between two paper plates, gluing for extra support. Use a partially inflated balloon for a 'bird' and bat the 'bird' back and forth over a clothesline. You can play as singles or in teams. When one side misses the 'bird' and it touches the ground, the other side makes a point. The first side to make 15 points wins the game.

ADVANCE IN RANK SCRAMBLE

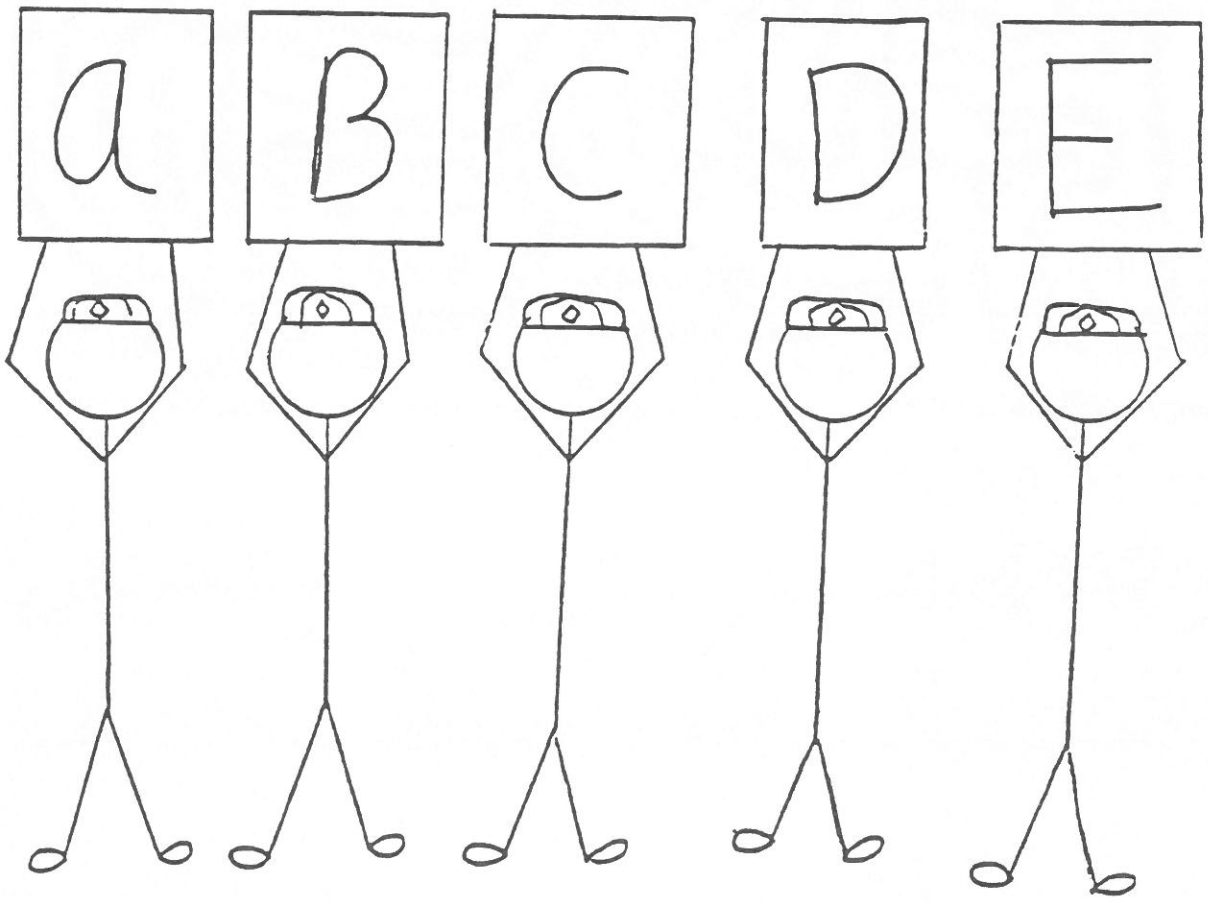
1. Write the letters contained in the words: BOBCAT, WOLF, BEAR, and WEBELOS on a separate piece of cardboard. Make a seat for each team.

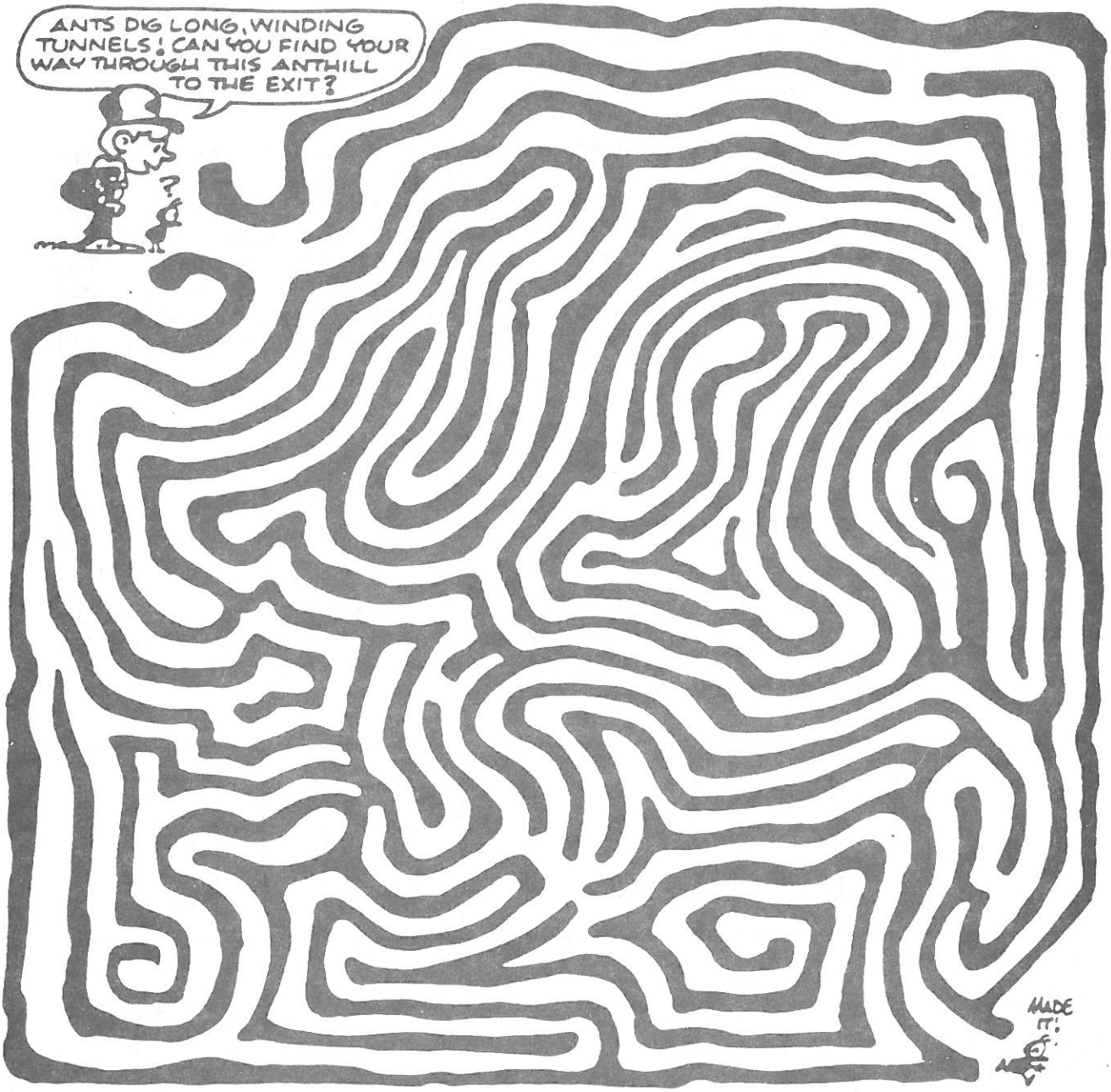
2. On signal, the first member of each team races to a point where the letters are all scrambled in a pile. The first player finds the "B" and places it on the floor. He then runs to tag the second player ... the second player finds the "O" ... and so on until the word BOBCAT is spelled. The player finding the last letter, "T" in BOBCAT calls out "BOBCAT' ... the next player begins to form the word WOLF and so until WEBELOS is spelled. The first team to spell all four words correctly is the winner!

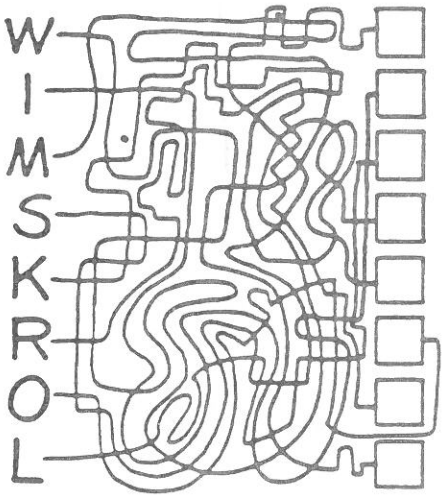
ACTION SPELLING

This is a fun game for a pack meeting. Give each person present 1 or 2 letters on large cards. Divide your group into two or more teams.

When a word is called out (CUBMASTER), each team has to correctly arrange themselves in the proper order. One point is given to the team that spells the word first. Have one person call out the words and another serve as scorekeeper.

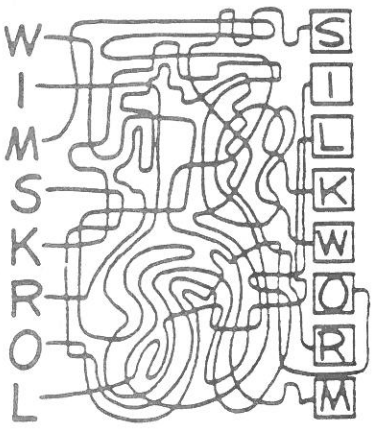






INSECT TRAILS

START AT THE LETTERS ON THE LEFT AND FOLLOW THEIR TRAILS TO THE BOXES. WRITE THE LETTERS IN THE BOXES AND YOU WILL HAVE THE NAME OF AN IMPORTANT INSECT.



A SCAVENGER HUNT

Give each group a written list and send them out into the area to gather the following nature items. Be sure to set a time limit and set rules for gathering materials. Also explain rules for safety on the hunt.

1. A feather
2. A seed
3. A thorn
4. Something round
5. Part of an egg
6. Something round
7. Something straight
8. Something sharp
9. Something beautiful
10. Something that is of no use in nature
11. A chewed leaf (not by you)
12. Something that makes a noise
13. Something white
14. Something important in nature
15. Something soft
16. Something that reminds you of yourself
17. Something that holds the sun's heat
18. Evidence of man (good)
19. Evidence of man (not good)
20. A big smile

BUSS AND FLUTTER!

Match the insect to what it does by drawing a line between the two words. (We've done the first one.)

BEE	FLUTTER
CATERPILLAR	JUMP
CRICKET	STING
MOTH	CHIRP
MOSQUITO	CRAWL
GRASSHOPPER	BUZZ

Answers:

BEE	FLUTTER
CATERPILLAR	JUMP
CRICKET	STING
MOTH	CHIRP
MOSQUITO	CRAWL
GRASSHOPPER	BUZZ

MOUNTAIN MAN FINGER WRESTLING: Two boys balance on the peak, then interlock middle fingers of right (or left) hands, and pull steadily until loser's finger straightens out or he loses his balance.

SNAKE BY THE TAIL: Boys line up with each one grasping the waist of the boy ahead. The object is for the "head" of the snake to tag the "tail". The other boys try to prevent this without breaking the snake. When the "head manages to touch the "tail, he becomes the new tail and the line moves up.

MEASURING WORM RACE: Players lie on their stomachs at the starting line. On signal, they draw their legs up under their bodies and fall forward again on their hands. continue in this measuring (inch) worm fashion to the finish line.

BEAN GAME: Divide the den into two teams. Give each player a drinking straw and one bean. On signal the first player on each team picks up a bean by placing one end of the straw on the bean and sucking the other end. He must hold this suction while he runs to a designated spot and drops the bean. He then races back to his team, where upon the next player repeats the action. Continue until all have moved their beans from one pile to the other. First team finished wins.

GARDENING: Divide the den into two parallel lines about ten feet apart. Stand the Den Chief at the head to call the names of vegetables. When corn is called, the Cub Scouts are to grasp their ears, on carrots they point to their eyes, for onions they hold their nose. When cabbage is called they place both hands on their head, and for potatoes, they point to their eyes. The Den Mother referees to see which line responds first with the desired action. The first line to have all its members perform the correct action scores a point. the winner is the line that scores ten points first.

GARDEN SCAMP: All but two of the players form a circle. The space inside the circle is the garden. The Scamp is inside the circle. The Gardener is on the outside of the circle. He calls "Who let you into my garden." The Scamp replies "I let myself into your garden." The gardener must follow every place the Scamp goes, going through the same openings and doing the same things. When the Scamp is caught he becomes the Gardener and has the privilege of choosing the next Scamp. the Scamp may do anything to make it more difficult for the Gardener to catch him, such as jumping over clasped hands, playing leapfrog with one of the players or go through on his hands and knees.

BIRDS FLY: All players stand with hands on hips. The leader stands in front, calling out the names of various animals and saying that they fly. If the animal really does fly, the boys make flapping motions with their "wings." If a boy makes an error - says that an animal flies, but it doesn't - he is eliminated. The leader may try to confuse the players by flapping his own wings every time. Examples of calls: "Robins fly, pigs fly, ducks fly, hawks fly, horses fly, " etc.

ANIMAL ANTICS: Teams line up single file. The leader calls out the name of an animal, bird, reptile or insect which is to be imitated. Immediately the first player in each line imitates the motions and cry of that animal. Judges decide on the winner and the two players go to the end of the line on each side. The next players proceed in the same manner as the leader calls out another name.

LAUGH CLOWN, LAUGH

Cut a clown from cardboard. Paint one side blue, one side gold. Divide group into two teams - the blue team and the gold team. Teams line up facing each other. Leader stands between two teams and tosses clown into air. If blue side lands up, the blue team must laugh, while the other team remains silent. If the gold side lands up, the gold team must laugh, loud and hearty while the other team remains silent and sober faced. Score points for opposite team when a boy smiles or laughs at the wrong time.



FOUR CLOWNS IN A ROW



This is a good pack meeting mixer or get-acquainted game. It is played similar to BINGO. Give each boy a sheet of paper which has been marked off in twenty squares. Give him a supply of circus stickers. The boys circulate around the room, getting a signature of someone in each of the twenty squares. Allow time for boys to get sheets filled. Then ask everyone present to sign their name on a small slip of paper. Slips are put in a hat for drawing. As a name is drawn, that person responds with 'here' and the boys with that name on their sheet put a sticker over it. When any boy gets four stickers in a row, either down or across, he shouts "Four Clowns in a Row", and is awarded a prize.

CLOWN HAT PITCH

Two clown hats are placed on the floor, open side up. Each boy is given three peanuts in the shell. From a distance of about 10 feet, each in turn, tries to toss his peanuts into the hat which belongs to his team. After all have played, team with most peanuts in their clown hat wins.



PUSHING PEANUTS:
Players are required to push peanuts across the floor with toothpicks, while on their hands and knees.

RINGMASTER



Boys form ring around ringmaster. Ringmaster cracks whip and calls out the name of an animal. (If boys are in costume, those who are dressed like that particular animal imitate its actions and sounds). All players immediately imitate that animal by action and sound. when ringmaster says "All join in the circus parade", each player begins to imitate a circus animal (if they are in costume, each boy imitates the appropriate animal) and line up to parade around the room. When the ringmaster cracks whip again, they resume circle and play again.

CLOWN VOLLEYBALL

A row of chairs across room serves as the net. Two toy balloons, inflated, are used as balls. Both sides serve at the same time, putting both balls in play. The ball doesn't have to go over the net on a serve - the other players can help knock it over. The ball is in play as long as it is in the air. A side scores a point when a ball is grounded in their opponents territory. When one ball is grounded, the teams continue to play with the other ball. No serve is allowed until both balls are grounded.



CATCH THE SNAKE

The snake is a piece of rope several yards long. One player who is 'it' holds an end and drags the rope about, so that the snake writhes over the ground. The other players give chase and whoever succeeds in catching the snake becomes 'it'.

SIAMESE TWIN TAG

This is like ordinary tag except that 'it' and all other players are in pairs, with hands clasped. any pair of players unclasping hands becomes 'it', or a pair which is tagged becomes 'it'.

LION IN THE CAGE

The players form a ring around the 'lion' holding hands. The 'lion' tries to break through. He may rush, lunge, or pull, to try to break the ring. If he escapes, the players chase him. Whoever catches him becomes 'lion' in turn. It isn't fair for the 'lion' to duck under the players hands to escape.

CIRCUS
Players are divided into teams with a captain for each team. The captains sit about four feet apart, facing each other. the other players get as close to their captains as possible. One captain mentions an animal whose name starts with the letter A and then counts to 10. Before he reaches 10, the other captain must mention the name of an animal beginning with that letter, and so on until neither can think of any more animals beginning with A. Then they go on to the letter B. The other players on each team think of names and help their captain. When a team fails to give a word before the count of ten, the opposing captain chooses a player from that team.

FEEDING THE ELEPHANT
Hang a megaphone so that it is slightly tilted with the mouthpiece down and the large end toward the tosser. have a basket or other receptacle to catch peanuts as they fall through the megaphone. Each tosser is given ten peanuts. He tries to toss them into the elephant's open mouth (the megaphone's large end), while standing eight to ten feet away. Player who scores the most hits is the winner.

TIGHTROPE WALKING
Stretch out along the floor a 12 or 15 foot length of rope. Now stand on the rope with both feet, toe to heel, and looking through the large end of a pair of field glasses, walk forward and backward along the rope. If space permits, try a tightrope race using tow or three ropes.

WATER THE ELEPHANTS
Equip teams of boys with cone paper cups. On signal, they dip cups into tub of water and race to large soda bottles at the finish line which they must fill. Team filling their bottle first wins. This can get messy, so it is best played outside.

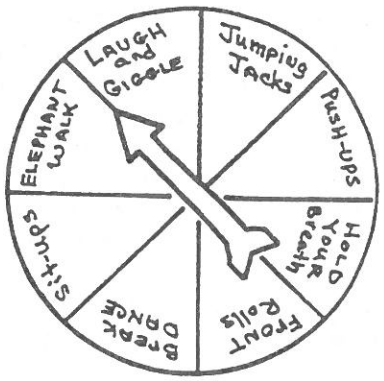
SWAT THE CLOWN
Select two Cub Scouts. Put a paper hat on each one's head and give each boy a rolled-up newspaper. Winner is the first one to knock the hat from his opponent's head. Eliminate to select a den champ.

JUGGLER RELAY
Divide den into two teams and give the started for each team an object - grapefruit, orange, balloon or ball - which he places under his chin. The object is passed down the line, chin to chin, with all players clasping their hands behind them so they cannot use them.





SPIN INTO SHAPE
Make a wheel as large as desired from cardboard, & write in exercises. Add some fun things to do also. You may also use fitness achievements from the Wolf and Bear books.



Make an arrow and attach to the center of the circle with a brad. Move it around until it will move freely.

Each boy gets a turn to spin & for 1 minute everyone will do the activity as indicated by the Arrow.

LIE AND STAND
Player lies flat on back on the floor. He tries to come to a standing position without using his hands or crossing his legs.

PRETZEL SHOTPUT
The boys kneel with their hands on a line. Now place a beanbag between their feet in back. On signal, have them grasp their bags with their feet and bend knees quickly, flipping their bags over their heads. Farthest throw wins.

HEEL SPRING
Place your heels against the line drawn on the floor or ground, bend down and grasp your toes with the fingers of both hands, lean forward to get started. Then jump backward across the line.

CRAB RACE
Jam teams of four into hula hoops, back to back. Race to finish line. Keep arms outside of hoop as you race.



UNDERHAND TUG OF WAR
Two boys stand back to back with a line marked on the floor between them. They bend over, grasp each other's right hand between their legs, and try to pull each other across the line.

BALANCE TAG
Have two players start, one is "it" and the other is the runner. Give each a book which he must balance on his head during the chase. This game results in some funny positions!

FIVE AGAINST ONE



Hold the broom as shown in picture 1. Now ask 5 friends to hold the top of the broom, as shown in picture 2. Challenge them to pull the broom downward so that the bristles touch the floor. There are 5 against 1.

Would you believe that no matter how hard they pull and tug, they won't be able to get the broom down?



The explanation:

You can easily deflect the downward force they exert by merely moving the broom slightly to either the left or the right. In effect, they will be pushing the broom sideways...not downwards!

THUMBLESS

Give each boy two 6" strips of adhesive tape. Have boys help each other to tape thumb and forefingers together, immobilizing both thumbs. Ask them to untie their shoelaces & see who can retie them fastest. Then give each an orange to peel. Then pair off the boys and have each one try to tie a neckerchief around his partners neck!

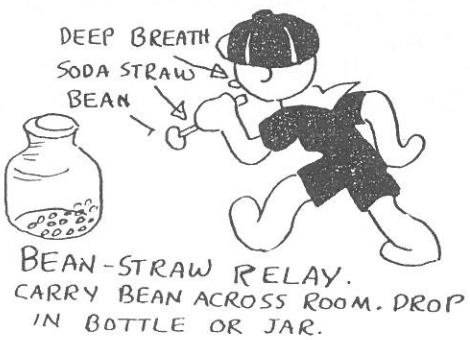
SQUARE HOPPING

Draw two one-foot squares, five feet apart on the floor or sidewalk with chalk. Give each player 15 seconds to jump back & forth between the squares. The score is the number of times he touches the squares during the time limit.

BACK TO BACK RELAY

Players are divided into relay teams & take their place behind the starting line. Two players from each team race at the same time. They stand back to back & link arms so that one will walk forward & the other backward. At the signal, the two pairs head for the goal...when they get there they turn around so that the one who has been walking backward is now walking forward, etc. They continue walking until they get back to the starting line to touch off the next two players.





BEAN-STRAW RELAY. CARRY BEAN ACROSS ROOM. DROP IN BOTTLE OR JAR.

RODEO EVENTS

Pony Express Relay Den teams are stationed around the area where stick horses receive new riders and the pony express bag (carried over the shoulder) is transferred to the new rider.

Bucking Horse Contest: The bucking horses are pogo sticks with horses' head made of stuffed socks. Riders can be timed or the jumps counted.

Hobble Horse Race: Two boys from each den line up, one behind the other. On signal, first boys slips a band cut from an inner tube over his ankles, runs up and around a marker and back, removes the band and gives it to a second boy who repeats action.

Chuck Wagon Contest: One wagon for each den. Two Cub Scouts wearing paper-bag horse masks pull the wagon. Have an equal number of pots and pans (or tin cans) on the ground behind each wagon. On signal, drivers load cans, yell 'wagons ho! and wave arms madly as horses dash off to race twice around the track.

Branding Contest: Divide the pack into two equal parts. Everyone in one group ties a balloon to one ankle while the other group, on signal tries to see how many balloons they can burst in a given time by stomping on them. A burst balloon is a branded critter. Then reverse groups.

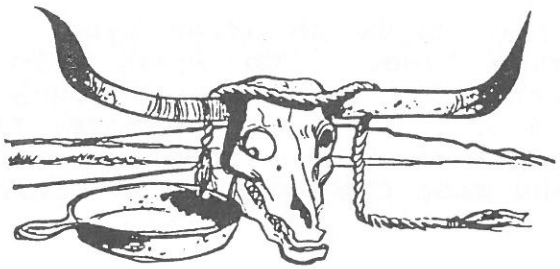
Calf Roping Contest: Each den provides a 'calf', a Cub Scout who remains unknown until he is called to leave the chute. The roper, equipped with 6 feet of 1/4 inch rope with a loop at one end, runs after the calf who has to run on his hands and knees. the roper must upset the calf who then lies on his side, holding his hands and feet together so the roper can tie them. Time contestants.

PONY EXPRESS

One player is blindfolded and stands in the center of the area as the Pony Express Rider. Another is selected to be Station Agent and has a list of cities or towns. Other players have been given names of one of the towns. The Station Agent calls out names such as: "I have a letter from Deadwood to Tombstone". Immediately the players with these names must rise and exchange seats. The Pony Express rider tries to catch one of them or sit in his seat. If a player is caught or his chair is taken, he becomes the Pony Express Rider. Players may crawl, run, walk, dive or dodge to get by the Pony Express Rider, but they are not allowed to step outside the circle of chairs. If the rider has difficulty catching anyone, the Station Agent may call out several town names at once. Keep the game moving rapidly. The announcement of "General Delivery" causes a mad scramble because all players must change chairs.

GOLD PANNING CONTEST:
At pack meeting, each den puts a team of two boys on the floor. One boy on each team has a cup of 'gold ore' (sugar). The other has a sieve held by the second boy. The can beneath catches the sugar as it 'pans' through. First team to finish panning wins.

STAGECOACH:
The players are seated in a circle. Each player is given the name of some part of a stagecoach - wheel, hub, axle, seat, door, harness, horses, brake, driver, passenger, baggage, spoke, step, etc. The den chief begins telling a story about a stagecoach, bringing in all the different parts. As each thing is mentioned, the player representing it gets up and runs around his chair. When the den chief shouts: "Stagecoach", all must find a new seat. But the den chief has quickly removed one chair so one of the boys is out of the game. This continues until only one is left.



BUSTING BUNS RELAY:

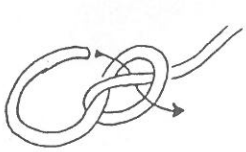
Materials needed: Balloons
String or yarn cut about 12 inches long

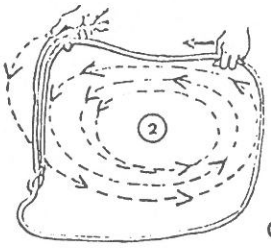
Inflate the balloons, tie a string on end, then attach the string to a belt loop on the back of half of the Cubs.

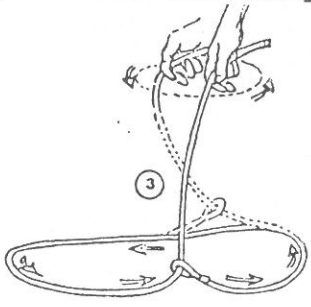
Pair one Cub with a balloon with a Cub that doesn't have a balloon. cubs stand back to back with elbows linked. Boys run side-ways to the other end of the room where the boys bump together until the balloon breaks. Then the boys run back to the line and sit, and the next pair goes.

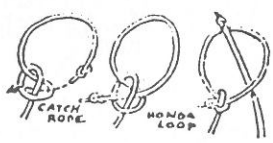
Each den competes against another den running a relay. The first den that has all boys seated wins the game.

ROPE SPINNING AND LARIAT THROWING:
Use an 18' length of #12 braided cotton sash cord (3/8" size). First make an eye or 'honda' in it. Fasten bend in rope with a half-dozen turns of copper wire. You should have a 3-inch eye. See if you can do a flat spin or try lariat throwing.









RAFT RACE:

Teams line up in relay formation. The first boy in each line is the "skipper" and he stands with his feet on separate pads of newspaper. The second boy is the passenger, and he stands on the same pads with the skipper. On a signal from the leader, the skipper bends over and takes hold of the pads, one in each hand. By shifting their weight and sliding the papers forward the two boys maneuver themselves to the goal line without stepping off the pads. On reaching the goal line, the passenger picks up the pads of paper, runs back to his team, and brings the next boy across the river. The first team to cross the river wins.

AIRPLANE LINK-UP:

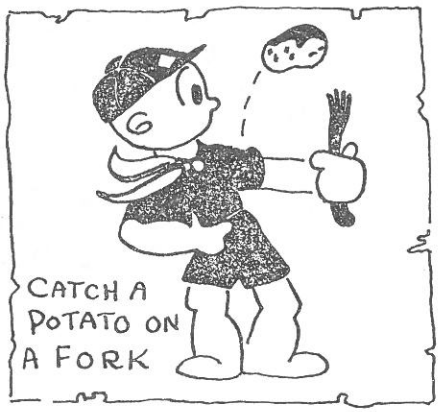
Attach two parallel cords to screw eyes. Suspend a cardboard airplane from each line. Cub Scout sits behind a cardboard partition and sights the two planes through the peephole. This allows him to use only one eye. He moves the cords to move the planes. When he thinks the planes are next to each other, he stops. The Cub who does the best job of lining up the planes, wins.

PAPER AIRPLANE RACE:

Give each boy a sheet of paper. Have them quickly fold them into paper airplanes. they must then put their name on them. He then steps up to a line and flies it. The one going the farthest is the winner.

SUBMARINES AND DESTROYERS:

Players are divided into two groups. One group is called the submarines and tries to keep a balloon in the air, away from the destroyers, who try to burst the balloon with their feet or hands. No sharp articles can be used. After the balloon is broken, the players change teams and start again with another balloon.





LOOP RING OVER BOTTLE NECK - JUST DROP IT ON -

OCEAN WAVE:

Players are seated on chairs in a circle. There is one vacant chair. A player is standing in the center. He yells "Slide left", or "Slide right" and the players who are seated must move in that direction to fill the vacant chair as it appears next to them. The player in the center, "It", dashes for the vacant seat and keeps on after it until he finally gets it. The location of the vacant seat is constantly changing, for the players move into it as it comes next to them. The player in the center, "It", dashes for the vacant seat and keeps on after it until he finally gets it. The location of the vacant seat is constantly changing, for the players move into it as it comes next to them. If "It" gets a seat, and the call has been "Slide Left", the player to "It's" right must become the next "It".

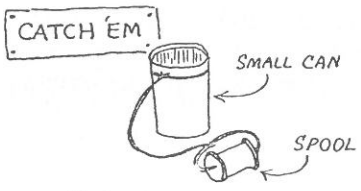
PILOT TO NAVIGATOR:

Here is a game that could be used with any family combination, mom and dad, or dad and son, or mom and son. The dads are the airplane pilots, women or sons are the navigators.

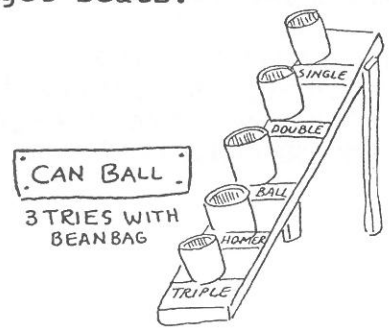
Pilot has paper bags over their heads. Place various obstacles in the playing area - squares of paper, cardboard boxes, tin cans, etc. Women stand directly behind the men and guide them only using vocal directions, "left", "right", "straight ahead", etc. They must not touch the men at any time and must avoid letting the men collide with each other. If they do, both are out. First couple to reach the safety landing is the winner.

GRAND CENTRAL STATION, ALL CHANGE:

Line up chairs facing each other, have boys seated facing each other, and tell them they are now in a subway. Add four or five standees to the car and they are ready for the ride. The conductor shouts "Grand Central Station, All Change". Whereupon everybody dashes out of the "car" from one side and re-enters it from opposite side, and rushes to get a seat. When all have reboarded the car, the next stop to be announced is "South Ferry", "Everybody Transfer". This means that the passengers simply exchange seats with passengers sitting on the opposite side. The folks who are standing try to get seats.



TOSS AND CATCH SPOOL IN CAN. 5 TRYS EACH TURN. HIT COUNTS 5 POINTS.



MAP MAKING:

Divide the boys into teams of twos and threes. Each team can then make a map guiding the other boys to some part of the neighborhood. The edges of the map can be burned with a soldering iron or wood burning to yellow them. Have boys set up their own symbols for their maps. After maps are made, teams trade maps so that each team has a map made by another team. Teams then try to navigate to map site and back in shortest time.

UNITED STATES:

Have boys make a list of as many states as they can remember. After 5 minutes, the one with the longest list wins.

NEIGHBORHOOD STATISTICS:

Have the boys go on a hike. While the boys are on the hike have them count the number of swings, garbage cans, bus stops, telephones, broken windows, trees, fire alarm boxes, telephone poles, TV antennas, mailboxes, cracks in the sidewalk, parked cars, traffic signs, bicycles, etc. Each boy could be responsible for counting one item.

STOP SIGN RELAY:

Draw several stop signs and cut them out from a paper napkin. Give each one to a team. Also give a drinking straw. Map out a course of streets. Each team is to follow the street from start to finish. The first player on each team is to pick up the stop sign by sucking on the straw and carrying it to the end of the street where the next player will meet him and carry it back.

This continues until all the boys on each team have carried the stop sign. The first team finished is the winner.

ALPHABET SCAVENGER HUNT:

Each den on its own tries to collect the most "junk" in a stated period of time. Each item must start with a different letter of the alphabet. Example: A-apple, B-berry, bark, etc. This game may be made more difficult if they have to do them in alphabetical order.

If you prefer you may make up the list. And simply hold the "traditional" scavenger hunt. This may be done as a paired boy game with the boys assigned different parts of the neighborhood. What better way to learn the neighborhood.

STREETS AND ALLEYS:

The more boys you have for this game, the more fun it will be. You can have from 16 to 50 players. Everyone must get into a line, so that you have many lines side by side, with at least four boys in each line.

Two boys then are chosen to step forward. They are to run through the "streets and alleys" one being the runner and the other the chaser. Now, every boy joins hands with the boys on his left and right, forming a number of "streets". The boy at the head of the line acts a leader. When he calls out "alleys" then everyone must drop hands, turn a quarter-turn to the right, and join hands with the boys now on his left and right. When the leaders calls out "streets" then everyone must turn a quarter turn to the right again and join hands with the boys now on his left and right. And so on.

Meanwhile, the runner and chaser are racing through the spaces left open between the lines. As the joined hands are changed, the streets turn into alleys and the boys have to run in different directions. Some streets become dead-ends, and others open up. The running players cannot break through the joined hands of the boys in line.

SEED PLANTING RELAY:

This is a variation of the heel-toe race. Each person in turn follows a line drawn on the floor by placing the heel of one foot against the toe of the other. About every 3 feet he must stop and drop a seed in a small mouthed jar set near the line. When he reaches the end, he runs back, touches the next person who plants his seeds in the same manner. First team to finish the relay wins.

RUG SCOOTER:

For this contest, which is really a relay, it will be necessary to have a smooth slippery floor. If the room is large enough, have two groups of equal number participating at the same time. Otherwise, it will be necessary to time each group to determine the winner. in either case, provide a group with a small rug to be used as the scooter which the first player must propel to the opposite end of the room and around some object placed on the floor and back to the starting point, keeping one foot on the rug and the other on the floor in the manner that a boy propels a scooter. The next person on the team is then given the rug and so on until all members of each team have participated.

BROOMSTICK RELAY:

Each boy is furnished a broom and a blown-up balloon. At the signal, they begin sweeping their balloons across the room. First boy to reach the finish line wins. if a balloon breaks, the boy is disqualified.

PUMPKIN ROLL:

Make two straight chalk lines the length of the floor. Place a pumpkin on each line at the starting point. Give each of two contestants a stick. The one who succeeds in rolling his pumpkin the length of the line, without letting it leave the line or touching it with his hands, wins. This could also be worked as a relay for a group.

BLACK CAT:

Paste a black cat cut out on an aluminum pie plate. One player spins the pie plate straight up in the air, calling out the name of another player. The one called tries to catch the black cat before it falls to the ground. If he fails to catch the plate, he is eliminated from the game. If he is successful, he takes a turn tossing the plate in the air.

SKULL BALL:

Boys sit in a circle. One of the players is the witch and stands in the center. someone in the circle has a ball painted to look like a skull. At signal, the skull is passed around or across the circle rapidly. If the boy in the center catches the ball while it is in the air, the person who threw it becomes the witch. If the witch can touch the skull while it is still in some player's hand, that player becomes the witch.

TWISTY CATCHING:

Before the Cub Scouts arrive, glue two disposable hot drink cups together, bottom-to-bottom. Decorate the cups to carry out the Halloween theme. Have a small ball handy...or use marshmallows.

The object of the game is to toss the ball from one cup and catch it in the other. Hold the cups in one hand with ball in the top cup. Toss the ball in the air and with a twist of the wrist, catch it in the other cup. the person making the most catches without missing wins. This may also be used as a relay game.

FIRE:

This game can be played at Den Meeting or Pack meeting. By dens or individually, have Cub Scouts remove caps, neckerchiefs, and shoes: stack them neatly and have boys lie down...On call of "Fire", all get up and dress. First Cub or Den dressed best is the winner.

HALLOWEEN TENPINS:

Ten apples, each speared on a tripod of 3 toothpicks are set up in triangular formation. the players form a line about ten feet from the apples, and each player gets three tries at knocking all of the apples over by rolling a small round pumpkin. Player with best score wins.

PUMPKINHEAD RACE:

Players line up in teams of two behind a starting line. Each team receives a small pumpkin which they place between their foreheads. On signal, all teams try to cross the room and return without dropping the pumpkin. They may not use their hands, except to replace pumpkin between their foreheads. First team to complete round trip wins.

MAKING A HALLOWEEN COSTUME:

Make up two teams. Give each team a 5 foot piece of brown wrapping paper. One member of team lies flat in paper and his team members trace the outline of his body on the paper. Each team is given glue, crepe paper, scissors, yarn, etc. to decorate the costume. All team members work together to make a Halloween costume..... Team prizes of candy or gum could be given to both teams for "most unusual", "scariest", etc.

SNAKE EATING CONTEST:

Perhaps your Cub Scouts might like a safari to deepest Africa for a Snake Eating Contest! Have boys choose or draw for partners, line them up in pairs, so that they are facing each other. Give each pair a long black stick of licorice candy. Each one of the pair puts one end of the stick in his mouth and stands with his hands behind his back. When the signal is given, each contestant begins to eat his way toward his partner. Pair who first reach each other are champion 'Snake-Eaters".

VERY SIMPLE JIGSAW PUZZLE (1 TO 5 PIECES)

Materials:

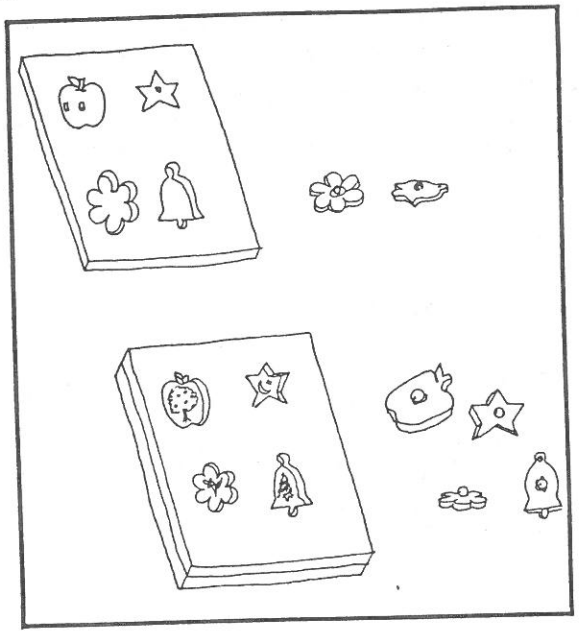
One to five pictures of simple objects (one object per picture) with simple outlines, or one to five decals each about two inches across; one to five related pictures of the same size; two boards 8 X 12 X 12 inch; sandpaper; clear acrylic spray; beads; wood glue; tiny nails (optional).

Tools:

Jigsaw; pencil; ruler; hammer; C-clamps.

Instructions:

1. Apply decals or pictures to one board, spacing them out evenly.
2. Seal the pictures with clear acrylic spray. (Omit this step for decals.)
3. Cut out the design areas with the jigsaw.
4. Take the board that has been cut and mount it onto the second board. Glue them together and clamp them shut. Reinforce them with tiny nails along the edges, if desired.
5. Sand and finish the boards with clear acrylic spray.
6. Glue a related picture through the opening to the backing of the cut-out board, e.g., an apple tree for a cutout of an apple, a Christmas tree for a cutout of an ornament.
7. Glue or nail beads to the cutout puzzle pieces, for use as knobs;



Tools:

Jigsaw; C-clamps, heavy hooks, bricks, or heavy rubber bands; hammer.

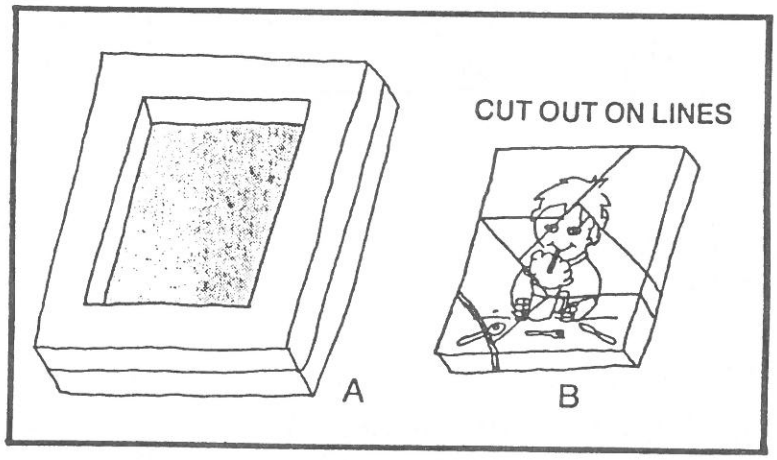
JIGSAW PUZZLE

Materials:

Two pieces of 1/2 inch plywood or hardboard, either 10 X 12 inches or 14 X 12; wood glue; a picture, 6 X 8 inches

Instructions:

1. On one board, mark a margin of two inches all around the perimeter.
2. Saw along the drawn line to form a frame.
3. Glue the resulting frame onto the second (the backing piece) clamp or weigh the two pieces down. Sand, and finish with clear acrylic spray.
4. Cover the cutout piece with a picture of the same size (use a simple, clear illustration, with large details, out of a picture book or magazine). Glue it in place.
5. Spray the picture with clear acrylic spray. Draw random lines to create sections.
6. Make sure that there is an overlap in color or detail on each puzzle piece. In other words, if you have a little boy with a bat and baseball cap against a tree in a meadow, make sure that there is a bit of baseball cap, bat, and little boy on the pieces of tree and meadow. Don't cut more than 15 pieces on your first try.
7. With a jigsaw, cut the picture-board into the desired number of pieces.
8. Sand the frame and tray; paint it or leave it natural and spray with the clear acrylic.
9. Glue or nail beads into the puzzle pieces for knobs.



Picture jigsaw puzzle

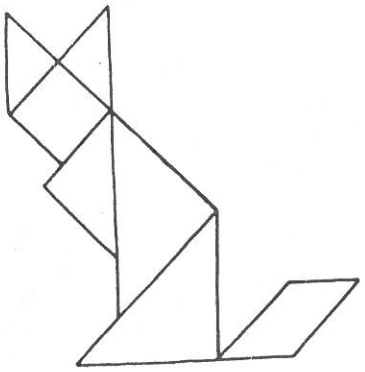
TANGRAMS

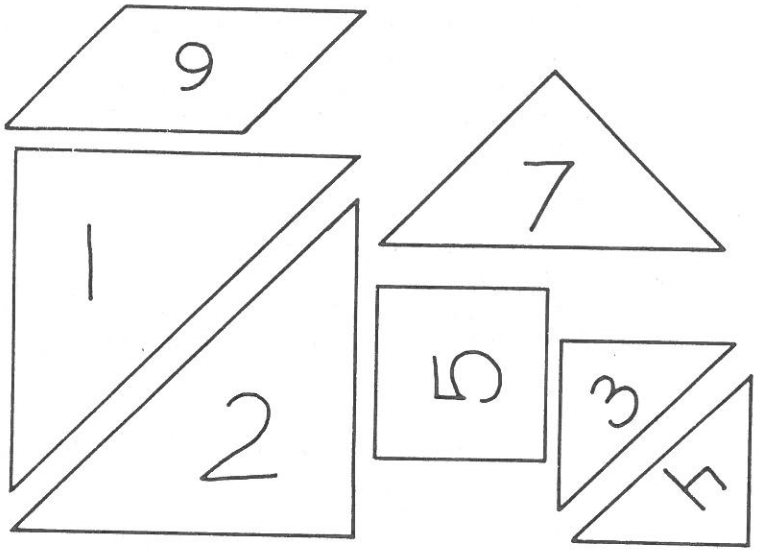
What's a TANGRAM puzzle? Here are two classic -- and classy examples:

GRADES
one, two, and three

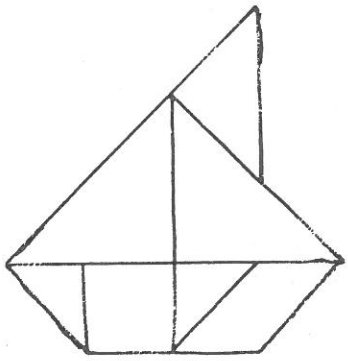
MATERIALS
cardboard, poster board, or oaktag
paper
pencil
tape
scissors
large envelope

TANGRAM Cat Puzzle



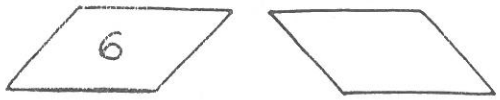


TANGRAM Boat Puzzle



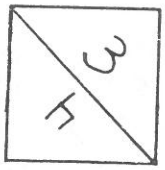
TANGRAMS were invented in China, probably in the seventeenth century. Lewis Carroll studied them. Edgar Allan Poe owned a TANGRAM set made of ivory, with inlay carvings of exotic birds, flowers, and Chinese villagers in a garden. And if TANGRAMS proved pleasing to the authors of Alice in Wonderland and "The Murders in the Rue Morgue," you may confidently assume that something about this three-hundred year old puzzle is good for the imagination. It's also good for geometric thinking.

A **TANGRAM** set is made up of seven pieces; one square, one parallelogram, one medium-size triangle, two big triangles, and two little triangles. You'll need to make your own set of pieces, which you can do by photocopying the drawings on the facing page, or by carefully tracing them with the help of a ruler. Tape the designs to cardboard or oaktag and cut out the shapes. Number each piece 1 through 7, just like the models. You can use the pieces with the numbered side up or down.

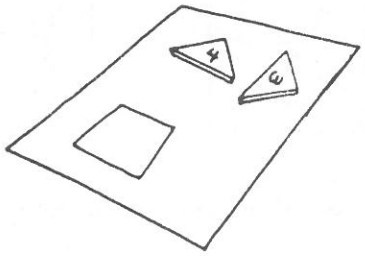


You'll want to store the pieces in an envelope.

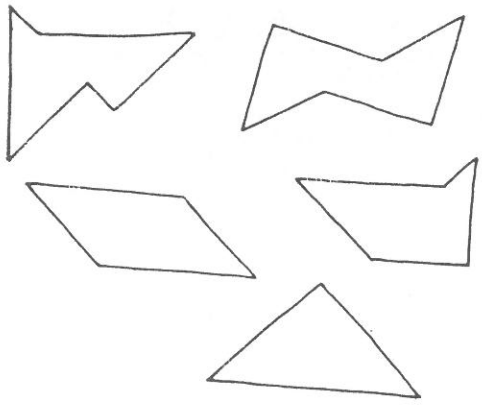
When you introduce your child to TANGRAMS, it's best to begin with simple puzzles. Start by taking pieces 3 and 4 out of the envelope. Have your child close his eyes, place the pieces on a sheet of paper, and arrange them in a square shape.



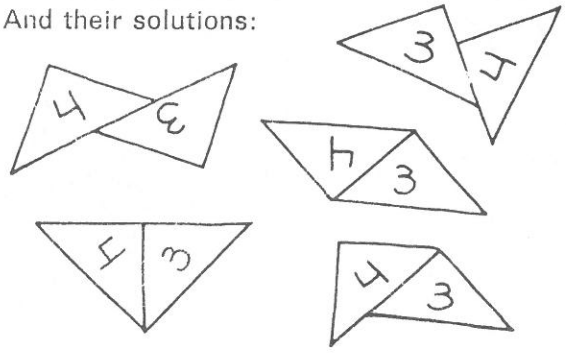
Next, trace the square. You may want to tape the pieces together so they don't slide when you trace. Now pick up the pieces and carefully remove the tape. Tell your child to open his eyes, hand him the puzzle pieces, and dare him to recreate the square with TANGRAMS.



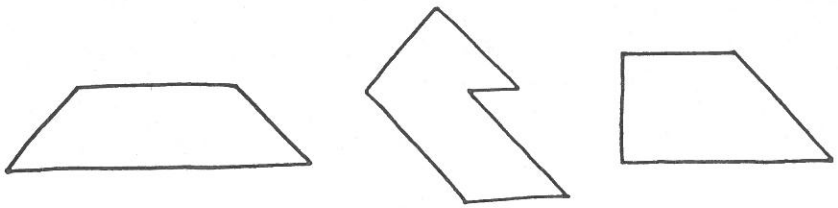
If your child succeeds in making the square, he'll probably want to tackle another puzzle. Tell him to close his eyes again. Then take the same two pieces, make a new design, trace it, and see if your child can solve the puzzle. Here are some designs using just pieces 3 and 4:



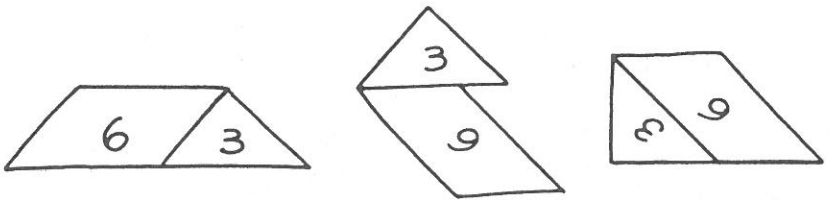
And their solutions:



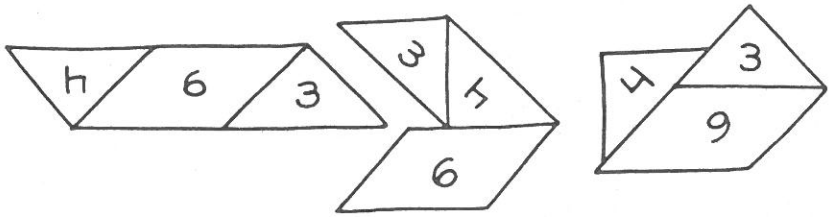
Pieces 3 and 6 make for other possibilities:



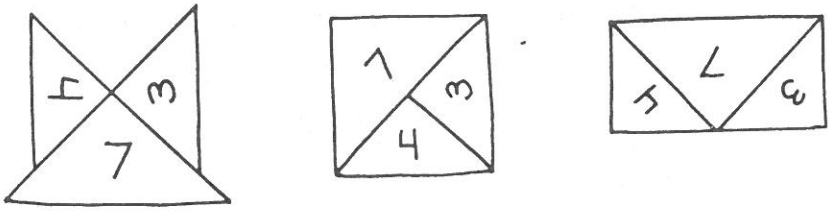
And the solution:



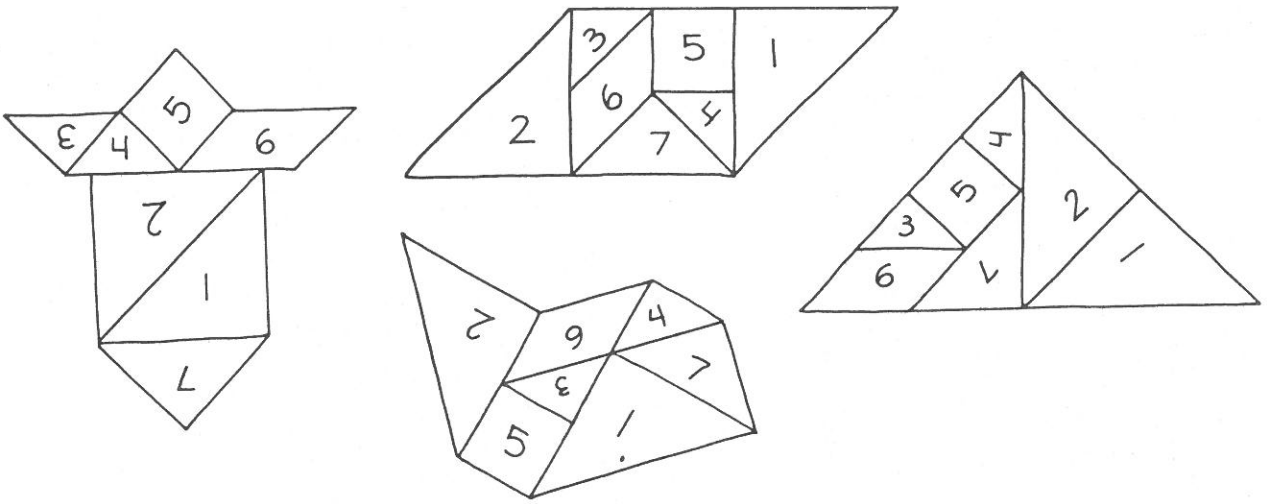
With pieces 3, 4, and 6 you can make these puzzles:



With pieces 3, 4, and 7 you can make:



When you include all seven pieces, you can make:



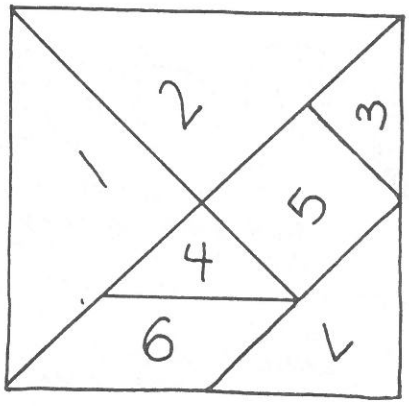
If your child has trouble solving some of these puzzles, give hints. Telling your child that the triangle is in the right place but the square isn't will help him come up with a solution before he gets too frustrated.

Try it for yourself and try making a square using all seven pieces. Oooh, that's tough. Would you like a hint? The solution to this puzzle is at the end of this activity. Go ahead and take one peek at it. Then close the book and try again.

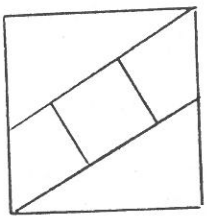
When your child solves TANGRAM puzzles, he goes through the same process you just did. First, he exercises his spatial imagination. Children with a firm grasp of space and spatial relationships have a real advantage when it comes to studying geometry. Second, he learns quite a lot about shapes. Just by fiddling with pieces 1 and 2, your child may discover that two triangles can make a square, a parallelogram, or another triangle. The more your child fiddles, and the more pieces he fiddles with, the more discoveries he will make.

TANGRAMS are more fun if you make two sets, so that you and your child can both work at the same time on designing puzzles and solving them. Of course this means you must try and solve the puzzles your child creates. Expect no mercy from your child. He will surely create the trickiest, toughest, most puzzling puzzles he can. And he isn't likely to give you any helpful hints either.

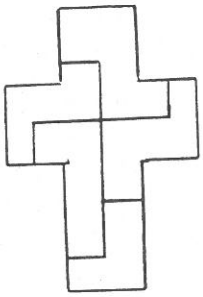
Solution to the seven-piece square puzzle:



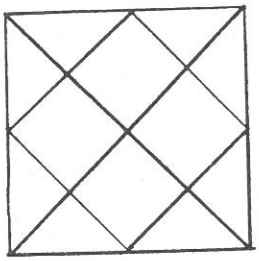
Five-Piece Square



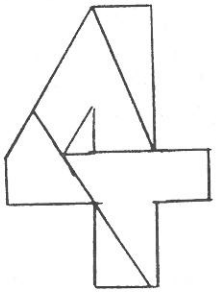
Roman Cross



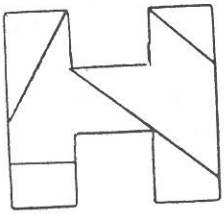
Another Cut-Up Square



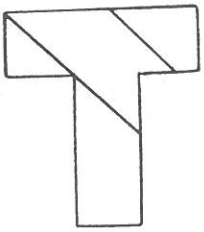
Cut-Up 4

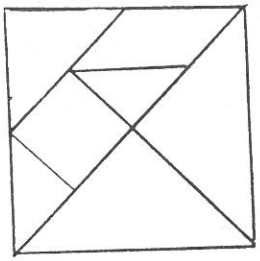


The H Puzzle



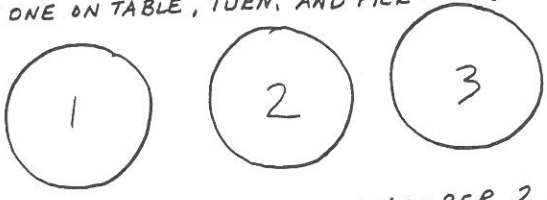
Cut-Up T







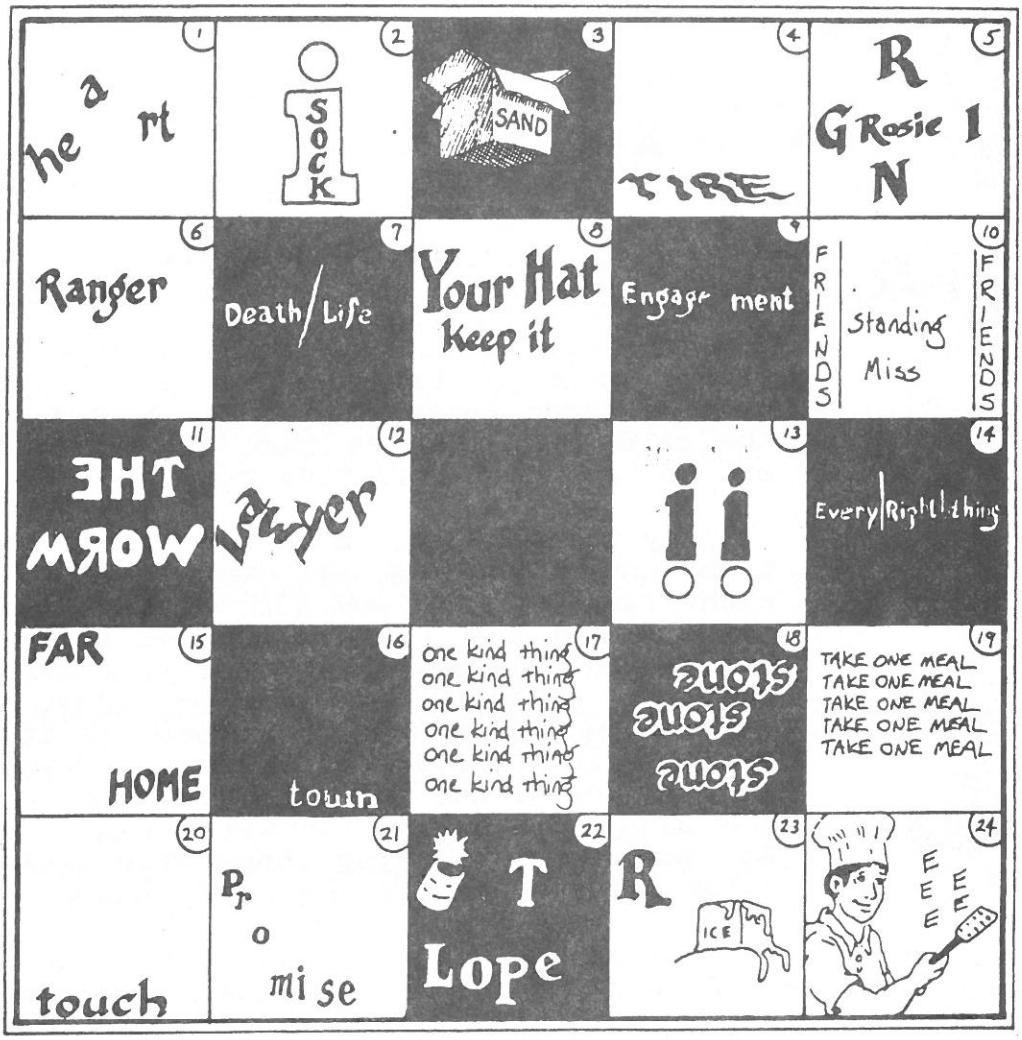
HOLD ONE IN EACH HAND – EXTEND YOUR HANDS HORIZONTALLY - THE PROBLEM IS TO GET BOTH COINS INTO ONE HAND WITHOUT BRINGING YOUR HANDS TOGETHER, WITHOUT BENDING YOUR ARMS---
(SET ONE ON TABLE, TURN, AND PICK IT UP)



HOW CAN YOU GET COIN NUMBER 2 OUT OF CENTER WITHOUT TOUCHING IT? (MOVE AN OUTSIDE ONE)

WACKY WORDLES

Here are some WACKY WORDLES to figure out:



ANSWERS:

1. Broken heart
2. Sock in the eye
3. Sandbox
4. Flat tire
5. Ring around the rosie
6. Lone Ranger
7. Life after death
8. Keep it under your hat
9. Broken engagement
10. A misunderstanding between friends
11. The worm turns
12. Crooked lawyer
13. Circles under your eyes
14. Right in the middle of everything
15. Far away from home
16. Downtown
17. One kind thing after another
18. Leaving no stone unturned
19. One meal at a time
20. Touchdown
21. A broken promise
22. Cantaloupe
23. Rice
24. Cookie

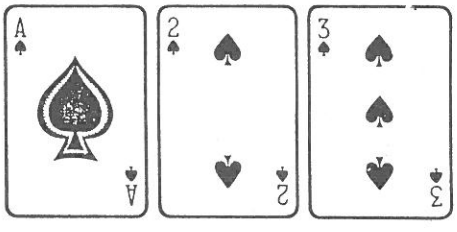


A MOVING NUMBERS GAME

You can play this game by yourself, on the floor, or on a table. You need only five playing cards -- an ace, 2, 3, 4, and 5. Lay the cards out just as they are shown in the picture at the top of this page.

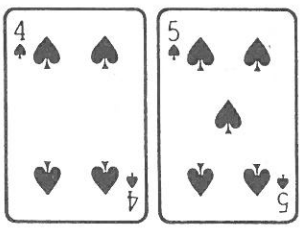
To play the game, you move the cards, one at a time, until you get all the numbers in the right order -- the ace (1), 2, and 3 in the top row and the 4 and 5 in the bottom row. But you can't simply pick up a card and put it wherever you wish. You can only <u>slide</u> a card into an empty space that is next to it. For example, at the start of the game, there is an empty space at the end of the bottom row. You can slide the 5 <u>down</u> or slide the 2 <u>across</u>. But you can't move any other card because no other card is next to the empty space.

After you move a card into an empty space, you'll then have a new empty space into which another card can be moved. Each time you slide a card into a space , it counts as one move. It is possible to put all of the cards in order in only ten moves -- but it may take you a lot more! Try the game out for awhile.



Answers:

1. Move the 2 to the right
2. Move the 3 to the right
3. Move the 4 down
4. Move the ace (1) to the left
5. Move the 5 to the left
6. Move the 2 up
7. Move the 3 to the right
8. Move the 5 down
9. Move the 2 to the left
10. Move the 3 up



YUT

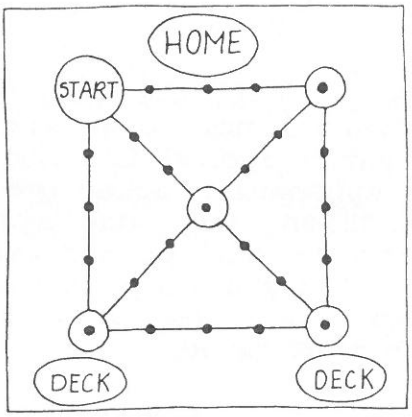
Yut is Parcheesi, Korean-style, recommended for grades two and three. You need a board, which can be made with paper, oaktag, or poster board.

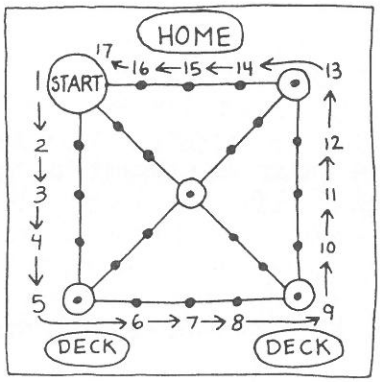
Materials: Paper, oaktag, or poster board, pen, index cards in two colors, scissors, one playing die

Each player needs four game tokens. You can cut out small pieces of index cards -- four in one color and four in another -- and use them as markers. Or use four pennies and four nickels, or poker chips, or any old thing.

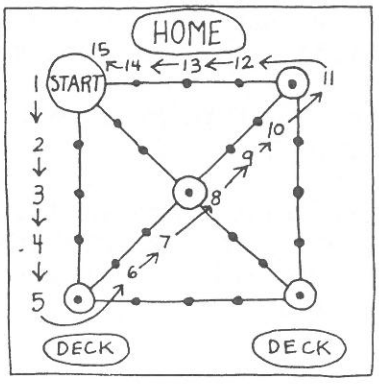
You begin with your four tokens in one of the Deck circles, and your child with four tokens in the other. Turn by turn, you and your child take tokens from your Deck circles, put them on Start, and race them around the board until they reach Start again. Then they can go Home. The first player to get all four tokens Home wins.

The racing goes like this -- When it's your turn, roll the die. The number you get is the number of spaces you can move your token. The moving always goes counter-clockwise around the outside lines of the board --



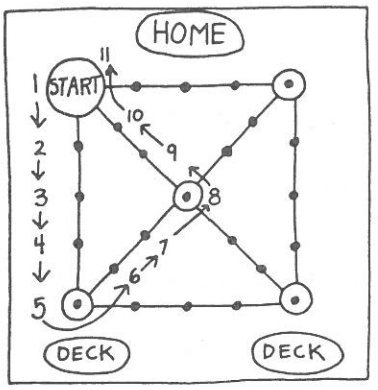


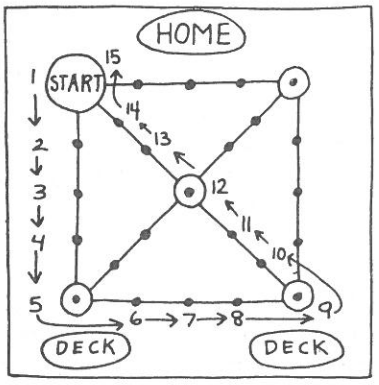
unless you land on one of the bottom corner points. A token that lands on the bottom left-hand corner point can take a diagonal shortcut across the square to the top right-hand corner.



YUT (cont.)

Better yet, if while taking the diagonal shortcut the token lands on the middle dot, it can turn and head directly back to Start.





If a token passes over the bottom left-hand corner, it might still land on the bottom right-hand corner point. And if it does, it can take that diagonal shortcut across the square and zip back to Start.

There are three other rules. Each time you roll the die, you can pick which of your tokens to move, or take a new token from your Deck, put it on Start, and begin its march around the board. If you land on your opponent's token, the opponent's token goes back to his Deck. If you land on your own token, you can piggyback the two tokens (or however many you have on that point) and move them as if they were a single token. Piggybacking doubles the speed with which you can get the tokens home, but also doubles the damage if the other player lands on that point.

Yut demands thought. You roll the die: let's say a five comes up. Should you add a token to the board and move it five spaces, or move a token that is already in play? Should you piggyback your tokens or let them travel separately? Should you not move a certain token, hoping to get the right number for a shortcut on your next turn? Should you get a token safely back to Start or take an opportunity to bounce your opponent back to his Deck?

If you chatter about your game plan aloud, your child may learn from your strategic thinking. Occasionally, after your child throws his die, ask him to evaluate his options. Point to his pieces, one at a time, and ask, "Where will you land if you move this piece? Where will you be if you move that one?" After helping your child determine all the possible moves he can make, let him decide which is best.


MAY
RAW Hide

MATERIAL

Scrap Plastic and Leatherette - can be obtained from auto upholstery companies as scrap material. Use for Indian costumes, book marks, stool covers, etc.

Cracked Marbles - Heat marbles in 375 degree oven. Remove and pour into bowl of ice water and watch them crack. These have numerous uses in craft projects.

Puppet Stuffing - Worn-out stockings, old rags, or plastic laundry bags.

To Clean Egg Shells - Put empty egg shells in jar and cover with bleach. Leave for 48 hours. This dissolves all the membrane.

Cutting Styrofoam - Some types of styrofoam can be cut with a knife - the kind with a serrated edge which can be used as a saw works best. Heavier types of styrofoam can be cut best with a coping saw or jig saw.

Painting Plastic Bottles - Mix tempera paint with a little powdered detergent. This makes it adhere to the bottles better. Acrylic paint works well, too.

Using Rubber Molds - Dip rubber molds in liquid detergent before removing the plaster casts from inside. The molds will slip off easily without breaking plaster.

Using Felt Tip Markers on Plastic - Felt tip markers will work better on plastic bottles if you first sandpaper the plastic lightly. Then spray with hair spray to protect the decoration.

Bonding Plastic - To bond clear plastic to cardboard, first sandpaper lightly. Then press plastic on with a moderately warm iron, using constant circular motions.

Dyeing Rice, Beans, and Macaroni - First rinse in cold water. Then soak in diluted food coloring until proper shade. Dry on paper towels or newspaper.

Working with Tin - When working on tin projects, rub the edges with steel wool and you will be less likely to cut yourself on sharp edges.

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

CRAFT RECIPES

SALT CORNSTARCH CLAY - Mix 2 cups table salt and 2/3 cup water in pan. Simmer over medium heat, stirring constantly until mixture is well heated. Remove from heat. Add mixture of 1 cup cornstarch and 1/2 cup cold water. Mix hard. This will make a thick dough. Add food coloring if desired (or it can be left white and painted later). Store in plastic bag in refrigerator.

SALT FLOUR CLAY - Combine 1/2 cup salt and 1 cup flour. With your hands, mix and knead in enough water to make a stiff dough. Tint with food coloring or tempera paint. Store in plastic bag in refrigerator.

FLOUR CLAY - Mix 1 cup flour, 1/2 cup salt, 3 teaspoons powdered alum, food coloring and a few drops of water. Add a little water at a time until mixture is stiff and holds its shape.

BREAD MOLDING - Remove crusts from several slices of white bread. Break up bread into small pieces and mix with white glue. Add a few drops of lemon juice. Mix until it is the consistency of clay. Color with tempera paint. Store in plastic bag in refrigerator.

SAWDUST MODELING CLAY - Mix 4 cups sifted sawdust, 1/4 cup plaster and 1 1/2 cups wheat paste (wallpaper paste) together. Add water until it is the consistency of clay - moist enough to mold and stick together. Store in refrigerator.

All of the recipes above can be used for modeling objects just like clay. They will dry to a hard finish from setting in the air. The length of time for drying depends on the thickness of the object. Punch pin holes in object to speed up drying. All recipes can be stored indefinitely in plastic bag in refrigerator. All can either be colored with food coloring or tempera, or painted after model is completely dry.

HOMEMADE FINGER PAINT - Add 1/2 cup liquid starch to 1 quart boiling water. Stir over heat until thick. Add 1/2 cup liquid detergent. Stir well. Divide into small jars. Color with tempera or food coloring. Keeps in refrigerator.

PRINTING INK - To make your own ink for block prints, spatter prints, etc., mix 1 pint boiled linseed oil, 1 pint varnish and 2 pints powdered tempera to the consistency of thick paste.

HANDY HINTS FOR CRAFTS

Workable Tempera - If you have trouble with tempera and poster paint not holding, try mixing a little liquid soap with the paint.

Cheap antiquing - use black or brown liquid shoe polish and wipe off excess before it dries. Especially good used with aluminum foil.

Coloring sawdust - Use water-based paints when coloring sawdust. It gives you better colors.

Roll-on paint - To make painting less messy for boys, save empty, glass-bottomed roll-on deodorant bottles. Remove the plastic top and clean thoroughly. Fill with tempera and then replace top. The boys can then "roll" out the paints. Glass bottles make it easy to see when the bottle needs refilling.

Paint Substitutes - Food coloring mixed with water or liquid starch makes a quick substitute for water paints. Shave crayon bits and dissolve in turpentine (one part crayon to two parts turpentine) for another paint substitute. This paint will not run - it looks like oil and works well on unbleached muslin or sheeting for costumes or backdrops.

To Color Macaroni, etc. - Buy the cheapest alcohol you can get, put in jars and add food coloring. Drop in dried ingredients until desired color is obtained. Remove with spoon and spread out on paper towels or newspaper to dry. Turn once.

Bonding Plastic - To bond clear plastic to cardboard, first sand lightly, then press plastic on with moderately warm iron, using constant circular motions.

IF YOU KNOW ALL THE ANSWERS,
YOU HAVEN'T ASKED ALL THE QUESTIONS.

SCRAP RESOURCE LIST

Sometimes it takes a little ingenuity to find low cost or free craft supplies. Here are a few tips and ideas:

1. When hunting for supplies, wear your uniform or identify your group.
2. Don't for get to say "thank you" and have boys write a note.
3. Don't overuse one source just because they are generous.
4. Try to think up new sources by using the telephone book and a little imagination.
5. If you have more than you can use, share with other leaders.
6. Don't expect everything to be free.
7. ASK PARENTS TO HELP YOU. Use a wish or needs list.

Aluminum sheets - lithography companies, airplane surplus.....pictures, slides, ashtrays, metal work pictures.

Blue Print Paper - Blueprint company, airplane surplus.....books, prints, pictures.

Bottle Caps - parents, vending machines.....foot scrapers, checkers neckerchief slides, wheels, coasters, candle holders, paint dishes, bases, decorations.

Bottles - parents....musical instruments, bases for flags, puppets, doorstops, storage, barometers, vases, lamps, centerpieces.

Bowling pins - bowling lanes.....Cub Scout centerpiece, doorstop.

Branches, sticks, twigs - collect from neighborhood.....ribbon covered for jewelry rack, branch lamp, gum drop tree, games, advancement tree, ghost tree, log cabin, centerpiece decorations.

Bricks - contractors....doorstops, chemical gardens, bookends, support storage shelves, weights.

Buttons & beads - thrift shops, parents.....slides, games, button ornaments, jewelry.

Bolts from fabrics - yardgood stores.....props, log houses.

Boxes, small - parents, shoe stores.....musical instruments, tom-toms, storage.

Burlap - grocery stores, rug stores....costumes, games, tepee.

Cans-gallon or larger-restaurants, bakeries, cafeterias .....cooking pots and pans, outdoor stoves, vanity box, hair roller can,
canisters, planter, games, totem poles, wastebaskets, den storage.

Cans-small - parents.....rattles, desk sets, ash tray for backyard(fill with sand), Christmas decorations, candle holder, (glue catsup bottle inside), flare for car, pin cushion, pencil holder, cup, bug catcher, trophy base, star study games.

Canvas - upholsterers, sailmakers, tent repairers.....props, backgrounds for throwing games or archery (rubber-tipped arrows).

Cardboard boxes or sheets - grocery, department, liquor, furniture stores.....puppets, sturdy masks, jewelry boxes, shadow boxes, storing den materials, tote boxes, seats, games, costumes, puppet stage, block puzzles, peep shows, totem poles, bases, centerpieces, patterns, shields, scenery, wings, ears, feet, eyes.

Cardboard rolls - printing, fabric shops, parents....totem poles, napkin rings, games, log cabins, gun barrel, rocket center, sand tube, sweater or stole hanger, puppets, branch of Christmas card tree, hose holder, neckerchief slides, Christmas ornaments, candle, periscope, car body, drums.

Ceramic and roof tiles- dealers, installers.....broken pieces for hotpads, plaques, planters.

Clothes Bags- laundries, parents.....costumes, kits, wreaths.

Clothes Pins - retail stores, parents.....skirt hangers, hose dryer, handle for cardboard fan, note holder, kitchen clipboard, puppet, printing tool, Cub Scouts, Christmas wreath, covering for tin can, on advancement ladder with Cub's name on it, legs for animals, den doodles.

Coat hangers- parents, cleaners.....book or pot holder racks, paint stirring, hoops for games, stocking dryers, mobiles, butterfly nets.

Concrete blocks- manufacturer, contractors.....(broken pieces) bookends, doorstops, paper weights, trivets.

Cones, nuts-gather.....animals, decoration, bird feeders.

Costumes (old)- thrift shops, parents.....costumes.

Driftwood, shells gather.....plaques, centerpieces.

Egg cartons - parents.....jewelry boxes, totem poles, flowers, ornaments, nail & screw boxes, Christmas decorations, mixing paints.

Fabric - wearing apparel manufacturers, stores, remnants, drapery, upholsterers.....costumes, pillows, plaques.

Felt - same as above.....pictures, bottoms of vases, costumes, games.

Film cans & spools - photography shops, airplane surplus .....storage, games.

Flowers (dried, plastic) - parents.....plaques, decorations.

Foam trays - parents, meat departments.....gliders, light switch cover, games, Christmas ornaments, bases for various projects, spreading paint or glue.

Foamcraft - upholsterers, bottle air suppliers.....flowers, decorations, stuffing.

Foil trays, pie plates - restaurants, parents.....games, pictures, ornaments, knick-knack trays (felt in sections), Indian jewelry, making leaf molds, paint dishes, cut up for Christmas decorations, picture frame, starting seeds, musical instruments, passing out materials for crafts in Den, sorting small things.

Fuzzy fabric - upholsterers.....puppets, pillows, animals.

Glass - glass shops....small pictures.

Ice cream cartons - ice cream stores, restaurants.....costumes, waste baskets.

Inner tubes - bicycle shops, tire shops....tom-tom heads, rubber bands, block printing.

Jars & lids - parents, garage sales.....games, storage.

Jugs, gallon - restaurants, parents.....piggy banks, games, swim floats.

Leather - leather companies, shoe repair, auto trim shops.....slides, gloves, key cases, costumes, book marks, stool covers.

Light bulbs - parents.....rattles (covered with paper mache, then broken), puppet heads, animals, centerpieces.

Linoleum - floor installers, tile store.....block printing, coasters.

Lumber, plywood, masonite - industrial crating, lumber yards, cabinet shops, airplane surplus....books, trays, plaques, games.

Macaroni - parents, grocery stores.....Alphabet: lettering for neckerchief slides, plaques, name tags, etc. Shapes:; Indian jewelry, earrings, den doodles, Christmas ornaments and decorations, wreaths, trees, decorate cans and boxes, jewelry.

Marbles - parents, stores.....cracked, use for trivets, candle holder, jewelry.

Match books, boxes - parents.....sewing kits, storage boxes, puppets.

Milk cartons - parents.....planters, knick-knack holders, bird feeders, games, molds for candles, trick or treat containers.

Newspapers - parents.....paper mache, folded hats, patterns for things to be cut out, presses for drying leaves/flowers, rolled tightly in place of wooden dowels, stuffing for heads of crepe paper animals, crushed for base of paper mache animals and masks, used under crafts projects to save furniture and floors.

Nails, nuts, bolts - parents, airplane surplus, hardware store

Nuts - parents, grocery stores.....wind chimes, mobiles, walnut shell sailboat, turtle, plaques, sings, people, animals, decorate boxes and cans, neckerchief slides, wreaths.

Nylons - parents.....puppets, stuffing, costume wigs.

Old Christmas cards - parents.....scrapbooks, gift tags, tree ornaments, scenes for dioramas, puzzles.

Old records - thrift shops, parents, garage sales.....games, planters, dishes, baskets.

Old Shirts - parents, thrift shops.....costumes, paint smocks.

Paint = paint stores, painters, car body shops.....pictures, posters, props, scenery.

Paper, rolls of - printers, envelope manufacturers, newspaper companies.....table covers, paper mache, hats, book covers.

Paper cups - parents.....nut cups, tepees, games, puppets.

Paper sacks - parents,grocery stores.....costumes, masks, puppets, games.

Plaster - drywall installers, hardware, paint stores.....plaques, tie slides.

Plastic Bottles, boxes,tops, bags, bubble packaging - druggist, airplane surplus, parents.....salt & pepper shakers, storage, table decorations, banks, bird feeders, boats, ray guns, eye glass holder, flower containers, puppets, doorstops, hoops for games, helmets, wax molds, plaster molds, container to mix plaster, bags cut in strips tied to clothes hanger for wreath, ball scoop, funnel, shade pulls, window decorations, Christmas decorations, soap dish, book markers, centerpieces.

Plastic can lids - parents.....coasters, plaques, ornaments.

Plastic lemons, L'Eggs - parents.....banks, slat & pepper shakers, animals.

Plastic sheets - boat or airplane window scraps, sign makers.....coasters, slides, ornaments, games.

Plastic spoons - ice cream shops, parents.....finger puppets, place cards, mixing plaster.

Plastic tubing - hospitals, airplane surplus.....games, picture frames.

Pop-top rings - parents.....jewelry, plaques, chains, picture hangers, slides, candle holders, decorations, costumes, Viking things.

Popsicle sticks - dairies, hobby shops.....hotpads, baskets, frames, plant identification sticks, stirrers, puppets.

Pringle cans - parents.....candle holders, banks, book spine, cardboard rings for ornaments, games, cannon, covered wagon, train.

Ric-Rack, bias tape - Mill stores, parents.....plaques, costumes, gifts.

Rocks & shells - gather.....coasters, paper weights, plaques, painted rock creatures, cars, pet rocks, sculptures, decorations, games.

Rope - airplane surplus, army surplus, hardware stores.....tray edges, quoits, games.

Roundsteak bones - parents.....slides, costume decoration.

Rug scraps - parents, floor covering stores.....stool covers, genius kits, sit-upons.

Sawdust - cabinet shops, lumber yards.....sawdust clay, stuffings.

Seeds - save, parents.....Indian necklaces, pictures, jewelry, Christmas ornaments & decorations, ecology boxes.

Shade rollers - window specialty shops.....posters, props.

Shells - gather, parents.....jewelry, insects, birds, animals, picture frames, plaques, decorate boxes & cans, key chains, collections, paper weights.

Six-pack holder - save, parents.....decorations, games, belts, ornaments, wreath.

Socks - save, parents.....bean bags, puppets, balls for indoor games.

Spools - tailoring shops, dressmakers, parents.....puppets, games, plaques, handles for hot dog roasters, small totem poles, den doodles, knobs for tin canisters, wheels, genius kit, Christmas ornaments, trophy bases, trophies, centerpieces, bodies for people.

String - save, thrift shops.....kites, greeting cards.

Vinyl - car top installers, upholsterers, auto trim shops.....puppets, games, slides, key cases.

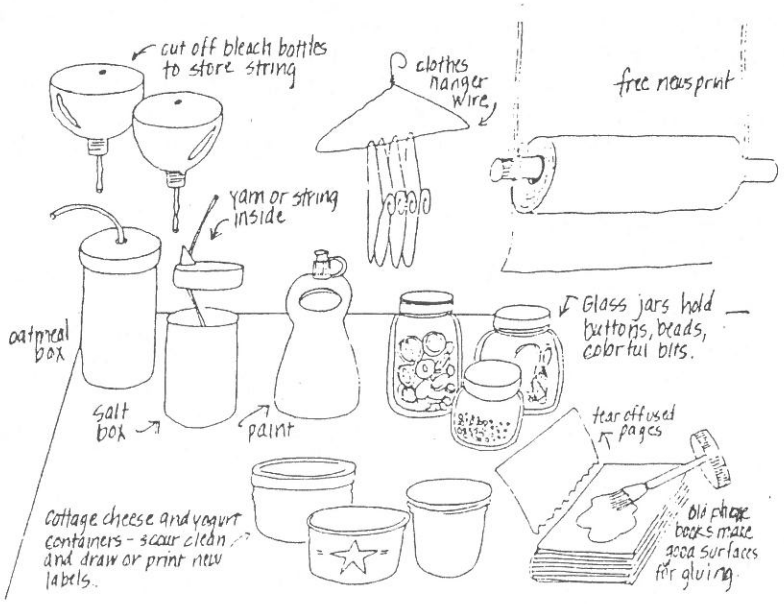
Wallpaper sample books - dealers, paint stores.....scrab books, wrapping paper.

Wax - parents, old candles.....sand candles, fire starters.

Wire - telephone & electric companies, electrical contractor.....games, slide backs, genius kits, slides.

Yarn - parents, thrift shops.....greeting cards, bookmarks, puppet hair, wigs.

KEEP JOGGING YOUR MEMORY,
AND YOU'LL NEVER RUN OUT OF IDEAS.

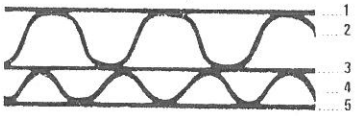


CARDBOARD CARPENTRY

You will discover that corrugated carton cardboard offers many possibilities. It is a material which can be used to construct both decorative and practical objects. An important attraction of cardboard is that it is easily obtainable and free.

TYPES OF BOARD

Single-wall board (also called double-faced board) consists of two plain cardboard facings, enclosing fluted corrugated cardboard. Double-wall board has two sets of flutes with a cardboard facing in the middle, and a facing on each outside.



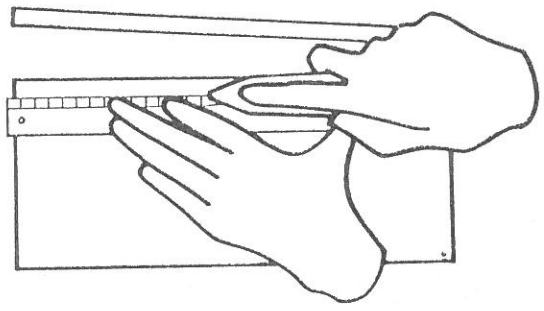
TOOLS

A knife or single-edged razor blade in a safe holder, a pair of scissors, and a ruler are most important for working with cardboard. The only additional things you will need are adhesives such as glue, paste, rubber cement, and some sticks or dowel rods no thicker than match sticks.

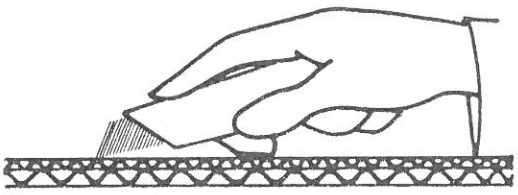
HOW TO CUT STRIPS

Always cut across the waves. Hold a knife at the same angle to the board all the time as you draw the blade along the edge of the ruler. Press with one hand on the ruler to hold it steady as you cut.

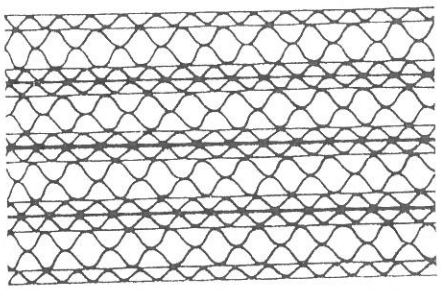
Your 1/2" wide strips can be used straight, bent or folded. Straight strips used for construction are almost always placed in a flat or lying-down position so that the wave-like shape of the corrugation can be seen from the side. If you glue such double-wall strips together in regular fashion you can obtain an openwork type of design. By peeling off different layers of the outside of the cardboard you can create many different designs.



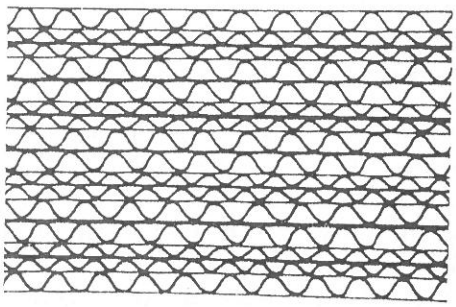
CUTTING a strip of double-wall board (top view) with a ruler and blade. Keep your blades sharpened so your cuts will be clean (Illus. 3).



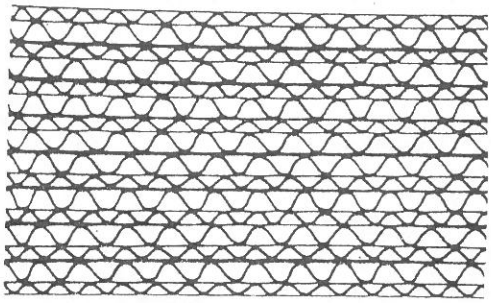
CUTTING a strip of double-wall board (side view). Before beginning a project, practice cutting strips until you are able to do it with one clean stroke (Illus. 4).



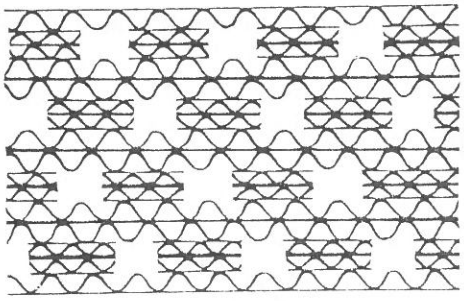
STACK of double-wall strips glued with layer 1 to layer 5 at each level (Illus. 5).



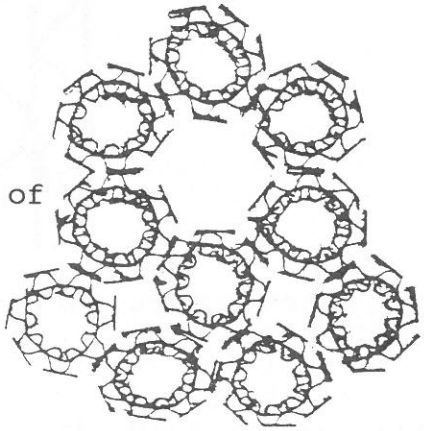
STACK glued with layer 1 to layer 1 and layer 5 to layer 5 (Illus. 6).



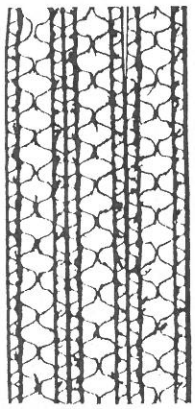
STACK glued with layer 2 to layer 2 and layer 5 to layer 5. Layer 1 has been peeled off (Illus. 7).



STACK glued as in Illus. 7, but with some areas cut away (Illus. 8).

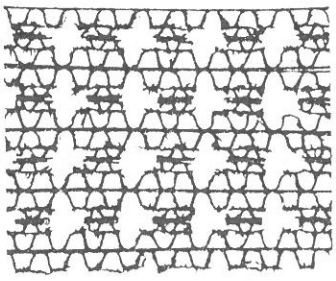


Illus. 10



Illus. 9

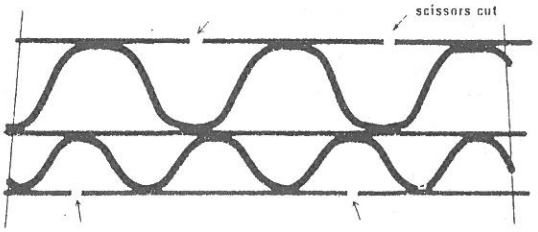
OPEN-WORK PATTERNS



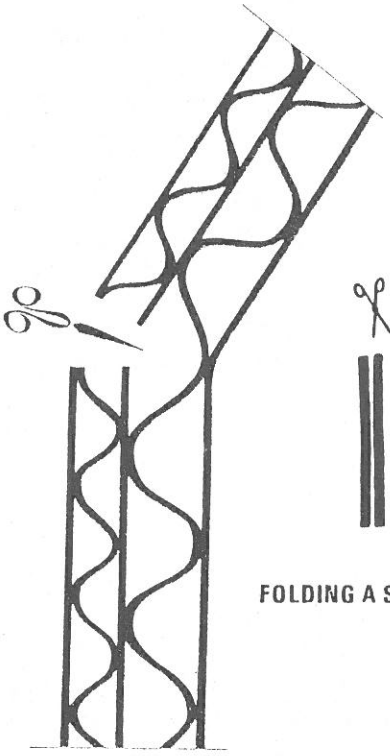
Illus. 11

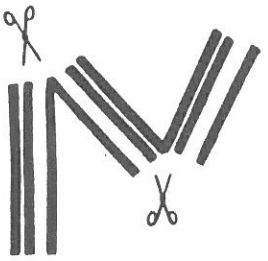
BENDING

Start with straight strips, either 1/2" wide or wider. You will "bend" these, not by rolling the board but by making incisions with your scissors at certain points. You can make these cuts in the top layer in between each of the large waves, and also in the bottom layer but only in alternate waves. (Illus. 12). Then you can bend the strip easily. You can vary this by making incisions at every wave in both layers which will allow an even sharper bend. (Illus. 13) You can even bend without scissor cuts. Just remove the outside layers of paper and you will have a very pliable strip that will coil like a snake. (Illus. 14)



EACH LONG WAVE has been cut, but only alternating short waves (Illus. 12).

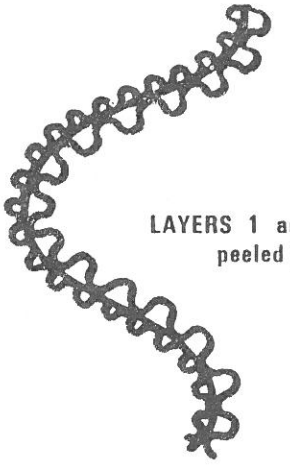




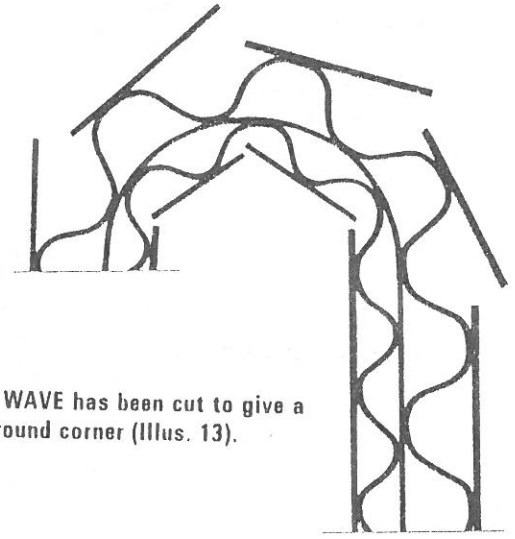
FOLDING A STRAIGHT STRIP (Illus. 15).

FOLDING

If you cut through three layers of the cardboard you can put a definite fold in a straight strip. Cut the layers on the other side of the cardboard and you can fold it in the opposite direction.



LAYERS 1 and 5 have been peeled (Illus. 14).



EVERY WAVE has been cut to give a round corner (Illus. 13).

The rewards of working seriously to master the basic techniques of corrugated cardboard crafting can be quite satisfying. The material lends itself to a variety of objects that will come within your scope as you proceed in the craft. Corrugated cardboard is strong enough to support a mirror -- hence, a mirror frame. It can be pasted to an armature and made to support candles; it can be constructed into a base to hold a piece of sculpture or a plant. It can be used to make a serving tray or a place mat.

As you become more proficient with the techniques of the craft, you will soon see that almost anything that can be constructed out of wood can also be made out of cardboard--and for a fraction of the cost.

SLOTTING TECHNIQUES

1. Cut two pieces of cardboard about 3 inches square with scissors.
2. Cut a tapered slot in each piece with scissors. The width of the slot should be the same as the thickness of the cardboard. This is most important. If the slot is too wide, the joint will be loose. If it is too narrow, the cardboard sections will crease when you try to join them together. You should have two slotted pieces of cardboard (Figure 2).
3. Join the two pieces together as shown in Figure 3.
4. Figure 4 shows how the joined pieces should look. Test the joint by trying to pull the pieces apart. If they pull apart easily, the slots are too wide. If the pieces are very tight and look a bit bent or creased, the slots are too narrow.

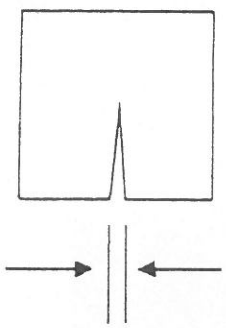


Figure 1

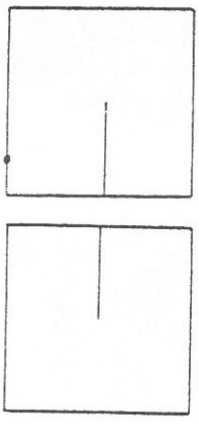


Figure 2

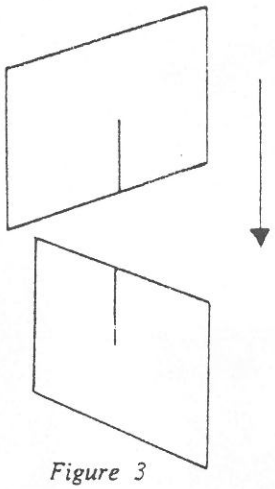


Figure 3

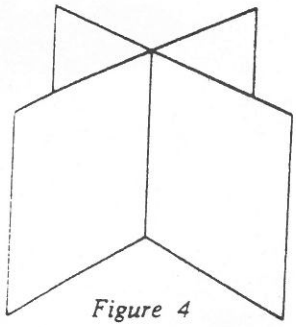


Figure 4

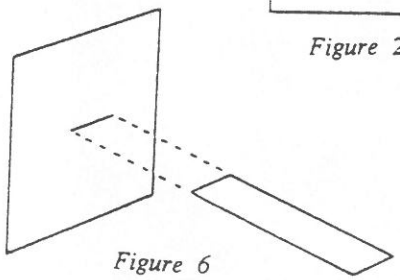


Figure 6

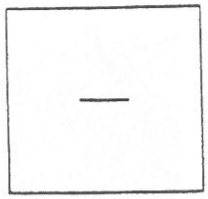


Figure 5

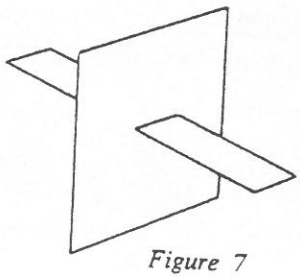
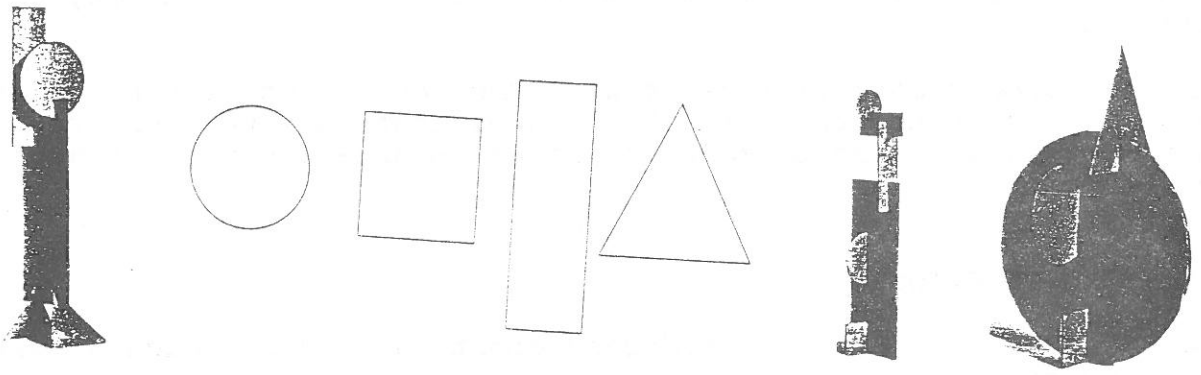
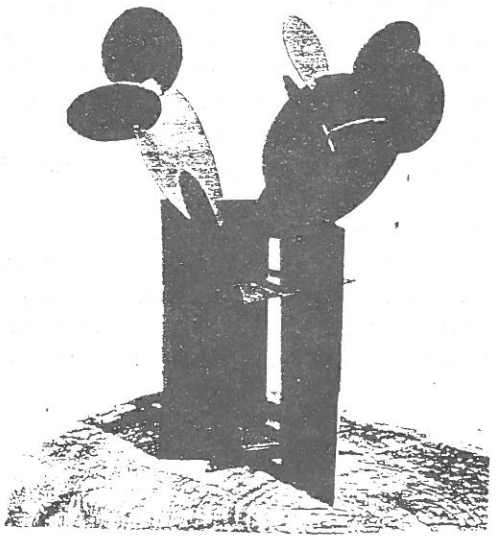


Figure 7

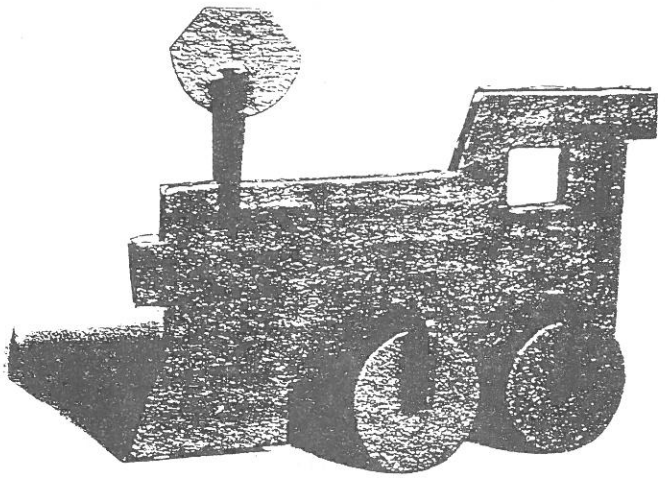
GEOMETRIC CONSTRUCTIONS

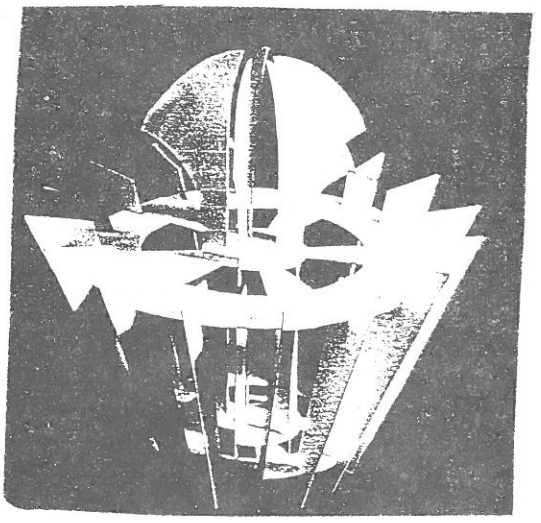
Geometric constructions can be made by using various shapes such as circles, triangles, etc. and by using the slotting techniques putting them together. You may want to use some glue to secure the joined pieces. Have contests with your boys for the most unusual designs.











LEATHERCRAFTING

Leather has a universal appeal to people of all ages. It is a very versatile medium to work with and has very good 'workability' qualities. Given the correct type of leather, the right tools for the project and simple, straightforward instructions, anyone can make useful and attractive leather projects. Leather working also provides an excellent opportunity to develop artistic skills, and to enjoy the sense of achievement gained through creative work. Leather can be put to a variety of different uses; it can be carved, tooled, stamped, embossed, colored, etc. Many simple things can be made with leather by the Cub Scout, such as toys, Moccasin slippers, belts, key cases, clothing, and many others. Everything from painting a simple design to carving and tooling elaborate pictures can easily be done with leather.

Before you decide on a project, visit a leather store. Look at the different leathers they have. Be sure to look at the remnant bin, an inexpensive way to obtain your materials. There are free sources of leather, too; old leather jackets or purses. If you have nothing around the house that is suitable, try thrift shops or secondhand stores. You will also want to collect some basic tools before you begin. They are not expensive and can be found at leather stores or hardware stores. Some of the tools may be around your house. You will need: hammer or mallet, a number two round drive punch, a stamping tool, a spoon or tracer tool, a beading needle, a glover's needle, a thimble, nylon thread, beeswax, scissors, a razor blade, a ball-point pen, waterproof felt tip marking pens and acrylic paints, rubber cement and a board to work on.

One good way to determine your interest and create some nice leather articles is to start with a beginners kit and, as you become more interested, add to your tools, books, and patterns. Since the purpose of the leather projects is to provide some fun opportunities for the Cubs, don't be concerned that their finished work doesn't look like it's supposed to. Leather lends itself to different applications, perhaps their applications are different from yours!

Before trying your skill in working with leather, you should know something about the medium itself. There are two types of leather--tooling, such as calfskin, sheepskin or cowskin, and non-tooling, such as pigskin or alligator.

Important leather terms to know are:

Grain side - course side of leather
Flesh side - smooth side of tooling leather
Skive - leather with one layer of flesh side removed
Case - to moisten the grain side to prepare for transferring a design, or for carving and tooling the piece
Background - to provide greater relief to a carved leather project by tooling areas between cut lines
Bevel - to give the illusion of raising the leather by depressing the area along a cut line

The following is a general guide of leather weights and their uses for projects suitable for Cub Scouts:

4-5 oz. 1/16" to 5/64" thickness for billfold backs, organizers, zipper gussets, clutches
6-7 oz. 3/32" to 7/64" thickness for carved handbags, camera cases, notebook covers
7-8 oz. 1/8" to 9/64" thickness for belts, holsters

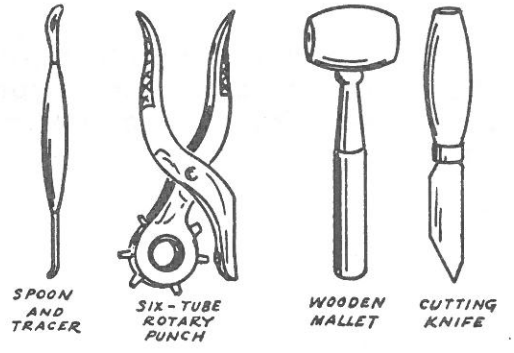
Leather heavier than 8 oz. are generally not suitable for Cub Scout projects.

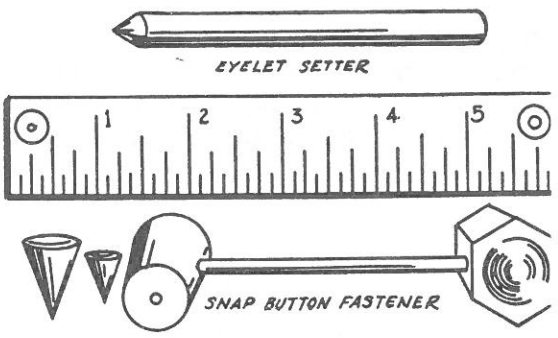
The following books are excellent sources for leathercrafting projects and provide additional information about techniques and leather working skills. The books are available from the Tulsa Central Library.

1. Book of Arts and Crafts, Marquerite Ickis.
2. Leatherwork: A Step-by-Step Guide, Mary and E.A. Manning
3. Leathercraft, Larraine Anderson
4. Leathercrafting: Procedures and Projects, Raymond Cherry
5. Indian Crafts, Janet and Alex D'Amato
6. Tepee and Moccasin, Lis Albrectsen

With training, preparation and commitment to the principle of 'keeping it simple', a Cub Scout leader can give the Cub an opportunity to have fun and perhaps gain a hobby by having a leathercrafting project. These events are the memory makers for boys and the things that give leaders satisfaction for their time and effort. Give it a try. You can do it!

MINIMUM TOOLS FOR LEATHER WORK





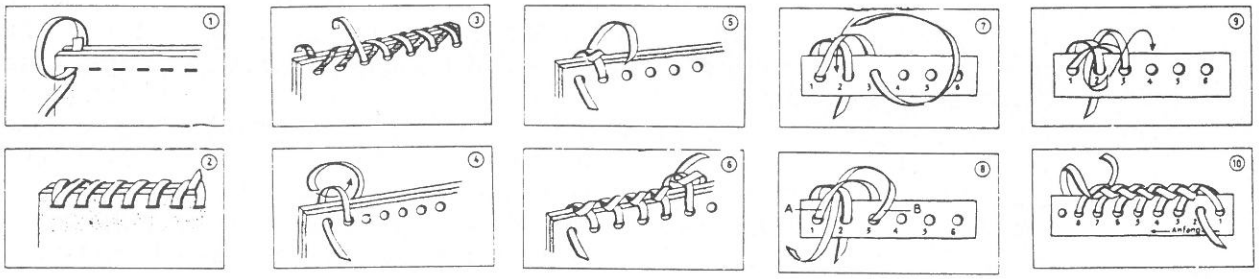
LACING FOR VINYL OR LEATHERWORK

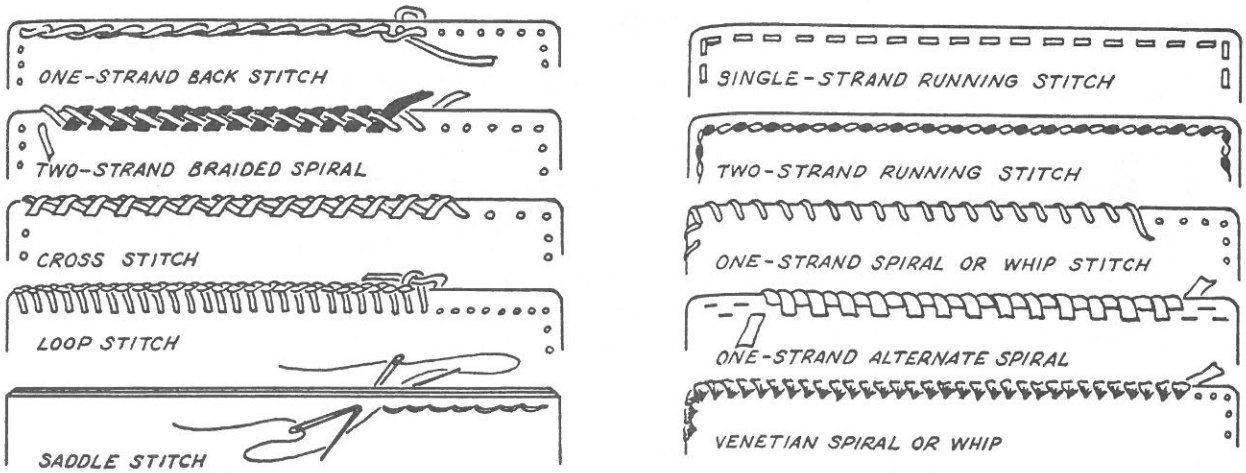
Spiral or Whipstitch (1-2) - This is the simplest lacing stitch. It consists of running a single lace, spiral fashion through successive holes. Always make the first and last lace a double one. to conceal the ends.

Cross Stitch (3) - This stitch is attractive and easy to do. Simply lace the entire piece with spiral stitch and then bring another lace in the same manner through the same holes, but in the opposite direction. You might experiment with two different colors.

Buttonhole Stitch (4-6) - The illustrations clearly show this technique.

Braid Stitch (7-10) - Place leather face down. Beginning at back, draw a lace through second hole towards front, then back to front through the first, and finally back to front, through the third (7). This results in a pair of criss-crossed loops, through which you now draw the lace, again back to front (8). With left hand, draw lace taut at (A) and with right hand at (B). Allow last loop to remain loose. Now bring lace through fourth hole, back to front (9) making a new pair of loops. Proceed as before, drawing lace taut in places mentioned after each stitch. (10) shows actual view of work from front. To make beginning and end of the braid stitch lacing flow smoothly into one another, loosen the first three or four stitches gently and draw the loose end through the resulting loops. To lace around a corner, make one complete, 3-part stitch through same hole.





NECKERCHIEF SLIDES

The purpose of this section is to give you a variety of ideas for kinds and uses of neckerchief slides. Your imagination and creativity will take you further. Sources for more ideas are Boy's Life and Scouting magazines and Program helps.

KINDS OF NECKERCHIEF SLIDES

1. Leather and Vinyl
   a. Shape: many shapes may be cut from leather and vinyl -- (Rank badges, arrowhead, basketball, chaps, etc.)
   b. Construction: Cut out desired shape. Glue or staple or rivet a leather loop onto back. Write on leather with permanent markers or with enamel paints (not water colors)

2. Wood
   a. Shape: Circles and ovals may be cut from slices of tree branch. Any shape may be cut from thin wood (up to 3/8" plywood or pine.
   b. Construction: Cut out desired shape using coping saw or jig saw. Staple strip of leather to back side. Paint with enamel paint or use permanent markers. Adhere stamps and other paper with Mod Podge or use mixture of half water and half white glue; a pint mixture or Mod Podge over stamp to seal and protect against water.

3. Plaster of paris and resin
   a. Shape: You will need a mold. Molds may be found at craft stores, candy and cake decorating suppliers; also use cookie cutters, small containers, bottle caps, and Kool-aid scoops.
   b. Construction: Follow directions of the product you use. A pop can ring may serve as a loop. Insert ring into plaster or resin before it hardens. NOTE: Do not pour leftover plaster and resin down drains! A pinch or so of salt will help quicken the hardening process also.

PAINTING PLASTER

Many kinds of paint will soak into plaster since it is porous. It helps to seal the plaster with a spray sealer, spray plastic, gesso, or plain latex wall paint. After sealer is dry any type of paint can be applied - tempera, acrylic, oil, or enamel. Enamel and lacquer will leave a glossy finish. Where water base paints will usually leave a dull finish. The latter can be given a coat of clear shellac or spray varnish for a shine. Avoid mixing lacquer and enamels - the paint will peel.

PLASTIC ETCHING

SUPPLIES: plastic, patterns, etching tool, paint (acrylic) paper towels, brushes and masking tape.

PLASTIC: You can get 2" or 3" squares from Eddie Edison, 446-1338. Or any plastic, that you can see through will work.

EXAMPLES: 2-liter pop bottles, dish soap, lids from cans or milk jugs.

PATTERNS: You can get patterns from coloring books, magazines, scout books, or make up your own. The simpler the pattern the better, especially for the younger boys.

ETCHING: You will make the tool from any type of nail and a piece of 1/2" dowel, 5" long. Drill a hole in the dowel slightly smaller than the nail. Insert nail into dowel leaving about 1" exposed. Remove head of nail by hacksaw or grinder and put a point on nail. Sharpen the nail by using a grinder or file.

PAINT: Acrylic paint works better. You can use poster paint or markers. Do not use permanent markers. Dark or bright colors show up best.

BRUSHES: You can use regular brushes or Q-tips or paper towels. You could even use your fingers.

HOW TO DO IT!!

1. Get your plastic and it can be cut any shape.
2. Get your pattern that will fit the area of your plastic.
3. Tape the pattern facing towards the plastic. When you hold the plastic piece up, you will be able to see the pattern.
4. Take your etching tool and start tracing your pattern. Make sure you press hard enough.
5. Take the paper pattern off.
6. Apply your paint to the etching on the plastic. Make sure you get plenty of paint in the grooves.
7. Drying time will vary according to paint and weather conditions. Do not let dry completely because the paint will be too hard to rub off.
8. When dry, remove paint with paper towel by rubbing and this will leave only tha point in the etching. Your etching is now complete. It is ready to be made into whatever project you had in mind. After experimenting, you can use multiple colors.

SUGGESTED PROJECTS: Key chains, Christmas ornaments, mobiles, name tags, place cards for Blue and Gold, sun catchers, holiday pins, tie slides and awards.

SILK SCREEN PRINTING

The screen process is a technique for making black single-color or multi-color prints inexpensively with stencils of silk (that's where the name come from), polyester, cotton, or nylon and simple equipment. The process which is used both in industry and by artist today is a perfection of an early type of stencil printing that has been in use for hundreds of years.

THE BASIC PRINCIPLES EXPLAINED:

Artist and craftsmen use hand-cut stencils which are affixed to a piece of fabric (called mesh) that is stretched tight on a wooden frame. The non-image areas (the areas not to be printed) are blocked out and ink is forced through the open areas of the fabric screen with a rubber blade called a squeegee on to the object being printed. The prints are made one at a time by hand. One great advantage of the process is that the screen can be large - almost any size - and that the printing comes out clearly on any kind of material.

EQUIPMENT: The basic equipment needed for screen printing are listed below with explanation:

Basic Screen: The basic screen consist of a wooden (the most common and dependable material for the cost) frame and a stretched fabric (which we will call mesh from here on out) on the frame. The wooden frame acts both as a support for the mesh and as a basin for the paint or ink used in printing. The frame should be rectangular and is best constructed from seasoned wood free from knots. Any seasoned wood may be used and white pine is inexpensive. For small frames under the size of 18" x 18" one inch by two inches should do fine. The frame must be rigid and well constructed especially in the corners and joints. If it warps easily it will not serve as a good stretcher for the mesh. The finished frame, properly joined and right-angled, should be sandpapered smooth to remove any splinters or rough edges.

Fabric: A number of different kinds of fabric can be used for the screen. The fabrics are measured by different numbers depending on the style of mesh. The mesh can be measured by either a XX number running from 6XX to 30XX. The smaller the number the more coarse the mesh. Another measurement of mesh is mesh count. These numbers run from 60 (coarse) to about 335 (very fine and not applicable for craft printing). See chart A for a run down on mesh sizes and their practicle use.

CHART A

SCREEN MESH GUIDE

Multifilamont	Mesh Count Monofilament	Description
6XX	60-70	Fabric or coarse surface
8XX	90	(such as wood)
10XX	110	
12XX	120	Paper, and smooth
14XX	160-200	surface that require
16XX	220-245	a sharp image
18XX	265-305	Very fine detail,
20XX	305-335	use with photographic film only.

BASE: The base is a piece of flat smooth wood larger that the frame of the screen. The screen is attached to the base with a set of hinges. This allows the screen to be raised and lowered in the same exact position each time.

HINGES: Two sets of hinges are needed for the frame. Use pushpin hinges which are held together by a sturdy shaft or pin that can be pulled out to release the frame. For a start, 1 1/2" or 2" pushpin hinges should be all right.

SQUEEGEES: A squeegee is a strip of rubber fastened to a wooden handle. The squeegee is used to press the paint through the screen on the printed object.

PAINT OR INK: The paint should be a type that is compatible with the item you are printing. It also must be compatible with the stencil material used. You can use a lot of different kinds of paint but the paint can't be real thin. The paint should be the consistency of syrup.

STENCIL MATERIAL: The stencil material is what is used to block out the area on the screen so the paint will only go through where you want the image printed. The stencil can be one of four kinds of material: paper, knife-cut, block-out and photo emulsion. These will be discussed in more detail later.

PREPARING TO PRINT: The first thing you should decide is what you want to print on. This will determine the size of the screen and the count of the mesh. (See chart "A" - Mesh Guide).

Make your frame out of wood. Glue the corners together with wood glue and then either nail or using a heavy duty stapler fasten the corners.

After your frame is finished, stretch the mesh on the frame. Cut a piece of fabric about 2 inches larger than the dimensions of your frame. Line the fabric along the Side A and Side B of the frame about 1" from the inside of the frame. Tack the AB corner. Now take the Side A fabric and pull it at the AD corner directly away from the Side AB corner. When it is tight tack the corner down. Be sure you don't pull too tight and tear the fabric at corner AB. Now take the corner at corner BC and pull it tight the same way you did corner AD and tack it tight. Now take corner CD and pull it tight, being sure you pull it straight from the corner of AB. Tack the corner. Now pulling Side C tight (about 2 inches at a time) tack along Side C. After all of side C has been tacked do the same procedure for Side D. Now trim the excess fabric off your frame with a razor knife or a single edge razor. Take gum paper or masking tape and cover tack.

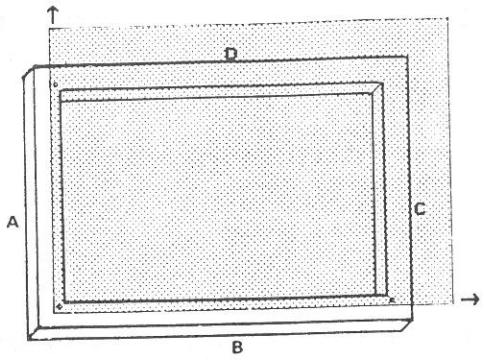


DIAGRAM #1

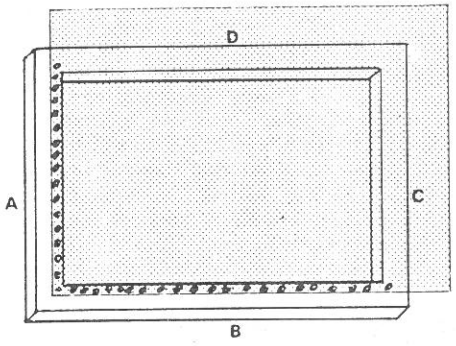


DIAGRAM #2

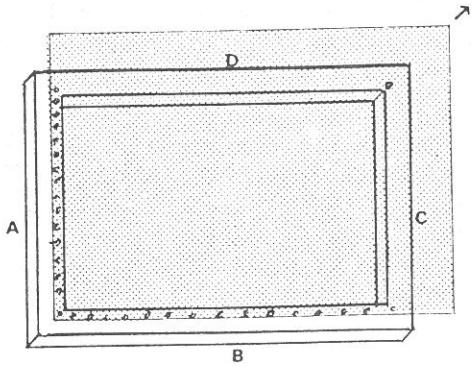


DIAGRAM #3

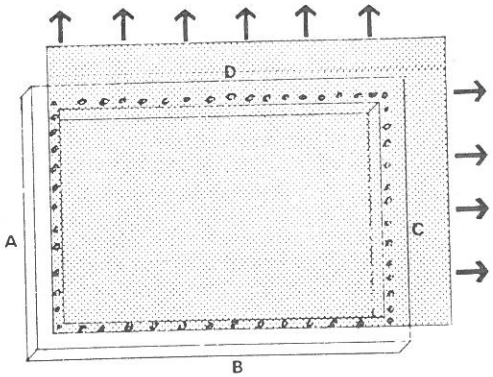


DIAGRAM #4

The screen must now be attached to the base. Two hinges are needed for the frame. Use pushpin hinges which are held together by a sturdy shaft or pin that can be pulled out to release the frame. (See diagram #5) For a small screen (about 8" x 12") 1-1/2" pushpin hinges should be all right. The bigger the screen the larger the hinges should be. NOTE: There are also some commercial hinges on the market that can be attached to the base and then the top is just a clamp that attaches to the frame. If you plan to do a lot of screen printing you might make a wise investment in a set of these. They run about $15 a set of two. Attach the hinges by first centering the frame, mesh side down, on the base. Place both male or female sides on the base and fasten them to the board. Now line the other half of the hinges up with their mate and fasten them to the frame (see diagram #6). Place the pushpin hinges on the base at a point which will permit you to use the same hinges with any size screen (within reason). When putting a hinge half on a screen line it up with the hinge half on the base. By placing the hinges the same distance apart and in the exact same position on all frames, any frame can be used on the same printing bed with shifting hinges. The base thus becomes the master printing bed for any number of frames. It is wise also to check the screws occasionally to see that they have not been loosened.

One last attachment is needed on the frame - a device to hold up the screen. The simplest method is to attach an arm or drop stick to one side of the frame. The stick, should drop by its own weight to a perpendicular position when the frame is raised. When in place the screen should stand at about a 60 degree to 75 degree angle to the base.

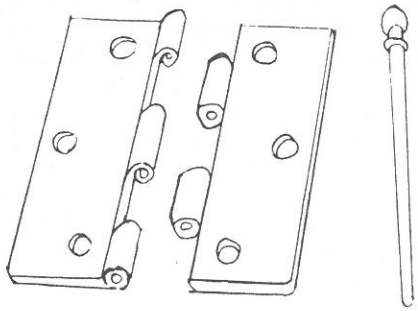


DIAGRAM #5

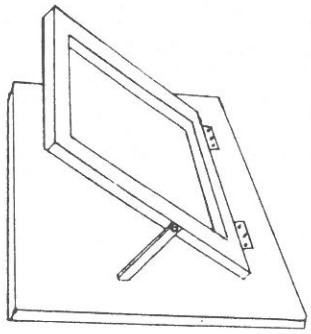


DIAGRAM #6

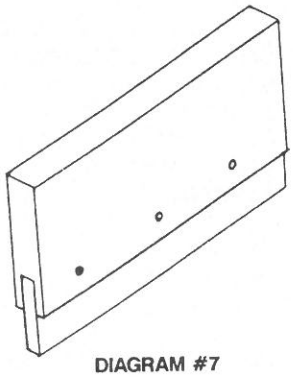


DIAGRAM #7

The other required tool is a squeegee. This rubber blade tool is used to push the paint through the mesh screen and deposit it on the paper, textile or other stock to be printed. One run of the squeegee will scrape paint from one side of the screen to another, each run resulting in an impression. You will need a squeegee that is at least 1" wider than the area you will be printing, but most beginners feel better with a 2" overlap. Squeegees can be purchased from art supply stores and screen printing supply houses. They will cut the squeegees to the size you want in some places. This is one item that you can use over and over again if you are careful and clean it good after each use. A good all purpose durometer should be 70. Your supplier can tell you the best durometer for your use. Also the rubber blades come in different shapes. The squared blade will serve all your needs.

MAKING THE STENCIL:

There are four methods of making a stencil that we will discuss in the session. The most common stencil methods are with paper, block-out, film and photographic method. A beginner might find the paper stencil least troublesome to make right.

Place the original art work under the screen on the base making sure it is centered. Tape it down to the base. Now put a piece of masking tape along the lengths of the left side of the object you will be printing and along the bottom of the length. You will want the tape right against the edge but not sticking to the paper. This will be your guide or registration point for all your other prints.

Now take a piece of stencil paper large enough to come out to the frame on each of the four sides. Tape it over the original. Trace the pattern on the stencil paper. After you have made sure the image you are printing will be in the center of the screen and the stencil paper is centered remove the frame from its hinges and put it to the side out of your way.

Trace cut the design with your stencil knife but don't remove the areas to be stripped out yet. Use an x-acto knife or single-edge razor blade in a holder. Hold blade perpendicularly and do not press down too heavily, just enough to cut through the paper without digging into the original.

Remove the tape from the corners of the stencil but do not move the stencil. Replace the screen on its hinges and lower it over the stencil. Put paint in the screen at one end and spread it evenly with the squeegee. This will make the stencil paper stick to the underside of the screen. Be sure to put pressure on the squeegee (as much as you can) and to hold it at a 45 degree angle. This will give you a much better, sharper print. Now lift the screen and the stencil paper will come up with it. Tape the overlapping edges of the paper stencil to the sides of the frame.

Strip away the parts of the stencil that have been cut free. This will open up areas where the paint will now come through. These will be the areas that you want to print.

Remove your original drawing from the board and put down a sheet of waste newsprint on the base in its place. Lower the screen and, with the squeegee, move the paint from one end of the frame to the other end, spreading it evenly. The paint coming through the cutaway areas of the stencil and the silk should give your rough impression or "proof" of what you will print. You have now "made ready" and are ready for printing.

The paper stencil allows a heavy layer of paint to come through, which should last for several hundred impressions. With a paper stencil, you can use printer's ink or any paint except tempera or watercolor, as water based paints will wrinkle the paper and make sharp printing impossible.

After printing, to remove the stencil, simply raise the screen and peel the stencil off. Then wash the screen with a solvent compatible to the type of paint.

THE BLOCK-OUT STENCIL:

This method simply calls for blocking or masking out portions of the screen with a liquid, such as glue, shellac or lacquer, leaving the cloth untouched where the paint is to go through. When using water-based paints use lacquer or shellac to block out the screen. When using oil-based paints a water based glue can be used to block out the screen. If you use a water base paint with a water base glue the paint will dissolve the blockout and ruin your stencil. The same goes for using oil base block-outs with oil base paints.

There are two methods for making a block-out stencil. The first is to brush in the glue, lacquer, or shellac directly on the screen. The second method calls for first sizing the mesh.

WORKING ON UNSIZED MESH

1. Raise the screen and center the original art on the base, using your register guides.

2. Lower the screen and check to be sure the original is entirely visible through the screen. Now trace the drawing with pencil or pen and ink on to the screen.

3. Prop up the screen, remove the original, and lower the screen again on to a few sheets of newsprint. Brush the stop-out medium on the parts which are to stop out the paint, painting around the design, or in certain areas inside it. Allow the stop-out medium to dry or if in a hurry use a hair dryer. When dry, hold up the screen against the light. If there are any pinholes (where you can see light seeping through) block out these leaks. You are now ready for make-ready printing.

The printing is the same as other stencils. Put object in registration that is to be printed. Put screen down and put paint in screen. Pull squeegee across screen making sure you get paint over all printing areas. Be sure you have lots of pressure and your squeegee is at the proper angle.

After printing, if you have used glue, remove as much of the excess paint as possible and then clean with a compatible solvent to clean the remaining paint. After all paint is removed wash stencil out with water. If you used an oil-based blockout clean all the paint out and then use the proper cleanser to clean the blockout out of the screen. If all paint and blockout are cleaned out thoroughly the screen should be able to be used again in the future.

WORKING ON SIZED MESH

The sized screen is used only for lacquer or shellac stencils. For the sizing, use glue diluted in water, 1 part glue to 3 parts water.

1. Disengage the screen and place it on top of some waste newsprint on a flat table with the screen basin up. Then pour a little of the diluted glue along one bank of the screen. Using a piece of stiff cardboard, scrape the glue mixture over the screen. Smooth the glue across the screen several times to cover the entire silk surface with an even coating. Let dry or usea hair dryer to dry quickly.

2. Follow the same procedures as before in setting up the drawing to be copied on the board. Push it up against the guides.

3. After the sizing is dry, hinge the screen and lower it over the design. The sizing will not affect the transparency of the mesh and the drawing will be clearly seen through out the sizerd screen. With lacquer or shellac, trace paint the design with a brush directly on the sized mesh. Again, paint only the areas you don't want to be printed. Check the mesh to detect any pinholes and touch up any leaks. Let the lacquer or shellac dry.

4. Disengage the screen and prop it up on your two blocks of wood so that the silk surface does not touch anything. After making sure that the lacquer is dry, dissolve the glue sizing by washing it off with water. use a wet sponge on "top" of the screen. The water must not get to the glue under the lacquer or shellac. The water will not affect the lacquer or shellac but it will quickly dissolve the exposed glue. Take great care not to tip the screen or flood water into other areas.

5. Dry the screen using a cloth pad to wipe out all traces of melted sizing, but do not touch the underside of the screen. Rehinge the screen and you are ready for printing. A sized screen will last for large editions of prints and may be preserved for later use. To dissolve the glue sizing and lift off the lacquer or shellac.

THE FILM STENCIL: This method of preparing the stencil is recommended whenever precision and sharp lines are required. The film stencil is made from a double-layered stopping out film. There are basically two types of film stencils. They are the knife-cut stencil and the photographic stencil. The photographic stencil we will not deal with in this section but material and even kits are available from arts and crafts stores.

The knife-cut stencil comes in two types: the water based film for using with oil based paints and the lacquer based film that is used with water based paints.

Equipment for knife-cut stencils:

A. A sheet of the knife-cut film the size you need.
B. A stencil knife (x-acto knife or single edged razor)
C. An adhering solution for the film (water for water based film and lacquer for lacquer for lacquer based film).
D. Some soft absorbent lint-free rags and a liquid blockout of the same compatability as the film.

1. Place your art work or design centered on the base under the screen. Remove the screen and place it out of the way. Center the stencil film over the artwork with the film side facing up (this will be the dull side up). Tape the film to the base. With your stencil knife trace the design, cutting the film surface without penetrating the clear film backing. Next strip the film by sliding the knife under a corner of a cut section and pulling off the part you want to print. Check your film and brush off (carefully) any stray particles of film or dust. Remove the tape.

2. Adhere the film stencil to the screen by taking a soft cloth pad, saturating it with either lacquer thinner (for lacquer films) or water (for water based films) and rubbing it along a small portion of the screen once or twice. Repeat with a dry rag right away. It takes only a little thinner to make the film adhere.

3. Raise the screen. The film will have to come up with it. Allow this to dry and set, and then strip off the clear backing sheet. Blockout the surrounding area (if any) by filling in with a lacquer or water abased blockout or a masking tape over the mesh and around the edge of the stencil.

4. Print the same way as usual.

5. The film stencil is practically imperishable and can be used over and over again. To dissolve the film stencil, spread several layers of newspaper on the printing base. Clean all paint out of screen with a compatible solvent. Then use either water or lacquer thinner to clean screen out.

EMBROIDERY HOOP SILK SCREENING

MATERIALS: Embroidery hoop

SILK SCREEN PAINT:
(Tempera mixed with starch can be used)
Pencil
Crayolas
Rubber spatula or small squeegee (a cardboard squeegee can be made by covering cardboard with masking tape)
Material (organdy, crinoline)
Newspaper or lightweight paper
Water soluble glue
Scissors
Paper (to be printed)

1. Cut a square of material four inches wider than diameter of emboidery hoop.

2. Place square of material in embroidery hoop and pull edges to secure a firm unwrinkled surface inside embroidery hoop.

3. You are now ready to make design. It can be realistic or objective. You are only limited in size, which is determined by the size of hoop. Draw design on newspaper or lightweight paper.

4. Cut design from paper and glue in place on top side of hoop. Allow to dry.

5. The design can be created in a different way if preferred. Placing the top side of hoop next to desk, draw design with crayola very heavily being sure to blot out all design you do not wish to be covered with paint.

6. Place paper to be printed on desk. Place hoop over the paper top side down. Place a tablespoon of paint on inside edge of material in hoop. Using a spatula or squeegee, pull paint across material surface to opposite side being sure that paint has been pulled across entire surface of material in hoop.

7. Remove hoop from printed paper. Repeat for all over or border design.

NOTE: Using an all-over design, place mats, decorative paper, menu covers, program covers, and greeting cards can be made.

Using a border design and oil paints, towels, and scraps, aprons and curtains can be made.

MATERIALS:

A sheet of thin cardboard about 8" X 10" (a shoe box lid with rim cut off is fine).
A piece of organdy slightly larger than cardboard.
Very thick tempera paint (if you use powdered paint, mix a little water, if you use liquid paint, thicken it with a little cornstarch).
A sheet of typing paper (or any paper with smooth finish).
Masking tape
A spoon
Scissors

TO MAKE THE SCREEN:

1. Cut a window in the cardboard. Leave at least 1 1/2" frame around the outside. (How big the opening is determines how big your print will be). Take the piece you cut out of the center and cut in half. This will be your "squeegee".

2. Lay the cardboard in the center of the piece of organdy. Fold the top edges of the organdy over the cardboard and tape it down. Pull the lower edge of the organdy tight (but don't bend the cardboard.) Fold it over and tape it down. Do the same with the side edges. The organdy should be tightly stretched across the cardboard.

3. Put masking tape around all 4 edges of the opening on the cardboard. (Tape the cardboard to the organdy.) Press the tape down really well. (This will prevent the paint from seeping under the cardboard and blotching your print.)

TO PRINT:

1. Cut a shape out of typing paper a little smaller than the opening in your screen.

2. Sandwich the shape between the screen and the paper you're going to print on.

3. Spoon some paint across the tip of the screen.

4. Holding it in 2 hands, use the "squeegee" to draw the paint across the screen. Press down firmly and slowly pull it toward you. Do this several times until the whole opening is covered with paint.

5. Lift the screen up and peel your print off. You will leave the paper shape stencil in place and make more prints or peel the stencil off and make a new one.

Make a 2 or 3 color print by using a separate screen for each color. A screen is good for about 20 prints. After that, you can wash the organdy and re-use it on a new cardboard. Experiment with positive and negative stencils.

TIN AND METAL

Tin cans provide an inexhaustible source of scrap material which may be turned into worthwhile articles and amusing toys at little or no expense. The projects are especially chosen for children and therefore are very simple. With a little imagination you can create objects such as planter book ends, door stops, conch belts, snowflakes, or star-shaped ornaments.

Metal, one of the basic craft materials, can be worked by Cub Scouts. Begin with aluminum foil to teach the skills of designing, measuring, cutting, modeling, nailing, polishing, and finishing. Then move on to tin or aluminum cans and other metals.

TOOLS FOR METAL WORK

* VISE - To hold metal while working or to aid in bending material.

* TIN SHEARS - To cut cans and metal sheets and to cut designs or patterns

* SCRATCH AWL - To mark lines or designs (nails can also be used)

* CENTER PUNCH - To make dents in the design or to make holes (you could use nails).

* BALL PEEN HAMMER - To pound nails, punches, chisels or whatever you are using to impress design in the metal.

* CAN OPENER - To open both end of cans before cutting with tin shears.

* COLD CHISEL - To cut slits in metal or tapped lightly to make designs.

HOW TO WORK WITH METAL

When working with tin, aluminum, or other metals, smooth sharp edges with a file and steel wool or emery cloth. Protect hands from steel wool by wearing gloves or holding it in a cloth.

TIN CANS

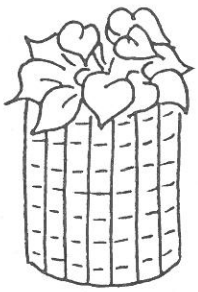
Tin cans are easy to accumulate. They come in a variety of sizes and shapes and can be used for many craft projects. They can be made into pencil holders, planters, bird feeders, storage containers, bracelets, napkin rings, bookmarks, airplanes, telegraph keys, and many other useful items.

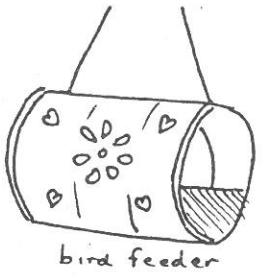
PAINTING AND DECORATING

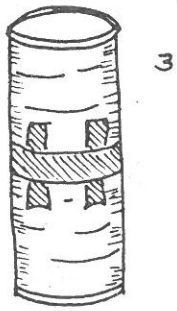
Remove any paper labels. Sand surface of tin can lightly with wet sandpaper to remove shine and make surface ready to paint. Wipe off with a wet sponge. Cans may be painted with enamel spray paint, latex paint, lacquer, or acrylic. When spray painting, insert small paper bag in opening to protect inside of can from paint, as shown. Spray three light coats letting dry between coats.



Painted cans can be decorated with plastic stick on letters or dots, macaroni or seeds, tiny mosaic tiles, or scrap wallpaper. They can also be covered with jute, twine or yarn.









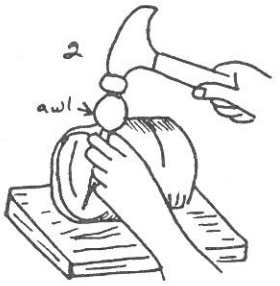


JOINING CANS

To join cans, cut bottom out of one can and place on top of another. Secure with strong glue or strapping tape.

CUTTING RINGS

Use a pair of tin snips to cut metal rings from cans as shown.



PUNCHING HOLES

To make holes in cans, place can on top of a piece of scrap wood. Hold awl to inside of can and punch hole with hammer as shown. To keep can from buckling while being punched insert a piece of wood to support the can.

ALUMINUM FOIL TOOLING

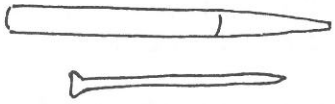
It is easy to tool designs in aluminum foil from frozen pies or dinners. The designs can be framed and hung on the wall. This method can also be used to tool book covers, belts, jewelry, and other items.

1. Select a design.
2. Sharpen a pencil-size dowel to a point for the basic tool. Sand the other end of the dowel to a flat slant. Wooden cuticle remover sticks will work also.
3. Foil piece should be flat. It can be cut with kitchen shears.
4. Place foil on soft but firm surface, such as a stack of newspapers or a magazine. Tape it in place. Over this lay the pattern and trace around it with the stylus, including all details. Remove pattern and trace over the entire design again. This is the underside of the work.
5. Turn foil over to the front side and use the stylus just outside the ridges, pushing the background down and away from the design. Use the flat end of the stylus for working the background that isn't close to the design.
6. Turn the foil to the back side again and work the design out with the flat end of the dowel. Continue working both front and back to emphasize details and make the design stand out.

For variation, try hammering lightly on a heavy straight pin or nail over the background. Or use the coil end of a safety pin to provide a different texture.

TIN PIERCING

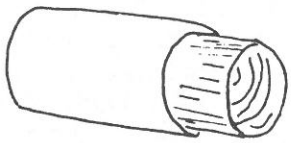
Tinsmiths in colonial America used tin piercing to make such items as lanterns, charcoal heeaters, and cabinets.

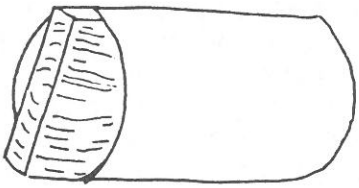


Equipment needed:

Galvanized metal, sheet aluminum
Ball peen hammer
Small center punch or a 4" nail
(For practice, cut the ends out of cans, flatten, and experiment with the tools)

1. Select a design.
2. Transfer design to metal with felt tip marker.
3. Place metal on a work surface such as a piece of scrap wood on a sturdy bench or table. Be sure that something is under the metal.
4. Pierce the design with punch and hammer, using uniform hammer strokes and even spacing. Vary design by using different spacing and different size holes on various parts. (If metal bends during piercing, wait until finished, then carefully bend back while wearing gloves).
5. Clean the metal with a soft cloth dipped in rubbing alcohol.
6. Do not paint the metal, as this will plug the holes. If color is desired, paint the metal before piercing with a high quality metal paint.
7. The design can be framed or placed on a piece of wood.



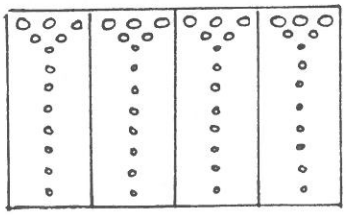


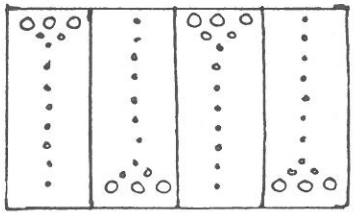
All types of aluminum tin cans and pans can be transformed into useful or decorative items for the home by nail-tapping.

Place flat pieces of aluminum onto a wood surface.

Trace a design onto the aluminum; or, draw a design on paper and tape the paper onto the metal. Tap metal with a nail.

Areas on the designs can be painted with lacquer or enamels.





STAINED GLASS

This project is fun! It's an attractive craft for the boys to display and best of all, it's not messy.

MATERIAL: Glass or plastic cut in various sizes and shapes. Permanent markers.

PATTERNS: Color books are good resources, or be creative-free hand them. Pattern sizes may be enlarged or reduced by most copy machines at local printing shops. Patterns need to be kept simple, without much detail.

PROJECT IDEAS: Ideas are unlimited when one uses one's imagination. Here's a few:

Small Bottles: Toothpick holders or vases.
Plastic Boxes: Jewelry boxes, sewing kits or picture frames.
Flat Plastic or Glass: Tie slides, signs, rings, sun catchers, candle holders or key chains.

BASIC INSTRUCTIONS

SAFETY: Proper ventilation due to fumes from permanent markers is highly suggested. When using glass, make sure that all edges are covered with tape to avoid cuts. Any tape will do, but colored plastic or cloth tape will look like a frame for the project. Flat glass or plastic must be cut to desired size. Plastic sheets can be scored and cut as you do glass. Dealers will cut glass to desired sizes. Select pattern. Place the pattern under the glass. It's a big help to the boys to have the pattern color coded, but they can also use the colors of their choice. Some boys will need more help deciding on colors than others- know your boys. Trace outline of the pattern in black. Do the black outline on one side. Turn the project over. Do the colors on the other side. If this is not possible, remind the boys to be careful going around the outline because it will come off on the pen you are using. This is only a problem with the light colors such as yellow. Have scrap paper handy to clean the tip from time to time. Keep a white piece of paper under the project. It will make the pattern easier to see and do. Let your imagination go and have fun with this craft.

OTHER MATERIAL: Pipe cleaners, pins, glue or hot glue gun for tie slides and pins. Tape and small wire for suncatchers and Christmas ornaments.

WORKING WITH WOOD

The instructions for the wood projects in this book are intended for Den Leaders who have had little experience with wood, few tools, and a little help from the den dad. Keep in mind that scrap lumber can be obtained from the lumberyard, which will help cut down on your expense.

Here are some suggestions: (First make the rules and enforce them.)

1. No one opens paint or stain until he can name the solvent in which he will clean the brush, and has available a supply of the solvent.
2. All solvents are poured outdoors under den leader's supervision. Never use flamable solvents in the garage or basement!
3. All sawdust and sand dust are swept up before the boys leave.
4. All tools are clean and put away before the boys leave.
5. Use only the tools provided for you. If you need something you don't have, ask the den leader. Some tools are off limits for boys.
6. All projects are to be marked on the underside with the owner's name or initials. Do this before beginning work on the project.

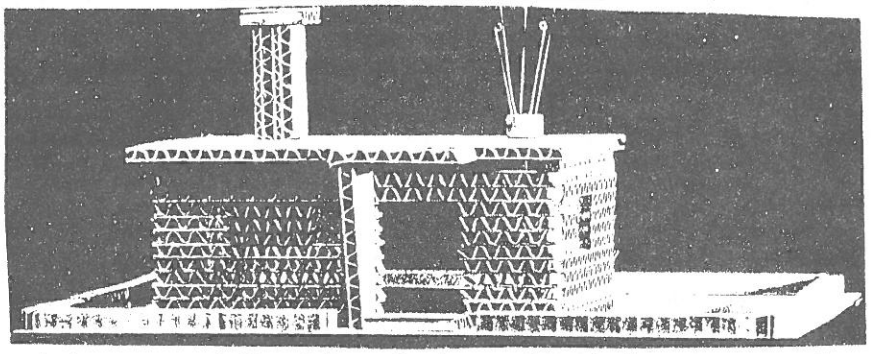
Tips for Den Leaders:

1. Don't let the boys see any materials or tools you don't them to use.
2. Have the scrap wood handy. The scraps should be free of knots - these can sometimes be dangerous.
3. Have a sample of the craft already made and in view. Have the measurements written down - also step-by-step instructions if you need them.
4. Ask the den dad what type of sandpaper would be most suitable for a particular project, or what type nails or length of brads.

Safety Rules for Tools:

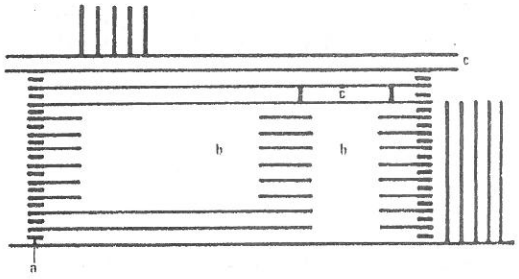
* Use each tool for the job it was intended and the way it was intended to be used.
* More accidents occur to the hands, face or feet. Protect your eyes; keep fingers and hands away from cutting edges or tools; secure or clamp down the wood on which you are working.
* Be patient and never use force. Don't work with tools when you are tired - you need to be alert.
* Don't wear loose clothing or jewelry which can get caught in moving parts.
* Never use electrical tools in damp or wet locations.
* If extension cords are used, be sure they are heavy-duty. Don't use the type extension cords which are used for small appliances.
* Unplug all electrical tools when you are finished and put them out of reach of children. Don't leave any tools unattended.
* Keep tools sharp, clean, and oiled.

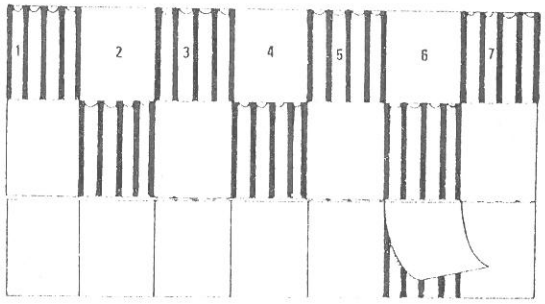
STRAIGHT STRIP HOUSE



The walls (a) are 1/2" wide strips glued in a regular pattern with waves dovetailed at the corners. For windows and doors you merely leave out strips (b) or cut out parts of strips.

The roof and awning (c) are a little more complicated. They are made from a piece of corrugated board cut in a rectangle. Make horizontal and vertical incisions in the top layer of your rectangular piece of board, so that you have a checkerboard pattern. Then pull off every other square.





You can also make other designs if you wish.

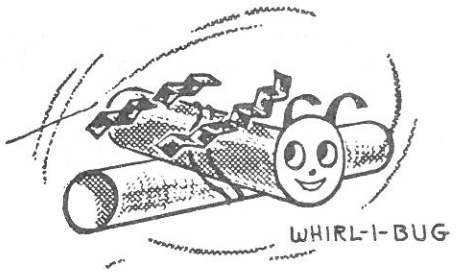
WHIRL-I-BUG

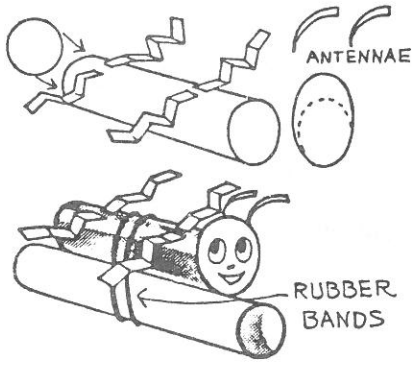
Use a piece of cardboard roll 4-1/2" long for the bug's body. For legs, fan fold four strips of cardboard 1/2" wide and 2-1/2" long. Glue legs to top of roll, one pair 1-1/2" from front of body and the other 1/2" from the back end of the body.

Cut an egg-shaped cardboard head; glue over front end, letting excess extend above roll. Glue on cardboard antennae, cut from another roll. Glue a cardboard disc over opening at other end of body. Paint as desired and glue on paper features.

Place the bug atop a longer cardboard roll, and slip two rubber bands about 2" long around the tow rolls at center.

To operate toy, hold the bug with one hand while twisting the bottom roll around several times with other hand. Now, holding bottom roll, release the bug and watch him whirl!





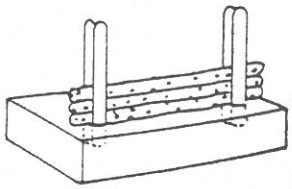
PRETZEL LOG CABIN

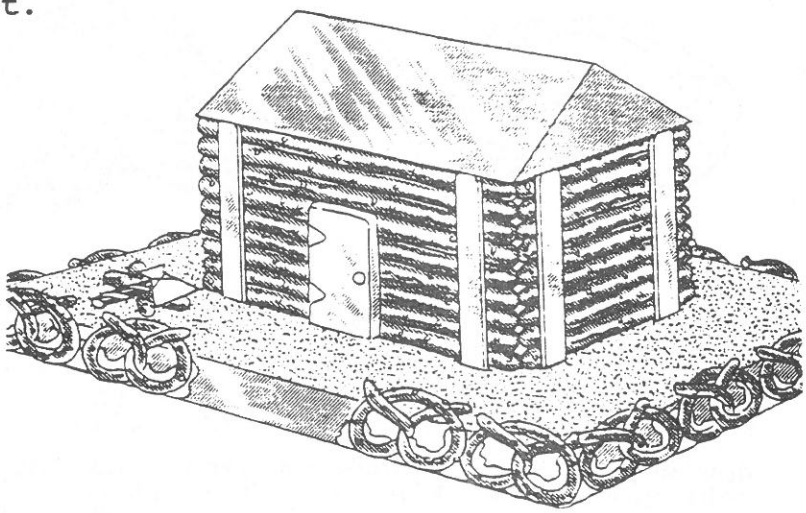
Symbolic of Lincoln's homestead, this log cabin is also a pretzel server. Simply lift the roof to take a pretzel log from the holders. For the base use a box lid, about 8" x 11"; cover with green paper. With a sharp knife, cut 1/2" slits in the top of the base, as shown, to hold the big, fat pretzel stick logs. If smaller pretzels are used, adjust the measurements.

For the pretzel log holders, insert a tongue depresser in each slit, fitting them snugly. Glue holders in place. Stack big, fat pretzel sticks between the holders for logs. Use long ones on the front and back of the cabin. Cut off pretzels for shorter logs on ends.

The roof is made from cardboard. Cut a piece to cover the top of the cabin, two more pieces for the slanted sides and, finally, two triangles for the gabled ends. Cover all pieces with colored paper and glue together. Set the roof on top of the cabin.

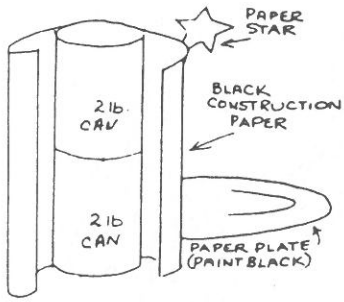
For a door on the cabin, rest a rectangular cookie against logs. Add a frosting doorknob and hinges. For the fence, use twisted pretzels. With frosting for "glue," attach the pretzels around the edge of the base. Pile some pretzel logs next to the cabin and make a little hatchet.

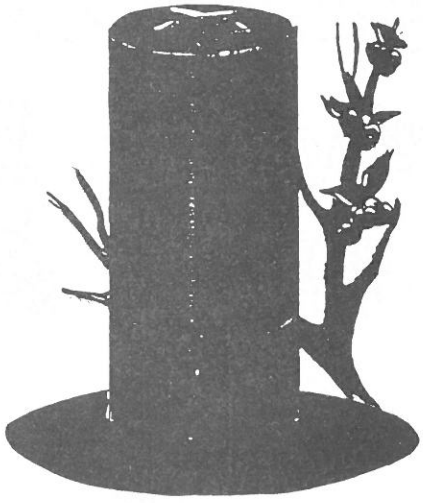




PATRIOTIC HAT:

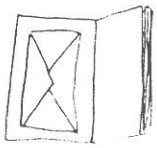
Stack two 2 lb. cans on top of each other. Cover with black construction paper. Cut out a circle of black paper and glue to the top of the cans. Paint a paper black for the base. Glue the paper plate in place. Cut out a star and glue to the top of the hat.





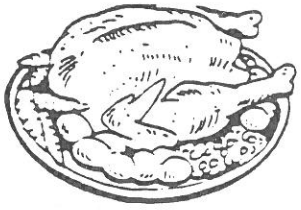
MESSAGE POCKET

It's always hard to be sure that notes sent home from den meetings ever make it home to the parents. Give each boy an envelope slightly smaller than the handbook. Let them color or decorate one side of the envelope as they wish. Making sure that you can put papers inside the envelope, glue or tape it to the inside cover of each handbook. This gives the parents a specific place to look for important messages from the den leader.

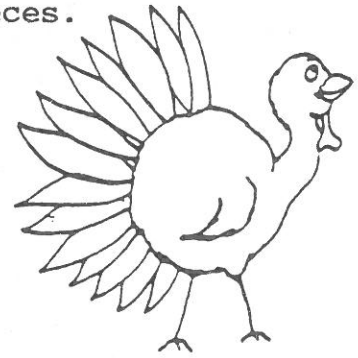


PLASTIC ETCHING MOBILE

Tape pattern to the plastic. Etch the pattern. Remove the paper pattern. Brush acrylic paint on to the design. Let dry a few minutes and wipe off with a paper towel. Drill holes in each piece. Add yarn or fishing line to hang the pieces.







YARN DOLLS

To make yarn dolls cut a piece of cardboard to measure 4 inches by 6 inches. Wind yarn around the cardboard 26 times beginning at the bottom of the cardboard. Tie the yarn at the top and cut along the bottom. Then tie again 1 inch from the top. This will form the head of the yarn doll.

Now separate 4 strands on each side for the arm. Tie the ends to make the arms. Fig. 3. Then measure down 3 inches from the top and tie as you did for the head. This will make the waist. Trim the ends to make the bottom of the skirt even. Fig. 4.

If you wish to make a boy doll instead of a girl doll, separate the yarn below the waist line into two parts. Tie the strands of each part together for feet. Fig. 5. Sew eyes, ears and mouth with black or white yarn.

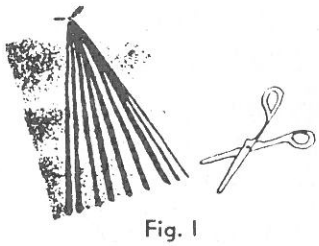


Fig. 1

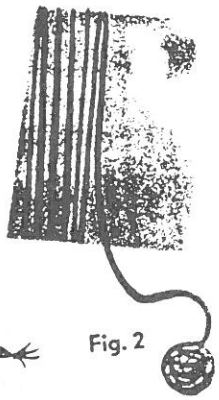
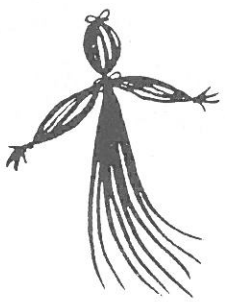


Fig. 2



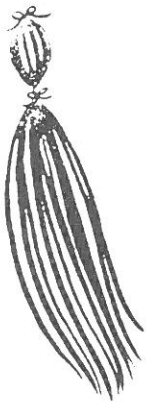


Fig. 3



Fig. 4



Fig. 5

PINECONES

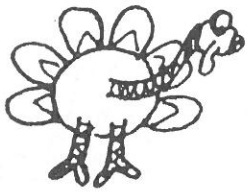
To open pinecones all the way and to remove cap, place them on a foil covered cookie sheet and place in a 250-300 degree oven for a while.

TINY OWL PICTURE

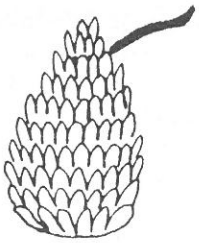


Use one large petal from a pinecone. Glue on tiny moveable eyes. Use a thin piece of wood, 2" X 3", stain, paint, or cover with felt. Glue on a small twig and glue the owl on the branch. Add a hanger on the back.

TURKEY



Paint a small styrofoam ball brown. Cut a black pipe cleaner into 3" sections. Shape one piece into a turkey neck. Bend one end around a small brown bead. Shape the other two into legs. Use pinecone petals for tail feathers. Glue on tiny moveable eyes and red felt beard.



BIRD FEEDER

Tie a long piece of yarn to the small end of a large pinecone. Roll the pinecone in peanut butter, then roll it in wild bird seed. It's ready to hang out in a tree. The birds will love it! Helpful hint: Have some ziplock bags ready for boys to carry their birdfeeders home.

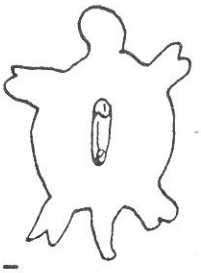
PINECONE OWL

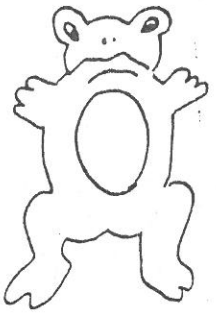


Making a pinecone owl is a fast and easy project. Find the biggest and fattest pinecone you can. Using pieces of orange and black felt or construction paper, make eyes, beak and 4-toed feet. Attach them with glue.

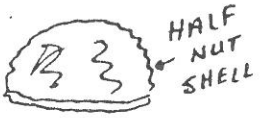
NUT FUN

Nuts and nut shells are fun to work with. You can collect materials on a walk.





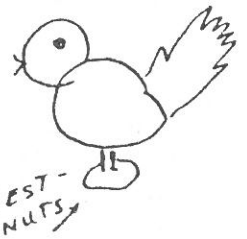


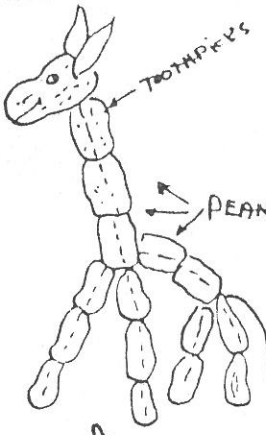


Walnut -
Use felt for head-band, yarn for hair, acrylic paint for face.



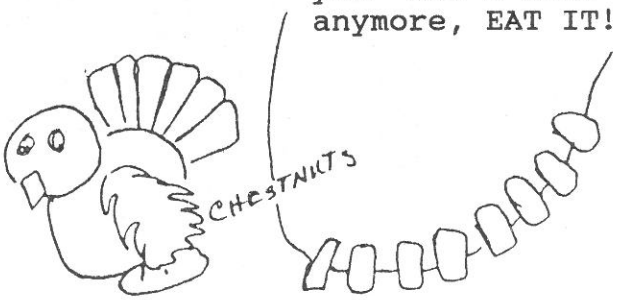
Chestnuts -
Use feathers for tail.

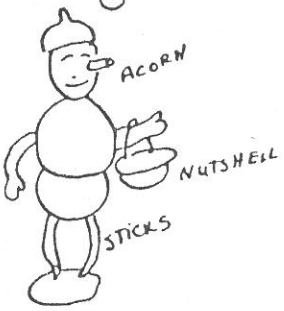




Your figure will stand upright in a lump of wax or clay.

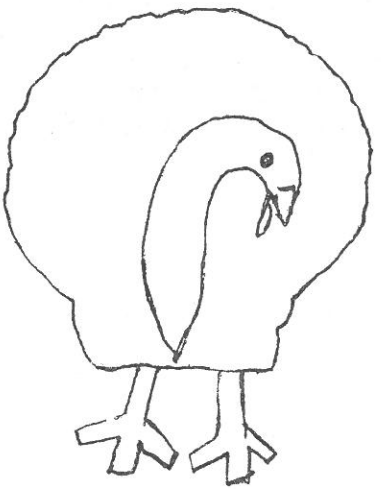
You can make a necklace by stringing peanuts. When you don't want to wear it anymore, EAT IT!





TURKEY

Use a flat shell about 2 inches in diameter. Paint it with acrylic paint in browns and oranges. Use one bump of brown bump chenille for neck and head. Glue to back of shell and bend to the front. Glue on a small movable eye, a red felt wattle and gold felt beak. Bend orange pipe cleaners into feet, and glue to back of shell. Glue 1/2 inch piece of PVC pipe to back of shell for ring.



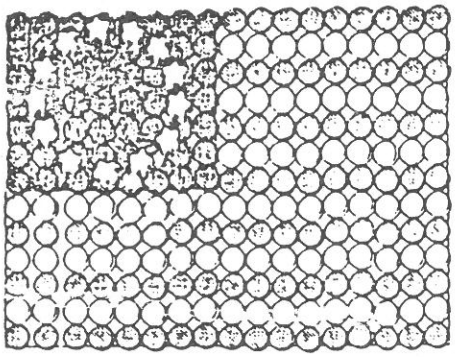
CUT-OFF DUFFLE BAG

Good citizenship includes taking good care of your flags. To help keep them clean and neat during storage and transport, make a duffle bag for them.

Sew together the legs from a pair of blue jean cut-offs to from a tube. Sew one end closed and put a draw string cord in the other end. The duffle bag will slip over your rolled up flags and can be tied to the pole.

To help keep award ribbons neat and orderly on your pack flag, attach them to a shower hook. This hook can then be hooked on to the top of the flag pole and then removed for stroage and transportation. One cut-off leg makes a great duffle bag for your ribbons. Keeping your ribbons hung on a hook during storage will prevent wrinkles and help prevent older ribbons from being damaged.

FIRST FLAG PLAQUE



Use uncut bottle caps (221 of them) to make a special wall plaque.

You'll also need cardboard, 15 1/2" x 20", red, white, and blue paint, a length of string, white glue and paper.

First, paint the cardboard; paint a blue rectangle, 9 1/2" wide by 8 1/4" high, in the upper left hand corner; then, paint the rest of the cardboard white. Next, paint the bottle caps as follows: 87 red, 78 white and 56 blue.

Glue the blue caps to the blue area in rows (8 caps across and 7 caps down). Then, glue on red and white caps in alternate rows, as pictured, to cover the remainder (the top and bottom rows will be red).

To make a circle for the placement of the stars, first draw a 6" circle on paper or trace an inverted cereal bowl or small plate the same size. Cover the drawing with waxed paper. Dip the string into a mixture of half white glue and half water; squeeze out the excess glue. Arrange the string into a 6" circle on the waxed paper, using the outline as a guide.

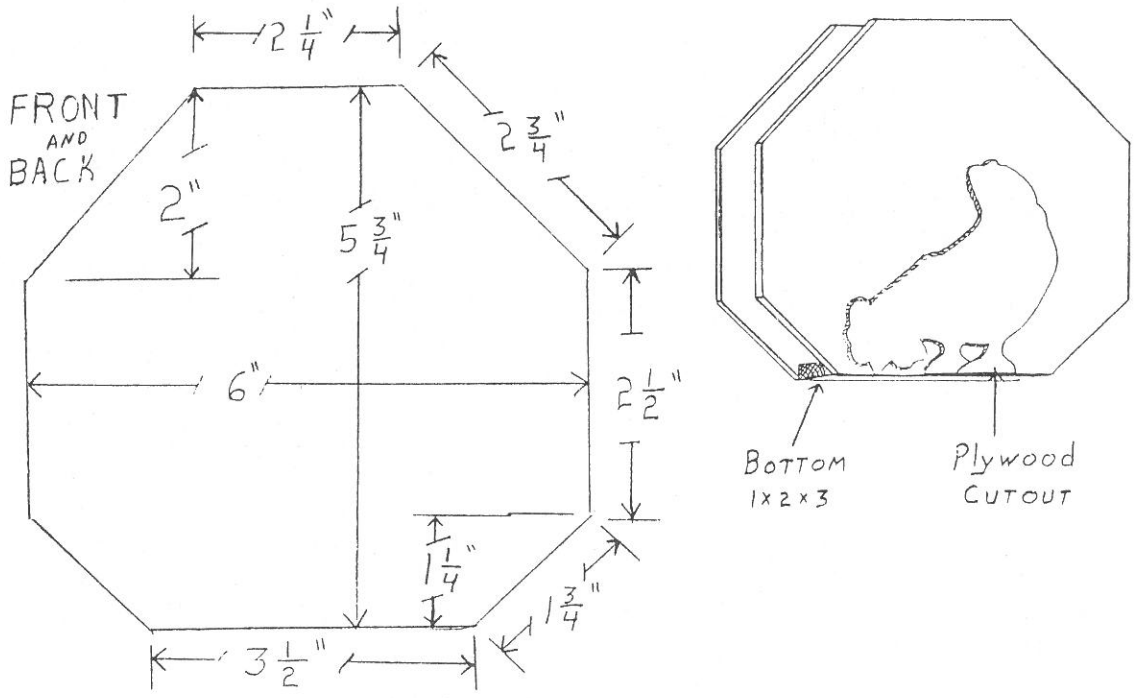
NAPKIN HOLDER

It is not usually expected that a craft project put together by Cub Scouts in a couple of den meetings be all that fantastic. There are a few exceptions though, some projects that are simple to do and produce useful and good looking results. One that fits into this category is the napkin holder shown below.

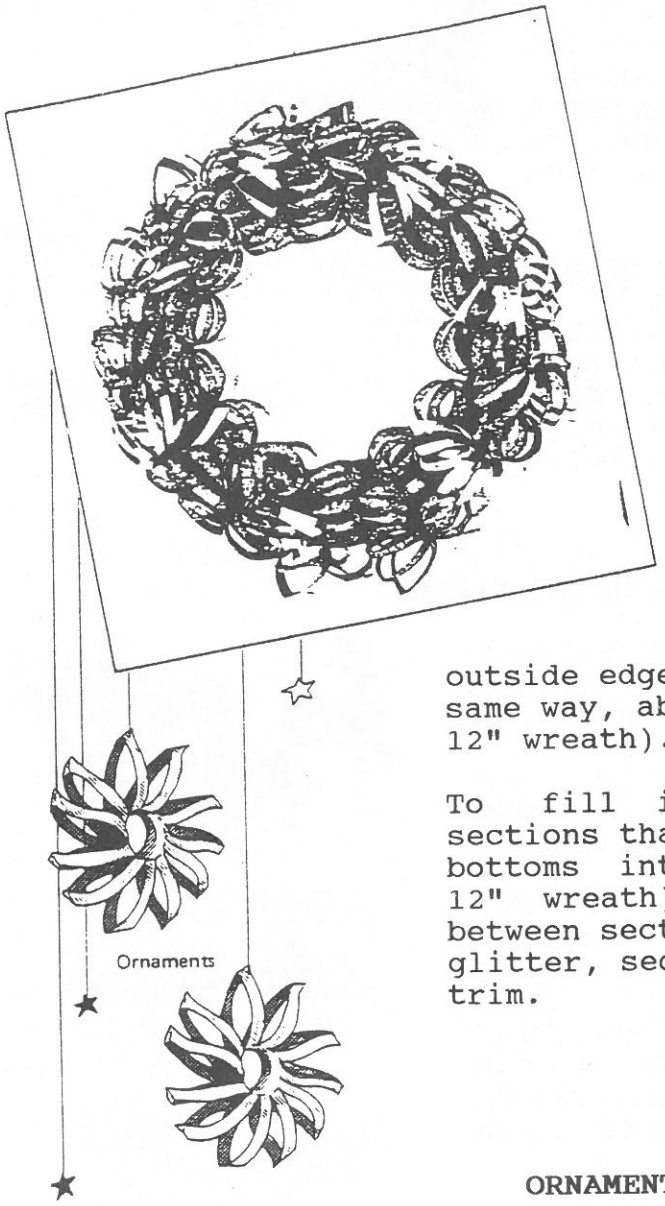
The parts should be pre-cut before the first meeting, using a good grade of plywood or basswood. The Cub Scouts will need to sand the parts with a medium and fine grade sandpaper. (Try to have them sand with the grain for best finish.)

The boys then need to stain the front, back, and bottom with a dark colored stain. (A water based stain will make for easier clean up, especially of the boys.) Do not stain the cutout. This is all that should be done at this meeting as the stain needs time to dry.

The next step is to assemble the front and back to the bottom. Use some wood glue and a couple of small finishing nails. Then glue the cutouts in place on the front and back. Allow a little time for the glue to set up. Then put on a clear finish and put up to dry. The finished project can be picked up by the Cub Scouts at the next meeting.



CARDBOARD ROLLS FOR CHRISTMAS

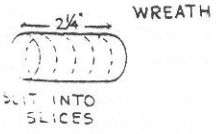


WREATH

Use a plastic foam ring with a rounded top for the base of this wreath. Any size will do. Spray paint entire wreath when finished or, for a multi-colored wreath, paint sections first.

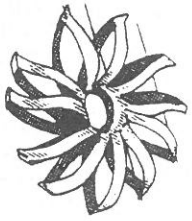
First cut 2-1/4" lengths of cardboard roll. Slit each one into narrow slices, leaving the bottom intact as shown. Now, curve a section and glue it over the curve of the wreath, from center to outside edge. Glue other sections in the same way, about 1" apart (about 12 for a 12" wreath).

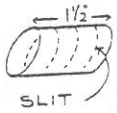
To fill in the wreath, use 1-1/2" sections that are sliced diagonally with bottoms intact (again, about 12 for the 12" wreath). Curve as before and glue between sections already on wreath. Add glitter, sequins, tiny ornaments or other trim.



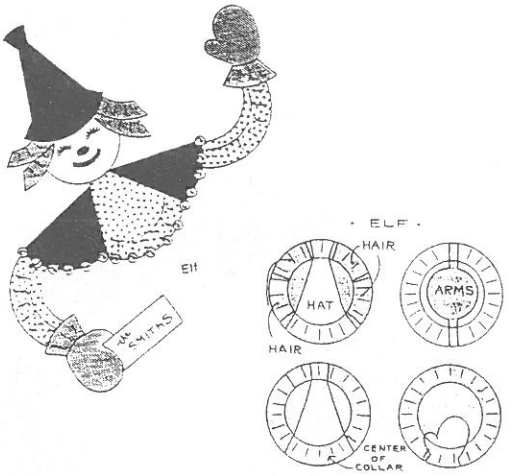
ORNAMENTS

These ornaments are so simple to make you could make enough of these to cover an entire tree and still have time to spare. For each ornament, use a 4-1/2" length of slanted cardboard roll. Slice as for the wreath. Glue the ends together to form a ring and decorate.





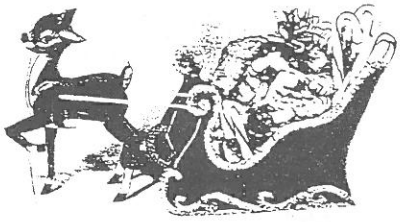
ELF



Here's a real bell ringer - an elf with jingle bells on his collar. For his head, remove the rim of a plate and invert. Cut his hat, as shown, and glue on hair, cut from sections of the rim.

Cut a section for the center of his collar, as shown, and cut a plate in half for the collar sides. Use wide sections of rims for his arms and glue all pieces together. Glue a card with your family name on it to his hand and tie jingle bells along edge of collar.

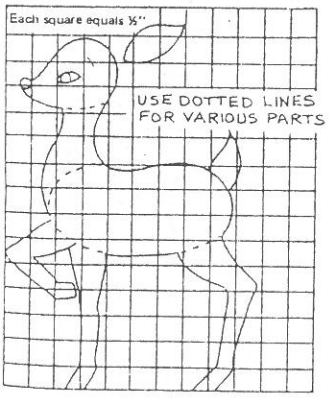
REINDEER AND SLEIGH



Plastic foam trays, especially the white ones, make wintry, snowy-looking decorations - ideal for the holidays. Use acrylic paints for painting, and white glue and pins for assembling.

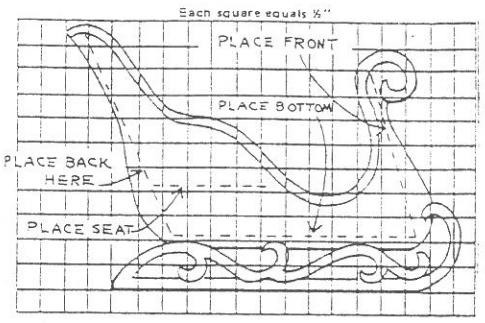
This reindeer sleigh, cut from plastic foam trays, carries assorted candies to delight tiny guests. For the reindeer, enlarge pattern and cut two of each of the following parts:

A - Body with head, neck, tail
B - Head only
C - Body only
D - Body with legs (hind legs both, front legs different)
E - Ears

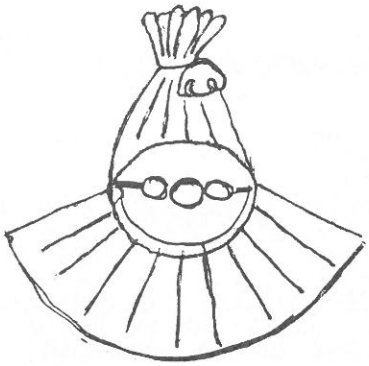


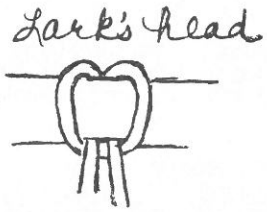
To assembly, pin and glue two A pieces together, thn a B and a C on each side, followed by a D. Finally, make slits for ears and insert ears E. Paint reindeer, making a band around the middle. For antlers, push two pieces of wire through the head; bend and shape. Glue on glitter.

For sides of the sleigh, enlarge pattern and cut two, being sure to flop pattern for second side. Then, cut the following pieces 4" x 4-1/4" (back) 4" x 5" (bottom), 3-1/4" x 4" (front), 2-1/4" x 4" (front), 2-1/4" (seat). Sleigh is 4" wide. Glue and pin parts between sides (see dotted lines on pattern for placement). Paint the sleigh, and trim with glitter on the scrolls around the runners and the top.



To attach the deer to the sleigh, make two holes in the front of the sleigh. Bend about 12" of coat hanger wire into U-shape; push the ends through the holes in the sleigh. Then, bend the ends of the wire and insert them into the band on the deer's body. Fill the sleigh with candy.





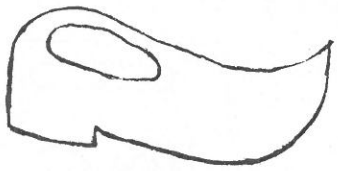
SANTA TIE SLIDE

1 Plastic curtain ring
1 Small bell (optional)
1 Pipe cleaner
2 Small black or blue beads
1 Larger red bead
Red and White yarn

Center the beads on the pipe cleaner with red bead in the middle. Place pipe cleaner across middle of curtain ring, wrapping around the ring once on each side. Twist pipe cleaner together in back to form neckerchief ring. Cut 15-20 pieces of both colors of yarn. About 4 to 4-1/2" long. With each piece of yarn make a Lark's head knot, with the white on the bottom for the beard and red on top for hat. Pull red yarn together and tie with another piece of red yarn, which may be used to attach bell.

DUTCH SHOE

Roughly cut the shape of a wooden shoe from a piece of pine. Drill a hole to put neckerchief through. Allow older boys to carve out shape of a shoe. Younger boys can use a round file to shape wood. The same basic idea can be used to make a Dutch shoe, a hiking boot or an old battered shoe.

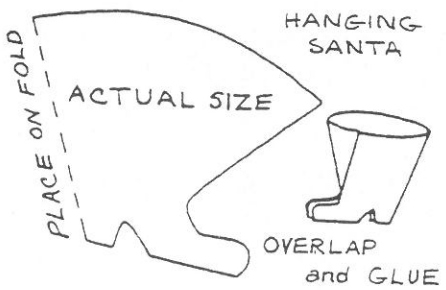




HANGING SANTA

These cute little Santas could be hung anywhere - on the tree or in the hall. For the center, on which to assemble him, use the cardboard roll from a coat hanger, cut down to 7". For his body, cut five 4-1/2" circles from paper plates; cut each in half and paint red. Fold 1/8" tabs along straight edge and glue tabs, lengthwise, down the cardboard roll.

For Santa's head, cut five 2-1/2" circles from plates. Paint them pink; then make tabs and assemble as for his body. Drop a string down through the roll for hanging. Cover the bottom opening with a circle of red paper.



Cut mittens from black paper and glue to body. Cut two boots, using pattern, from black paper. Glue foot portion together; overlap and glue top portion. Glue cotton around tops and glue boots in place.

Glue on cotton hair, beard and buttons; add paper eyes and nose to front edges of face. For his hat, roll half a 3" red paper circle into a cone. Glue around string onto head. Add cotton trim to hat.

DECORATIVE JARS AND BOTTLES (vases or storage)

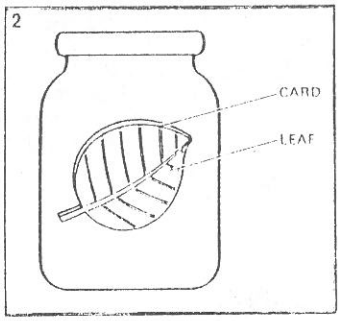
Equipment:
Jars, string, leaves, odd pieces of cardboard an adhesive, and aluminum foil.

Draw a simple design on the jar with a felt-tip pen and glue along the lines. Follow the line of glue with string, pressing it on firmly to make sure that it adheres. Cut a piece of foil large enough to go around the jar with an inch or so to spare at the end, plus an overlap at the top and bottom. Crush and smooth out the foil and glue it on one side. Most foils have a bright and a dull side; choose which you prefer to be showing, and glue the reverse side.

Cover the jar with your strip of foil and press it on gently with your thumbs to bring out the details of the stringing. Tap with the bristles of a clothes brush if necessary to bring out extra detail, and complete the jar by folding the top and bottom over neatly and sticking. Other decorations such as ribbons, tinsel, labels, can be added.

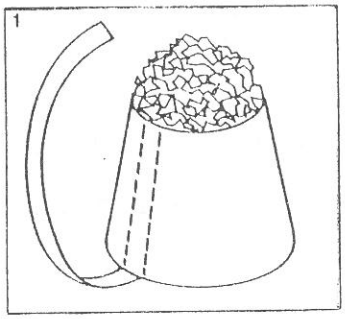
Jars with leaf patterns are made in the same way. Stick the leaves to piece of stiff paper or cardboard. When dry cut out each one and stick to a jar. This mounting on cardboard gives more depth of detail to the finished jar. After covering with foil, spray with a contrasting color of spray paint to add interest to the jars.

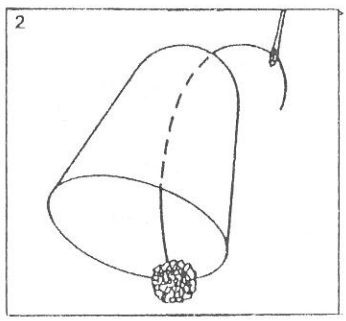




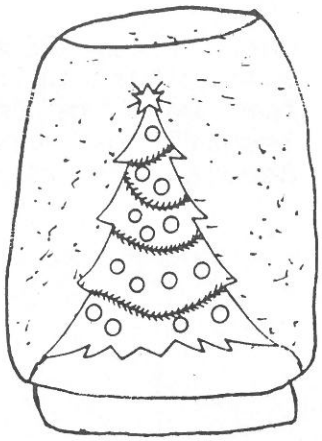
BELLS:

The bells are made from yogurt or similar, small containers wider at the top than the base. Make cuts 1/2 to 3/4 inches long around the top of the container and bend the pieces out. Hold them in position with pieces of masking tape stuck on the outside and pressed down and around into the container. Crumple up a piece of foil to make a mound at the top of the bell; glue this on the base (now the top) of the container. The bell is now ready for covering with strips of foil. The strips should be 1/2" wide and long enough to reach from the bottom of the bell inside to the top outside. Glue each strip and starting on the inside, paste it down carefully, finishing on the outside top. (Diagram 1) Crumple up a piece of foil into a small, tight ball for the clanger of the bell and hang it from a narrow ribbon or piece of wool and thread it through the top of the bell (Diagram 2). Make a second bell in the same way and tie it to the first with a decorative ribbon bow.





SNOWSTORM JAR



Select a jar with a screw-on lid, such as a baby food jar.

With water-proof cement, glue small figure, such as reindeer, snowman, tree, etc. (plastic or china) inside bottom of jar lid. Let glue dry thoroughly.

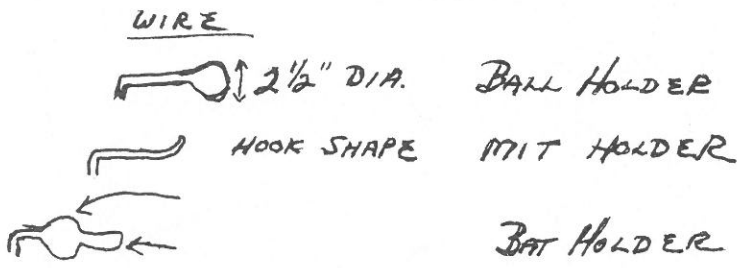
Fill jar with water. Add two teaspoons of mice snow or moth flakes to water. Apply cement liberally around outside rim of jar and screw on lid. Let dry thoroughly before turning upside down.

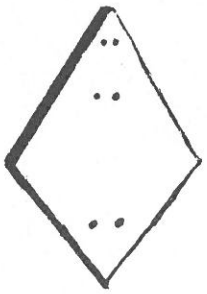
Jars made a few weeks in advance allow the snow to settle rather than float.

BASEBALL BAT & BALL HOLDER

Every little boy likes to have his bat and ball handy and ready to go when the call goes out to "play ball". This holder makes a great Christmas present.

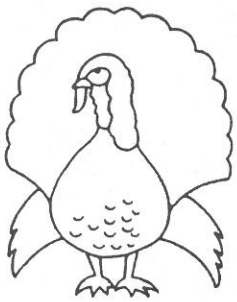
The back plate should be cut out of 1/2" or thicker plywood. It can be cut into any desired shape as long as the surface area is at least 12" x 12". Drill small holes through the plywood according to the diagram. Bending coat hangers into shape as shown below, insert the ends into the holes and bend the wires down. Add a hanger to the back and decorate any way you want to. The wires in the back can be taped over to protect the wall behind the plaque or cover with felt.





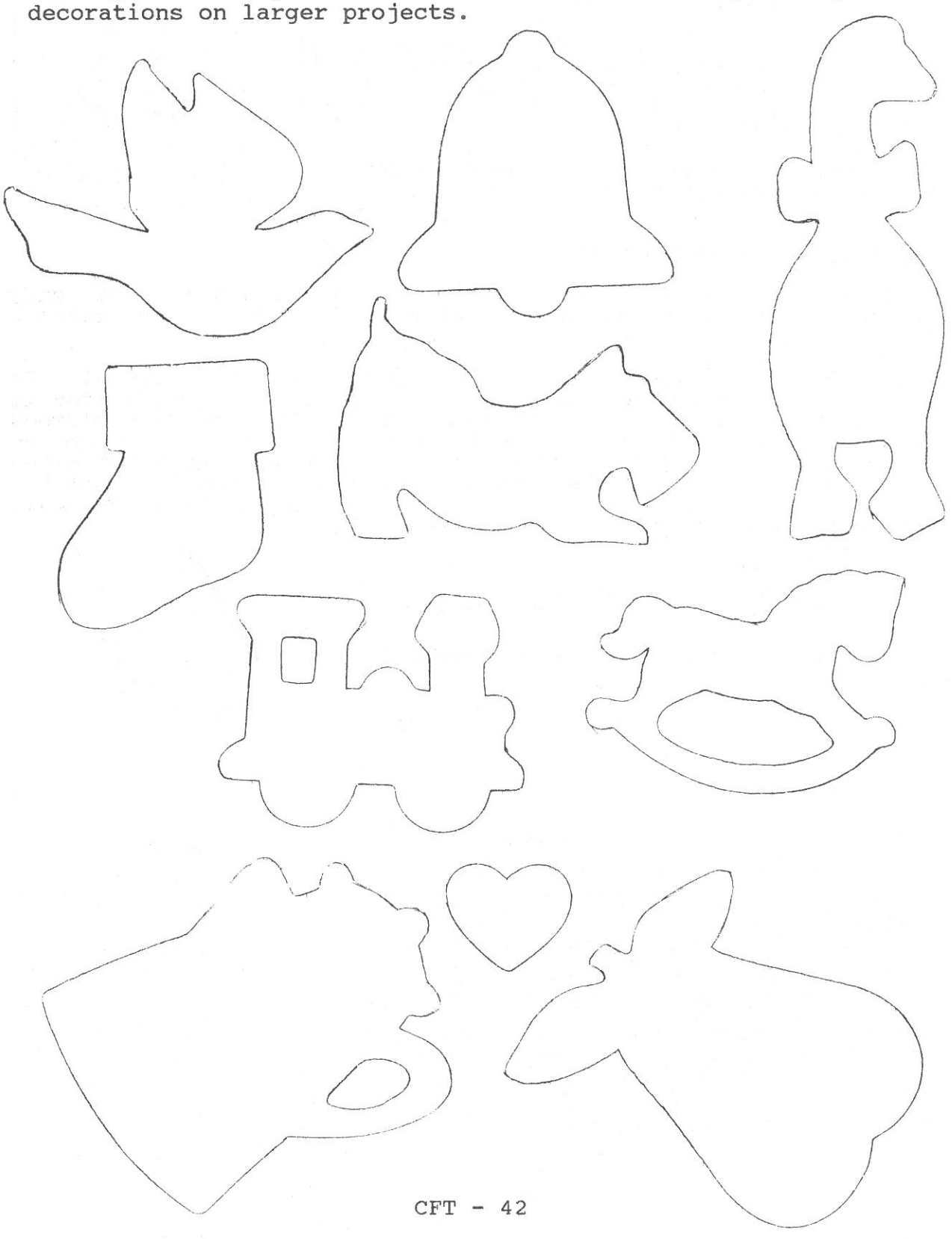
TURKEY:

Trace or draw outline on paper. Lay 36 gauge aluminum foil on smooth, hard surface and trace around pattern outline with stylus or ball point pen. Cut around outline with scissors or sharp knife. Lay turkey on folded newspaper or magazine and trace design such as feathers, head, etc. with wood tracer. Use flat end of tracer for shaded areas, sharp end for lines. After all the turkey has been traced, using small camel hair brush, paint with Glass Stain Paint. Use more than one color, if desired, but be sure to clean or wipe brush before using another color. (This can be adapted with any picture).



ASSORTED CUTOUTS

Cutouts can be made of any 1/4 wood or plywood. They can be cut out by hand using a coping saw, but could be a little advanced for Wolf or Bear Cubs. Making the cutout can be a project in itself, or ready made ones can be used for painting or as decorations on larger projects.



LITTLE RED SLED

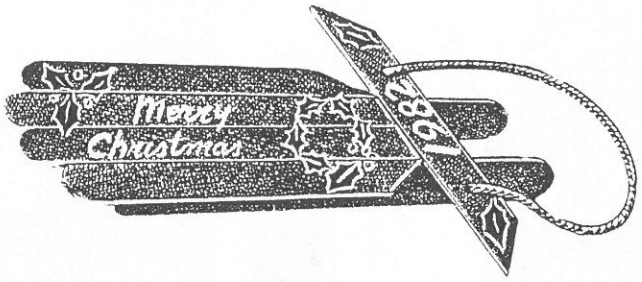
This tree ornament or package trim is five inches long and is made of popsicle sticks.

MATERIALS:

- 8 Popsicle Sticks
- X-Acto Knife
- White Glue
- 6" Gold Cord
- Awl or Nail
- Small Paintbrush
- Red Acrylic Paint
- Green & White Felt Tip Markers
- Waxed Paper

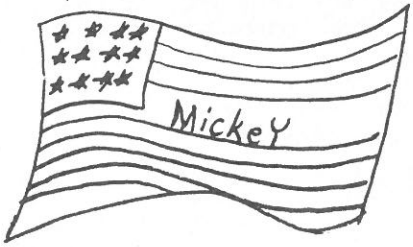
TO MAKE:

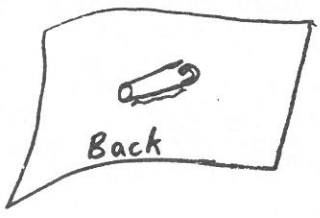
Cut 1/2" from end of two sticks. Cut 1/4" from end of two other sticks, then cut at slant. For steering bar, cut 1/2" from both ends of one stick; cut slant on both ends. With awl or nail, punch hole 1/4" from each end. Cut 1 1/2" from another Popsicle stick and split this piece in two. With slanted ends on outside, lay the four sticks with cut ends together on waxed paper. 1 1/2" from each end, glue a 1 1/2" strip of Popsicle stick across the four sticks to hold them together. Position steering bar at front of sled. Glue scrap of Popsicle stick over joining of steering bar and sled. 1/4" apart, glue runners 1/4" beyond front of sled. Paint sled red. Let dry thoroughly. "Paint" decorations with green and white felt markers. Run cord through holes; knot ends underneath.



PLASTIC ETCHING

Craft is a flag name tag. Pick the countries flag and transfer it on to the plastic. Attach a safety pin to the back using hot glue or contact cement. Engrave the scout's name on it.

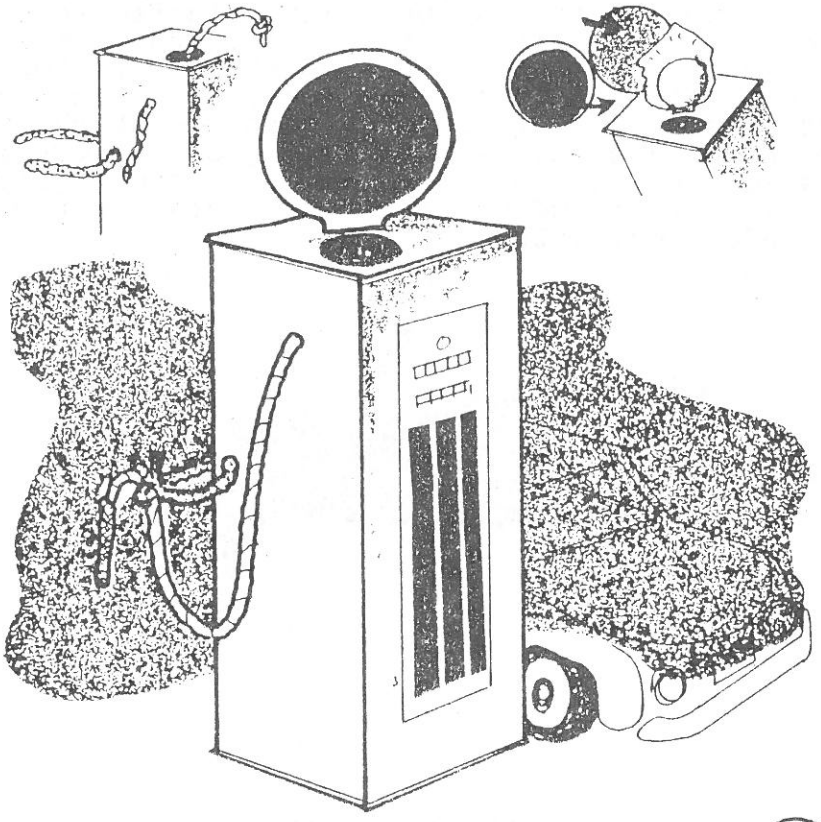




Also for December you can transfer Christmas designs to different shapes and use them as Christmas ornaments.

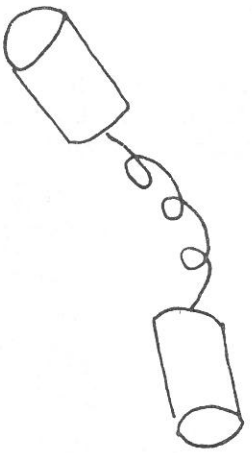
GAS PUMP

Use a flat-topped one-quart milk carton. Cover with bright red paper. Cut a piece of rope or string about 8" long for 'hose'. Knot one end. Make a small hole in side of carton. Put other end of string down through the pouring spout and poke out through the hole. Pull 'hose' through; knot should hold it in place. Crush a small piece of foil around tip for nozzle. On back corner about halfway up, poke holes catty corner and insert end of a pipe cleaner. Twist on outside and make a loop for it to hold your 'hose'. Stand up the pouring spout cover and paste or staple 'gas' signs on both sides. You can letter these or cut them out of old magazines. Paste a white panel in front of the gas indicators. What a neat trophy idea!



TIN CAN TELEPHONE

Use two small tin cans and a long piece of sturdy string. Punch a hole in the bottom of both cans and push one end of the string through can. Tie a little twig, match stick, or button to the end of the string to keep it from slipping through the hole in the can. Pull the string tight. Hold one can to your ear while your friend talks into the other can some distance away from you or in the next room.



ILLUSION CIRCLES

MATERIALS: Cardboard, string, buttons

TOOLS: Circle compass, scissors, ruler, crayons or paints, pencil.

CONSTRUCTION: Find a piece of heavy white cardboard or glue white paper to the outsides. With a circle compass, draw a circle on the cardboard about 4 to 6 inches round. Cut out the circle. Draw any two of the three patterns shown, one on each side of the disc. The "pie-like" pattern is colored in using two different colors alternately. Crayons or color markers work well. The other two patterns -- the strange ones -- should be partially colored in black.

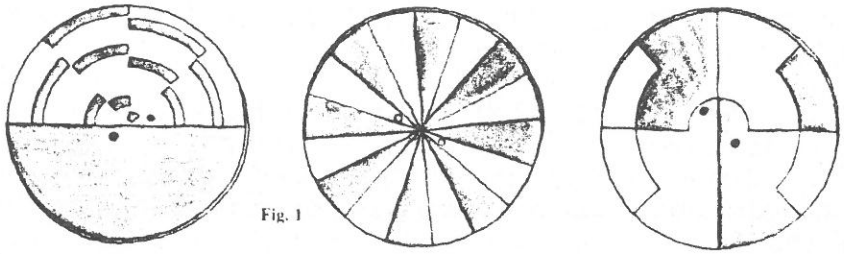


Fig. 1

Find the exact center of the circle by looking for the point made by the compass. Punch two small holes on opposite sides of the point with a pencil point -- about 3/8 inch from the middle works best. it's important that you measure equal space carefully, or the circle might wobble and not work right. Find two big buttons whose holes line up with the holes in the circle. Cut a piece of strong string about 3 feet long. Thread the string through the circle and the buttons. Tie the two free ends of the string together.

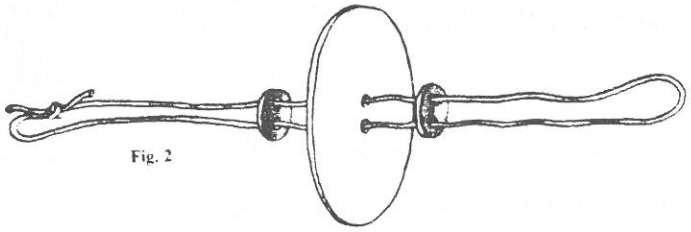


Fig. 2

MAKING IT WORK

Hold one end of the string loop in each hand. The Illusion circle should be in the middle. Have a friend wind up the circle, or do it yourself by holding the string a little slack, and winding the circle against yourself along its edge. When you've wound the circle about ten or fifteen times, pull the string. The circle will spin as the string unwinds, and as it winds again in the opposite direction. By alternately pulling the string taut and giving some slack, you can keep the circle spinning back and forth. Watch what it does to the colors on your circles as it spins.

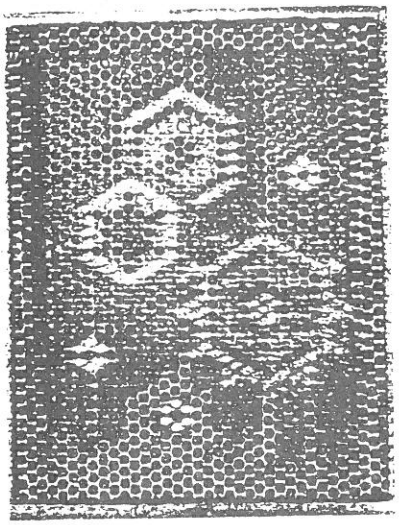
BUBBLY PLASTIC WRAP MAGIC

Sheets of clear, bubbly plastic material, which is used in packing, can make some surprisingly pretty things. The sparkly quality, the see-through advantage, and the strength of this material makes it adaptable for crafts.

GENERAL INSTRUCTIONS:

To color the plastic, use permanent felt markers. When coloring large areas, you may brush the marker across the entire surface; only the raised bubbles will be colored. When doing small areas, color the individual bubbles. The plain plastic showing between the bubbles adds to the effect. Plan a design or picture before starting. Then, cut out the parts and color them before assembling.

Tape plastic instead of gluing; it works better. You may use either clear or colored tape, depending on whether you want it to show or not. Some pieces are backed with clear, adhesive-backed paper and should have tabs extending on the adhesive-backed paper for assembling.



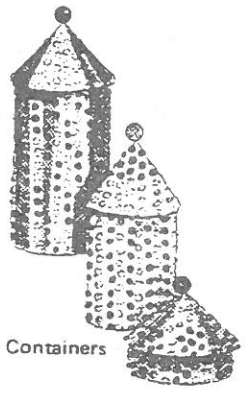
BUBBLE PICTURE

Cut a piece of the plastic bubbles 1" larger all around than you want to paint your picture. Then color the plastic. Pop the bubbles 1" around the edge. Cut a piece of corrugated cardboard the size of your picture area. Cut out the center, leaving a 1" frame. Place the plastic over the cardboard; bring the edges of the plastic around to the back of the cardboard and tape to hold. Add a hanger.

COVERED CONTAINERS

These pretty containers have a pebbled glass look when finished. Cover the outside of any round can with a piece of bubble plastic.

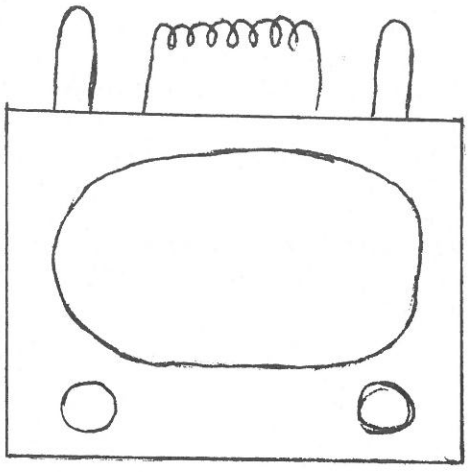
For the cone-shaped lid, cut a circle of bubble plastic with a diameter twice that of the can. Remove 1/4 of the circle. Back the remaining piece with clear adhesive-backed paper, adding a tab of adhesive-backed paper on one edge. Press tab under the other edge, forming a cone. Sew a bead to the top of the cone lid.



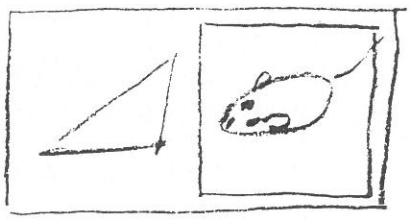
Containers

TELEVISION

For this tie slide gather all your bits and pieces of materials and let your imaginations soar. Lite-bright pegs make tubes. Brads or map pins make knobs. Small pieces of wood or insulation styrofoam make the base. Have small buttons, hex nuts, screws, etc. Telephone wire can be used in many ways. Scrap plexiglass can be purchased for about $1.00/lb. and cut with a jigsaw into TV or radar screens. Use permanent markers for pictures on the screen. You might want to have a contest with enough categories so that each boy is a winner.



MOUSE TRAP

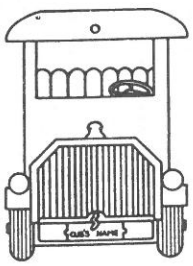


Cut 1-1/4" x 2-1/2" piece of 1/4" plywood. Bend light weight wire in square and glue to one end. Cut small wedge of a new yellow sponge. Glue to one end of wood. Glue on small plastic mouse or one made from small gray pompom. Glue PVC pipe ring on back. You have now made "a better mouse trap" because it is a tie slide.

PLASTIC ETCHING

Make a mobile with different inventions on it. (light bulb, telephone, car, etc.) Etch design in plastic. Paint with acrylic paint. Let stand. Remove excess with paper towel. Drill holes and attach with yarn or fishing line.







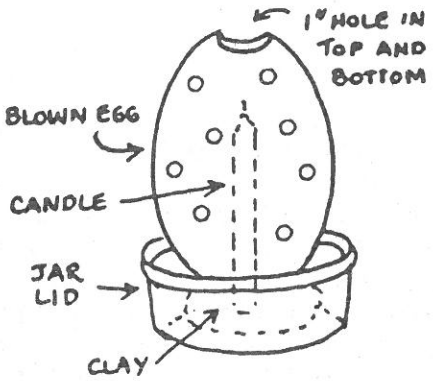


ROLY-POLY FOR BABY

Obtain an oatmeal box. Punch holes in bottom and cover. Pull a string with 24 dried beans or buttons. Scotch tape or adhesive tape to ends of the strings.

The roly poly may be made attractive with a covering of pretty paper or with a coat of paint.





GLOW LIGHT

Punch 12 holes in sides of a raw egg with a large needle. Make 1" holes in the top and bottom of the egg. Blow out the egg's contents.

Put a circle of clay in a small metal jar lid. Stick a large size cake candle in the center of the clay. Put the egg shell over the candle, resting it on the edges of the clay. By turning up the edges of the circle of clay, the shell will rest on these edges and leave air spaces so the candle can burn.

WASTEBASKETS

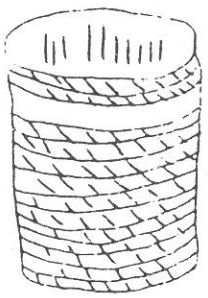
Use old wastebaskets, or a can such as a potato chip container or an ice cream container.

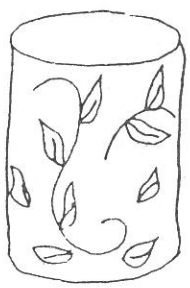
Yarn-covered Wastebasket

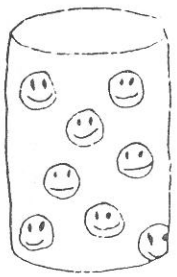
Apply glue to outside of container. Cover with rug yarn, beginning at bottom and winding around container in rows. Add more glue as needed. Vary colors of yarn to make stripes, or add ribbon near top for decoration.

Paper-covered Wastebasket

Cover container with old old wallpaper scraps, or paint container first, then add paper cutouts. After glue has dried, shellac.







FIRST AID KIT

Have your own first aid kit on hand! For the container, you'll need a large plastic bottle (such as a bleach bottle), kitchen shears, paper fasteners, a rubber band and permanent felt markers.

Cut a door in the side of the plastic bottle underneath the handle, as shown. Insert one paper fastener in the edge of the door and one in the bottle next to the door. Wrap a rubber band around the two paper fasteners to keep the door shut. Lable and decorate the container with permanent felt markers.

Place all the supplies inside the container and shut the door tightly. The handle of the plastic bottle makes it easy for you to carry your first aid kit with you. There's no excuse for ever leaving your first aid kit behind.



EMERGENCY FLARES

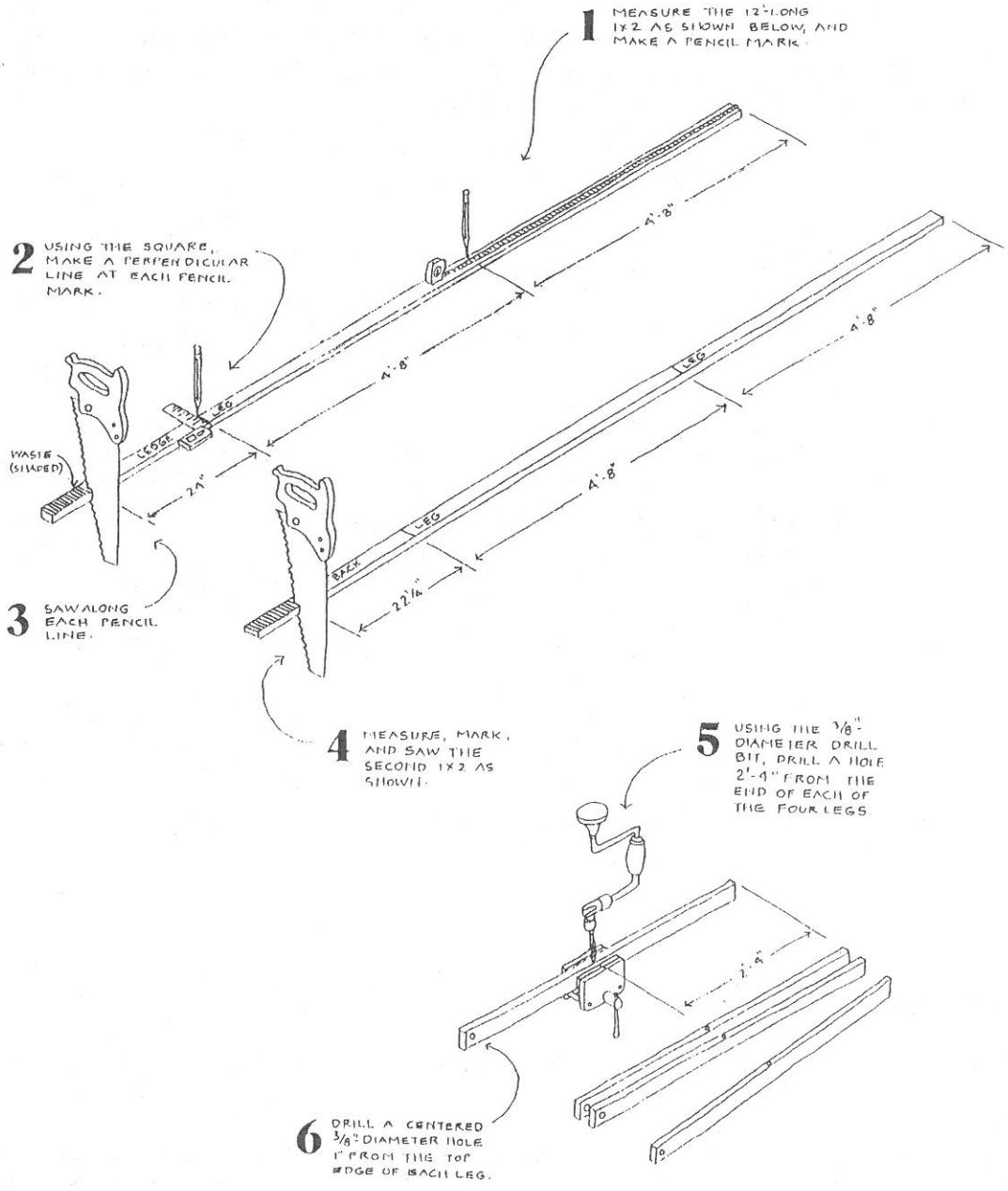
Materials: 1 tuna can, corrugated cardboard, candles or paraffin

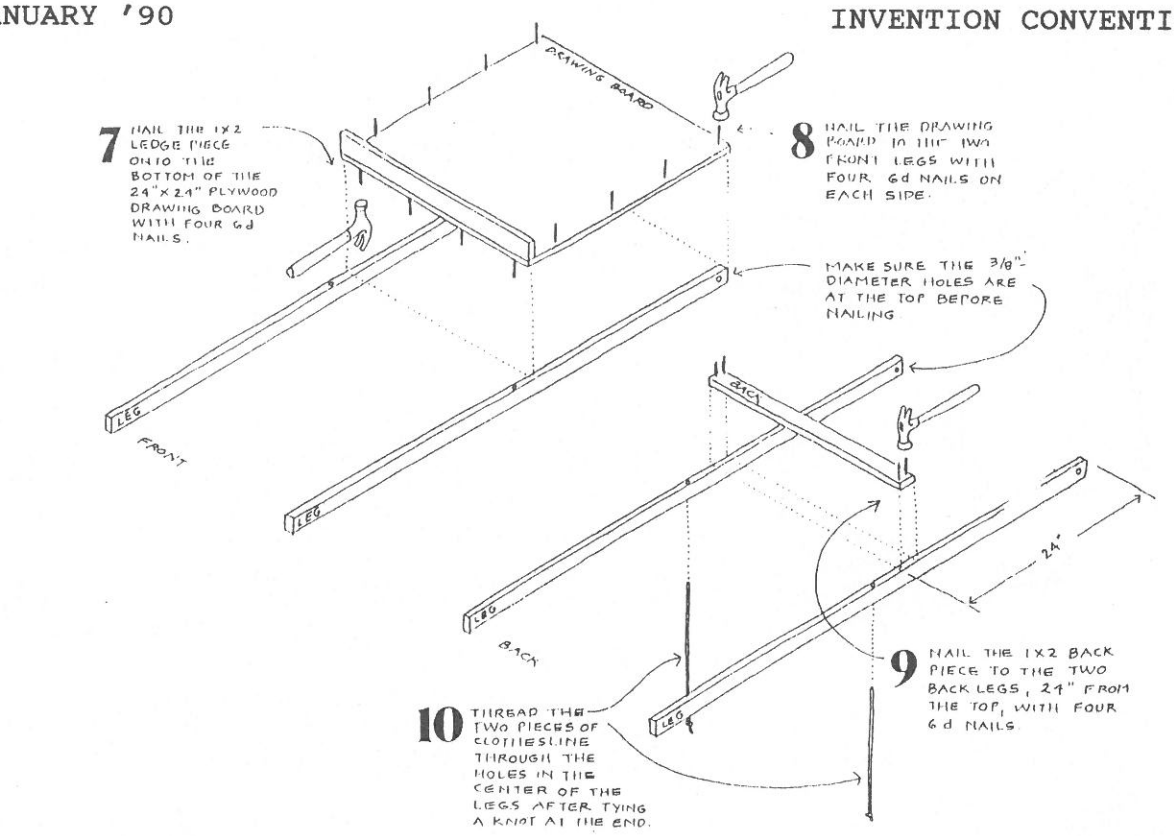
Directions:
Fill a tuna can with rings of corrugated cardboard and pour melted candles over it. Carry in a car for emergency flares. Also makes a good starter for a campfire or a charcoal fire.

EASEL

TOOLS NEEDED: Hammer, Crosscut Saw, Drill, 3/8" drill bit, square, tape, pliers, sandpaper, pencil,

MATERIALS: One 24" x 24" sheet of 1/2" thick plywood
Two 12' lengths of 1" x 2" pine
One 3' length of clothesline rope
One box of 6d finishing nails
Two 2" long, 5/16" diameter bolts with nuts and four washers





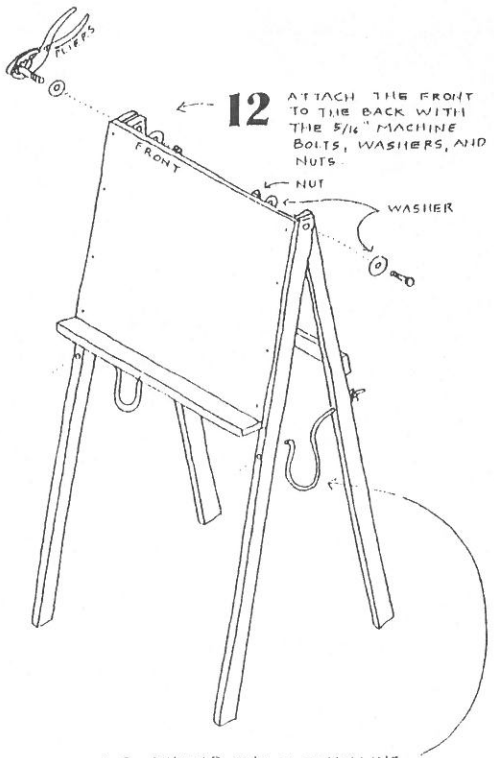
7 NAIL THE 1X2 LEDGE PIECE ONTO THE BOTTOM OF THE 24"X24" PLYWOOD DRAWING BOARD WITH FOUR 6d NAILS.

8 NAIL THE DRAWING BOARD TO THE TWO FRONT LEGS WITH FOUR 6d NAILS ON EACH SIDE.

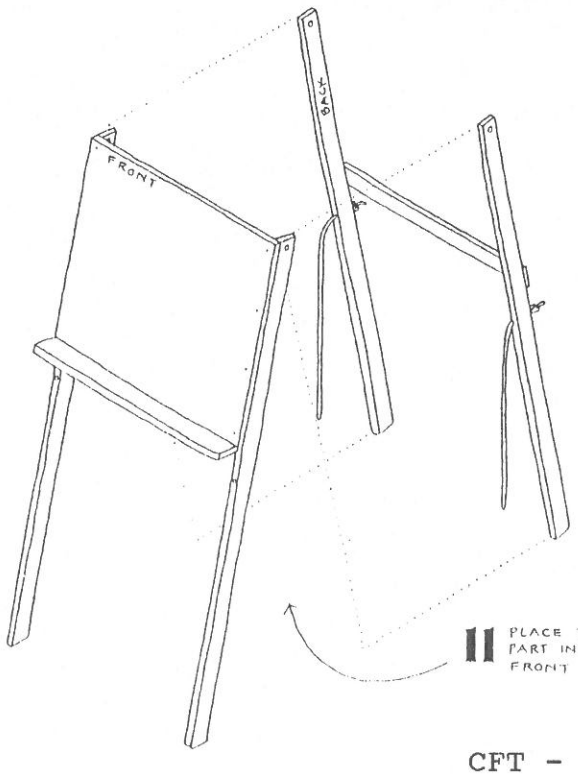
MAKE SURE THE 3/8" DIAMETER HOLES ARE AT THE TOP BEFORE NAILING.

9 NAIL THE 1X2 BACK PIECE TO THE TWO BACK LEGS, 24" FROM THE TOP, WITH FOUR 6d NAILS.

10 THREAD THE TWO PIECES OF CLOTHESLINE THROUGH THE HOLES IN THE CENTER OF THE LEGS AFTER TYING A KNOT AT THE END.



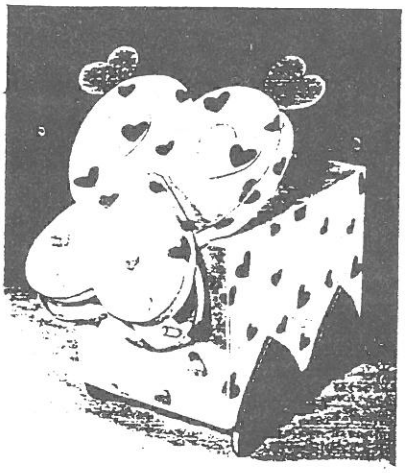
12 ATTACH THE FRONT TO THE BACK WITH THE 5/16" MACHINE BOLTS, WASHERS, AND NUTS.



11 PLACE THE BACK PART INSIDE THE FRONT PART.

13 THREAD THE CLOTHESLINE PIECES THROUGH THE HOLES IN THE FRONT LEGS, AND TIE A KNOT.

VALENTINE MAILBOXES



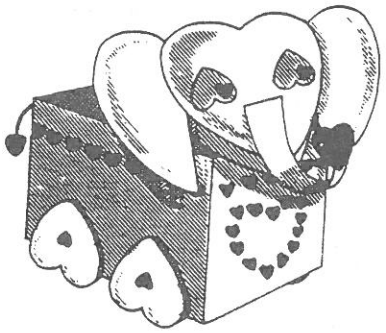
First, make paper patterns of the three hearts ready for use as needed. For the body use a cardboard carton, about 11" x 17", and 12" high. Tape the top of the carton shut. Cut an opening, 4" x 7" as shown, 1" from one end of the carton.

For a neck, cut a gallon milk carton, as shown, discarding shaded portion. Make a 1" slit in each corner and remove wedges at top (shaded). Bend all four sides in along dotted lines and glue at corners. Cut a 4-1/2" square out of the bottom. Then glue neck over opening in body, with opening at bottom facing out. For the head, cut two 12" hearts from light weight cardboard. Trim one heart down 1/4" on all sides and draw a line across as shown by dotted line. (This smaller heart will be the bottom of the box-like head.)

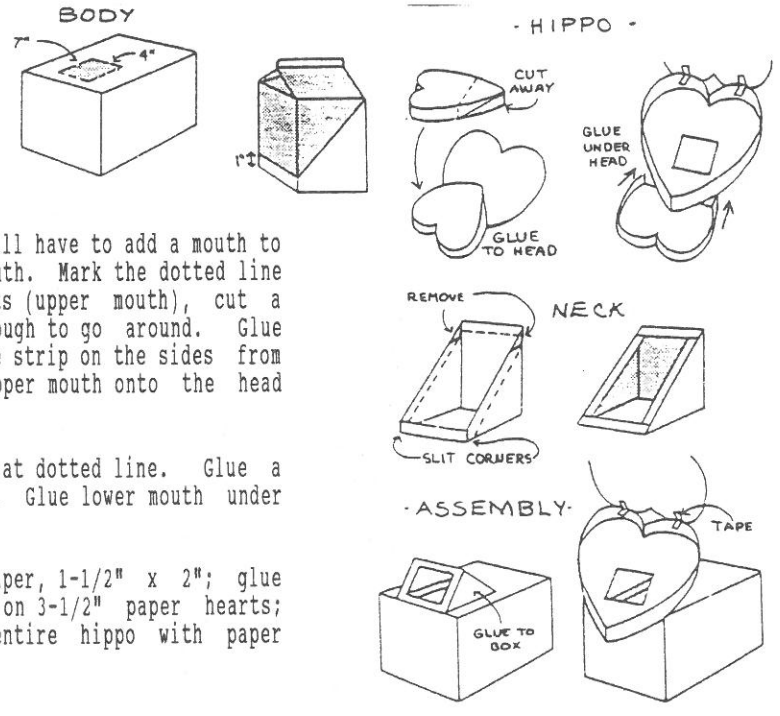
To add sides to the bottom of the head, cut a strip of cardboard 1-1/2" wide and long enough to go around the heart. Fold in half end to end. With fold at top center, glue or tape strip upright around edge of heart, taping ends together at the point.

To complete the bottom of the head, cut an opening 4-1/2" square 1" from the dotted line, and glue head onto neck, matching openings. Hinge top and bottom together with tape at tops of hearts, so head can be opened easily for "mailing" valentines.

For feet, cut four 7" hearts from corrugated cardboard and glue them in place. For a tail, insert a piece of coat hanger wire and bend to shape. Glue two 1-1/2" hearts over tip of tail.



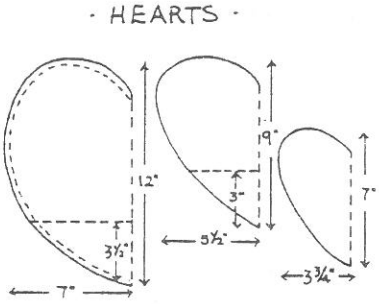
HIPPO



To make this toothsome character, you will have to add a mouth to the head. Cut two 9" hearts for his mouth. Mark the dotted line on both hearts. For one of the hearts (upper mouth), cut a cardboard strip, 3/4" wide and long enough to go around. Glue the strip to the upper mouth. Taper the strip on the sides from the dotted line to the point. Glue upper mouth onto the head (see drawing).

Cut the other heart (lower mouth) off at dotted line. Glue a cardboard strip, 3/4" wide, around it. Glue lower mouth under bottom of head.

For teeth, make rolls from colored paper, 1-1/2" x 2"; glue inside mouth. For eyes and ears, glue on 3-1/2" paper hearts; use 1-1/2" hearts for pupils. Trim entire hippo with paper hearts.



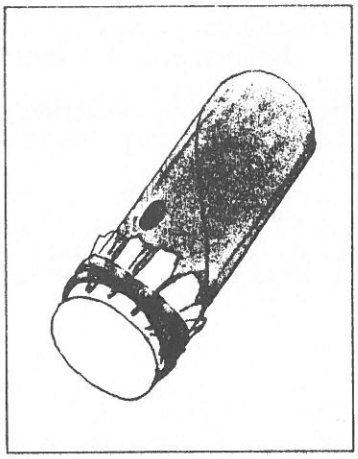
ELEPHANT

To make his ears, cut a 12" heart from light weight cardboard and then cut the heart in half lengthwise. Glue the ears to the underside of head. For the elephant's trunk, cut a strip of cardboard, 15" long, and tapered from 4" wide at one end to 1" at the other. Curl the trunk slightly and glue wide end to head; glue a 3-1/2" heart to tip. Add eyes and trim.

KAZOO

MATERIALS: Paper tube, wax paper, rubber band.

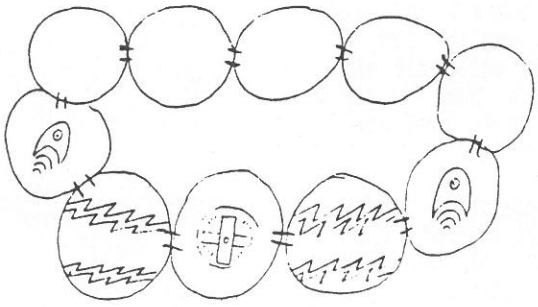
TOOLS: Pencil.



CONSTRUCTION: Tear a piece of wax paper a few inches larger than the tube opening. Aluminum foil will also work fine, but the sound will be higher pitched and not quite as loud. Wrap the wax paper around one open end of the tube. Make sure it's smooth and tight across the opening. Stretch a rubber band around the tube end to hold the wax paper in place. At the same end of the tube, about 1 inch from the end, punch a hole about as round as a pencil. In fact, a pencil is a good thing to punch it with. Now try to play. Hold the open end of the Kazoo around the outside of your mouth. Pucker your lips and begin singing or humming a song in "do's".

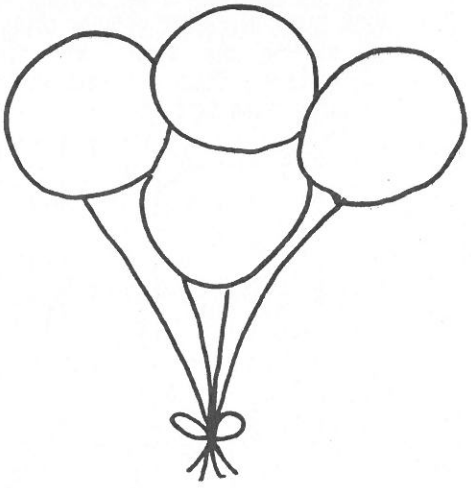
PLASTIC ETCHING

Make a necklace with masks on it. Etch design in each piece. Paint with acrylic paint. Remove excess with paper towel. Attach each piece with yarn or fishing line. Since this is Blue and Gold month, this can also be used as name tags for all the boys.



BALLOON SLIDE

Use a quarter to draw and cut on piece of board. Sand until smooth. Paint to suit, add strings of yarn to back. Glue ring on back. Balloons can be painted a variety of colors and the Den and Pack numbers can be added.





BELT BUCKLE SLIDE

Use a belt buckle without prongs, such as ones found on dresses. paint and add designs. Loop neckerchief through slits.

BELT

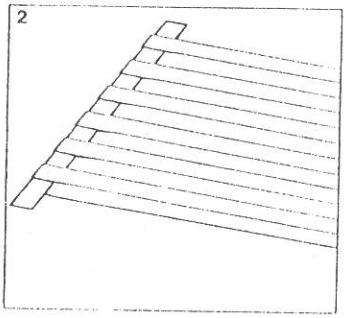
Materials: Nail, hammer, 16 to 20 bottle caps, 10 or 12 feet heavy white cord, adhesive tape.

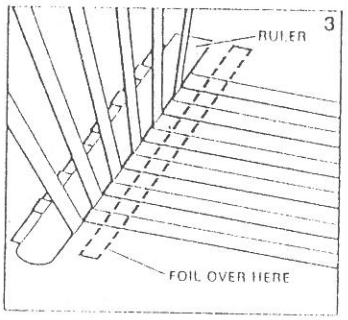
Procedure: Punch 4 holes in top of bottle caps. Cut cord in half. Tightly bind all ends of cord with tape to make stringing of caps easier. String caps on cord using both pieces, in cross stitch fashion. Cross is formed on inside of cap. Leave about 1" between caps (measuring on top of cap). Adjust belt to fit waist. Leave equal lengths of cord at each end for tying. (NOTE: You can also use flat washers for this project.)



PLACEMATS FOR BLUE AND GOLD BANQUET:

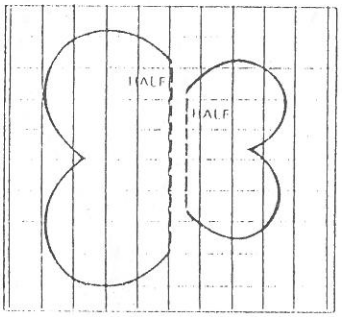
Materials: Thick cardboard (cut 11-1/4 x 8-1/4")
Eleven strips foil cut 11" x 1" wide
Eight strips foil cut 14" x 1" wide

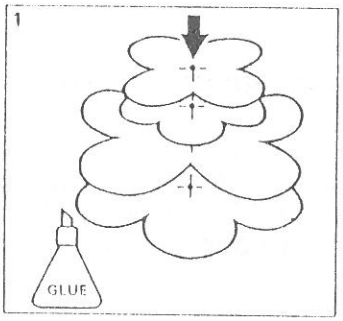




Procedure: Place the longest strips side by side on the cardboard, then fold over 1" at the top and stick to the back with a strip of masking tape. Place the mat on a flat surface and weave one of the shorter strips under and over at the top edge, leaving 1" projecting at each side (Diagram 2). Put a ruler or book over this strip to keep it in place, then lift up each alternate long strip (Diagram 3) so that your next piece of foil goes over and under to form a basket-weave effect. Repeat this weaving until all the strips are used up, making sure to press them closely together as you work. Finally, fold the three edges back and paste them down on the reverse side of the mat.

When you have made a mat in this way, you can design others with quite different effects using different colored foils; by varying the weave, or using strips of different thicknesses. Thick and thin strips woven alternately make an interesting pattern.





FLOWER CENTER PIECE

Procecure: Using graph paper draw the two leaf shapes shown below. Make your pattern completing the whole shape. Transfer each of these four-petaled flower shapes to thin cardboard and cut out. These are your templates.

Using your template, cut out two thicknesses of foil in each size. Paste the four layers of foil together, with the two smaller ones at the top (Diagram 1). A dab of all-purpose glue between each petal in the center will secure them. Now gently mold and shape the petals to make a flower with soft, natural curves. Finish the center of the flower with a cluster of small silver balls tied together and stuck on top, or with something such as pinecones, foil rolled into small balls, etc.

MACRONI JEWELRY

Mardi Gras is costume time and no costume is complete without jewelry. Colored pasta can make for some interesting pieces. String macaroni for chains. Glue shells and noodles on butter tub lids for some creative medalions.

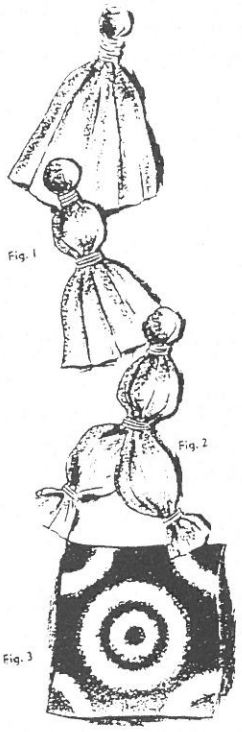
Dying Pasta: Mix 1 tablespoon rubbing alcohol
1 teaspoon food coloring
Add 1 to 1 1/2 cups pasta
Shake well
Spread out on paper towels to dry

TIED-DYE

Dyeing cloth to obtain pretty patterns is an old art. Such cloth may be used to make table covers, book covers, scarfs, or curtains.

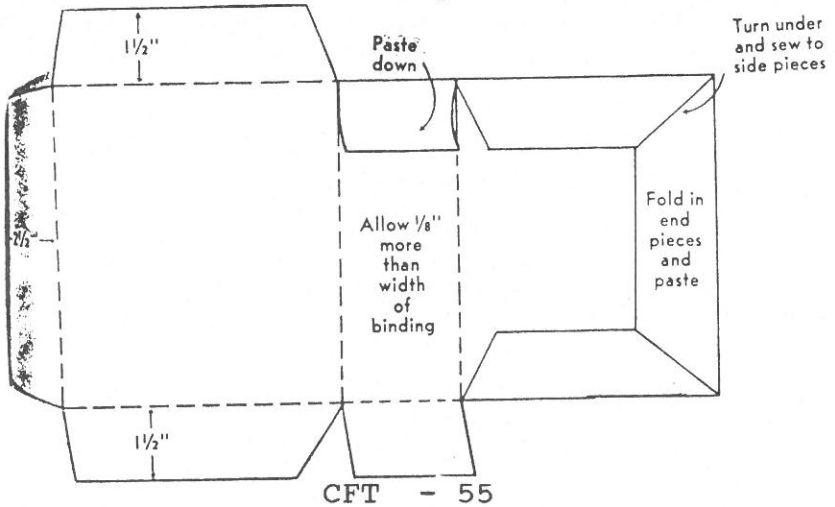
To make a piece of tied-dye cloth just follow these directions--

Select a favorite color; then prepare the dye according to the directions on the package. Use a square piece of an old sheet for your first experiment. Plan the design. Gather the fold at the desired points. Wrap string tightly about the folds. Tie the string in a bow so that it may be removed easily after the dyeing. Rinse. Untie. Dry. Press.



TIED-DYE BOOKCOVER

Attractive book covers can be made from tied and dyed cloth. To make these book covers follow carefully directions given with the pattern shown below. Be sure to put the name of the book on its new cover.

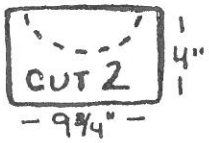


ONE GALLON TERRERIUM

TERRERIUM STAND



Cut out a half circle using the bottom of the jar as your pattern.

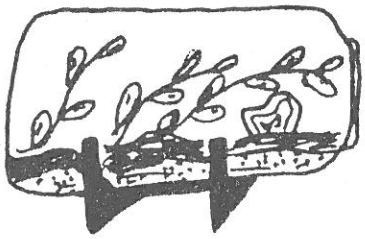


Nail between each end and paint.



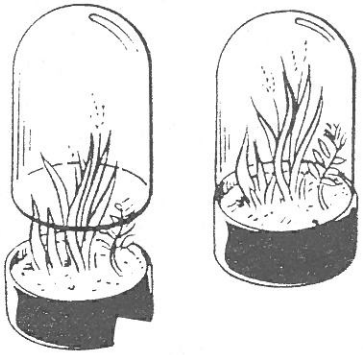
TERRERIUM

Using a gallon jar laid on its side, put a thin layer of aquarium gravel on the bottom. Next, put in a layer of potting soil or sand. Add a start of a house plant. Ivys work well. Shell, rocks, ans small pieces of driftwood can be put in for added decoration. Water well and screw lid on securely.



TWO LITER TERRERIUM

Remove the bottom of a two liter bottle. Cut off the bottom half of the clear plastic. Put in a layer of rocks into cup. Add a layer of potting soil or sand and houseplant starts. Water well. Put on cover. You will need to put a plate under your terrerium to catch the water.



TERRERIUM TIE SLIDE

Use a clear pill bottle for the terrerium. Make two holes in the back with a hot ice pick or nail. (Den leader should do this. Use pliers to handle hot nail.) Insert pipe cleaner ring in holes and glue. Fill terrerium with grass, moss, fern, or even dried flowers. Put the lid back on, and the slide is ready to wear.



GAZEBO PLANTER

Cut the base from a pulp tray or balsa wood. To make the base, draw a 7" circle. With the compass on the same setting, mark off six points around the outside of the circle. Draw straight lines between markings making a six-sided figure to cut out.

You will need 38 wooden clothespins; saw each clothespin so you have a head piece and two prongs. Sand all rough edges. Take six head pieces and glue them under the points of the base for legs. Glue another one under the center of the base.

For each post, glue five head pieces together, as shown, and glue to a point on the base. On top of the posts, glue popsicle sticks that have been cut to fit. Glue pieces of popsicle sticks around the edge of the base, too.

For a railing (leaving front section open), use the prongs from the clothespins. In each section of the gazebo, glue three prongs with cut ends down. Cut and glue a popsicle stick across the top of each section.

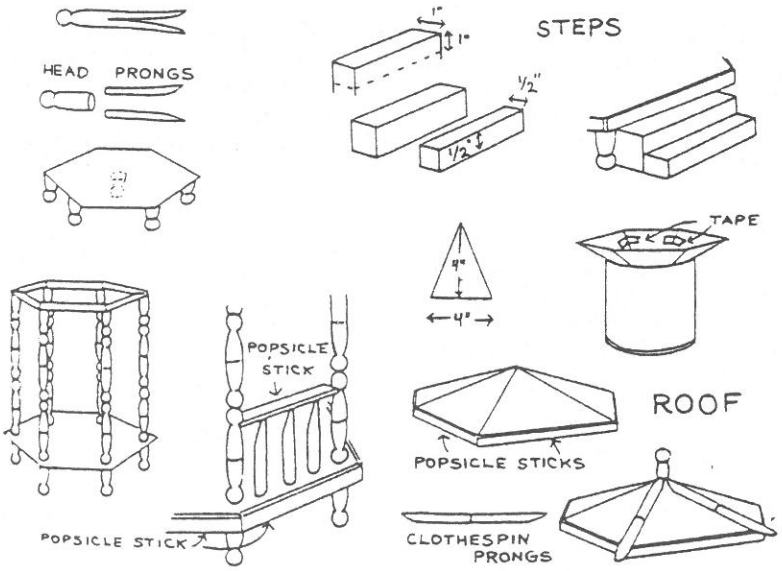
For the steps, cut a small box to 1" high and 1" deep and long enough to fit between the legs. Cut another box the same length, but 1/2" wide and 1/2" deep, for the lower step. Glue the steps together and then to the front of the gazebo. Cover the steps with popsicle sticks.

For the slanted, six-sided roof on the gazebo, make a paper pattern of a triangle 4" high and 4" across the base. Using this pattern, cut 6 pieces from pulp trays or balsa wood. Glue the sides of the 6 triangles together, trimming edges on underside for a smooth fit. Use masking tape to hold the roof together while the glue dries, inverting and placing it in a large bowl or open can.

To decorate the roof, glue pieces of popsicle sticks around the edge. Glue a head piece in the center. For added decoration, and to cover each seam on the roof, glue the cut ends of two prongs together. Glue the joined prongs to the seams.

Place the removable roof on top of the posts. Place real or artificial plants inside the gazebo. For a flowerpot to hold the plants, use a round margarine tub or other similar container. This would make a great center piece for Blue and Gold.





REFLECTION CARD

Reflections often make beautiful picture patterns - the reflections of trees on a lake, or city building on a ripply street puddle. REFLECTION CARDS make beautiful light patterns that dance, stretch, bend, get big or small. You can make it all happen - you control the patterns and movement.

Hold a REFLECTION CARD under a bright light - the sun outside, sunlight streaming through a window, or a bright lamp. (You don't need to get very close to a light bulb.) Turn the card at different angles until the light bounces on a surface - the wall, ceiling, floor, tree, car, or yourself. Then bend, twist, and tilt the card to change the pattern. The closer you hold the card to a surface, the more distinct the pattern will be. The further you move from the surface the card is shining on, the fuzzier the pattern will get.

You can make many different REFLECTION CARD designs to produce different light patterns. Any design will work, but some are much more interesting than others. You'll have to experiment. Try using two cards of different designs and have the reflected patterns mix together. Two or more Cub Scouts can use cards at the same time, and create reflected light collages. They can even have light battles.

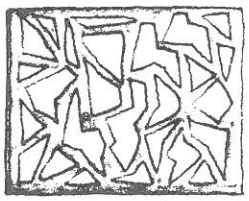
MATERIALS: Aluminum foil
Cardboard
Glue

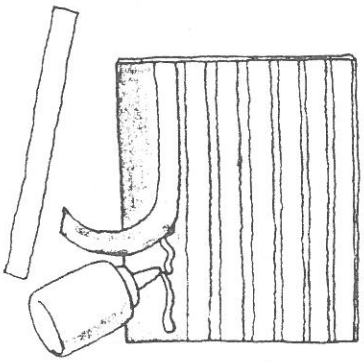
TOOLS: Scissors

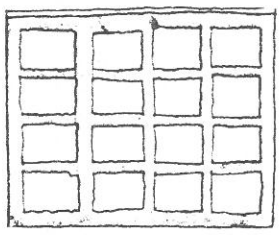
CONSTRUCTION:

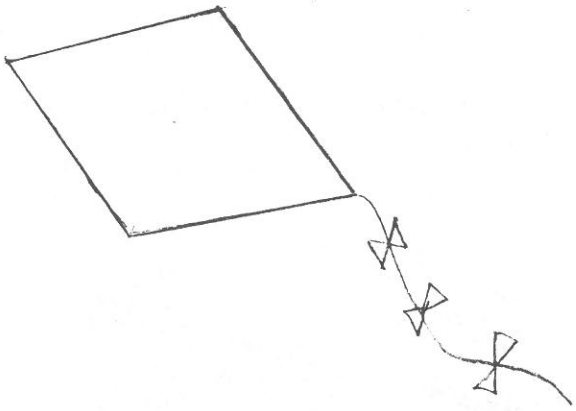
Make more than one REFLECTION CARD. It's interesting to see how reflectors of different shapes and sizes create a variety of patterns. Start with a smooth piece of aluminum foil, and cut it into reflector shapes like those in the illustrations, or like those you have invented in your mind. They can be dots, stripes, squares, or random shapes, big or little. Try not to crinkle the foil.

With just a tiny bit of glue (white glue, paper paste, mucilage, or glue stick) stick the foil parts, shiny side up, onto a piece of cardboard. The cardboard can be any size or shape. (The backs of large writing pads do well.) The darker the cardboard, the brighter the reflections will appear.









KITE

Put a piece of wire or pipe cleaner through the holes in a diamond shaped piece of plastic needlepoint canvas to make a ring. Cover canvas with tissue paper or wrapping paper, by folding edges to back and taping. Make kite tail from yarn with short pieces of yarn tied to it.

RANK TIE SLIDE

Cut plywood into 1-1/2" squares and trim off the sharp corners. Cut PVC pipe into sections about 1/2" long. Sand edges and glue pipe ring on the back. Place or paint picture of rank on the front.





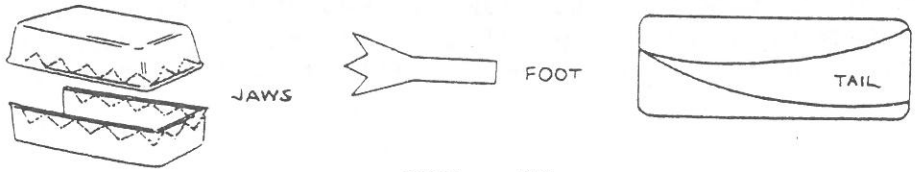
PATRICK O'ALLIGATOR

Here he is, straight from leprechaun land - Patrick O'Alligator! He is made from four pulp egg cartons. Use one carton for his body. Cut the top of another carton in half for his upper and lower jaws. Cut the edges of his jaws into teeth and glue the jaws to one end of his body.

From the lids of the other cartons, cut four feet and a tail. Insert two legs and tail between top and bottom of body; cut slits for legs on other side of body. Bend legs and tail down so they rest on the table. Glue body shut. Paint him green - what else?

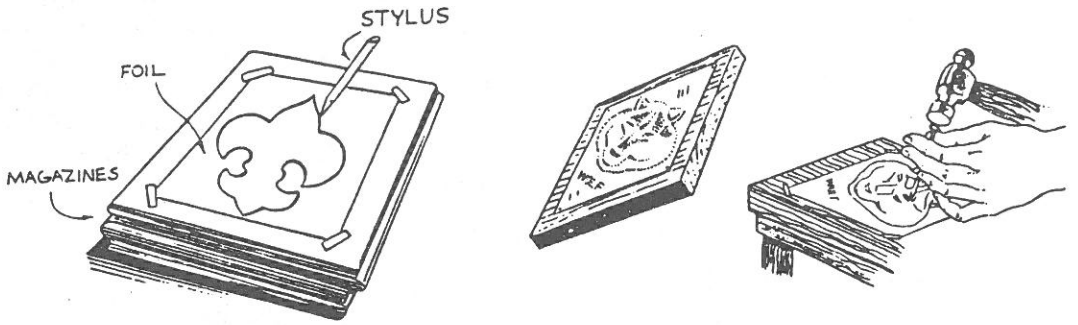
Use an egg carton cup for each eye; cut down, invert and glue in place, adding black paper pupils. Glue on halves of a cut-down cup for his nostrils. His jaunty hat is a plastic foam cup, inverted. Glue it to a circle of paper for a brim. Insert green paper shamrocks, glued to toothpicks. Add a hatband of yarn.

For trim, glue shamrocks cut from contrasting green paper, to his body, feet and wherever else you want. Make holes in the top of his body to insert lollipops, being sure they fit snugly. For a final touch, tie a lollipop to his tail.



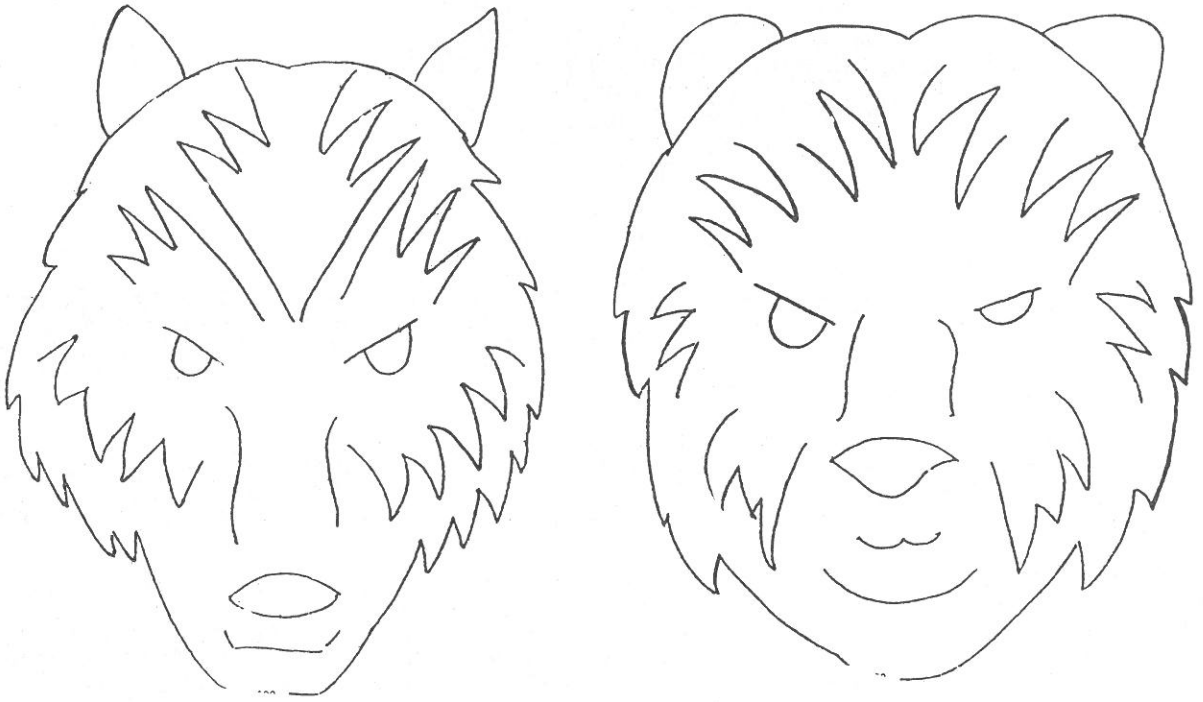
FOIL TOOLING DESIGNS

Using aluminum foil tool your rank insignia to put on a wooden plaque, book cover, book end, bookmark, etc.



BEAR OR WOLF FOIL PICTURE

Place design on cardboard (use carbon paper and trace). Glue string on all lines, take large piece of aluminum foil and crumple, then open, apply glue to back of foil and put on design. Use fingers to make designs with string show up. Use black magic markers to mark all lines.



PLASTIC ETCHING

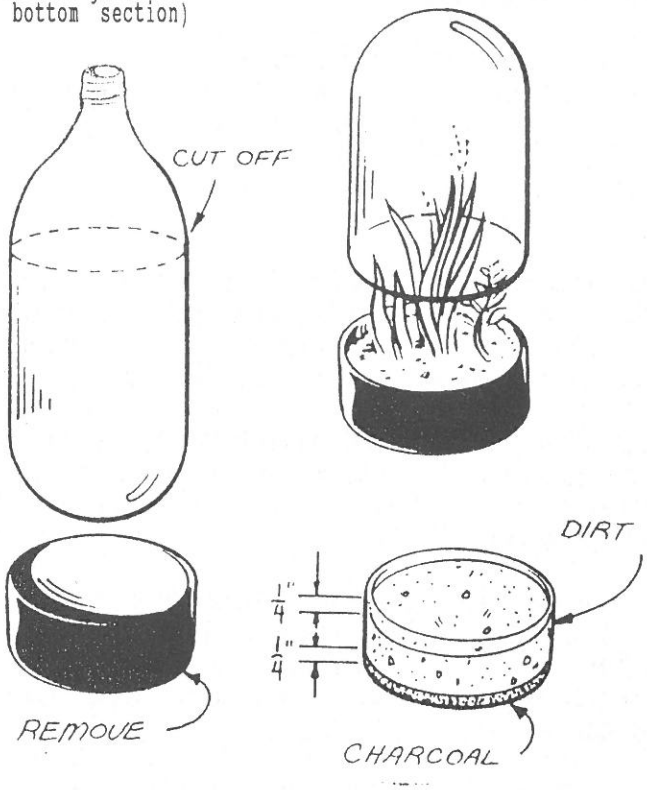
Make a mobile with all the rank symbols on it. (Wolf, Bear, Webelo, Arrow of Light). Or make a key ring for the rank each boy has. Etch design in plastic. Paint with acrylic paint. Remove excess with paper towel. Attach with yarn or fishing line.

PLASTIC BOTTLE TERRARIUM

Use the following to make this simple terrarium or bell jar:
2 liter soft drink bottle (clear with dark bottom section)
Charcoal, soil, plants.

1. Remove label and plastic bottom from bottle by soaking in hot water about 10 minutes. It may be necessary to pry bottom gently before snapping it off with the fingers. Use paint thinner, fingernail polish remover, or rubber cement thinner to remove glue from label and bottom.
2. Cut top of bottle off just below the bulge, leaving about two-thirds of the bottle. Wrap a piece of tape around the bottle to aid in cutting a straight line.
3. Pour 1/4" charcoal into black bottom. Then fill with potting soil to within 1/4" of top.
4. Plant with slow - growing plants. Water thoroughly.
5. Turn the two-thirds bottle upside down over black bottom to form a clear dome.
6. This terrarium never needs water. It creates its own moisture through condensation. Plants live in the enviroment you have created. If it fogs up, remove the top for a short time. Do not place in direct sunlight.

This bell jar can also be used as a container to show off collectibles.

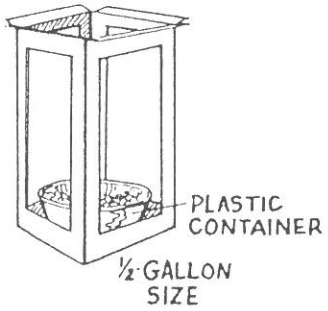


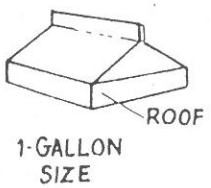
MILK CARTON HANGING PLANTER

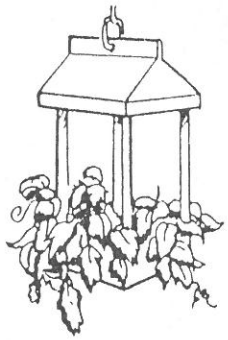
Plastic milk cartons make excellent planters. Use these items:

One half-gallon milk carton
One gallon milk carton
Plastic bowl or container
Chain, paper clip

1. Mark cutting lines on carton with felt-tip pen. Cut off top of half-gallon carton, folding back top edges as shown. Cut out sides.
2. Cut gable roof from gallon carton. Punch hole through top and insert paper clip hanger to hold chain.
3. Fit the pieces together and fasten with white glue. Paint if desired.
4. Attach chain to clip.
5. Insert plastic container, such as a 1-pound margarine tub to hold the plant.







TREE SCULPTURE

Materials: 26 gauge wire
aquarium or regular gravel
a spray can cap
plaster

Directions:

Cut about 100 pieces of wire, 12" long. Hold all the pieces together in a bundle for the trunk and wrap the bottom for about 2 1/2" with additional wire. Then, bend about 10 pieces to one side for a branch, twisting the pieces together a couple of times.

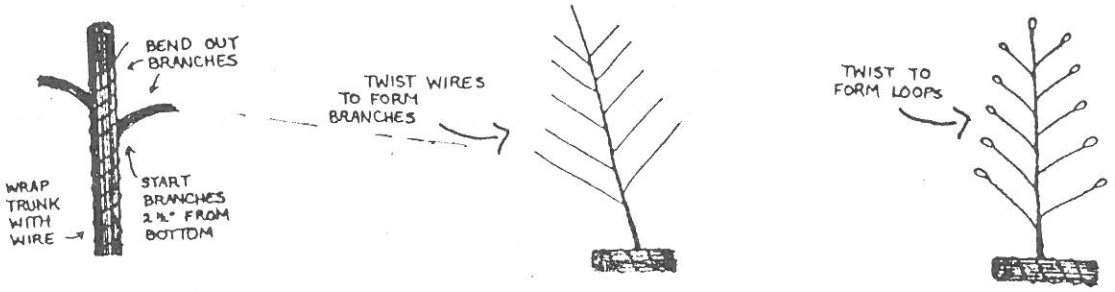
Wrap the trunk for about 1/2" more and bend about 10 wires to the side again, twisting a couple of times. Continue wrapping the trunk and bending out branches at 1/2" intervals until you run out of wire.

To make stems on each branch, twist the branch a little and then bend out a wire. Twist the wire back on itself, forming a loop at the end. Continue twisting the branch a little and forming looped stems until you run out of wires. Do this to all the branches.

For leaves, use the aquarium gravel. If you use regular gravel, paint it. Glue a piece of gravel over the looped end of each stem.

For a base, use spray can cap. Paint it. Then, fill it halfway with plaster of paris. Insert the trunk of the tree and let set. (Or place a piece of plastic foam in the base and then insert and glue the trunk.) Spread gravel inside the base around the bottom of the trunk.

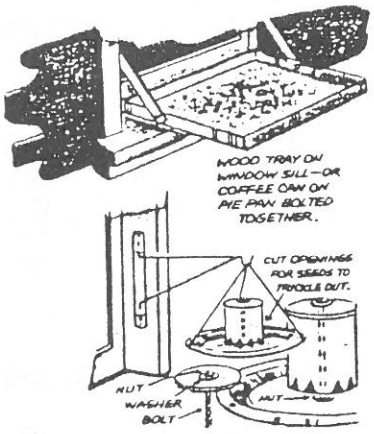
The finished tree stands about 8" high and will be the perfect accent just about anywhere.



BIRDS

BIRDS IN THE CITY - If you watch carefully, you'll discover there are many more different kinds of birds in the city than most people realize. Rooftops, city parks, empty lots, backyards, sidewalks, trees, all are likely places to see birds.

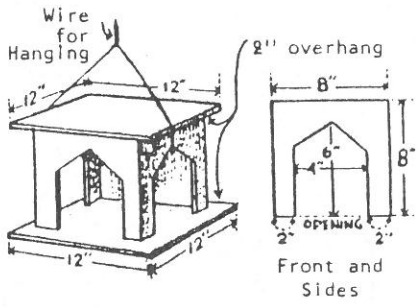
PROJECTS FOR FUN AND LEARNING - Make window bird feeders and keep them filled with birdseed, stale bread crumbs, bits of suet, etc.



Borrow books on birds so you can identify the ones you see.

Keep a "Bird Log" in which you note the names and descriptions of the birds you've seen, and when and where.

Looking through field glasses at the birds will make the projects more interesting.



OPEN-SIDED NESTING HOUSE - You can watch the birds nest with this open-sided birdhouse. Build with 1/4" plywood and 3/4" brads. One side is 8" square without an opening. Material should be cut as shown in the drawing. Nail together and paint inside and out. The birdhouse can be hung from a tree branch with wire passed through the points. Put it where you can watch nesting birds raise their young.

TALK WITH THE BIRDS - MAKE A BIRD CALL

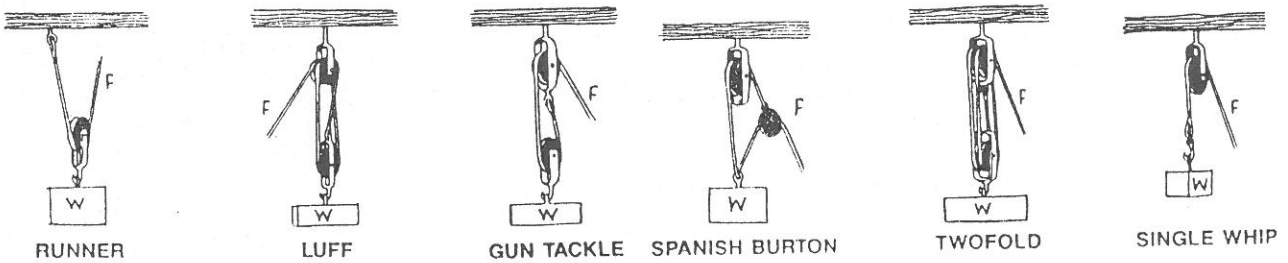


Take a piece of close-grained hard wood, such as rock maple or mountain ash (try a dowel rod from the hardware store), two inches long. You'll also need a screw eye that can be purchased at the hardware store. Drill a hole, slightly smaller than the screw threads, in the end of the block and turn he 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 to make a chirp-chirp or a trill in loud, clear tones. With a little practice, this simple device will produce an astounding variety of bird noises. If you wish, paint or decorate the bird call with permanent marking pens.

BLOCK & TACKLE

A block and tackle is one or more pulleys and rope or cable. It is used to lift heavy weights easily. A crane is a huge block and tackle.

Some of the ways a block and tackle can be rigged are shown here:

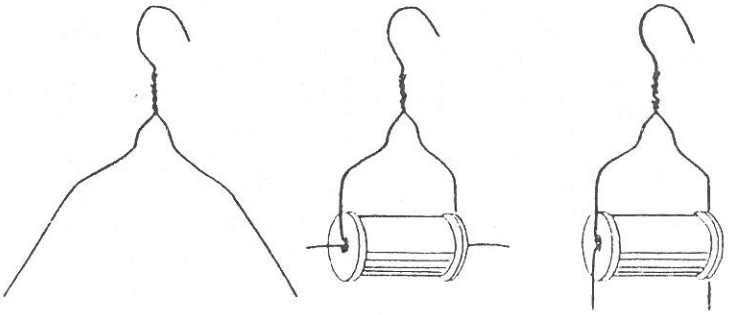


MAKING A BLOCK AND TACKLE

To make a pulley, you need a spool and a coat hanger. Cut off the hanger as shown and bend the ends at right angles through the spool. Then bend down the ends so they won't spread. Make sure the pulley turns easily.

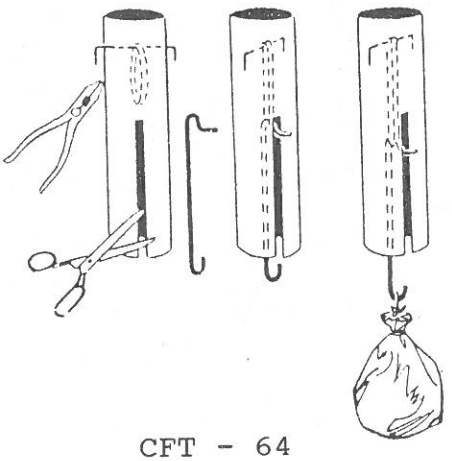
SPRING SCALE

A paper towel or similar tube will make a good scale. Suspend rubber and wire as shown.



TESTING BLOCK AND TACKLE

Use a spring scale to see how much force is needed to lift a weight with and without block and tackle. If you don't have a spring scale, you can make one as shown.

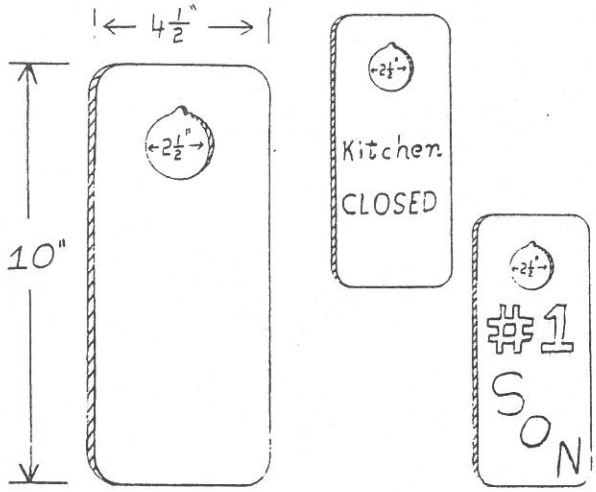


DOOR KNOB PLAQUE

This plaque can be cut from 1/4" plywood The hole should be large enough to slip over a door knob. A small notch at the top of the hole allows for the plaque to be hung on a nail or peg when not on the door. It should be painted and allowed to dry and then decorated. Let the boys use their imagination, and don't forget it has two sides.

Plaque ideas:
- Do Not Disturb
- Quiet Genius At work
- Disaster Area
- Don't Knock Just Go Away
- Enter at Your Own Risk

Plywood cutouts work good on plaques.





BIRD DECORATION

Cut in half, one branch 2" - 3" in diameter about 8" - 12" long. Your branch needs to have a small "Y" on it. Attach an artificial bird. Drill a small hole in the back towards the top for a hanger.

CANDLE HOLDER

Cut in half, one branch 2" - 3" in diameter about 7" - 8" long. Drill a hole about 3/4" deep in the center top. Drill two smaller holes on each side for flower stems.



CEREMONY BOARDS

Use any size logs that you may need. Split them in half. Drill holes for candles.



STICK FAMILY

Each boy will need enough small straight sticks for each member of his family. They should be cut according to the size of each person in his family. Using a 3" -4" branch, slice 1/2" pieces for bases. Hot glue sticks onto base. Add small moveable eyes. Draw a black circle on each for a mouth. Glue a small card in front with the family's name on it.

TREE SLICE TIE SLIDE

When on a nature walk, look for a branch 1" - 2" in diameter. Cut sections about 1/2" thick. Spray with clear varnish. Glue a pop top ring or pipe cleaner ring on back of the slide. This is a nice rememberance of a field trip and nature study.

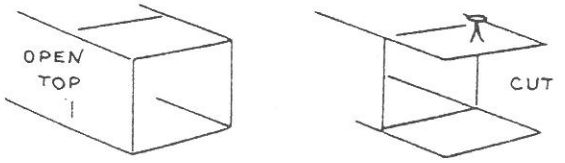


MILK CARTON MENAGERIE

Collect milk cartons - gallons, half-gallons and quarts - to create delightful animals. Their bodies bend as they move along, and the alligator even opens his enormous jaws! Use as club mascots or toddler's pull toys.

Cutting Flaps:

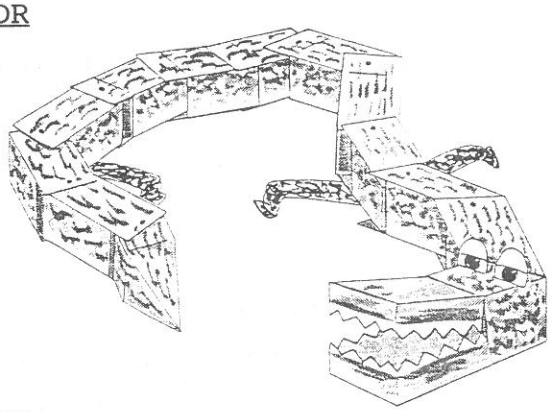
To make the flaps, which are used to assemble the movable sections of each animal, first open out the peaked tops of the milk cartons. Then cut away a section, on opposite sides, as shown in the drawing. The sides remaining are the flaps to be used when fastening the sections together.



ALVIN ALLIGATOR

Use two of the large cartons for his head. Remove the peaked top from one and the bottom of the other. Tape the cut ends together. Cut around the front and side of the head so the jaw will open. Cut jagged teeth around the edges of the mouth. Fold the upper jaw back to open.

For the body, use any number of cartons. Open out tops and cut flaps on all except the carton used for tail. Spray paint. To assemble the head and body, place the cartons on their sides and join them with paper fasteners. For his tail, taper the sides of the last carton, and tape the points together. Cut legs from the lids of pulp egg cartons. Paint the legs and attach them to the body with paper fasteners. Glue on paper features. Put a string through his nose.

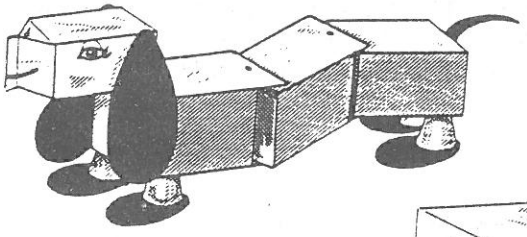


DANNY DACHSHUND

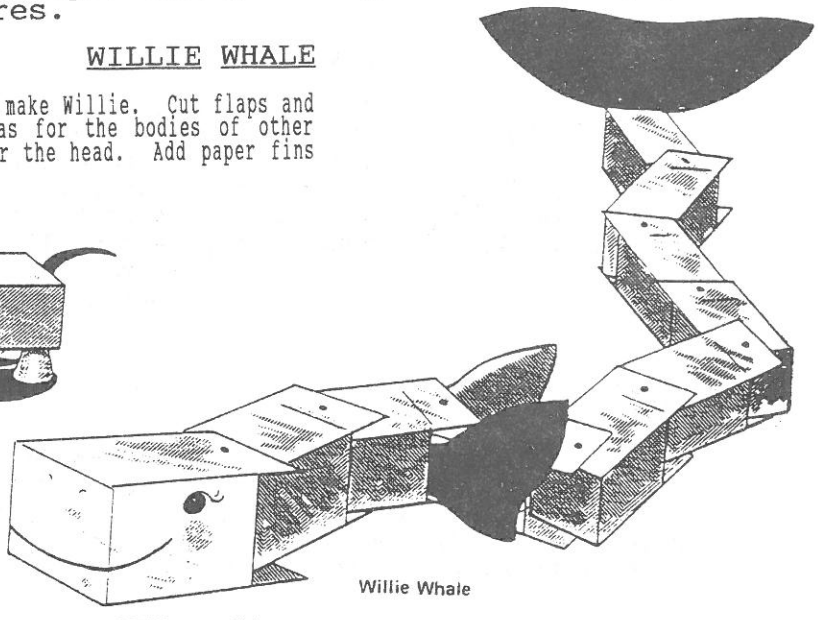
Use three large cartons for his body and a smaller one for his head. Open out the top of all cartons and cut flaps on two of the large cartons for the body. Fasten the head (peaked end to front) to the body. Staple peaked end of head back together for nose. Attach remaining body parts. Use uncut carton for last section. For legs, invert the bottom 3" of four plastic foam cups. Paint body and legs, and glue together. Add paper ears, tail, feet, and features.

WILLIE WHALE

Any number of cartons can be used to make Willie. Cut flaps and assemble the cartons the same way as for the bodies of other animals, using the largest carton for the head. Add paper fins and tail.

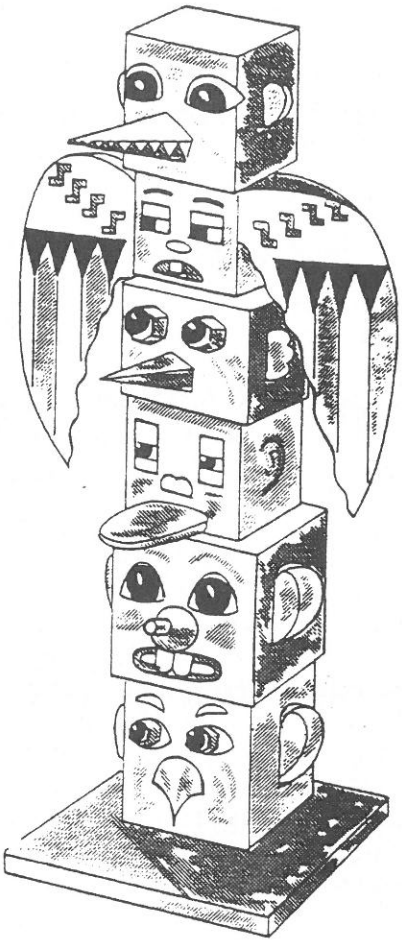


Danny Dachshund



Willie Whale

TOTEM POLE STORAGE CHEST



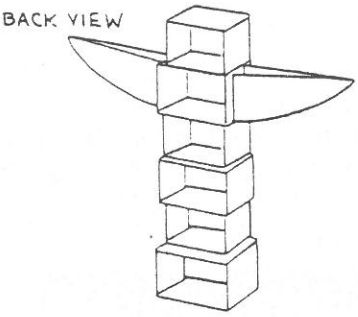
This life-size totem pole is made by stacking and gluing similar-sized cartons together.

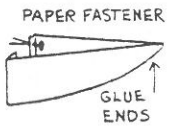
Before gluing the cartons together, decorate each carton as a totem head using gesso for the raised features. To make the gesso, mix 1/2 cup of water, 2 teaspoons of white glue and enough plaster of Paris to make the mixture the consistency of frosting.

Cut the beaks from plastic bottles or light weight cardboard. For each ear, use half a cottage cheese container or something similar. The eyes can be accented with cups cut from egg cartons.

For each wing, cut two pieces of corrugated cardboard in either an outspread or folded position. Bend the ends to make tabs, as shown. Place the tab of each wing near the edge of the box and fasten to box with paper fasteners. Cover the prongs, on the inside, with tape to avoid sharp edges. Glue the tips of the two wing pieces together.

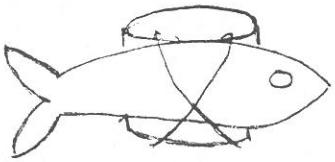
After all the totem heads are completed and painted, glue the bottom one to a wood base. Stack and glue the other cartons together. It's now ready to hold any supplies or treasures.







FISH TIE SLIDE



A simple but fun slide. Make the ring of PVC pipe or plastic needlepoint canvas. The fish is a plastic fishing lure. Tie it to the ring as if it is "caught" in fishing line. The fish still wiggles as you move while wearing it.

ANIMALS

These little animals are suitable for favors or to use in Easter baskets.

BUNNY: For his body, cut two egg carton cups 1" deep; tape one side of the rims together on inside for a hinge (so body can be filled with treats). Glue on a cotton ball for a head. From the lid of the carton, cut feet, arms and ears; glue all in place. Glue on a cotton ball tail and paper features.

CHICK: Make the head and body the same as the bunny; cut wings, feet, beak and bow from a carton lid. Add paper eyes.

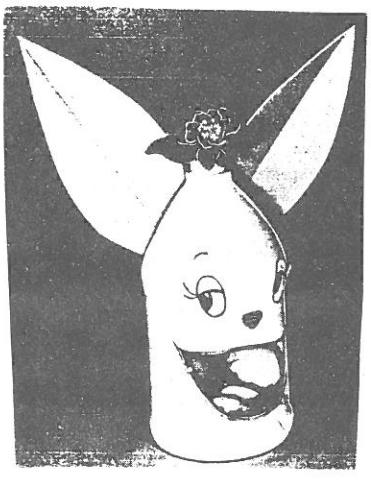
BUNNY EASTER BASKET

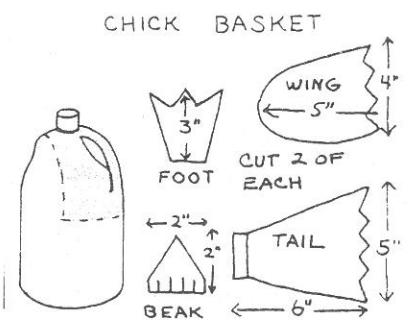
This basket is made from a half-gallon plastic bottle. Add colored apper or painted features and trim. Use permanent felt markers for painting and a strong plastic glue for gluing.

Cut out a large mouth opening in the bottle (so little hands acan get inside) with the handle at the back of the head. Paint on facial features and outline the mouth. Cut long bunny ears from colored paper and crease each one down the center. Glue the ears in place. Top him off with artificial flowers.

CHICK

For this chipper chick, cut off the top of the bottle, as shown. From colored paper, cut the wings, beak, feet and tail in the sizes and shapes shown. Bend the ends of the beak and tail pieces for tabs; slit tabs on beak pieces. Glue all pieces in place; add eyes. For a handle, cut a plastic strip, 1" x 7". Staple the ends to the back of the head and the body.







WEATHER VANE

Materials: Wire coathanger, aluminum foil, tape, pint-sized can and lid, (like nuts or candy comes in) and sand.

1. Bend the loop of a coathanger so that it is a as straight as possible (Fig. 1).
2. Cover one half of the coathanger with aluminum foil. (Fig. 2). Cut the foil an inch or so wider than the wire outline, fold over the edges and tape.
3. Fill the can completely with sand, packing it down well (in a pinch), you might use a glass jar with a screw-on lid) Put on a lid.
4. Poke a hole on the center of the lid using the straightened stem of the coathanger. (If the lid is made of metal, you might need to poke the hole using a hammer and nail.) Put the vane through hole in the lid and push it down into the sand so the stem touches the bottom of the container (Fig. 3). The weather vane should turn freely. If it does not, check to be sure the hole in the lid is big enough and not binding the stem.
5. Using a colored marker or crayon, mark the locations of north, south, east and west on the side of the container. Place the weather vane in an open area where it can catch the wind. The higher the location, the better. By using a magnetic compass or asking someone who knows, properly orient the marking on the base to the proper directions. The open-wire half of the weather vane will always point in the direction from which the wind is coming.

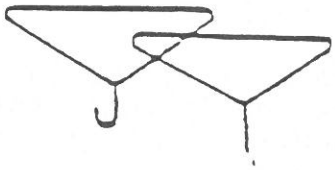


FIG. 1

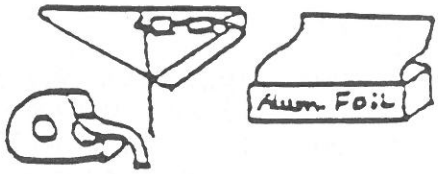


FIG. 2

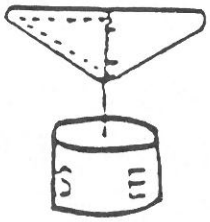
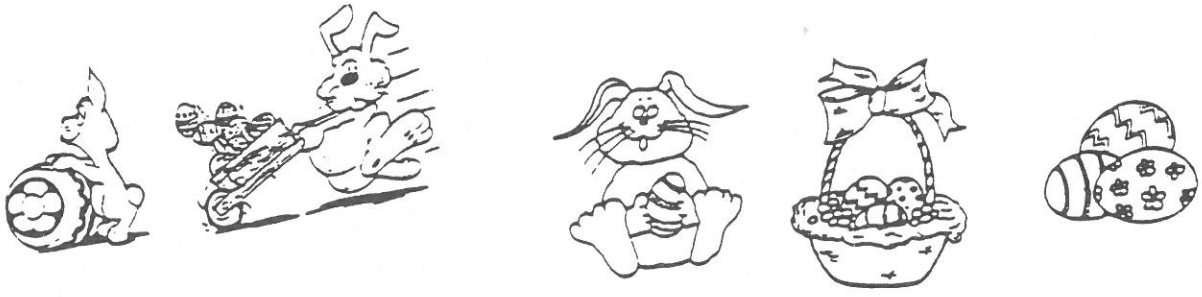


FIG. 3

PLASTIC ETCHING

The idea for this month is a mobile with Easter figures on it. Etch design on plastic. Paint with acrylic paint. Remove excess with paper towel. Punch holes in top. Attach to coat hanger or dowel rod with yarn or fishing line.



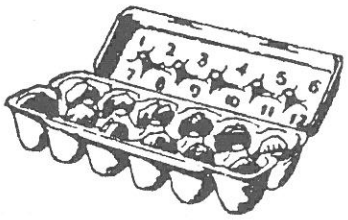
COLLECTIONS

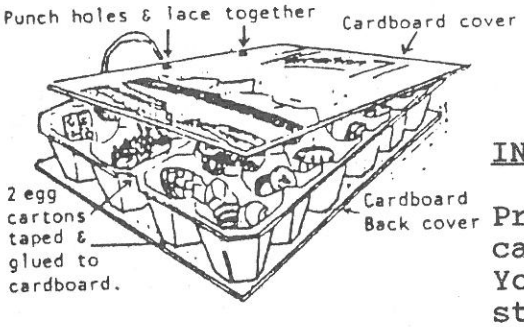


COLLECTIONS from childhood often lead to life-long interests and may even decide a boy's career.

Encourage the collecting and proper preservation of specimens to make the effort worthwhile.

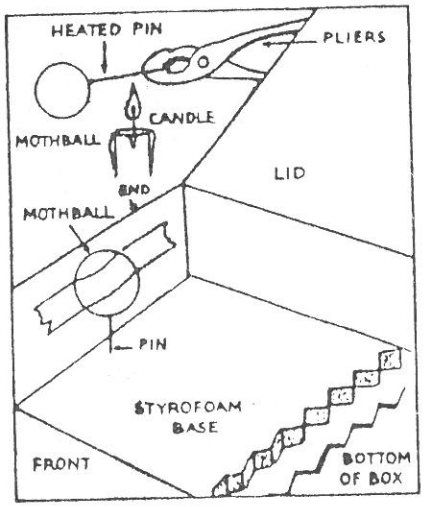
Egg cartons and imagination make excellent collection containers.





INSECT COLLECTION BOX

Properly used, cigar boxes will make fine cases for displaying your collection. You will need styrofoam, mothballs, long straight pins, tape, a candle, knife, pliers, ruler, and a pencil.



Cut styrofoam the same size as the inside dimensions of the box and fit the sheet inside. This will provide a firm, but easily punctured foundation in which to pin the insects.

Holding a pin by the point with the pliers, heat the head over a candle flame. When hot, push it gently into a mothball, about 1/4". When cooled and firmly set, stick into box, tape to the side as an added precaution.

Your collection box is ready to fill with your mounted insects.

Make a scrapbook of NATURE SKETCHES.



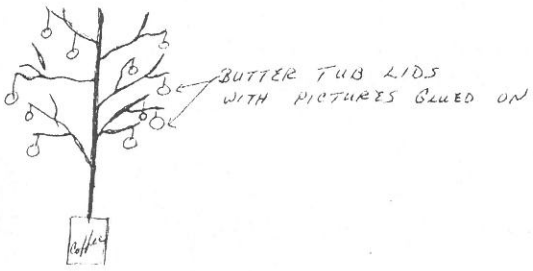
SKEETER SKAT

Materials: A Funnel
Sawdust
White Glue
Thin White Lubricating Oil
Vaseline

Directions:
Coat the inside of the funnel with vaseline to prevent the mixture from sticking. Mix sawdust with white glue. Add thin white lubricating oil to this mixture. Push the mixture into the funnel and press down firmly. When it has hardened, remove from mold.

The large end is placed flat on a table, and the small tapered end is ignited. The slow burning produces a smoke and mild odor which drives away mosquitoes.

FAMILY TREE



Make a real family "tree". Look for a branch that has lots of sturdy stems coming out of it. Your "tree" should be 2-3 feet high. Plant your tree in a coffee can using casting plaster to hold it in place. Glue pictures of your family to butter tub lids and tie them to the branches. You now have a real family tree.



LEAVES

Trees, shrubs, flowering plants and weeds offer an infinite source of leaf designs for printing on stationary, book covers, greeting cards, gift wrapping paper, wall decorations, and just plain pictures.

IND PAD PRINTING - Inked stamp pad. Place leaf, vein side down on pad. Lay a piece of newspaper over leaf and rub fingers over it. Remove leaf and place it, inked side down, on paper. Place clean newspaper over top and rub with hands.

TEMPERA PRINTING - Mix small amount of tempera paint. Brush onto scrap paper as large as leaf. Proceed as for ink pad printing. Use several colors of tempera for a multi-colored leaf print. Another method of tempera printing is to roll a felt-covered roller over paint, then roll the roller across the veined side of leaf. Remove leaf and place it paint-side down on paper. Rub lightly with fingers to make print.

CRAYON RUBBING PRINTS - Place leaf, vein side up, on paper or textured surface such as burlap, wood, or leatherette. Cover with sheet of plain paper. Rub with crayon held sideways. Outlines and veining of leaf will stand out clearly.

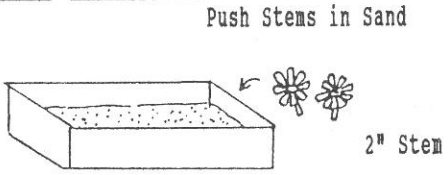
SPATTER PAINTING - Place leaf on paper to be printed. It does not matter which side of leaf is up since this will only be an outline print ... the veining will not show. Dip an old touthbrush into colored ink or thinned tempera paint. Rub toothbrush across a piece of screen wire which is held above paper to be printed. Spatters of paint will fall on paper. When you remove the leaf, you can see a clear outline and shape.

CARBON PAPER PRINTS - Place a piece of carbon paper, carbon side up, on a newspaper. Place leaf on carbon paper, vein side down. Cover with another piece of newspaper and press for a minute or two with a warm iron. Carefully lift leaf and place it on paper to be printed, vein side down. Again press with warm iron.

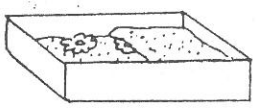
FLOWERS DRIED IN BORAX

Fill a shoebox with borax. Cover flowers to be dried. Store it in a dry place for 2 weeks.

SAND DRIED FLOWERS

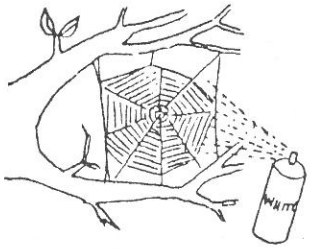


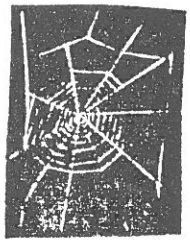
Fill Box Half Full of Sand



Cover Flowers with Layer of Sand. Store in Dry Place for at Least 2 Weeks.

Use in various craft projects. Lengthen stem with wire and florist tape.





SPIDER WEB PRINTS

Spray web with white paint. Put black paper on web. Break web's support lines. Protect with clear plastic.

STAY-IN-BED ACTIVITY BOX

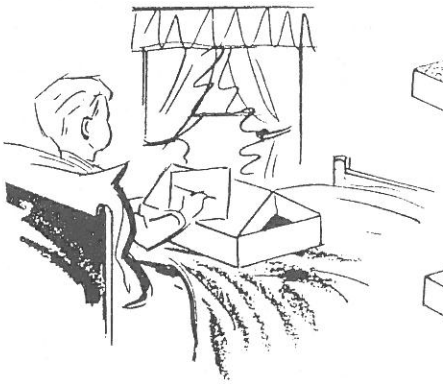
Every child has days when he must stay in bed. For such days make for him a stay-in-bed activity box.

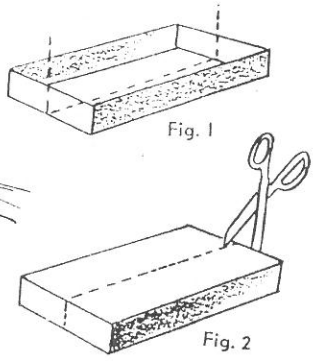
Obtain a large flat box such as the type used by stores to pack dresses in! Remove the cover. Find the center of the two narrow ends. Mark them and cut a slit at these marked places. Fig. 1.

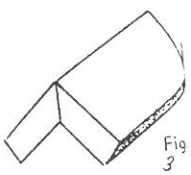
Using a pencil and ruler, draw a line across the back of the cover from one slit to the other. Then with scissors, score the line lightly. Fig. 2. Do not cut through the cover. Now bend lightly along this line. Fig. 3.

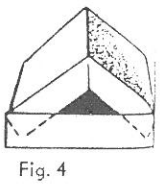
Place the folded cover into the other part of the dress box. Brace it against the 2 long sides to make a slanting book-rest, or a writing stand. Fig. 4.

Keep pencils, crayons, and paper in the box or even small toys. Such a stay-in-bed activity box will keep a child comfortably and happily occupied for a long time.

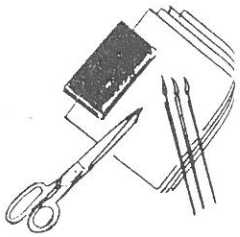












ANIMAL SCULPTURES

Animal shapes make excellent subjects for slotted sculpture. Once a few simple techniques are mastered, a seemingly endless variety of animals can be created, using the same body and leg layout. A horse, dog, cat, or other four-legged creature can be formed with one body shape and two leg pieces, and the different shapes and proportions of animals will produce a variety in appearance.

Unless you are very familiar with a particular animal's shape, you will need some source material to work from. You can find many good picture books of wildlife in the library. You may prefer to use realistic plastic toy animals as sources to work from.

The following illustrates the procedure for making a simple slotted animal with a design for a horse; however, you may use any animal that appeals to you.

MATERIALS:

Basic tools, plus:
1 piece of oaktag, 9 X 12 inches (use a larger piece if you intend to work with corrugated cardboard)

PROCEDURE:

1. Sketch the body of the animal on the cardboard. If you are using thin cardboard or oaktag, the body should be no longer than 6 inches.
2. Sketch the legs, ears, and tail as shown in Figure 1. Notice that you will be combining the side view of the body with front views of the legs and ears. The legs are drawn wider and shorter than a real horse's legs so that they will not crease or bend when assembled. Every sculptor has to take into consideration the strength of the material being worked with, whether it is cardboard, wood, clay, metal, or some other material.
3. Be sure to draw slot lines on the body as well as the legs, ears, and tail. This is most important if a strong fit is to be achieved.
4. Cut out the pieces with scissors, then carefully cut the slots.
5. Paint the sections.
6. Assemble the sculpture as shown in Figure 2. Notice how the tail has been slightly curved.

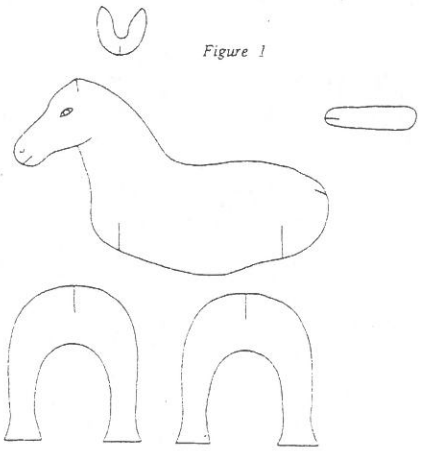


Figure 1

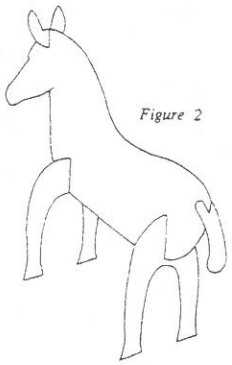


Figure 2

ANIMALS WITH THREE-DIMENSIONAL BODIES

You can add more interest to your animal constructions by giving a thicker appearance to the body.

MATERIALS:

Basic tools, plus:
2 pieces of oaktag, 9 X 12 inches (use larger pieces if you are working with corrugated cardboard)

PROCEDURE:

1. Look back to Figure 1 on the previous page. Draw the horse's body and legs (not the tail and ears) on your cardboard.

2. Cut out the body. Place it on another piece of cardboard and trace around it with a pencil. Then cut out the second body. Also cut out the legs.

3. Cut the slots in the body and cut two slots in each leg section (Figure 3). Now paint the sections and assemble the sculpture. Paint each new section you make before adding it to the sculpture.

4. Cut a thin strip of cardboard that is long enough to connect the two sides of the body. Cut a small slot in each body section near the rear of the animal and connect the two sections with the cardboard strip (Figure 4). On a thin section such as this, you do not need to cut slots into the strip itself; the slots in the body sections will be enough.

5. Now cut out a tail and attach it with a slot to the crosspiece.

6. Connect the top of the head with ears as shown in Figure 5. The nose can be joined with a drop of glue. Hold the two pieces together with a paper clip while they dry. Do this only after the pieces have been painted.

7. Other crosspieces can be added for strength if needed (Figure 6).

Some animals have square faces, such as bears, bulldogs, and boxers. Instead of joining them like the horse shown in Figure 5, you can connect the face with pieces of cardboard to suggest the square-looking front view (Figure 7).

There is no limit to the different ways that you can design a slotted animal sculpture. Once you have tried the basic approach, you can experiment with variations. If you wish to add more sections, feel free to do so.

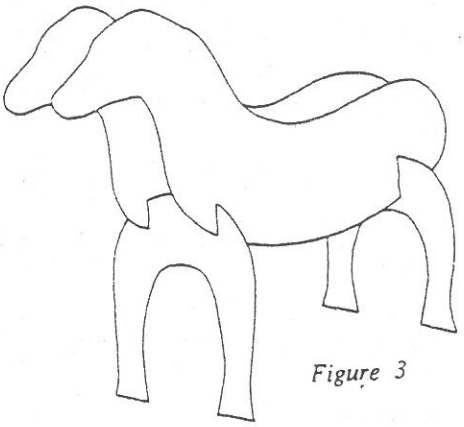


Figure 3

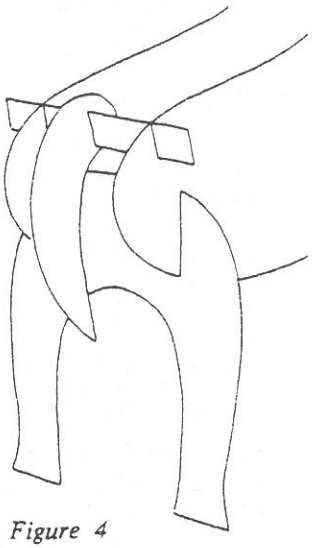


Figure 4

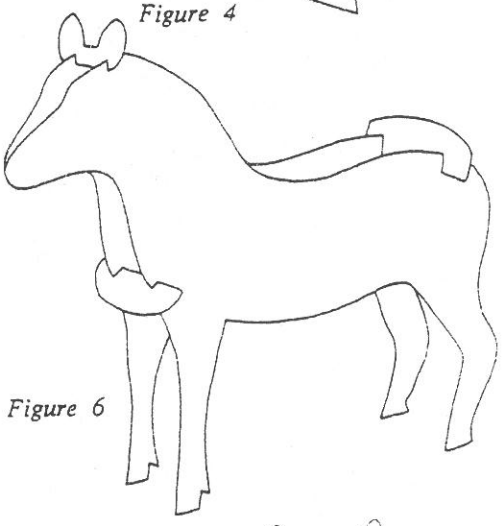


Figure 6

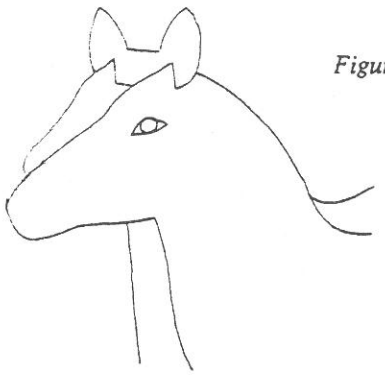


Figure 5

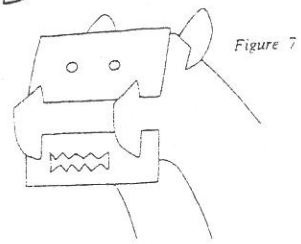


Figure 7

ANIMAL CANISTERS

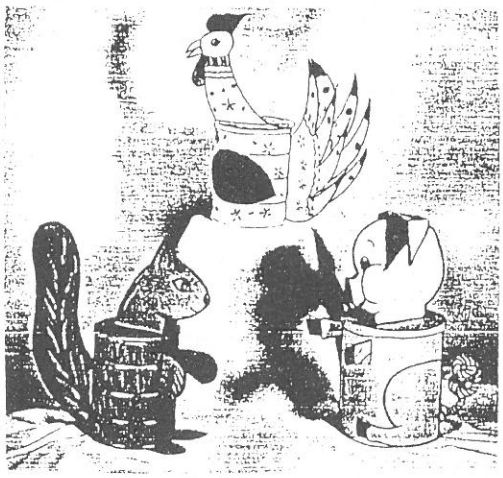
These colorful canisters, made with coffee cans and cardboard. Filled with goodies will make delightful gifts.

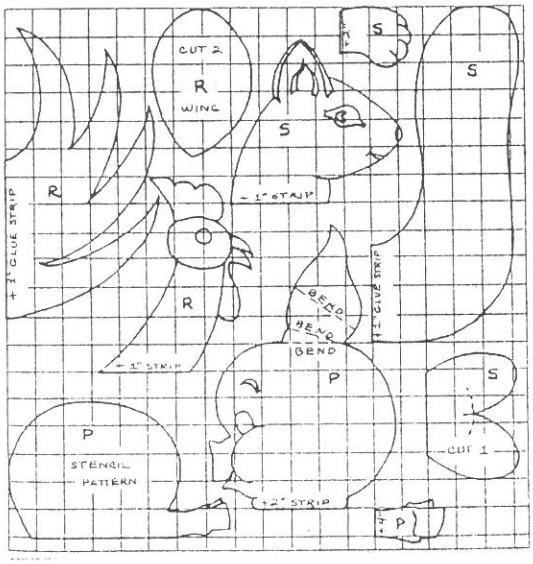
SQUIRREL: Use a 2-lb. coffee can. Enlarge the graph to make patterns for the parts of the squirrel. Trace pieces onto light weight cardboard. Then flop the patterns to draw a second head and tail, each with a 1" strip between, and a second foreleg with a 2" strip between. Cut out the pieces and bend sides up around strips. Glue the end of the hind legs and strips. Glue the end of the hind legs and strips on the other pieces onto the can. Reinforce the head with a few stitches. finally, glue top of heads, and top of tails together.

ROOSTER: Again, use a 2-lb coffee can. Make patterns and trace adding strips between heads and between tails, and cutting wings separately. Glue head and tail to the can; then glue tops of heads together. Glue wings on after canister is painted.

PIG: This one is made on a 3-lb. coffee can. Make the patterns and trace, but add a 2" strip between heads, and a 4" strip between the forelegs. (Hind legs are painted on the can after the canister is painted, using stencil). Bend ears as shown by dotted lines. Assemble pieces. Add a curly tail made from bulky yarn stiffened with wire or ribbed wrapping ribbon.

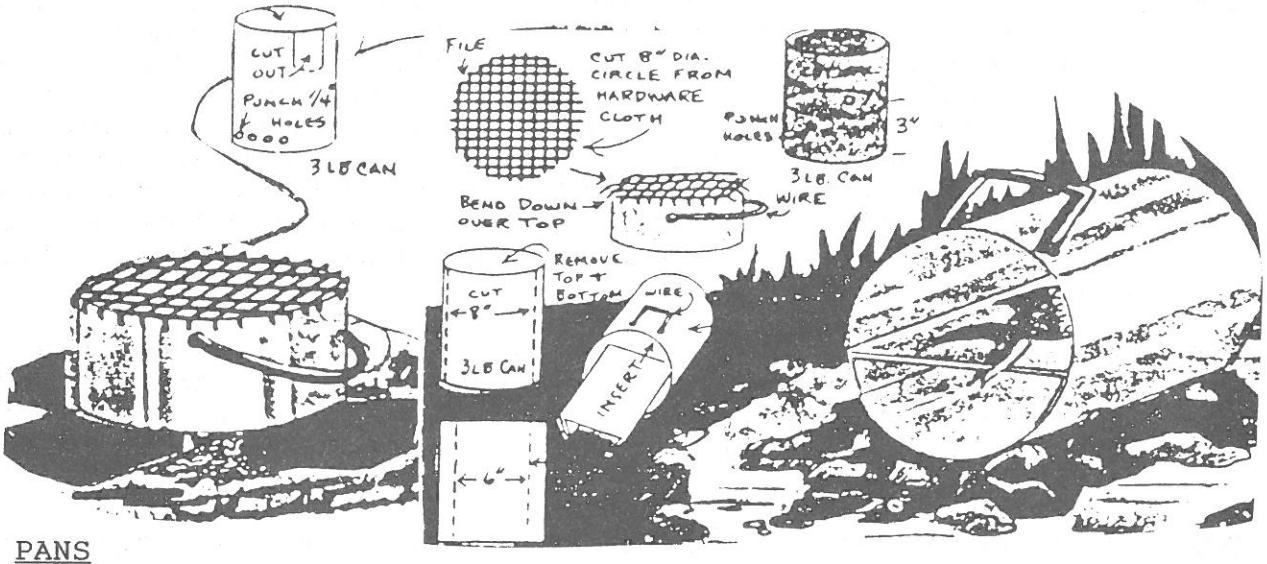
FINISHING: To prevent paint from peeling off the lid because of handling, cover the outer edge of the lid with cloth tape. Spray paint the lid and the can separately. When dry, add features and details with enamel or rubber base paint.





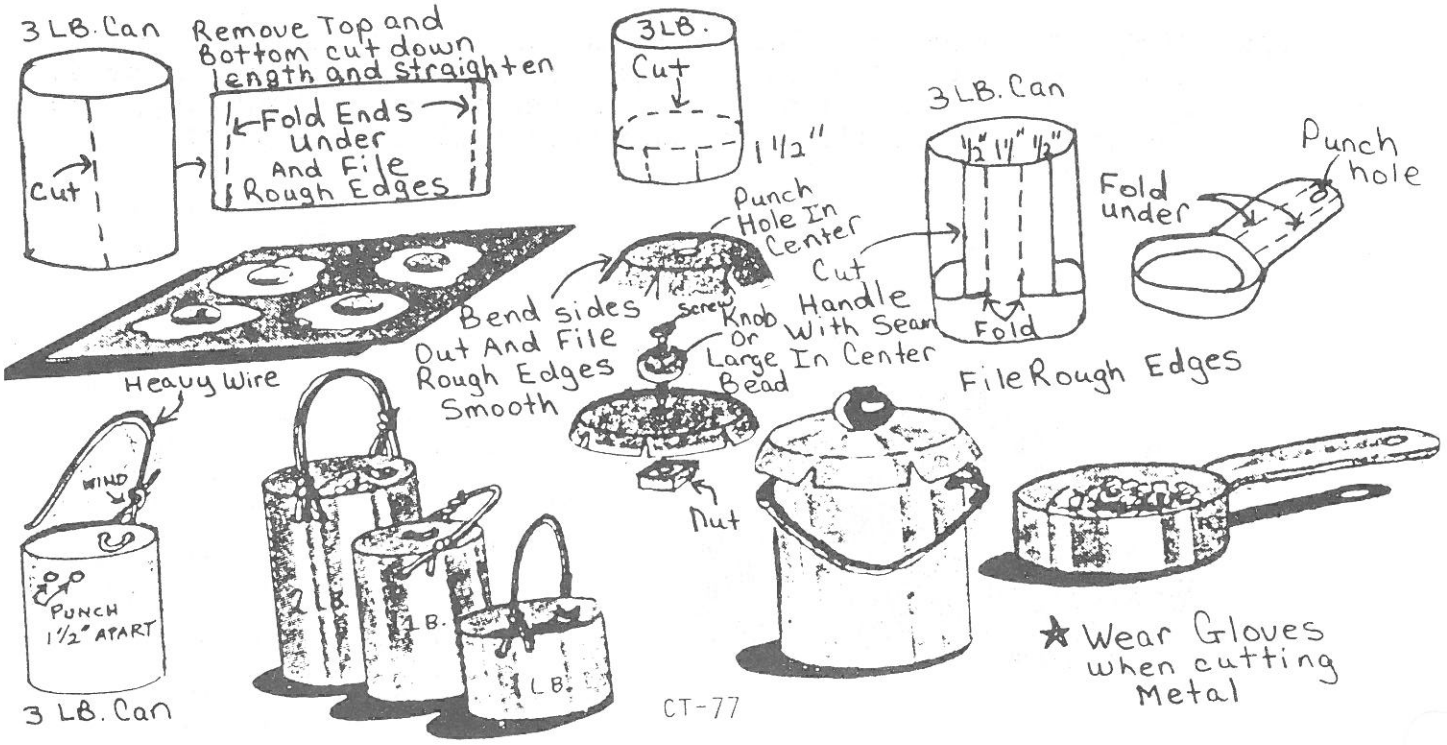
VAGABOND STOVES

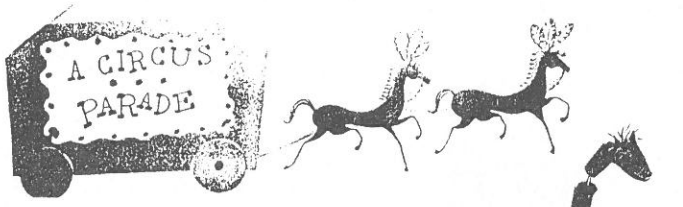
When you are off to the woods this summer, take one of these useful "fireplaces". Begin now to make any one you like, for they are easy to build, most inexpensive and lots of fun!



PANS

Here are the utensils to go with your vagabond stoves. Use sharp tin snips when you cut cans, and always wear gloves to protect your hands.

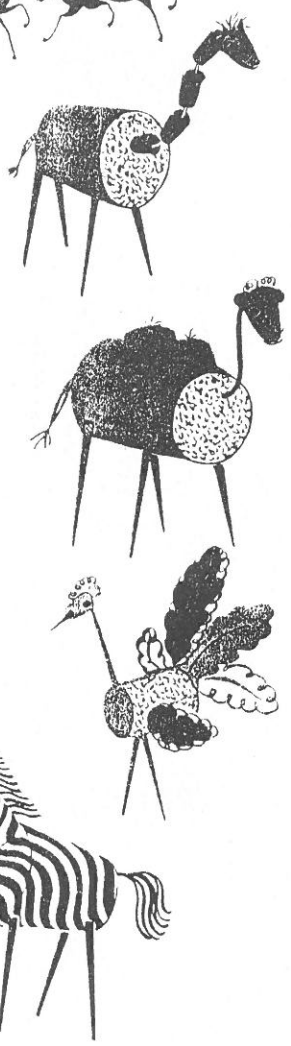




A CIRCUS PARADE

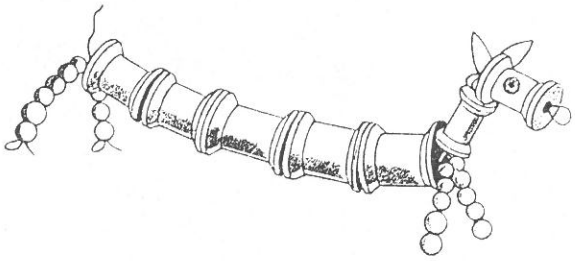
It's great fun to create a circus parade out of different-sized corks, thin wire, bits of yarn, felt, cloth, toothpicks, and a few feathers. It's easy! Just study the sketches found on this page. Notice how the corks are held together with wire, how the elephant's tail is made from a bit of braided wire, how the tail of the giraffe is made from a piece of brown darning cotton, how the tail of the ostrich is fashioned from feathers, and how the ears of the elephant are made from felt.

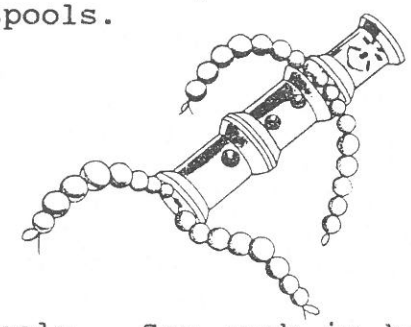
Once you have made the animals shown here, you and your friends will be eager to make others to join your circus parade of cork animals.



FUN WITH SPOOLS

It is easy to make a clown doll and a dog from spools, wire, and beads. Always knot wire at ends to prevent the toys from falling apart. Paint, varnish, or shellac the spools.

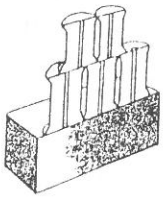




To make spool bookends, use 5 large spools. Saw each in half. Glue 5 of the cut parts onto a block of wood. Fig. 1. Do the same with the remaining spool sections. Paint, decorate, and shellac.



Fig. 1



DRUMS



Fig. 1

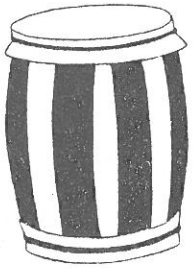


Fig. 2

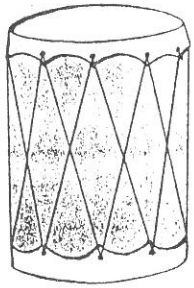


Fig. 3

There are two kinds of drums which boys and girls can make. One is a kettle drum and the other is a barrel drum.

To make a barrel drum, you will need a hollow cylinder of some kind. A barrel or a keg may serve as the foundation. Each end must be covered with a skin.

The best covering for a drum is a skin called a "drumhead." It can be purchased in stores where musical instruments and music supplies are sold. It is an expensive material to use. Very strong paper or film cloth will serve the same purpose if the drum is not going to receive rough handling. One or two coats of shellac or varnish covering the cloth will make a better-toned drum.

Only one skin is needed for a kettle drum. A mixing bowl, a tin pail, or a wooden chopping bowl are a few of the things that can be made into a kettle drum.

The drumhead must be stretched tightly and held firmly in place. There are three ways in which it may be fastened to the body of the drum.

1. If the drum is of paper, use thumb-tacks. Fig. 1.
2. If there is a hoop around the drum body, a strong cord may be wound tightly around the edge of the skin to hold it in place. A margin of an inch or more should be left for fastening the skins. Fig. 2.
3. The two skins may be held on the drum body by lacing a cord back and forth between them. Fig. 3.

Paint the drum body in your choice of color.

POPCORN TIE SLIDE

Use a film canister. Glue cotton balls in it and paint the outside of the film canister with red and white stripes to resemble a bag of popcorn. Write "popcorn" across the front. Add pipe cleaner to back for loop. (An easy way to make holes in a film canister is to heat the pointed end of an ice pick or a nail and push into the side of the film canister in two places. The heat will melt a nice neat hole.



RUBBER BAND BANJO

Obtain a box measuring 4 inches square and 1 inch in depth. Cut a hole and a slot in the cover. Fig. 1. Fashion a bridge from cardboard. Fig. 2. Make certain that the tab of the bottom of the bridge fits securely into the narrow slot, and that the bridge stands upright. Return cover to box and fasten with Scotch tape or gummed paper. Stretch rubber bands of various sizes over the entire box passing them over the bridge. The smaller bands which are stretched more tightly over the bridge will produce the highest tones. To play, pick the bands with your fingers or a toothpick. Select simple tunes with which to begin your playing of the banjo; then go to work on the more difficult ones.

Select 2 blocks of wood about 1 inch by 2 1/2 inches by 5 inches. Sandpaper them until they are smooth and all edges rounded.

Paint or shellac the blocks. When dry, sandpaper one of the 2 largest surfaces of each block. Measure and cut 2 pieces of sandpaper to fit these surfaces. Glue in place. When rubbed together, the sandpapered sides with produce a delightful shuffling sound.

Fig. 1

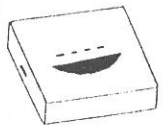
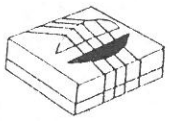
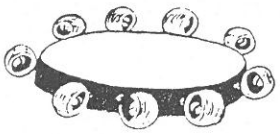
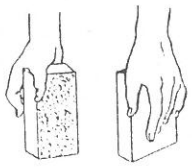


Fig. 2





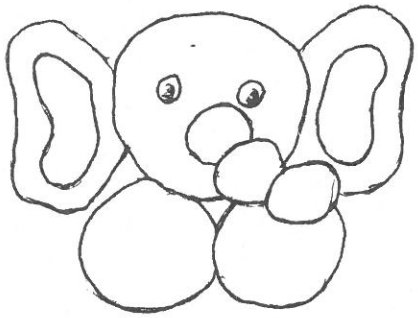




TAMBORINE

Cover an embroidery hoop or a box cover with unbleached muslin or heavy wrapping paper. Select 6 or 7 sleigh bells.

With a knife or scissors, cut as many slits in the rim of the box top as you have bells. Insert the bell hooks into the slits and fasten in place with the safety pins.



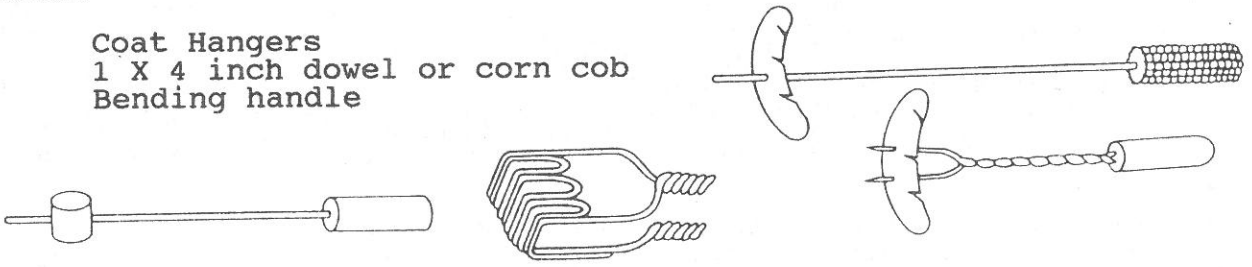
ELEPHANT TIE SLIDE

Glue large pop top ring to the bottom of a large pom-pom. Glue 2 medium pompoms for feet. Glue together 3 small pom-poms for trunk, and glue trunk to head. Glue on felt or movable eyes. Cut 2 ears from felt that matches pom-poms. Cut inner ears from contrasting felt; and glue to ears. Glue ears to sides of the large pom-pom. Elephants can be gray, pink or any other color.

OUTDOOR COOKING UTENSILS

Use coat hangers to make these simple cooking utensils. You'll need:

Coat Hangers
1 X 4 inch dowel or corn cob
Bending handle



1. Use bending handle to straighten coat hangers.
2. Drill hole lengthwise through dowel or corn cob for the handle. It should be long enough to fit comfortably in the hand. Handle can be painted if desired.
3. To make a weiner or marshmallow roasting stick, bend back one end of wire as shown and insert through handle. Sandpaper the point of the wire or hold it in the fire long enough to burn off the paint. Then jab the point into the ground to polish it.
4. To make a fork, twist two wires together as shown and glue on handle. Sand or burn paint off wire.
5. To make a sandwich toaster, sand or burn the paint off two coat hanger wires. Bend and twist the wires as shown in the illustration so they will fit together to hold a sandwich.

PLASTIC ETCHING

Craft Project: Key Chain. Using a pattern transfer it to a plastic piece and drill a hole in it to attach a chain.





FIRE FIGHTING PAIL

Quick use of this fire-fighting pail can avert tragedy from a small cooking fire in the kitchen. Keep the pail in plain sight, so it's always right at hand. The pail is also handy to have at cookouts or on camping trips. The fire pail makes a good den project. Each Cub Scout can make his own pail.

The pail itself is a one pound coffee can and plastic lid. To make a "fire" label to cover the pail, cut a piece of red paper to go around the pail. With white paint or cut-out letters, put the word "FIRE" on two sides of the label. In addition, print emergency numbers on a piece of paper and glue it to the label. The emergency numbers should include the Fire Department, Police Department, Ambulance, and Doctor. Glue the "FIRE" label around the pail.

For the handle, use a piece of coat hanger wire, 12" long. Slip a package handle tube, two corks, or three spools to the center of the wire. Punch holes 1/2" from the top, on opposite sides of the pail. Curve and run the ends of the wire through the punched holes, bending up the ends inside the pail to anchor the handle in place. Paint the handle.





Fill the pail with baking soda and replace the plastic lid to keep the soda dry. If a small grease fire starts, first turn off the burner on the stove and stand back. Then toss handfuls of baking soda at the base of the flames until the fire is out.

Remarkably, your favorite hamburgers will be saved. Simply rinse them off and pat dry with paper towels. Continue cooking.

CAUTION: Avoid spilling any burning liquid - do not remove pan from stove.

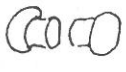




tube from package carrying handle



three spools



two corks

ROCK CREATURES

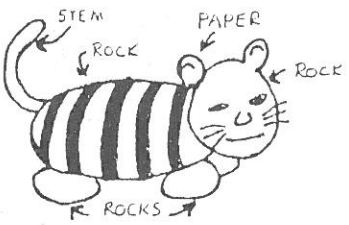
Smooth, flat stones can be obtained at the beach and river areas. Dirt and foreign matter should be removed by washing rocks in detergent. Be sure they are completely dry before you begin to decorate them.

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

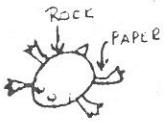
Use contact cement to glue rocks together. It helps to saturate a small piece of cotton with glue and place between rough edged rocks. They will adhere better if you do this. After pieces are glued together, it is a good idea to run a "collar" of white glue or household cement around all joints to make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

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

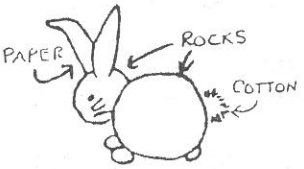
Don't try to plan these rock creatures. Let the boys find some of the rocks on their own ... you furnish some extras. Then provide paint, glue, and an assortment of extras. Let each boy use his imagination to create his own animal.



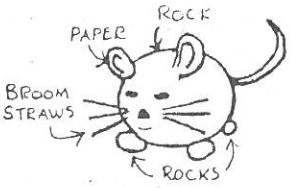
TIGER



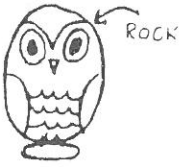
FROG



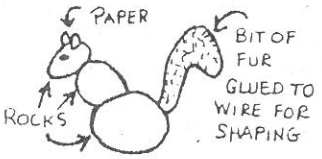
RABBIT



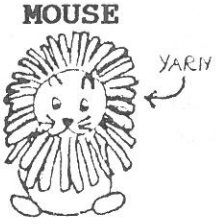
MOUSE



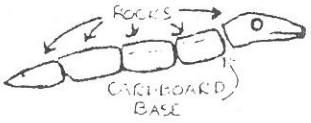
OWL



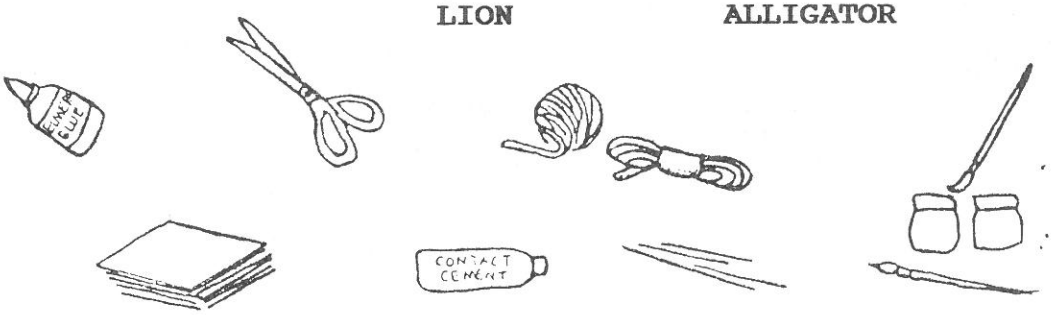
SQUIRREL



LION



ALLIGATOR



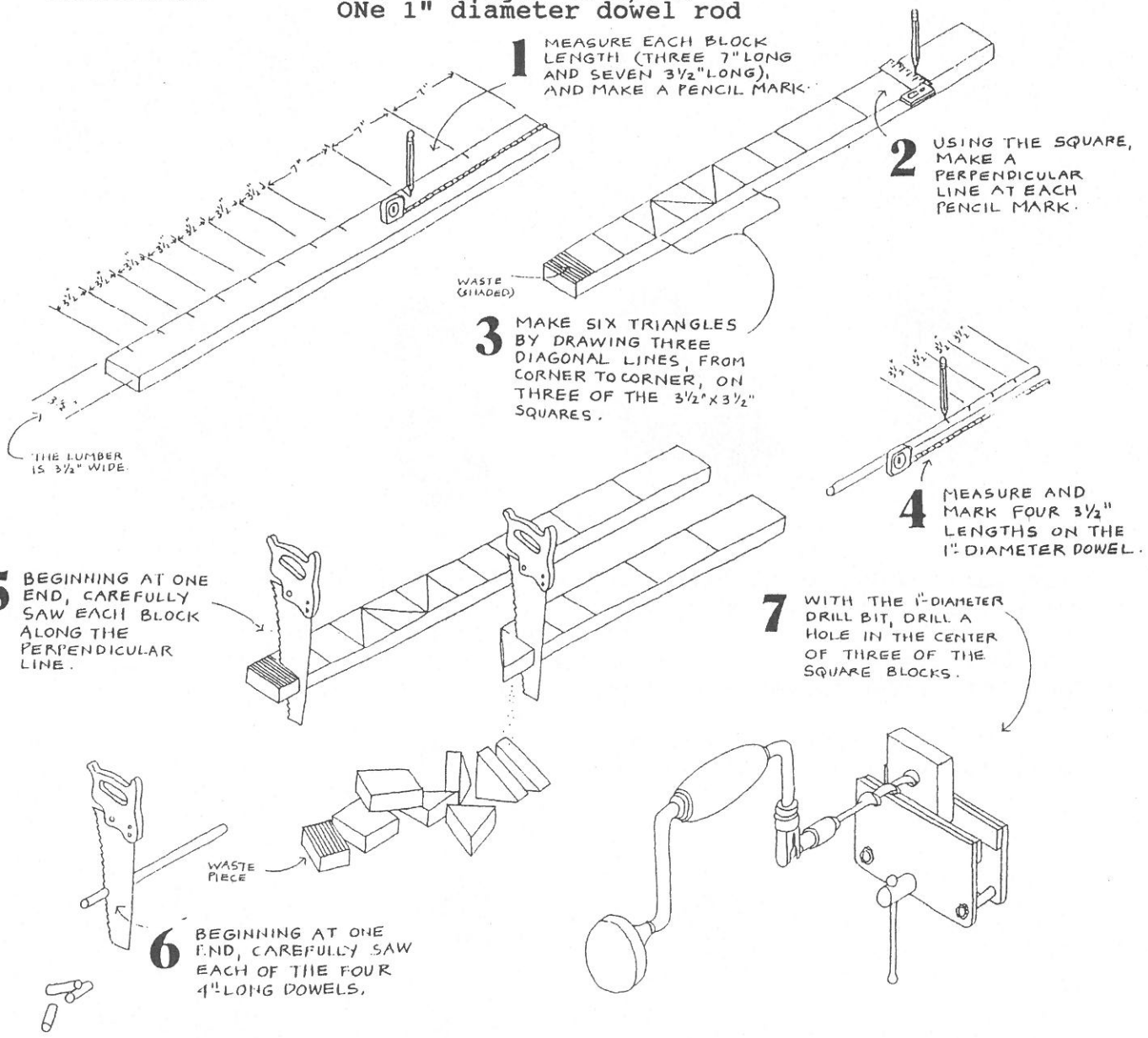
BLOCK SET

The block set is probably the oldest toy and is one with which children of all ages can play. The best part about it is that it can be made from wood scraps, so it's very inexpensive. Consider making two or three sets so that you've enough blocks to build giant castles.

Making the block set improves your sawing and drilling skills. If you don't make straight saw cuts, the blocks won't work as well as they should.

TOOLS NEEDED: Saw, Drill, 1" diameter drillbit, square, sandpaper, pencil

MATERIALS: One 4' length of 5/4 x 4
ONe 1" diameter dowel rod



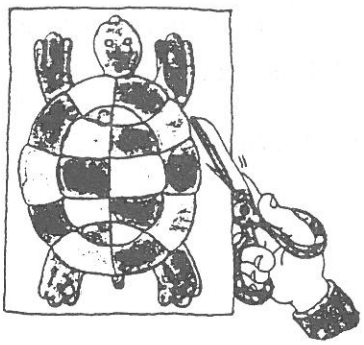
Before you start building with your blocks, you should carefully sand each one with fine sandpaper so you won't get splinters. After sanding you may paint them if you wish.

GREAT TURTLE RACE

MATERIALS: Stiff Cardboard, string,

TOOLS: Pencil, scissors, crayons,

CONSTRUCTION: If you're going to have a race, make two or more turtles, but first practice by making one. Find a piece of stiff cardboard about 10 or 12 inches high. Draw a turtle-shape pattern on the cardboard. Be certain that the rear legs go below the body and tail. Cut out the turtle shape, and punch a hole through the cardboard a little below the turtle's head. The hole should be about as big around as a pencil. Decorate the turtle by drawing the head, eyes, legs, and shell pattern on both sides. Cut a piece of string about 10 feet long. Tie one end of the string to a chair or table leg at about the same height as the turtle is tall. Thread the other end of the string through the hole in the turtle. Now you're ready to practice racing. Hold the loose end of the string in your hand and pull it taut. By slackening the string slightly, and then giving it a small jerk, you can make the turtle "walk". Remember that it does take some practice to get it just right. When the turtle gets to either end of the string, jerk the string up slightly, and the turtle will flip over and be ready to race back.





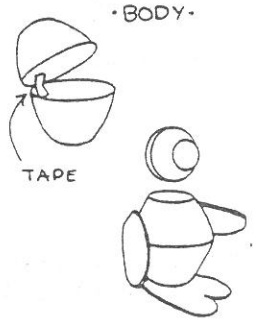


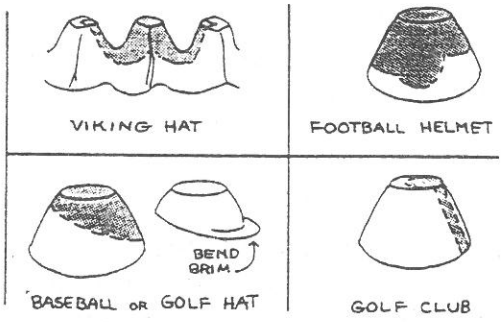




For each body, glue two egg cups, 1" high, together. (If you want, tape the body cups on one side instead of gluing, so the body can be opened and filled with treats.) For the head, glue two egg cups, 1/2" high, together. Glue head to body. Cut arms and feet from carton lids and glue in place.

Cut the accessories you need for a particular favor from the cartons. Paint on features and add details.





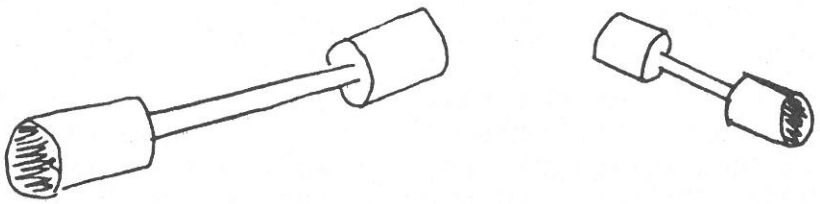


STILTS

Tin can stilts, made from two large juice cans and two 6' sections of rope are great fun for the outdoors. Cut out one end of the can. In the other end punch two holes just large enough for the rope. Tie the ends of the rope together inside the can. Step on the closed end of the can and hold the rope in your hand. As you lift your foot, pull on the rope.

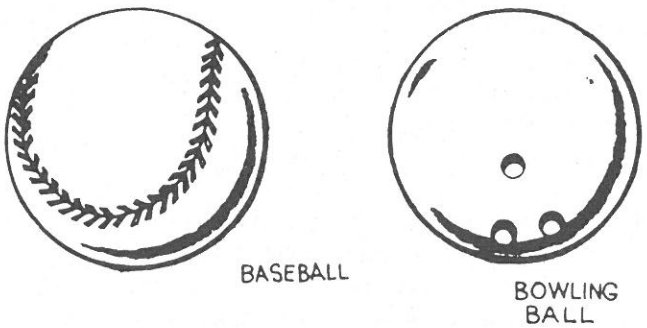
BARBELLS

Barbells can be made of plaster set in cans with a short length of pipe or broom handle in between for a hand weight or a long piece of pipe or broom handle for a regular set of barbells. Judge the size of cans and pipe or stick by the size of the boys that will be using them.



PLASTIC ETCHING

PROJECT: Make a key chain with a basketball, baseball, soccer ball, or bowling ball on it. Etch design on plastic. Paint with acrylic paint. Remove excess with paper towel. Drill hole for chain to be attached.

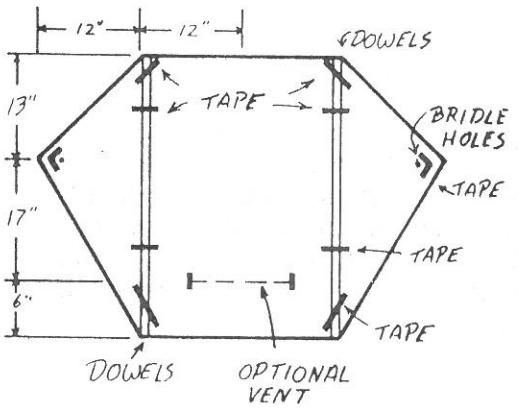


GARBAGE CAN LINER KITE

This is one of the easiest of kites to make and fly.

You will need:

Plastic garbage can line (3-foot high or over)
Self-adhesive tape
Two 3/16 inch dowels, 3-foot long
String



1. Cut open the trash bag and lay flat on a table protected by a sheet of cardboard. Tape to secure. On the bag, draw kite pattern with a felt marker (See illustration for sizes). Cut out around edges.
2. Cut out a vent if there are strong winds in your area. Securely tape the ends of the cut.
3. Tape dowels to the plastic (see illustration), twice in the middle and at both ends, wrapping tapes over dowel ends. Punch out bridle holes with pencil. Reinforce wing tips with strips of tape on each side, front, and back.
4. Cut a 10-foot length of string for bridle. Tie each end to a bridle hole and tie a loop in the exact center. Tie the flying line to the loop.
5. To launch, stand with back to wind, grasp bridle loop, and toss kite into the air.

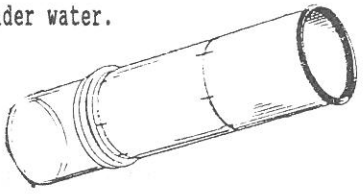
NOTE: Larger or smaller kites can be made using the same proportions. Use 1/4 inch dowels for kites up to 4 feet high; or 1/8 inch dowels for kites 24 inches or less.

WATERSCOPE

With this device, Cub Scouts can see the wonders of the underwater world. Use the following:

Three small fruit juice cans
Small dish or jar (plastic or glass)
1-inch wide waterproof adhesive tape
Wire

1. Remove both ends from cans. Punch holes near ends of cans so they can be wired together.
2. Align the seeams of the cans, placing them end to end and fasten with wire and waterproof tape.
3. Insert this tin cylinder in a jar or glass and make the joint watertight by covering with waterproof tape.
4. Boys can watch the movements of fish or study underwater rocks or plants from the water's edge or a boat. The waterscope eliminates surface reflection and allows them to see directly under water.

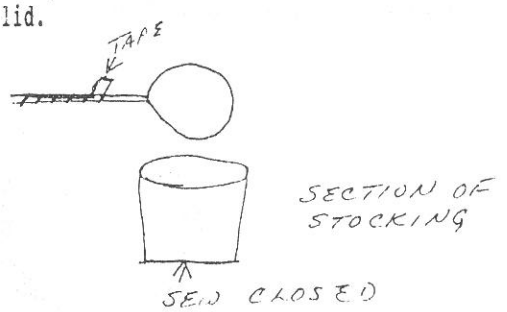


BUG NET

Straighten out and shape a clothes hanger as shown below. Wrap the handle with strong tape.

Cut a 8-10 inch section out of a stocking. Sew one end closed. Wrap the open end around the loop in the clothes hanger and whip stitch on.

Keep your collection in egg cartons. The names of specimens can be noted on the inside of the lid.



****

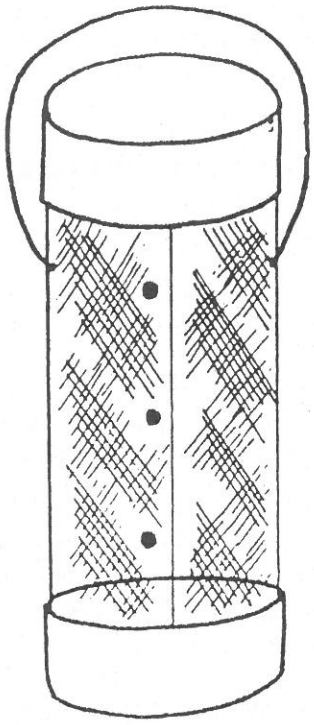
These are some of the things that make working together and playing together easier: To tell the truth, to be honest, to be courteous, to have respect for leaders, and to think of others as well as ourselves.

****

BUG HOUSE

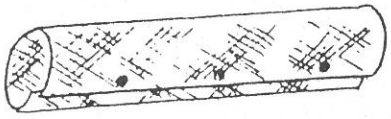
Materials Needed:

2 tuna or cat food cans
Screen wire, 10" X 12"
3 metal paper fasteners
Plaster or caulking
Bottle cap
Wire for handle
Twig (if desired)
Enamel paint



Instructions:

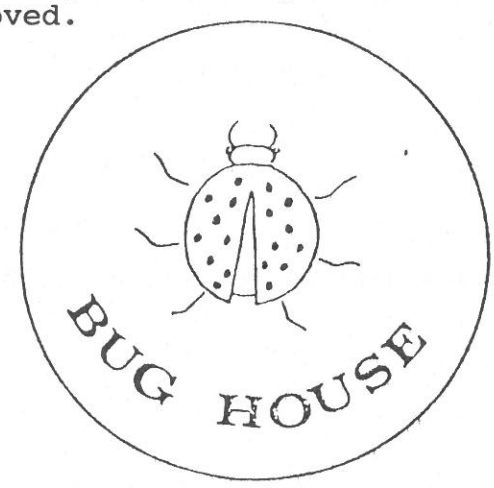
Form screen into 12" long cylinder, overlapping sides. Fasten with paper fasteners. (see below)



Paint cans with enamel paint. If you wish, paint a design on lid (such as the one shown below) or use a decal. Let paint dry.

Fill bottom can half-way full of plaster or caulking. Before it hardens, stick in twig (for bugs to crawl on) and bottle cap (to hold water). Also insert screen cylinder into plaster. let it harden.

Attach wire handle to sides of screen (see illustration above). Lid sets on top of wire cylinder and is not attached, so that it can be removed.



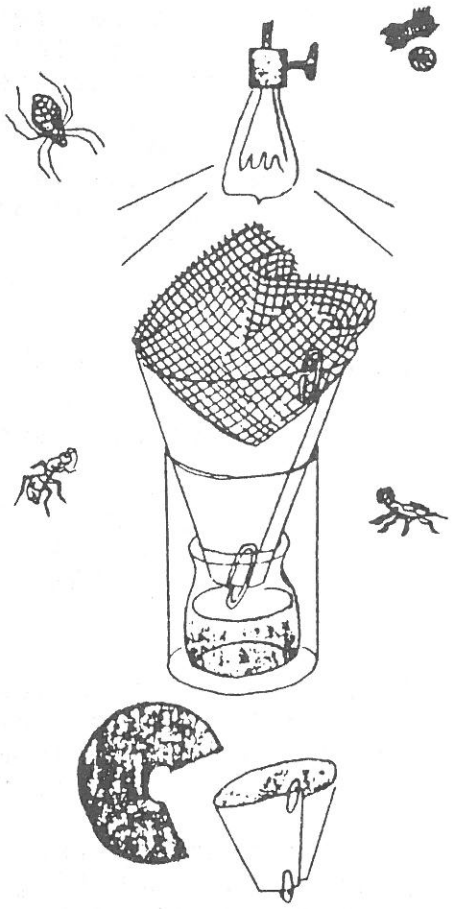
Then go on a bug hunt and find a bug for this nice house.

NOTE:

Be sure to keep your bugs fed and watered if you wish to keep them.

CREEPY-CRAWLY MINI-HUNT
(Berlese separator)

The soil is alive! Here's a way to catch the little critters. To make this separator, you'll need an empty one-pound coffee can, 5 1/2" tall, a 12 oz. glass jar with screw top, a 12" X 12" piece of cardboard, staples and stapler or paper clips, a 12" X 12" piece of 1/8" wire screening, a half cup of rubbing alchol and a 100 watt bulb.



Use the cardboard to make a funnel 6" across the top. Cut out a circle 12" in diameter, clit to center; cut from the center a circle 1 1/2" in diameter. Overlap the edges of the slit and fasten with staples or clips.

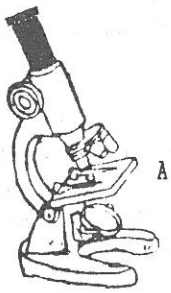
Go to an area covered with leaves or other plant material. Take along an empty can and a plastic bag large enough to hold the can.

Carefully remove the top cover from the area you wish to search. Force the can deep into the ground, then remove the soil-filled can and put can, dirt and all, into the plastic bag. Fasten the bag to retain moisture.

At home, fill your glass jar with 1/2 cup of rubbing alchol. Empty the soil onto a sheet of white paper - see if you can find any small insect or animals. Put whatever you capture into the alchol for preservation, cap the jar.

Phase 2. Remove the top from the alchol-filled jar and gently lower the jar into the coffee can. Rest the funnel on the rim of the can. Line the inside of the funnel top with screen wire. Fill screen-lined funnel with soil sample. Turn on the light bulb about 2" above the soil and wait. Soil moisture will evaporate. Seeking moisture, the animals and insects will head downward, toward the preservative. After a couple of days, most of your catch will have fallen into the alchol, which you may pour into a saucer for close examination with a magnifying glass.

Look for mites, springtails, millipedes, sow bugs. Perhaps you have caught rove beetles, mole crickets, ants. Make a list of the creatures you can identify, and record the date of your hunt. In a month or so, try the hunt again - you have proved that soil is alive.



A WONDROUS NEW WORLD WILL APPEAR UNDER YOUR MICROSCOPE - IF YOU USE IT SHARPLY!

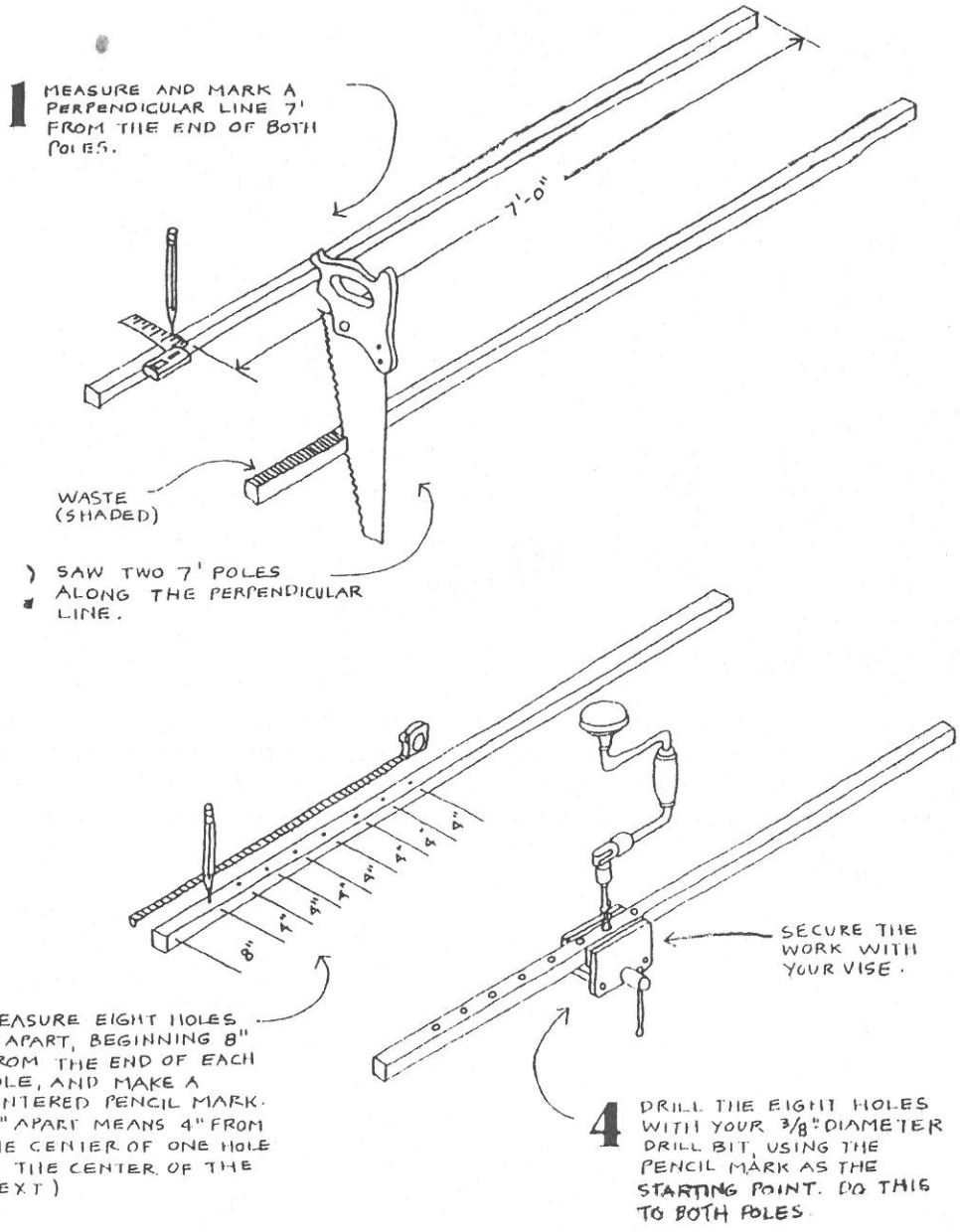


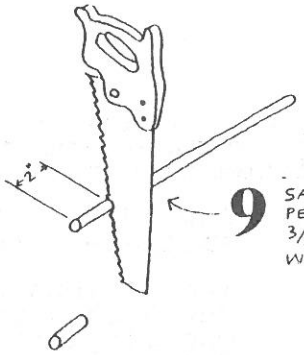
STILTS

Stilts are one of the most exciting projects you can build. They're easy to make and can make you feel ten-feet tall after you've practiced with them for a while.

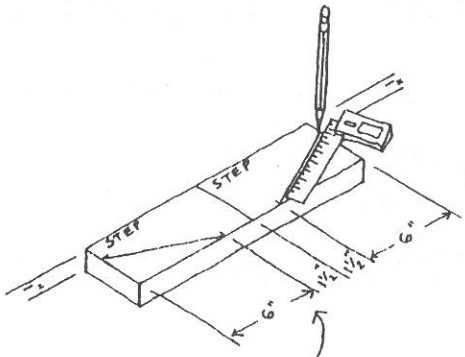
TOOLS NEEDED: Saw, drill, 3/8" diameter drill bit, square, tape, sandpaper, pencil

MATERIALS:
- Two 8' lengths of 1/8" x 1/8" pine trim
- One 3/8" diameter dowel
- One 15" length of 3/4" x 4" pine
- One small tube of white glue
- Two 5" long, 5/26" diameter machine bolts with four washers and two 5/16 diameter wing nuts.

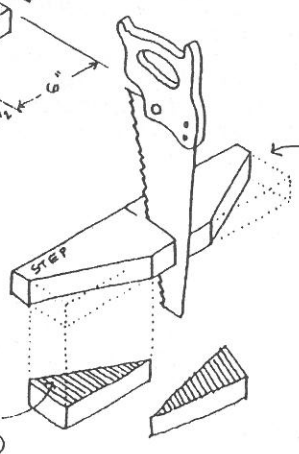




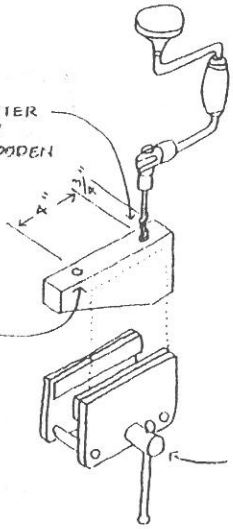
9 SAW TWO 2"-LONG PEGS FROM THE 3/8"-DIAMETER WOOD DOWEL.



5 USING THE SQUARE AS A STRAIGHTEDGE, MEASURE AND DRAW THE TWO STILT STEPS ON THE 15"-LONG 5/4 X 4 PIECE OF PINE.



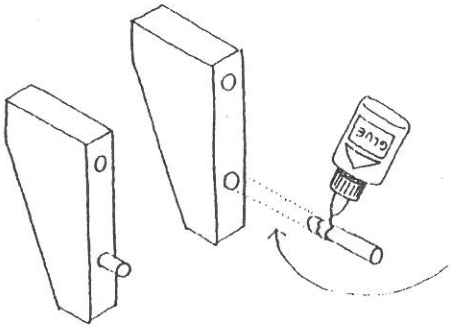
6 SAW THE STEPS ALONG THE LINES YOU DREW IN STEP FIVE.



7 DRILL A 3/8"-DIAMETER HOLE COMPLETELY THROUGH THE WOODEN STEP, 3/4" FROM THE EDGE. HAVE A FRIEND MAKE VERY SURE YOU ARE DRILLING STRAIGHT.

8 DRILL A 3/8"-DIAMETER HOLE 1" DEEP INTO THE WOOD, WITH ITS CENTER EXACTLY 4" FROM THE HOLE IN STEP SEVEN.

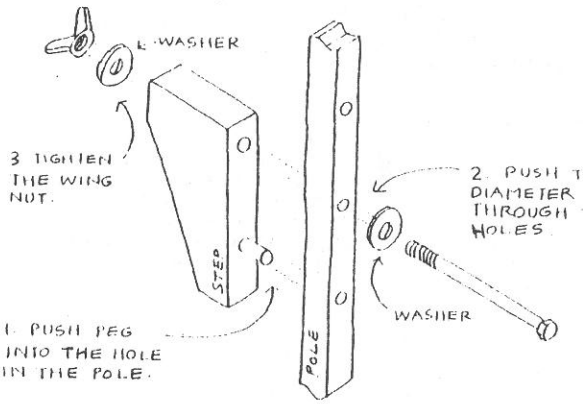
USE THE VISE TO HOLD YOUR WORK.



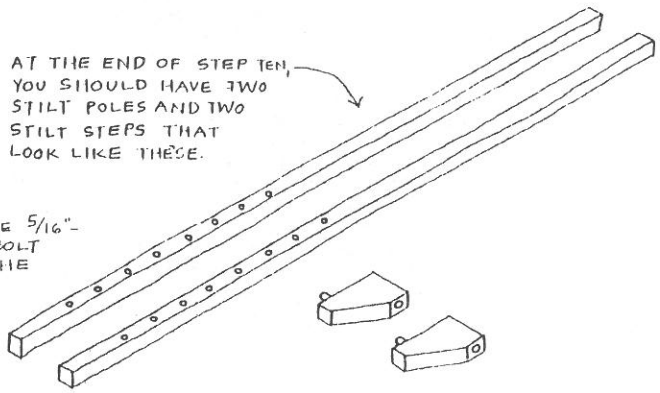
10 GLUE THE 2"-LONG PEGS INTO THE LOWER HOLE OF EACH STEP.

FINISHING THE JOB

To finish your stilts, choose the height you want to be when you use them, then attach the steps to the poles according to the diagram below. It's best to start at a lower level, then you can raise the steps as you get used to walking higher.



AT THE END OF STEP TEN, YOU SHOULD HAVE TWO STILT POLES AND TWO STILT STEPS THAT LOOK LIKE THESE.



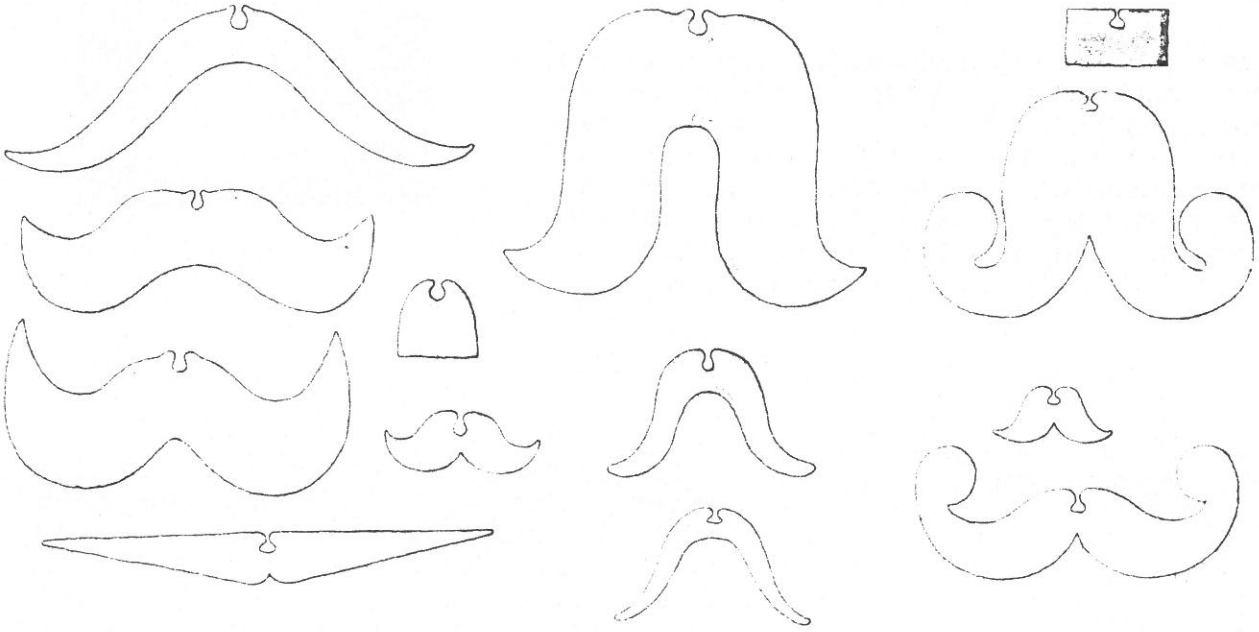
MUSTACHES

There is probably no other disguise that can change a person's appearance so quickly as a fine mustache.

MATERIALS: Heavy paper, or light weight cardboard

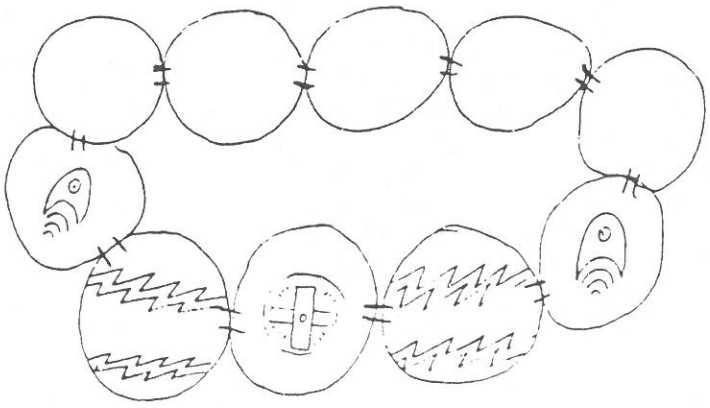
TOOLS: Pencil, scissors

CONSTRUCTION: The mustaches shown in the illustrations are only examples. You can copy them, or make up your own. It's easy to invent a mustache. Draw the mustache pattern on a sheet of heavy paper -- construction paper, old postcards, or file folders. Cut out the mustache with scissors, and try it on for size. Be sure to make the two little hook cutouts that attach to your nose. Experiment until you get the hooks just right so the mustache will stay in place. That's all there is to it! Now why not have a mustache party or maybe a mustache day.



PLASTIC ETCHING

Project: Make a headband by attaching circular or square pieces of plastic together after you have etched in the designs.



INDIAN POTTERY

This Indian water pitcher, with its Zuni tribe design, is made with pulpy mache on a quart milk carton. Open out your milk carton and cut each side of the top into a peak, as shown. Fold the peaks down and tape together to cover the opening smoothly.

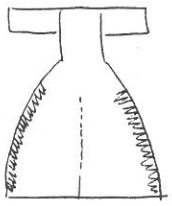
For a handle, cut the handle from a gallon plastic bottle, cutting so a section of the bottle remains around each end of the handle. turn handle upside down and tape to side and over top of carton, trimming for a smooth fit. Tape generously in opposite directions.

For the top of the pitcher, use the bottom 2" of a plastic foam drinking cup; cut out the bottom. Hold cup on top of carton and trace around inside of cup; cut out this circle in carton. Tape cup in place.

To cover the pitcher, either use commercial mache or mix up a batch of pulpy mache in your blender. To make your own, tear enough newspaper into small pieces to pack a quart jar rather firmly. Cover with water and let soak overnight. Fill your electric blender with two cups water, 1/2 cup flour, one tablespoon white glue, and one cup of paper (with excess water squeezed out). Blend well. Cover the base with this mixture; allow to dry thoroughly and paint, adding Indian designs.







CHAP SLIDE

Cut pattern out of vinyl. Fringe sides. Cut slit up middle so when back is together for loop - chaps will flare. Hold loop together with brass brad. Brads can also be used as decoration down the outside edges.

DAVY CROCKETT TIE SLIDE

Fill a pop bottle cap with plaster, and put in a pop top ring. When plaster is dry, paint the bottle cap with skin tone paint. Facial features may be painted or drawn with permanent markers. Glue a small strip of fur fabric for the "coon-skin" hat. Use one bump of bump chenille for tail.

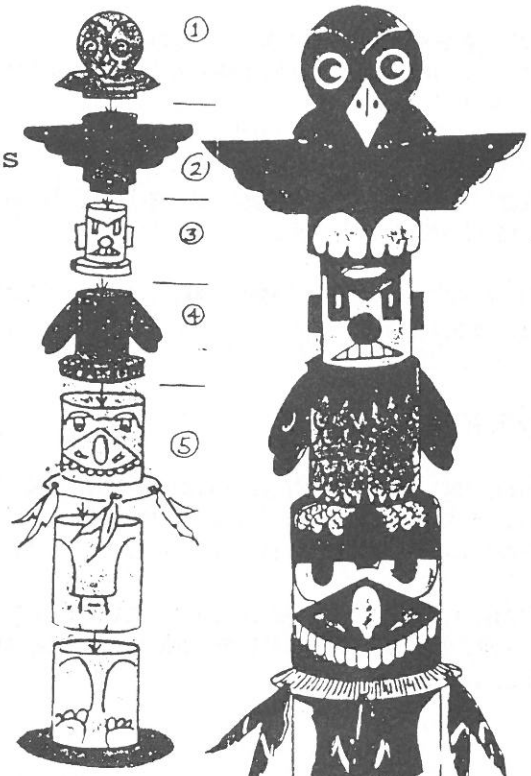


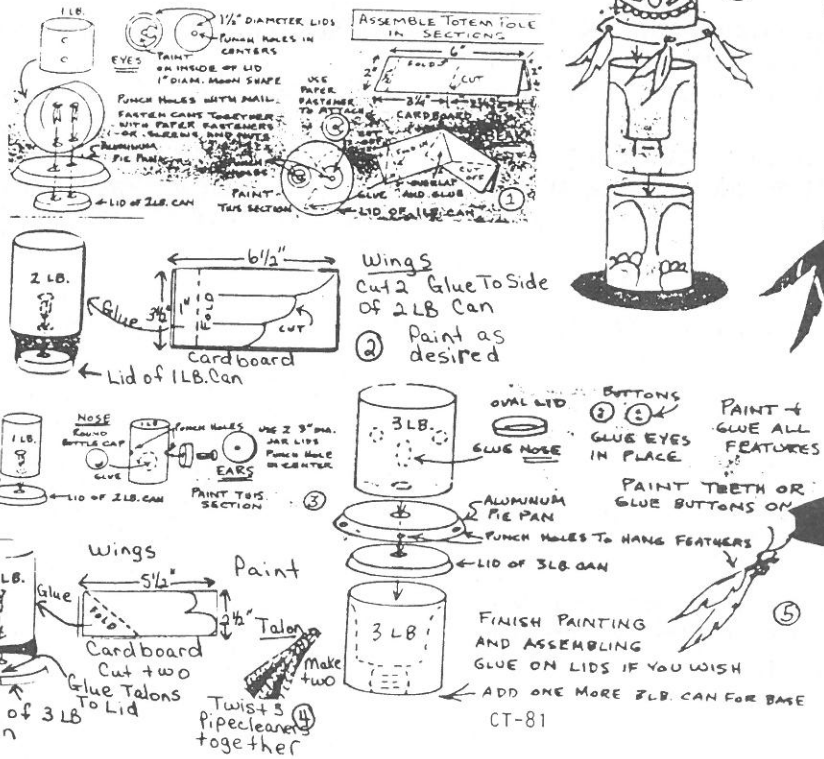
TOTEM

A large totem pole, such as the one shown on this page, could be a wonderful project for a group of Cub Scouts to work on together. Ideal as a stage prop for an Indian skit, the Totem can also be used as an extra large decoration for a banquet table.

Materials needed:

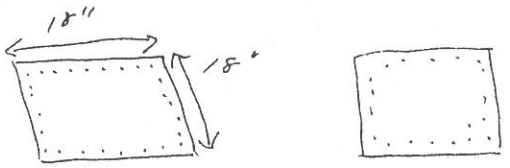
- 1 - 1/2" diameter tin lids
- Two 1 lb. cans
- Two aluminum pie pans
- Two lids from 1 lb. cans
- Two lids from 2 lb. cans
- Cardboard
- Two 2 lb. cans
- Nail and hammer
- Paper fasteners or screws and nuts
- Round bottle cap
- Two 3" diameter jar lids
- Two pipe cleaners
- Three 3 lb. cans
- Oval lid
- Buttons
- Feathers





SIT-A-PON

As we enjoy the great outdoors, it is always easier to enjoy if you have a soft, dry spot to sit down. Sit-a-pons can be used while camping, hiking, or sitting around in a den meeting.



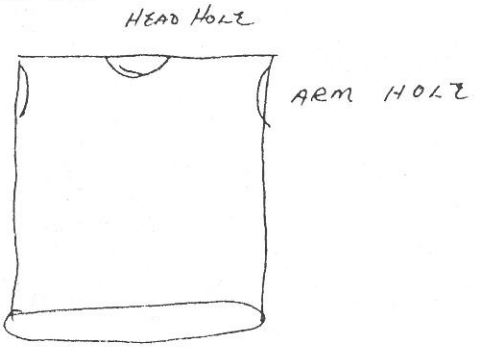
Cut 2 pieces of heavy vinyl 18" square.
With a small hole punch, punch holes around the edges about 3/4" apart.
Lash the two pieces together (wrong sides together) using twine or cord leaving one side open.
Stuff insides with newspaper, a towel, or old socks.
Lash closed fourth side.

For a more deluxe sit-a-pon, make one side out of heavy fleece material.

GARBAGE CAN LINER PONCHO

Even the best weather on a camping trip can turn a little damp. Large trash can liners are something that packs away in a small place but can be of so much use.

Simply cut a hole in the senter of the bottom just big enough for a head to fit through and a hole on each side for arms.



Other uses include: cut open for a ground cloth, as a lean-to, or, if nothing else, be sure to take your trash with you when you leave.

MILK CARTON BOUYS

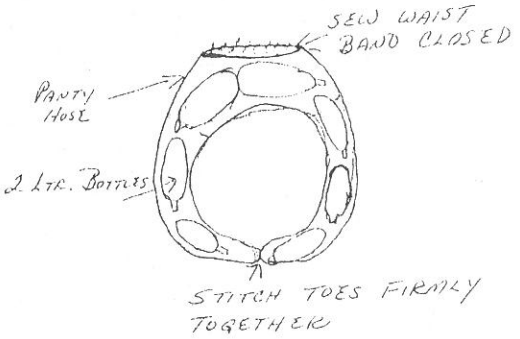
The best way to mark off a safe swimming area is with bouys. One Gallon plastic bottles are easy and great for the lake. Tightly cap the bottle. Tie one end of a length of string to the handle and the other end to a rock. Be sure the rock is large enough to hold the floating bottle in place. If you want you can mark on the bottle the water depth or pain them red to mark unsafe swimming areas and under water hazzards.



NOTE: This can also be used as a life-saving device by attaching a longer rope on the handle. Just add about an inch or two of water in the jug so you are able to throw it to someone. Be sure to remember to hold the end of the rope.

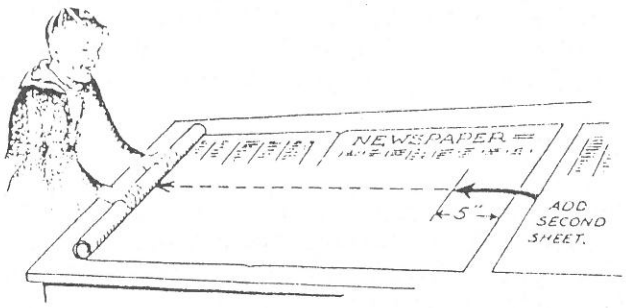
LIFE SAVING RING

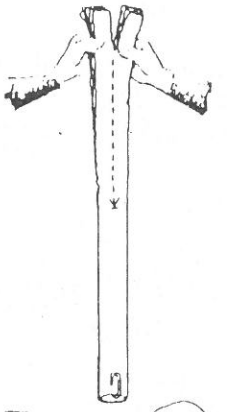
Tightly cap several 2 liter pop bottles. Stuff them into the legs of a pair of panty hose. Stich the waist band closed and sew the toes together. Firmly attach a long rope and you are ready to "throw" to a swimmer in trouble.



THE TREE

Make a tube by rolling a double-page sheet of newspaper from one side to the other. When about five inches from the edge, add another double-page sheet. Keep on rolling and add a third sheet. Bring the paper toward you as you roll it. Tap the ends to keep the roll even.

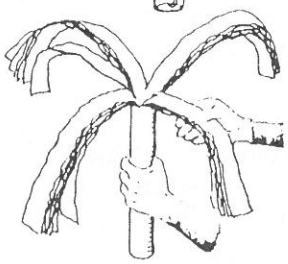




Flatten half of the tube and tear straight down the center.

Flatten the torn strips together and tear down again.

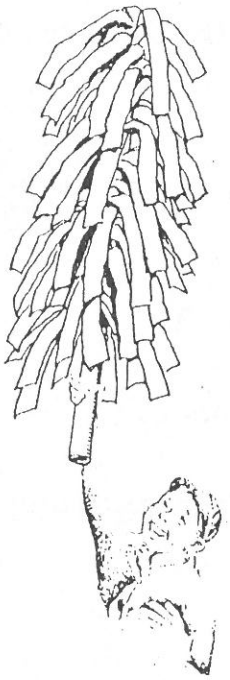
You will now have four torn parts. Each of the parts will be alot of strips. Separate the four parts and bend the strips out from the tube.



Put two fingers into the tube at the top and with your thumb take hold of a couple of strips where they bend and pull them up gently for a few inches. All strips will start coming up as the tree begins to grow. Take your fingers out at the top and work the tree upwards from the outside.



These can be decorated with pine cones, sweet gum balls, or other seed pods to give the trees a more real look.



****

One of the hardest things for anyone to do is to stick to what he knows is right while his friends are coaxing him or his enemies are threatening him to do the opposite. A Cub Scout does his best.

****

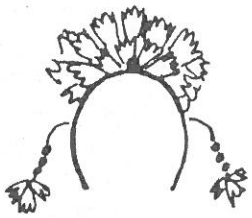
FEATHERS

Although feathers are a good source for nature crafts, it is important that you know that some feathers are illegal to keep. Feathers belonging to preditory birds, like owls and hawks, are among some that you shouldn't keep. If you want feathers that look like those of an Eagle, get some white turkey feathers and dye them. Otherwise, store bought feathers are best for crafts.

DYING FEATHERS

Wash feathers. If you have a lot, put them in a pillowcase and throw them in the washing machine. They can be dried this way also. In a pan, boil water, vinegar, and food coloring. Dip feathers in this mixture.

INDIAN HEADDRESS



Using a plastic headband and a piece of heavy paper, cut a cresent shape. Be sure the bottom curve fits headband. Glue feathers (fluffs work best) onto paper, starting from the top edge and working down. Glue a shell or bead in the center. Using a hot glue gun, attach feathers onto the front edge of headband.



Optional -- Add a string of beads and feathers on each side.

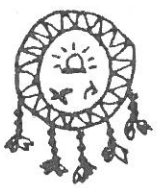
INDIAN NECKLACE

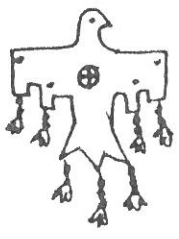


Cut a 2" - 3" circle out of heavy paper or cardboard. Punch one hole on each side of the circle and one hole at the top. Glue on feathers starting on the outside edge and working around to the center. Be sure to leave the holes open. Add a shell or bead in the center. Cut one leather string about 18" long. Thread leather string through the top hole. Cut two leather strings about 6" long. Add beads and a few feathers. Tie one on each of the remaining holes.

DEN DOODLES

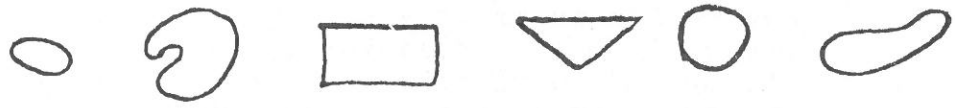
Use feathers and beads as recognition on your den doodle!





DESIGNS

Many different shapes can be made with a simple piece of string. Tie the ends and lay it down in patterns, such as:



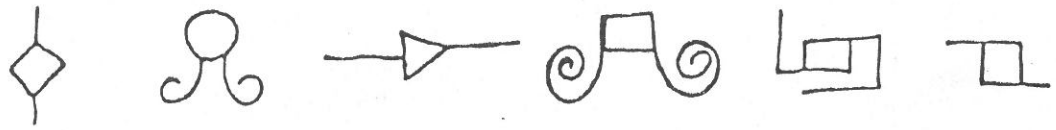
All of these designs are alike in one respect. They have one interior and one exterior.

Your string could also be laid out in these designs:

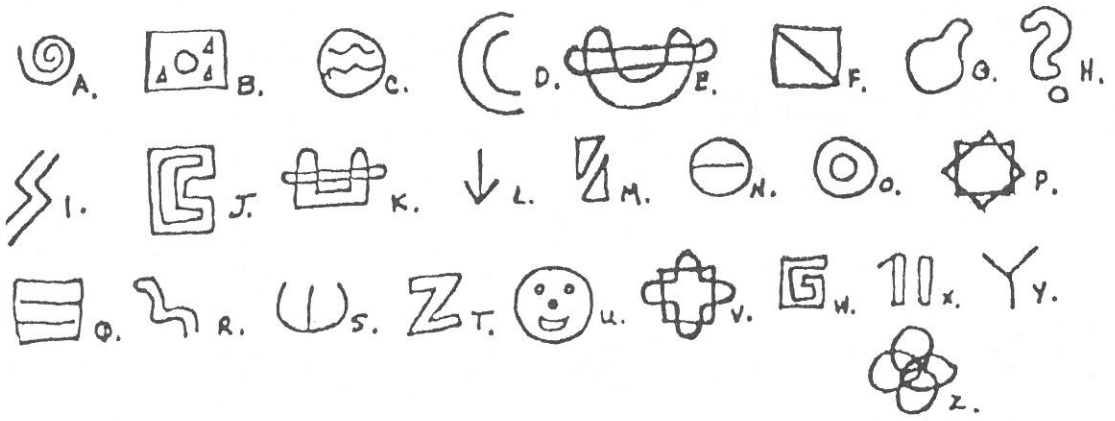


All of these designs are alike in one respect. They have two interiors and one exterior. Each one is really a different version of the other. The most important location in each design is point A.

The following designs are also different versions of the same thing. Each one is a simple closed figure in the center with two "legs" attached to it.



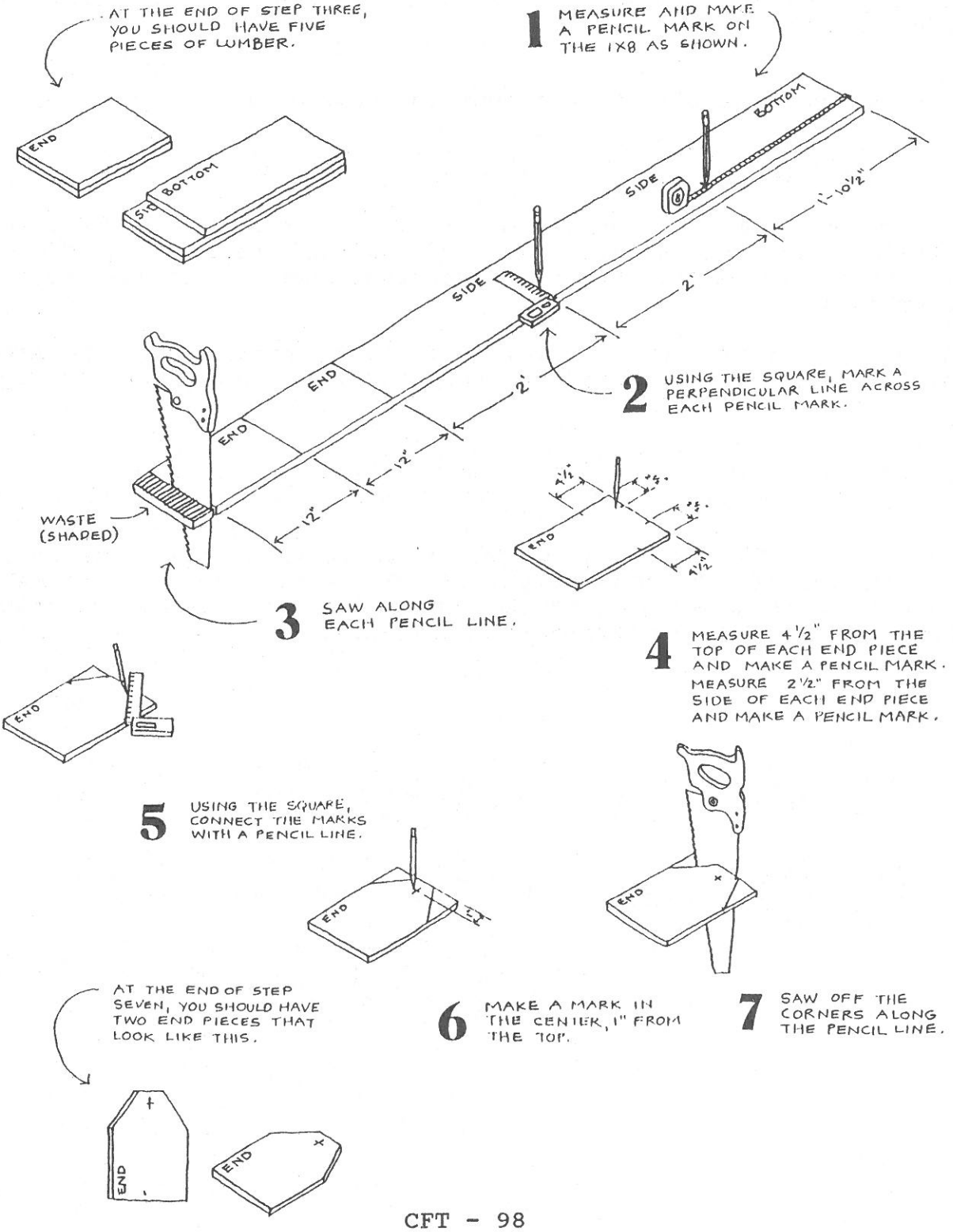
Drawings which are really different versions of the same basic pattern are called "homeomorphic." Below you see 26 different designs which belong to 12 different families. Try to group these designs into "homeomorphic" families.

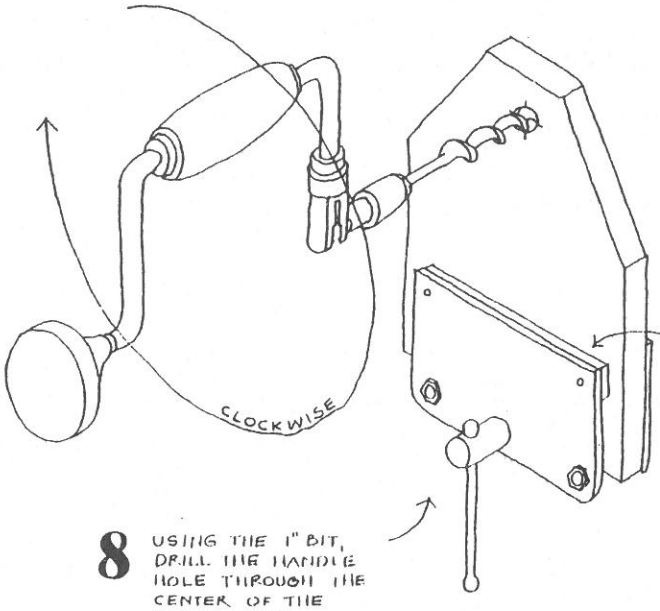


TOOLBOX

TOOLS NEEDED: Hammer, saw, drill, 1" drill bit, square, tape, sandpaper, pencil.

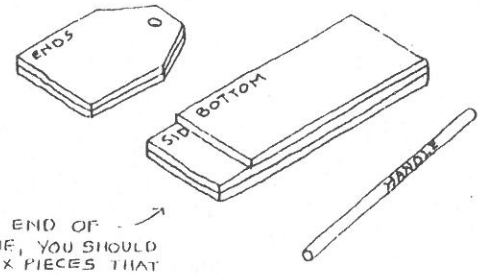
MATERIALS: One 8' length of 1" x 8"
One 3' long, 1" diameter dowel
One box of 6d finishing nails
One small container of white glue



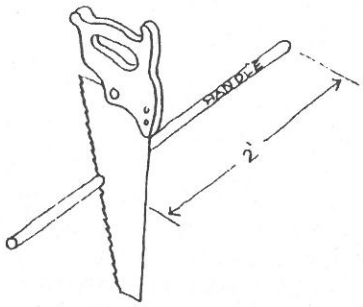


8 USING THE 1" BIT, DRILL THE HANDLE HOLE THROUGH THE CENTER OF THE PENCIL MARK.

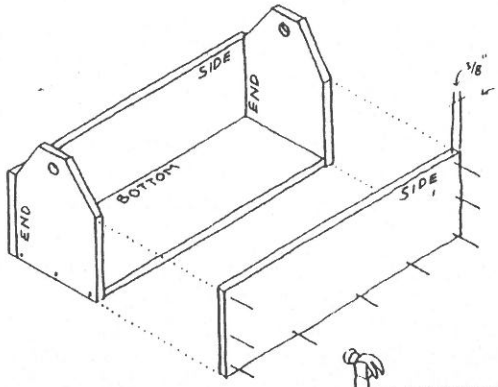
SECURE END PIECES IN VISE BEFORE DRILLING.



AT THE END OF STEP NINE, YOU SHOULD HAVE SIX PIECES THAT LOOK LIKE THIS.



9 MEASURE AND SAW THE HANDLE FROM THE 1" DOWEL.



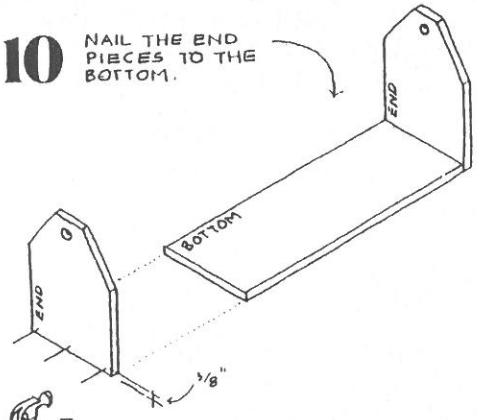
ALL NAILS 3/8" FROM THE EDGE

11 NAIL THE SIDES TO THE BOTTOM AND END PIECES.



HAMMER NINE 6d FINISHING NAILS THROUGH THE SIDES INTO THE END AND BOTTOM PIECES.

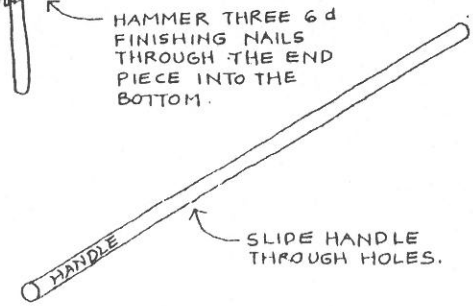
10 NAIL THE END PIECES TO THE BOTTOM.



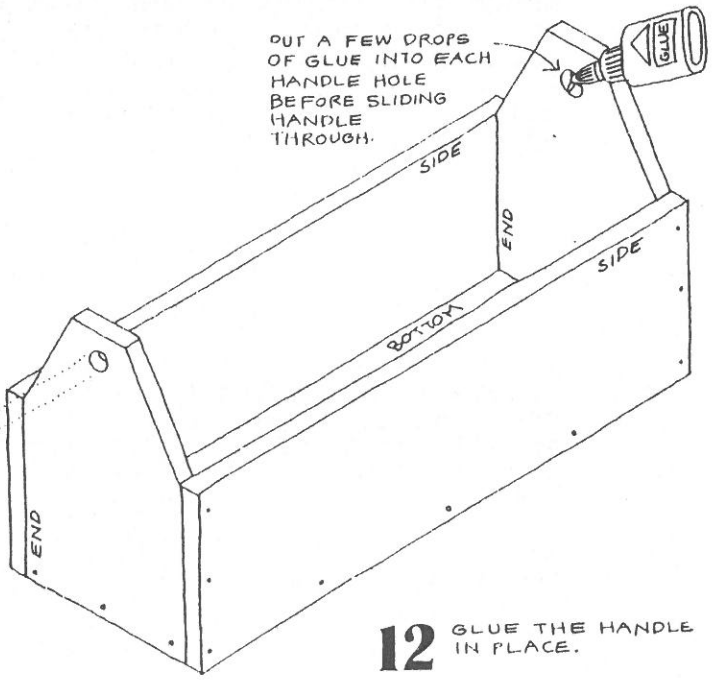


HAMMER THREE 6d FINISHING NAILS THROUGH THE END PIECE INTO THE BOTTOM.

PUT A FEW DROPS OF GLUE INTO EACH HANDLE HOLE BEFORE SLIDING HANDLE THROUGH.



SLIDE HANDLE THROUGH HOLES.



12 GLUE THE HANDLE IN PLACE.

FISHING BOAT

MATERIALS:
- 2 pieces of light cardboard, 9" X 12" (not corrugated)
- 1 piece of oaktag, 9" X 12" (for making figures)
- 1" length of 1/4" dowel rod
- 1 wooden matchstick
- White glue
- Acrylic Paint

CONSTRUCTION:

1. Make a sketch on a piece of paper the design you intend to construct (Fig. 1)

Figure 1

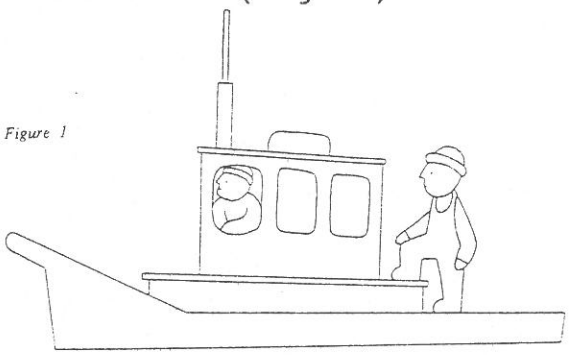
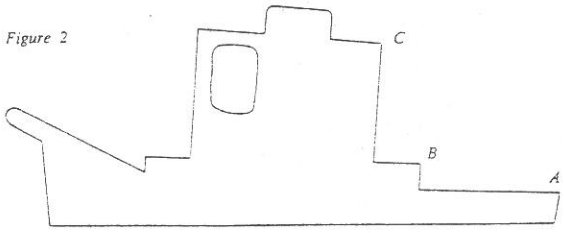


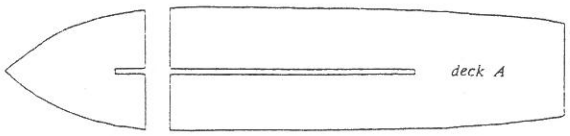
Figure 2



2. Draw the side view of the boat (Fig. 2). This example is 10-1/2" long and 4-1/2" high. Only the front window is cut open. Do this with the tip of your X-acto knife. The others will be painted on, since too many openings would weaken the cabin. There will be a deck (A) and two cabin roofs (B and C).

3. Figure 3 shows deck A. It is made in two pieces to fit around the cabin. The deck is 2" wide and long enough to match the length of the boat's hull. Notice that the slots do not taper. Place the deck shape on a piece of scrap cardboard and cut the slots with the tip of your X-acto knife. The slots should be as side as the cardboard you are using. You can use the knife freehand or guide it with the edge of a ruler.

Figure 3



4. Figure 4 shows the two cabin roofs and a piece of cardboard that will be used for the base. Both cabin roofs (B and C are 1" wide and slightly longer than the cabins. Base piece 3 is 1-1/2"; it will be glued onto the bottom of the boat later.

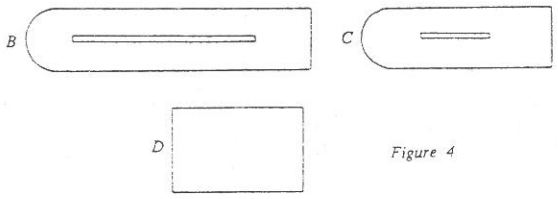


Figure 4

5. Assemble the mast as shown in Fig. 5. Glue a piece of matchstick 1-1/2" long onto a 1" length of 1/4" dowel or round pencil. Place a drop of glue on the bottom of the matchstick and hold it against the top of the dowel until the glue begins to set. Then put it aside to dry.

Figure 5



6. Draw the figures of the crew members on oaktag as shown in Fig. 6. One is drawn so that he will fit in the cabin window, the other stands on the deck. An extra oaktag tab is left under the folded arms of one and the foot of the other.

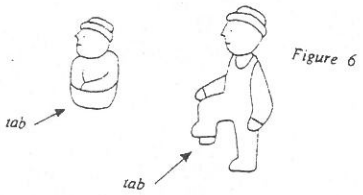


Figure 6

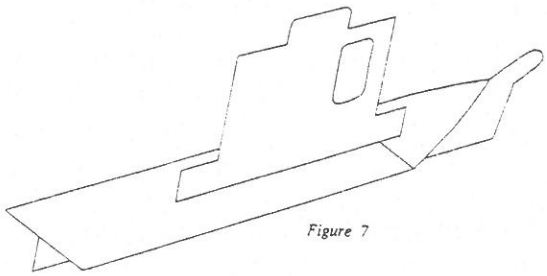
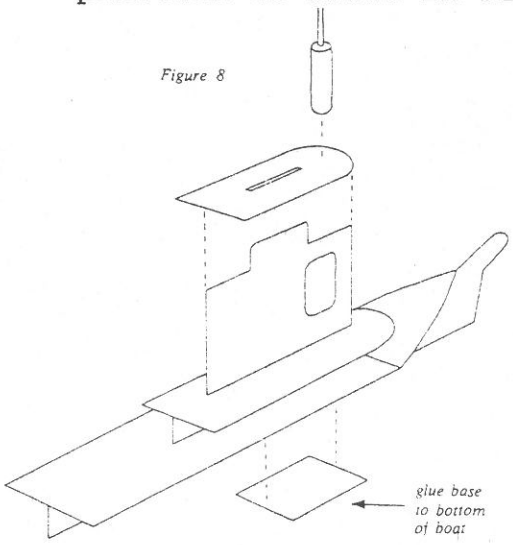


Figure 7

7. Attach the deck sections to the side view of the boat (Fig. 7). Glue them in position.

8. Attach the cabin roofs, mast, and base. Glue them in position as shown in Fig. 8.

Figure 8



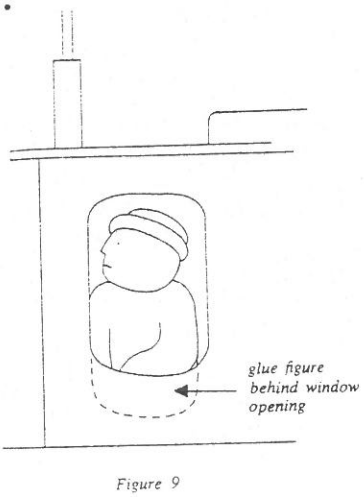


Figure 9

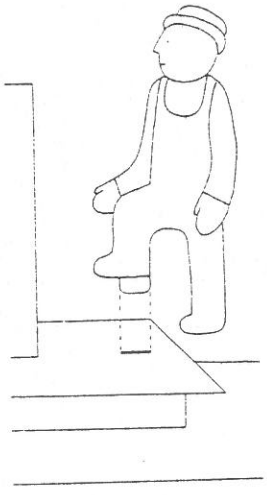


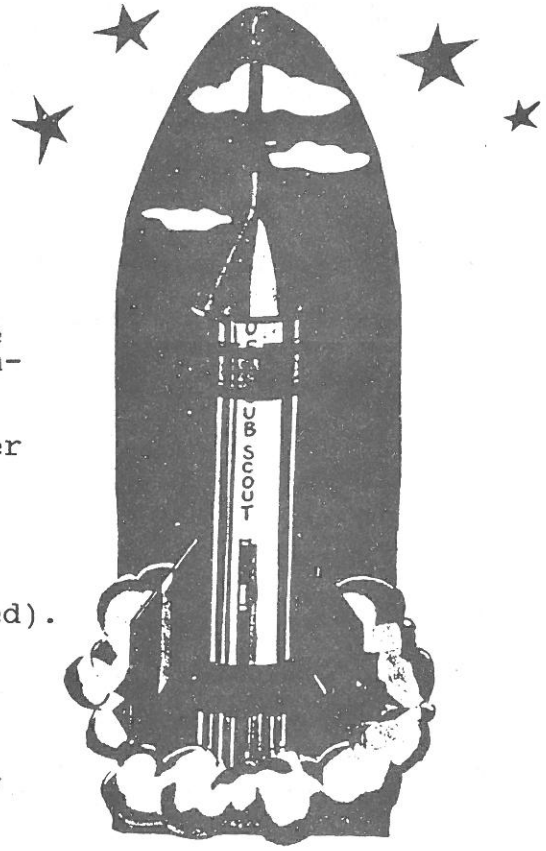
Figure 10

9. Paint the completed boat with two thing coats of acrylic paint. Dilute the paint with water so that it flows on smoothly. Acrylic paint will cover any glue that may have seeped out from the joints. Tempera or water color will not.

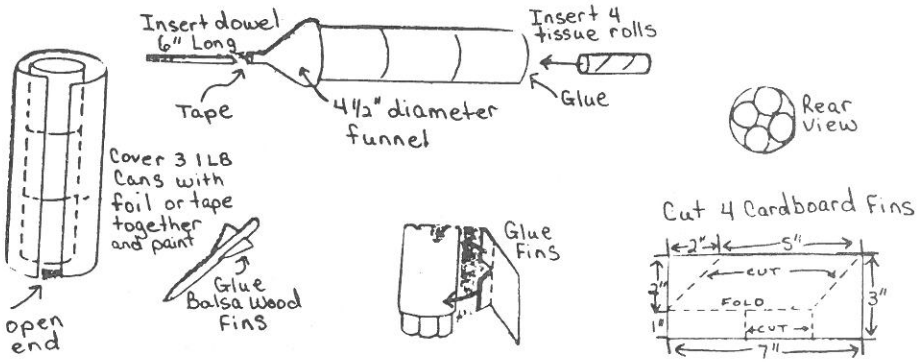
10. Paint the crew members or color them with markers. Glue one behind the cabin window (Fig. 9). Notice how the tab holds him in position. Cut a slot with the tip of your X-acto knife in the cabin roof so that the tab under the standing crewman's foot will fit into it (Fig. 10). Your construction is now complete.

ROCKET

Materials needed:
- Three 3 lb. coffee cans
- Tape
- Paint or aluminum foil
- Cardboard or a measuring funnel
- Four tissue rolls
- Balsa wood or cardboard for fins
- Dowel 6" long

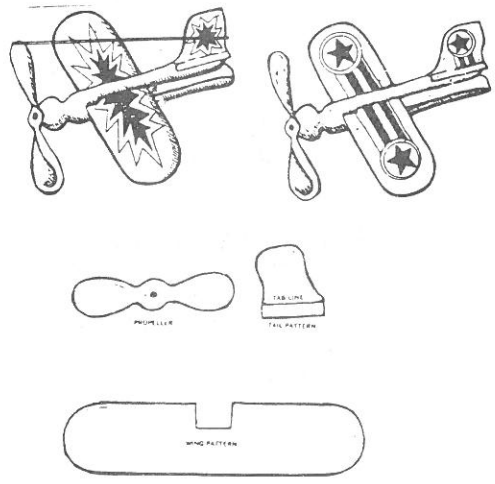


To assemble:
1. Tape the cans together. Insert the dowel into funnel, and glue the funnel on to the end can.
2. Glue the tissue rolls into the other end of the cans, extending them slightly.
3. Cover the three cans with aluminum foil. (The nose of the rocket can be covered with foil too, if desired).
4. Make fins to pattern shown. Glue the fins onto the rear end of the rocket.
5. Decorate fins and rocket with paper strips or cut-outs.

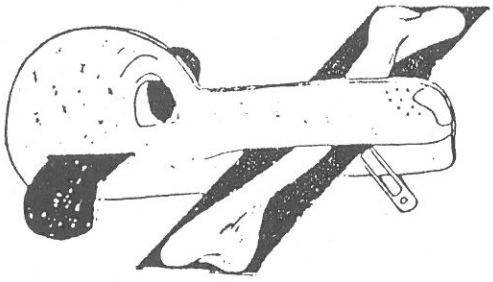


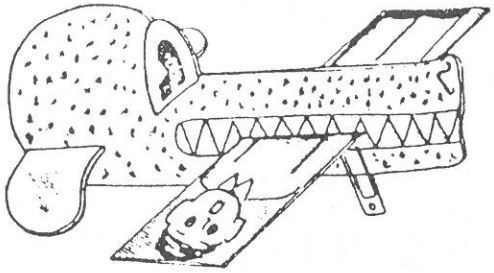
AIRPLANE TIE SLIDE

Put pipe cleaner ring between prongs of small wooden clothes pin. Cut 2 each of wing and tail pattern from light weight cardboard. Glue wing pieces and upper tail pieces together. Glue tail tabs to end of clothes pin. Glue wings between prongs. Cut propeller from foil pie pan. Thumbtack propeller to top of clothes pin. Decorate wings and tail.



FLYING CRITTERS

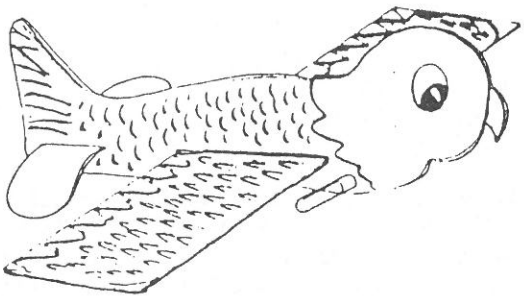


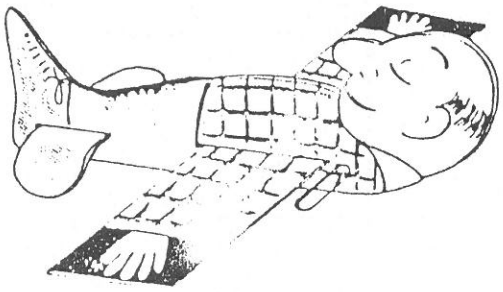


These critters are made from the trays used in packaging meats and produce. You may use either the plastic foam or pulp trays. Foam trays work better, because they are lighter in weight. Use foam trays to make the crocodile and dog, because each has a large tail section.

Cut wings, 2" x 7 1/2"", from a tray. Cut out the critter you want. Color your critter with felt tip pens, crayons or pencils. The brighter, the better. Cut out tail wing.

Carefully cut snug fitting slots in the fuselage to insert the wings. To weight the critter for smooth flying, attacha hair clip or two or paper clips near the bottom front. Adjust the weight until you are satisfied with your critter's flight.





GLUE POT

A good way to make sure that you don't have 6 or 7 little boys trying to use one or two bottles of glue, make them each a glue pot.

Put the white glue in a 35MM film canister. Cut a slot in the lid to accomodate a small paint brush, craft stick, or tooth pick. Seal the utencil in place with silicon if desired.



MOBILES

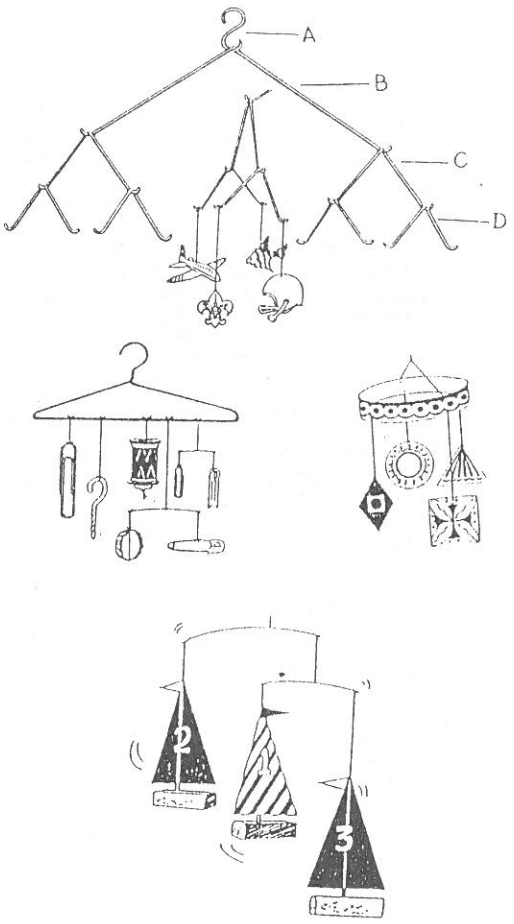
Mobiles can be made out of most any thing that gets in your way.

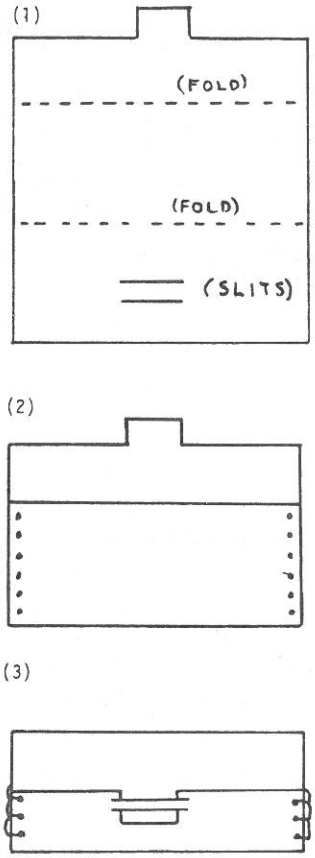
TIP: Make a mobile from the bottom up. It will be easier and you won't have to make as many changes as you go along.

COAT WIRE HANGER:

1) Cut a length each of 12", 19", 24" & 25"
2) Straighten each wire arm, then bend it into a smooth arc.
3) Bend up each piece about 1/2" from the ends. Make right angles to the curve.
4) Hang a design on each end of one wire arm. Flatten the ends of the wire to hold the thread in place.
5) Tie a thread on the wire arm and slide it until the two designs balance. Make a loop with the thread here on top of the arc. With spool wire, make a small ring through this loop.
6) Fasten another design to the one end of the second wire and flatten that end. Place the other end in the ring on the first wire.
7) Find the balance point of the mobile as you did for the first arm. Again make a thread loop above the second arm's arc at the balance point. Add a ring of spool wire.
8) Add the other wire arm and designs in the same way. Hang the mobile from kite string, fihsing line, or strong thread.

DESIGNS: Holiday ornaments, butter dish lids with designs painted or glued on, decorated pine cones, old flatware, etc.





MAP HOLDER

Cut vinyl 13 x 12 inches with 2-inch square flap at top. (Need 15 inches) Use paper-hole punch to make 12 holes on each side. For accurate punches, make six bottom holes on right side. Then fold material and mark other holes. Cut two slits 2-1/4 inches long on lower section.

Fold vinyl over and match holes so six holes are visible on each edge. Cut two 12-inch pieces of rug yarn to bind sides.

For binding: Tie square knot at top right. Bring yarn over top edge to next hole and pull through to back. Bring yarn around edge of vinyl and loop under yarn on top. Continue lacing to bottom. Tie off with several half knots at bottom. Repeat on left side. Clip off excess yarn for neatness.

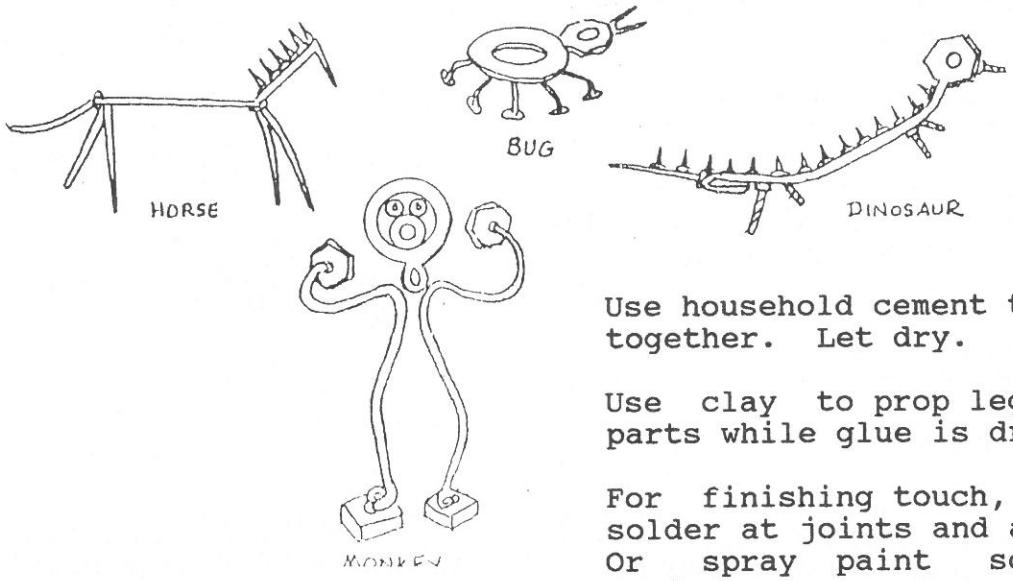
SCULPTURES

These sculptures are made from assorted nails, screws, nuts, bolts, etc. glued together.

DINOSAUR: For the body, use a drapery hook. Bend up to form neck. Attach nail for tail. Use nails, screw or bolts for head and legs. Invert tacks along back and top of head.

HORSE: Use nails for body, legs, head, neck and tail, bending nails for front legs and tail. Invert tacks for mane.

BUG: Use a washer for body with a nut for the head. Attach staple for antennae. Bend nails for legs.



Use household cement to glue parts together. Let dry.

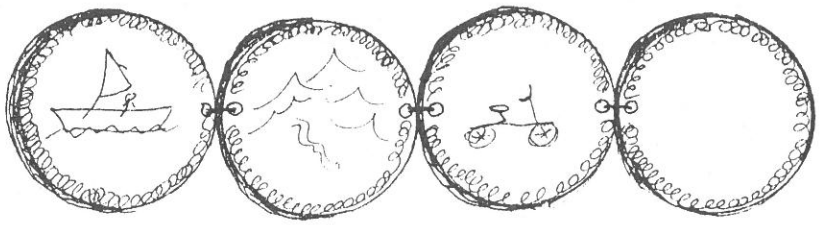
Use clay to prop legs and other parts while glue is drying.

For finishing touch, apply liquid solder at joints and allow to dry. Or spray paint sculptures if desired.

PICTURE HOLDERS

Everyone likes to display pictures of their travels. Make this simple picture holder to put on your dresser or desk.

Using a hole punch, punch two holes in 4 or 5 butter tub lids. The holes should be directly across from each other and near the edge. Tie the lids together in a row with colored yarn. Glue or tape your favorite pictures to the inside of the lids. You can decorate around the edges with yarn, ribbon, ric-rac, sequins, etc.



SAND

You don't need a brush or canvas to create a beautiful painting. In fact, you don't even need paint! Here's how to 'paint' in a jar with colored sand. Your finished design may range from simple shapes to eye-catching outdoor scenes.

Materials: Any type of clear glass container with a wide opening, such as a round jar, a fish bowl, baby food jar, fish bowl, or square apothecary jar; colored sand which is available at hobby and craft stores; a long-handled spoon.

Directions:

1. Spoon the sand along the outer rim of the jar's inside, forming a series of peaks and valleys.

2. Pour in a different color sand above this. Repeat until entire design is constructed.

3. As the sand begins to climb upward, fill the hollow in the center with spare sand. Any color will do as this part will not show. It will hold the outer sand firmly against the edge of the jar.

4. To correct a mistake, sweep unwanted sand into the center where it will not be seen.

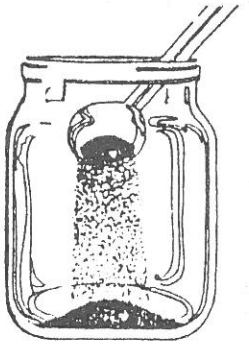
5. Try these special effects:

   Birds - Form a single, flat-bottomed mound. Press a pointed object into the center, forming a 'V'. Then fill in around the bird with the same color sand as your background.

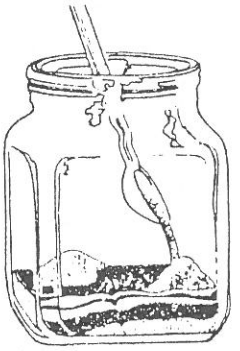
   Waves - Using green or blue sand, form several irregular lumps. Pour a thin, even layer of white sand on top. Quickly jab the lumps several times with a pointed tool to create rolling ocean waves.

   Mountains - Form several large lumps about 1" high. Then with a different color, make smaller bumps between the big peaks.

As the sand reaches the top, make sure the surface is level. Add a final layer, then top with sea shells, rocks, or even tiny cactus plants.



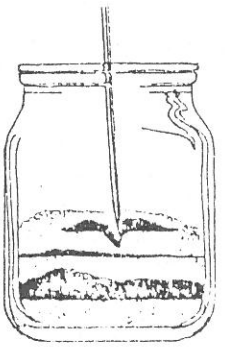
Spoon sand along inner surface of jar.



Grain by grain, your painting tumbles into place.



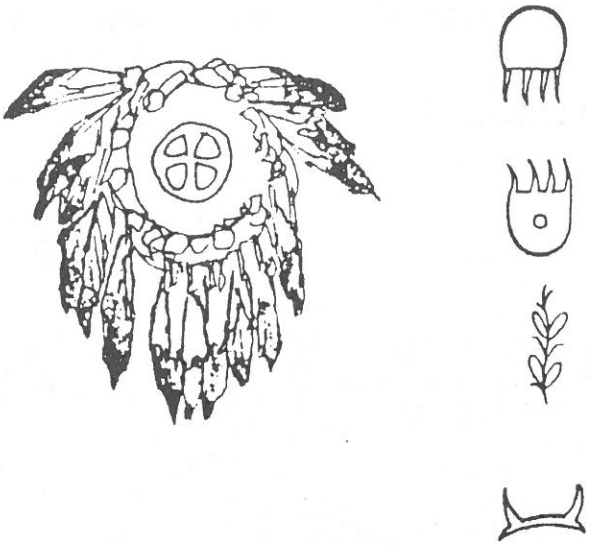
Different colors are layered to form an abstract design.



It's easy to make a 'bird'.

SAND PAINTING

On a piece of cardboard, draw a design. Since the American Indians are the foremost exponents of sand painting, and Indian scene or design could be used. Indicate on the design the colors which are to be used. Color clean sand with food coloring. Cover the area to be 'painted' with white glue and then pour on the proper color of sand. Shake off excess sand. Work with only one color at a time; and if the area is large, do it in several pourings. The painting can be framed if you like.



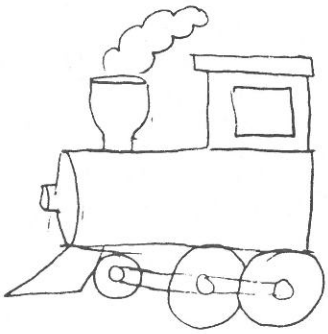
Or, you might like to try a free-hand sand painting. Cover entire cardboard with white glue. Then add colored sand here and there, forming an abstract design. The cardboard should be small, so the glue won't dry before you're through. This is an interesting technique and can turn out some unusual designs.



PLASTIC ETCHING

Using shapes of airplanes, boats and trains, construct a mobile. Transfer the patterns of the objects onto plastic, cut out the shape then attach to string and hang on dowel rod or coat hanger. Two litre pop bottles are easy to cut with scissors.

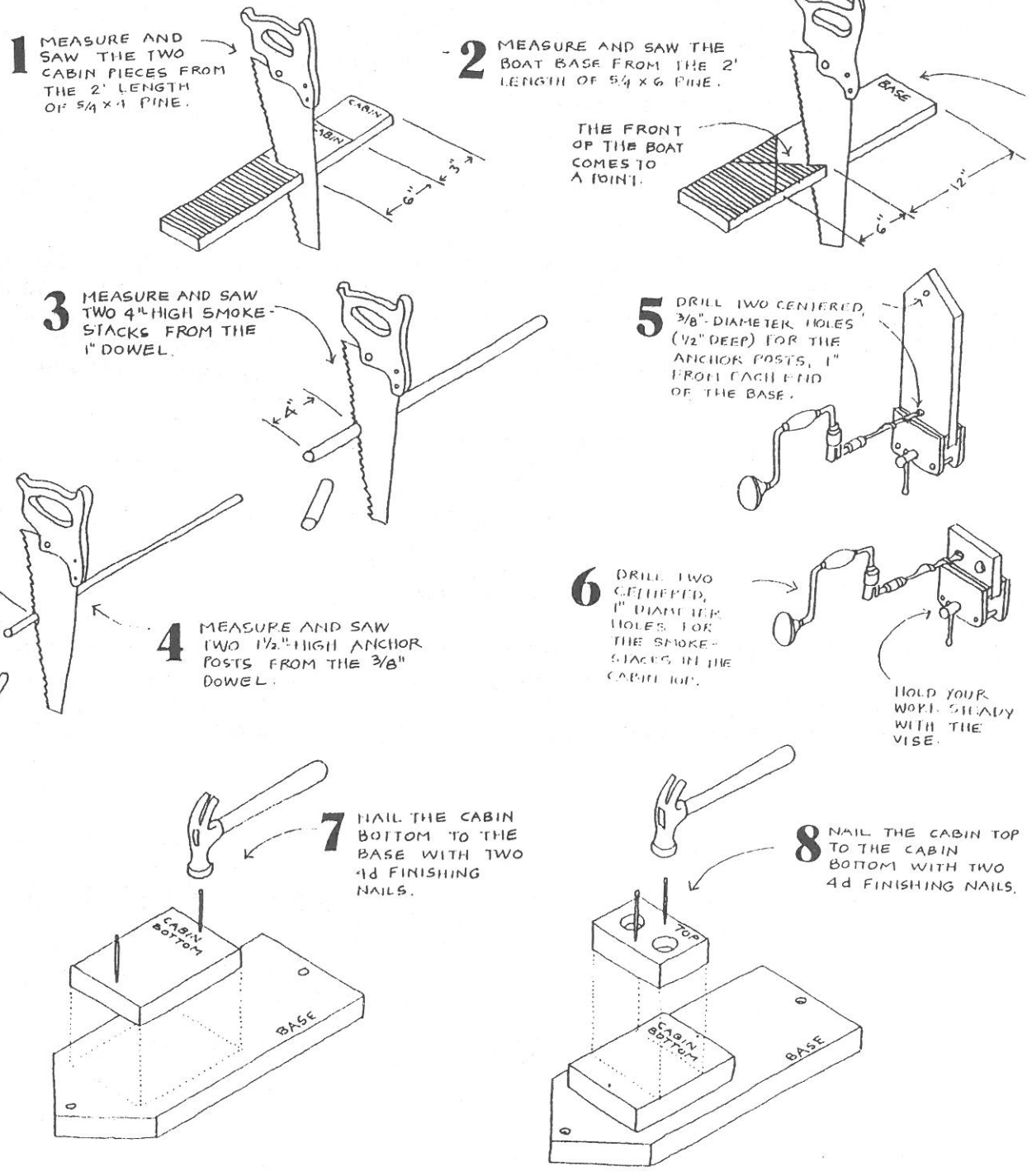


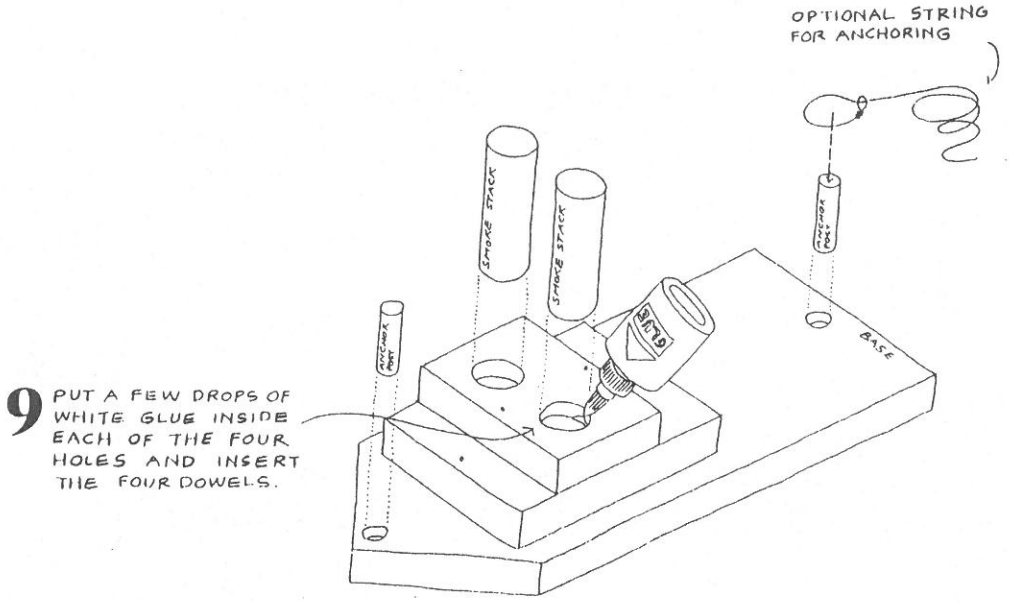


TUGBOAT

TOOLS NEEDED: Hammer, saw, drill, 1" and 3/8" diameter drill bits, square, tape, sandpaper, pencil.

MATERIALS:
One 2' length of 5/4 x 6' pine
One 2' lenth of 5/4 x 4' pine
One 3/8" diameter dowel rod
One 1" diameter dowel rod
One small tube of white glue
One box of 4d finishing nails

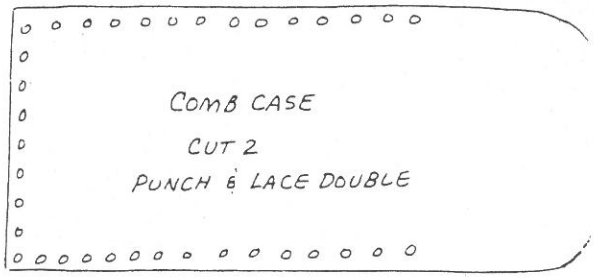


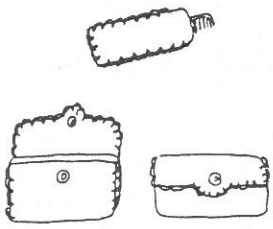


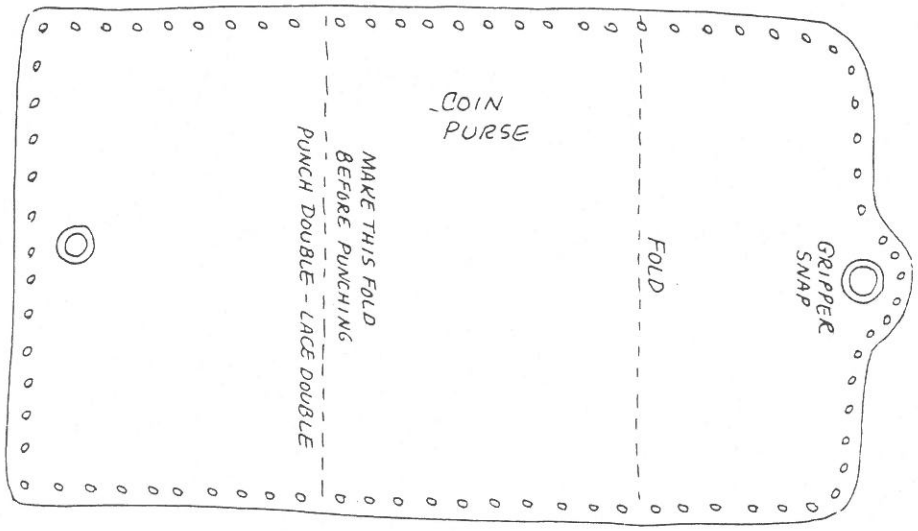
VINYL OR LEATHER

Materials: Scraps of leather, leatherette, plastic or vinyl
Craftstrip lacing
Gripper snaps
Leather punch (for holes)
Scissors

Instructions: Using the patterns on these pages, cut from the material you have selected. You will need lacing three times the length of the distance to be laced. Punch holes as indicated. Gripper snaps are attached with the appropriate tool.



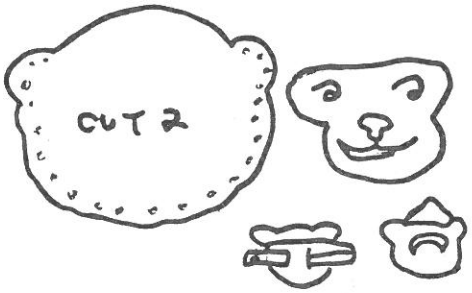




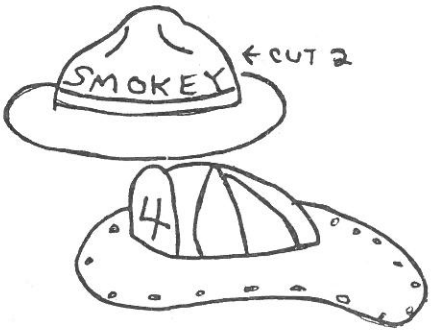
SMOKEY THE BEAR NECKERCHIEF SLIDE

The slide is made from scraps of leather, leatherette, vinyl upholstery material, etc., and some plastic lacing.

Using the patterns below, cut out two heads and punch the holes around bottom as shown. In the back one, before lacing the two together, cut two slits the proper size for a leatherette ring to be slipped through. Lace the two heads together. Then cut the face part out of lighter color material and glue it in place. Draw features with felt marker or paint.

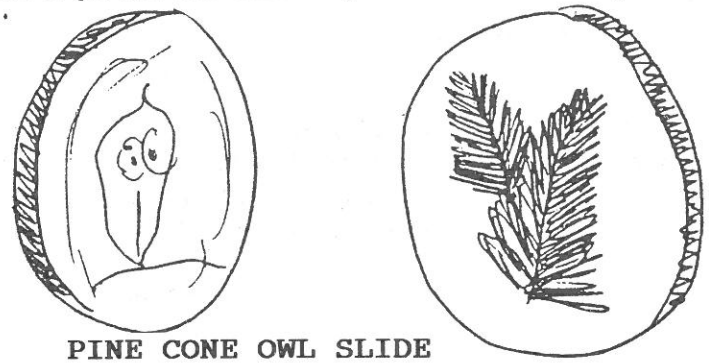


Cut two hats and draw features on front one. Then stick top part of head between two hat pieces and glue in place. Insert the leatherette strip for ring through two slits in back of head and staple in place, or if desired, put a snap on the ends. If snap is used the slide can fit snugly onto neckerchief because it will not have to be made big enough to slip up and down easily on neckerchief, but can just be snapped and put in place and then unsnapped to remove it.



FIREMAN'S HAT NECKERCHIEF SLIDE

This one is made in the same way as the Smokey slide except that it is all one piece. Make ring as for Smokey and lace two pieces together. It can be laced all the way around or just around the bottom and the crown can be glued together. This would be a good one to make if you have some small scraps of red leather or vinyl material.

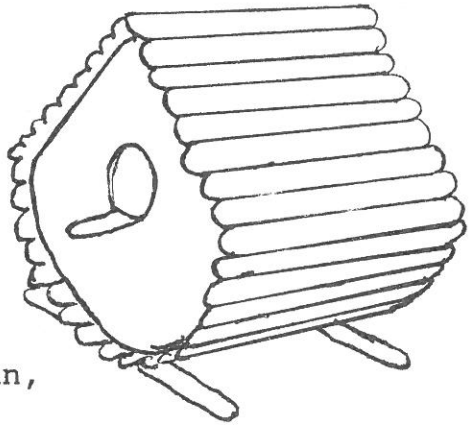


PINE CONE OWL SLIDE

Use one petal of a pine cone. Glue on a cedar chip. Use mustard seeds for eyes. Glue small twig at base of petal to look like a branch for the owl to perch on. Coat with clear sealer. Add loop on back.

FERN SLIDE

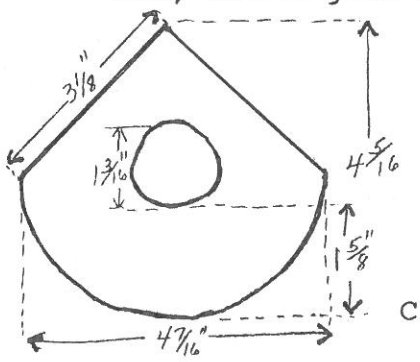
Glue small fern leaves on cedar chip. Coat with clear sealer. Add loop on back, by gluing a round plastic cafe curtain ring or a piece of PVC pipe.



BIRDHOUSE

MATERIALS: 38 popsicle sticks
1/2" plywood

TOOLS: Saw, white glue or hot glue gun,



Cut plywood - glue sticks around both pieces of plywood. Add a stick to front and back bottoms of house.

CANDLESTICK

Materials:
- Foil
- Cardboard
- Tape (Masking or Scotch)
- Design (leaves, grass, sticks, etc.)
- Glue

Procedure:

Transfer the pattern to a piece of paper. Trace the pattern on cardboard and cut out three of the large pieces all the same size. Join the edges of two together with masking or Scotch tape. Cut the small triangular piece out of cardboard also. This piece helps to form the shape of the candlestick and also stops the candle from disappearing right down inside. Place the triangle in position on the inside of one of the pieces; this should be when the edge of the triangle just reaches from side to side of the upright. Tape into position, top and bottom. Fold the other side around to meet the triangle and tape as before (Diagram 1). The third part of the candlestick can be added in the same way.

Paste design, (leaves etc.) on cardboard and glue to side of candlestick. Cut a piece of foil slightly larger than one face of the candlestick and glue it on the reverse side. Place this on the decorated face and press it into position. Now with a clothesbrush or something similar, gently tap the foil (Diagram 3). The slight patterning made by the bristles will add to the effect and make it look like "beaten silver". Fold the spare foil around the other sides and paste it down. Cover the remaining sides. (Take care, as the foil will tear very easily as you flatten it out prior to sticking).

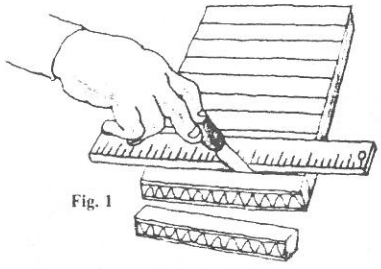


Fig. 1

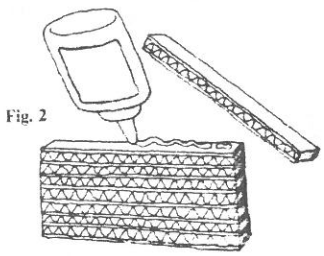
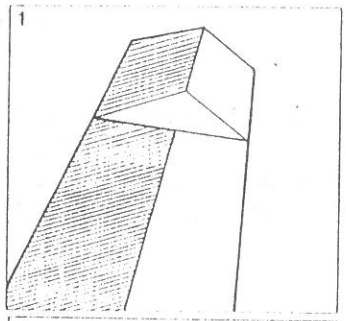
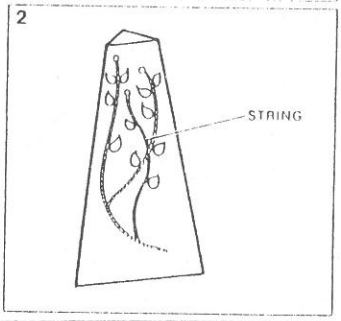
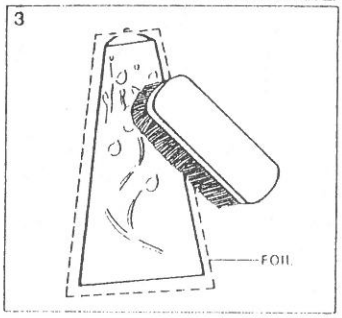


Fig. 2







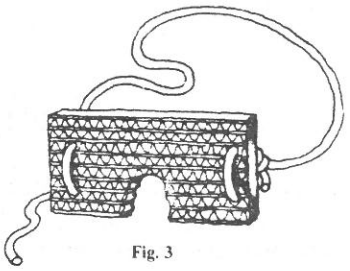
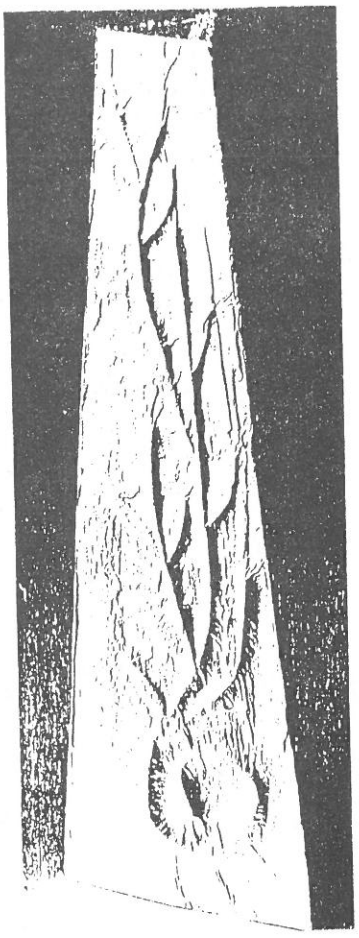


Fig. 3



SUN GOGGLES

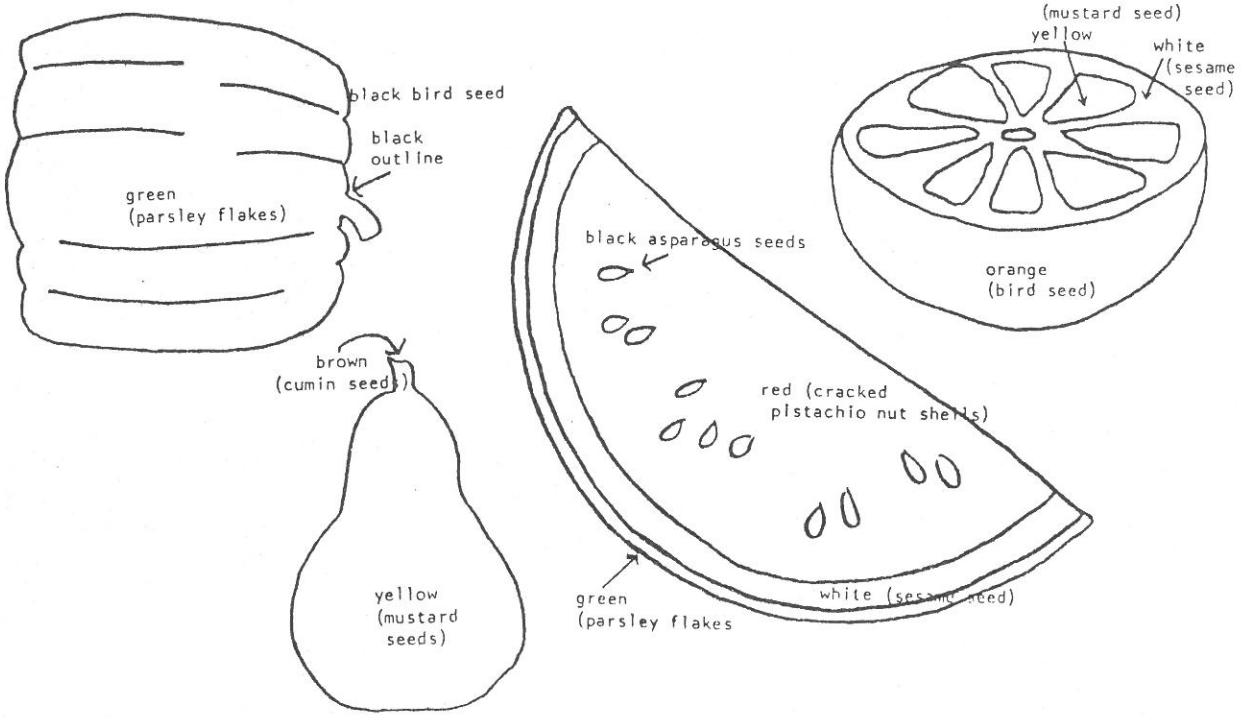
MATERIALS: Corrugated box, string, paper glue.

TOOLS: Ruler, pencil, X-acto knife or scissors.

CONSTRUCTION: With a pencil and ruler, mark off about ten or twelve strips 1/2" wide and 6" long. The corrugations must go across the length of the strips. Cut out the strips with a knife, using the ruler as a straight-edge guide, Fig. 1. Be sure not to work directly on a table or floor surface, or the knife might make scratches. Work on top of another piece of box material, or on old newspapers. Glue all the strips together, one on top of the other, Fig. 2. Remember that a little bit of glue holds better than a lot. When the glue has dried, cut out a place for your nose. Now tie one end of a piece of string to one side of the goggles by threading it through the corrugations. Loop the free end of the string through the other side of the goggles, but don't tie a knot, Fig. 3. This way the goggles can be adjusted to fit different people. Wear the Sun Goggles on a bright sunny day, and you'll discover how they work. You will also discover that you can see only straight ahead, so warn your boys not to wear them while running or riding their bikes.

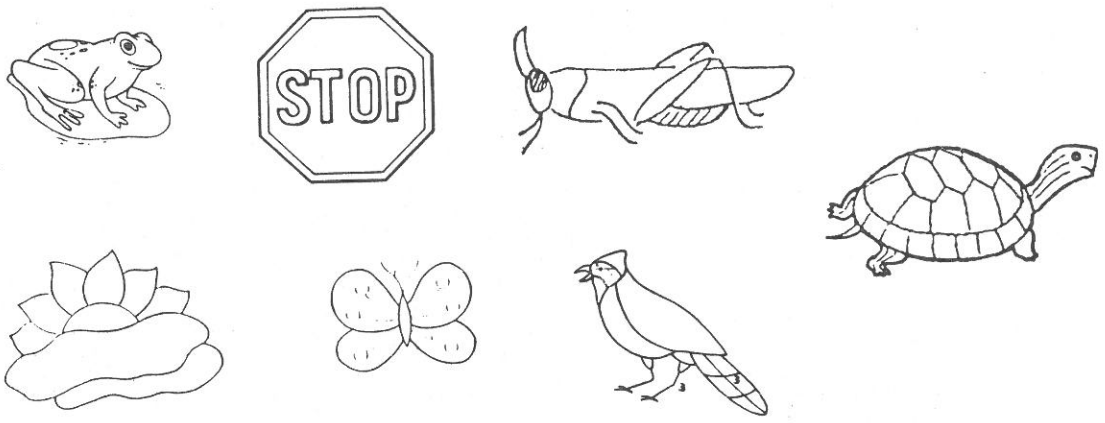
SEED PICTURES

The varied shape and color of seeds, corn, etc. makes an interesting picture. The seeds are glued on a board, following patterns such as the ones below. Give the picture a protective coat of spray varnish when you have finished.

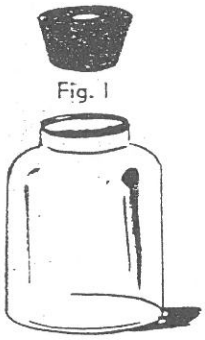


PLASTIC ETCHING

Make a mobile or picture of things you would find in your neighborhood. (park, houses, dogs, trees, etc.) Etch design in plastic. Paint. Display as you wish. Frame. Hang from yarn or fishing line, etc.







BUTTERFLIES-ON-THE-WING

To entertain your friends on a rainy afternoon, get a glass jar and a large cork to fit into its top. Fig. 1. Cut a hole in the center of the cork and fit a small funnel securely into it.

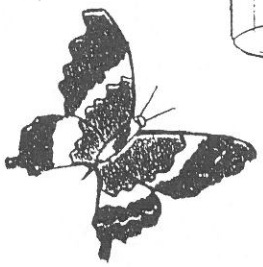


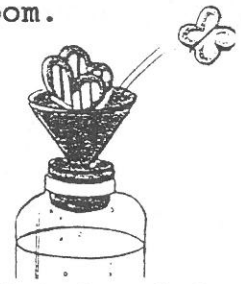
Cut several butterflies from tissue paper. Fig. 2. Glue a small bit of match stick to the center of each one.



Fill the jar about half full of water. Drop a package of Seidlitz powder into it. Close the jar with a cork. Place the butterflies inside the funnel.

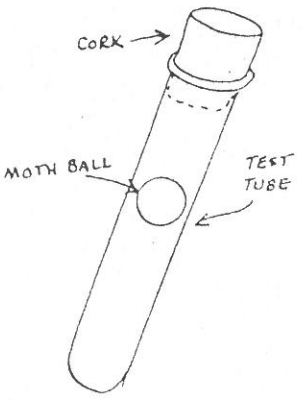
When the Seidlitz powder begins to effervesce, the gas given off by this process will pass through the funnel and send the butterflies winging about the room.



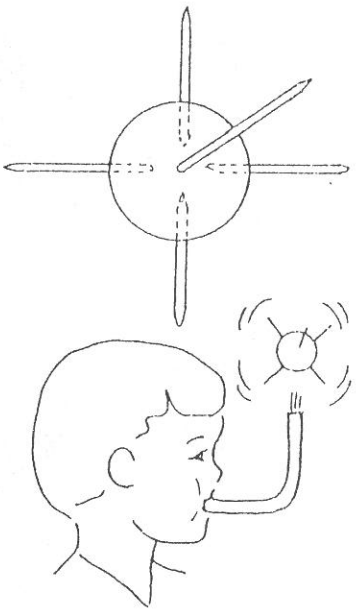


MYSTERIOUS MOTHBALL

Use a medicine vial (test tube) 10" long and 1" wide, filled to the 3/4 mark with carbonated soda water. Add a mothball and cork it tightly. As the mothball sinks to the bottom, it collects enough bubbles to make it light enough to float to the top where it loses its bubbles. The mothball keeps rising and sinking as if by magic.



EARTH WEATHER SATELLITE



Use a small block of foam plastic, a ball of cotton, fast-drying glue, six wooden matches or round toothpicks, about 6" of plastic or rubber tubing approximately 3/8" diameter, a pocket knife and sandpaper.

1. Carve a ball out of the foam plastic about the size of a ping pong ball. Smooth it with sandpaper.

2. Using the matches or toothpicks, make six sticks 3/4" long and 1/8" thick.

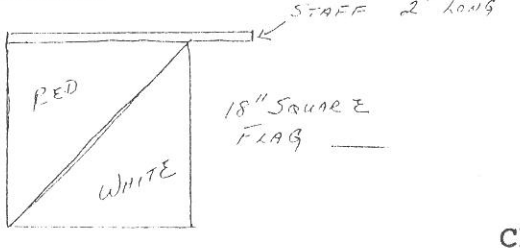
3. Push the sticks at even intervals into the foam plastic ball.

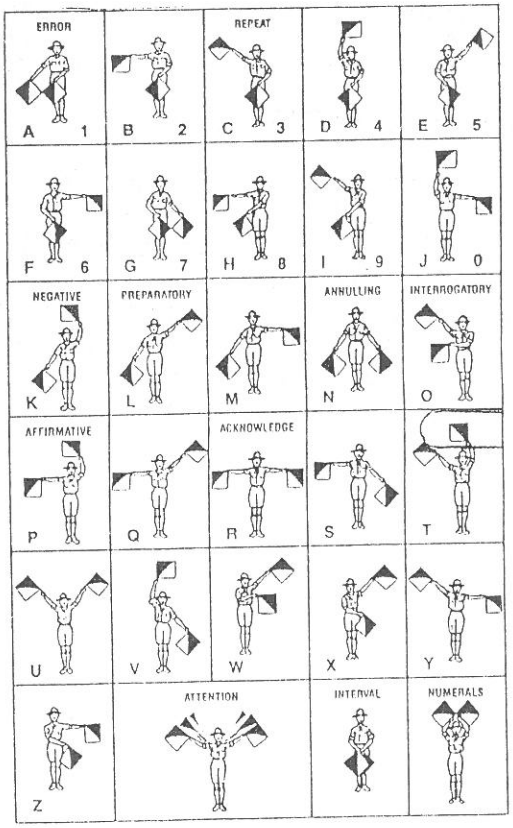
To operate the satelite, place it on the tube with one of the sticks inserted in the hole in the tube. Place the other end of the tube in your mouth and blow a steady stream of air through it. (Don't blow too hard.) As the satellite slowly rises, increase the air pressure. After the ball is in the air, adjust the air stream to keep the ball afloat.

SIGNAL FLAGS

Today most messages that go long distances are sent by voice radio. But some older ways of sending messages are also used. Morse code by blinker and flag signals are used on Navy ships when they want to keep radio silence.

Semaphore signal flags can be made out of cardboard, construction paper or cloth. The staff can be made out of broom sticks, dowl rod, coat hangers, or straight sticks.





DECORATIVE SEED PICTURES

You will find that all kinds of seeds can be used; in many cases one variety does as well as another. Apply the seeds with ordinary white glue. Finish with a protective coat of spray varnish.

For the backgrounds of our pictures, we used corrugated cardboard, covered with construction paper. Our pictures measure 12" X 18".

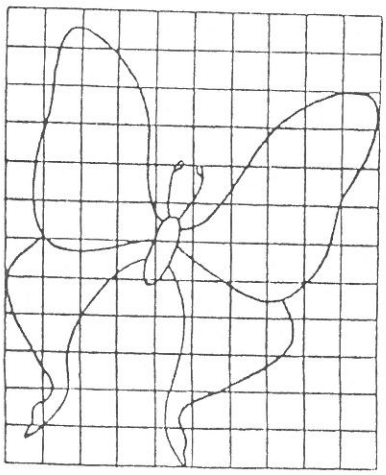
First make a paper pattern from the graph drawings. As shown, each square equals 1". With a pencil, carefully trace the pattern onto the background. Then fill in the picture by applying the seeds with glue.

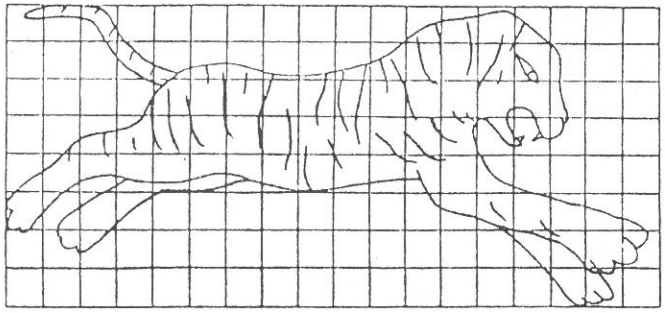
BUTTERFLY:

The butterfly is made up entirely of sunflower seeds. The seeds are applied so the rows fan out from the body, giving the wings a graceful appearance. The seeds can be left in their natural color, but you can paint them in gayer colors if you prefer.

TIGER:

Use sunflower seeds for the black stripes and claws on the tiger as well as to outline the animal. For the white area under the body, use navy beans; and for his tawny coat, use yellow corn kernels. Apply the sunflower seeds first, then the white beans, and finally the popcorn kernels.





ADDED SUGGESTIONS:

For very simple pictures, use seeds as bodies of birds, fish, or for petals on flowers and drawing any added details on the background. For color, dye the seeds first or paint with a fine brush and quick drying paint.

BUGS

A WINDOW ON A NEW WORLD



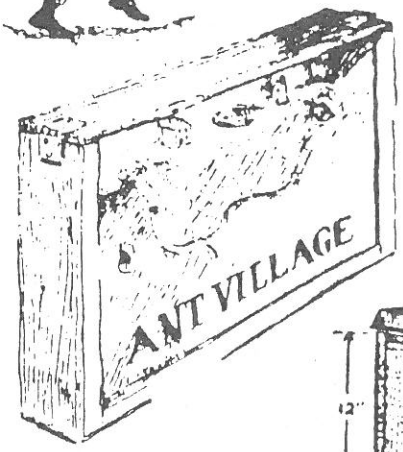
Here is an easy way to open a window on a world of nature that usually hides in secret. It's a fascinating world that lies beneath the surface of any lake, pond, or stream.

A simple device called a waterscope will help reveal the secrets and you won't even have to get your feet wet. A waterscope is simply a window fitted in a watertight frame that you can poke an inch or two beneath the surface of the water. Start with a one gallon bleach bottle. Cut the bottom out, clean and dry throughly. Stretch a large piece of plastic across the bottom and up the sides - secure with large rubber bands or water-proof tape, smoothing out any wrinkles. It will work well if handled carefully.

To use, lie at the end of a low dock or look over the side of a boat and push the end of the bottle an inch or two beneath the surface. Look through the neck of the bottle. What you see depends on the clearness of the water and the brightness of the sun.

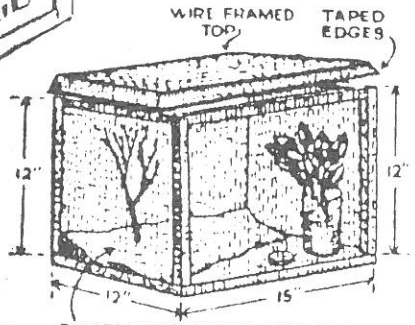


BRING 'EM BACK ALIVE

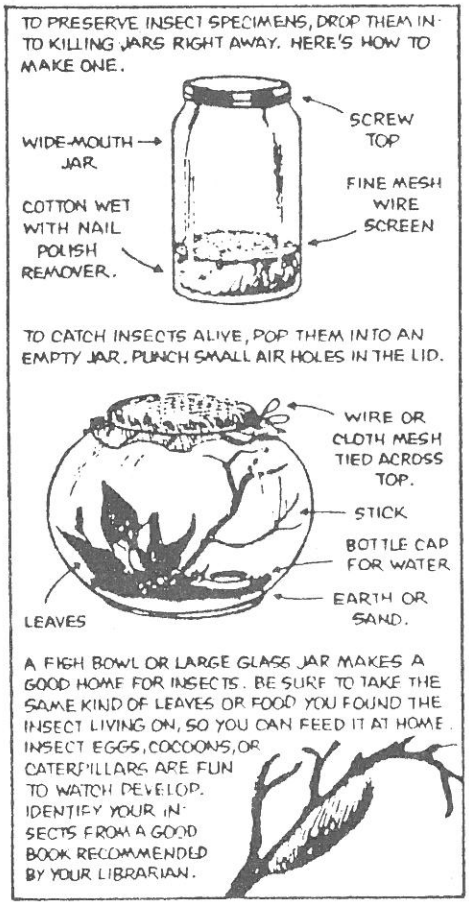


MAKE AN ANT VILLAGE

Observe the daily adventures of a ant colony.



AN OBSERVATION CAGE



BIRD SCULPTURE

MATERIALS: 1 piece corrugated cardboard 12" x 14", scissors, crayons or paint, glue.

CONSTRUCTION:

1. Draw the body, wings, and tail for your bird as shown in Fig. 1. The wingspan should be about 7" or 8".
2. Cut out the sections and then carefully cut the slots.
3. Paint the sections if you wish.
4. Assemble as shown in Figure 2.

Make several birds and make a mobile. Try different designs or make some up.

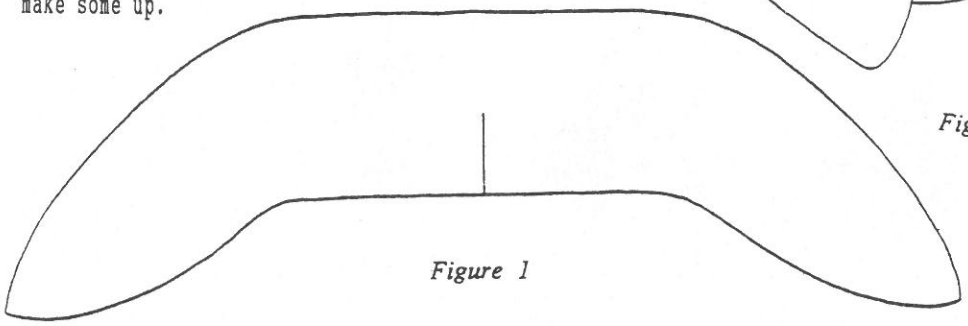


Figure 1

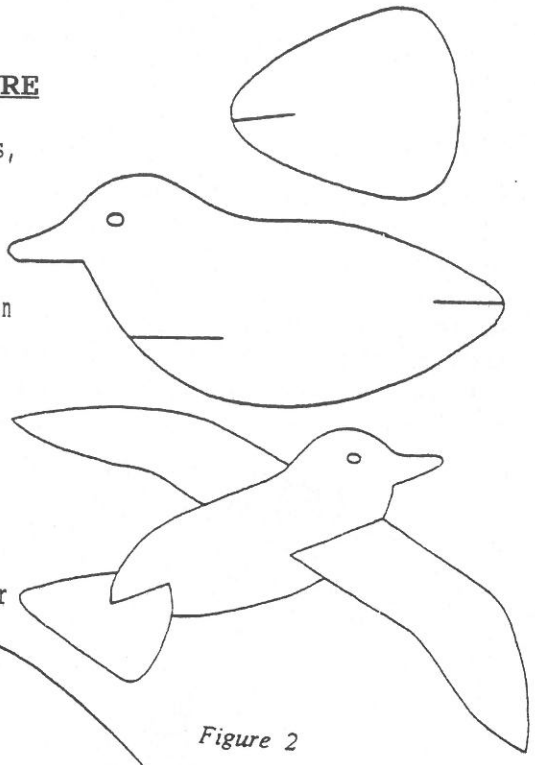


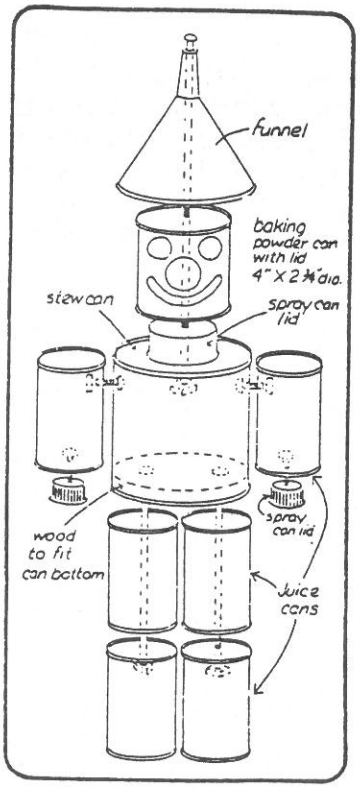
Figure 2

TIN MAN

Materials:

- 6 small juice cans
- 2 small spray can lids
- 1 large stew can
- 1 large spray can lid
- 1 baking powder can with lid
- 1 small funnel
- 4 bolts (1-1/2" with nuts to fit
- 2 threaded steel rods (6") with washers and hex nuts to fit
- 1 threaded steel rod (9") with washers and hex nuts to fit
- 2 wooden circles
- Scrap piece of wood
- Blue paint
- Scraps of self adhesive paper (Black and red)

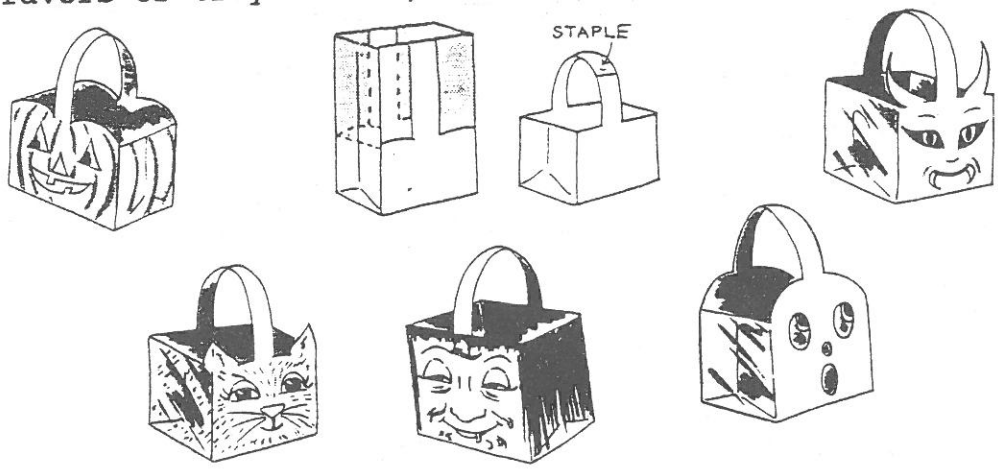
Follow illustration to put together.



TRICK OR TREAT BAGS

To make a trick or treat bag, select a medium-sized grocery bag - be sure it's not too big or the handle might break!

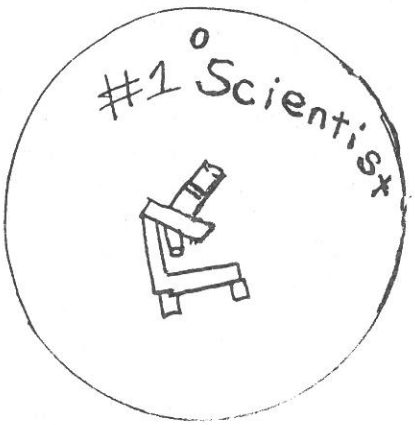
Draw a pumpkin face, cat or any other Halloween personality on the lower front half of the bag. Extend a strip in the center up to the top for a handle as shown. Cut away the top part of the bag except for the handle. Overlap the ends of the handle and staple together for a sturdy handle. Now you're ready for the big night - Halloween! Small bags could be used for individual party favors or tray favors, and filled with goodies.



PLASTIC ETCHING

Make a medal or award using the Webelos achievement badges or rank badges, or any thing in connection with your den or pack activities. Transfer your pattern on to any shape of plastic you wish. Paint. Remove excess paint. Drill or punch hole in the top and add ribbon or yarn. You may also hot glue a pin on the back so it can be worn.



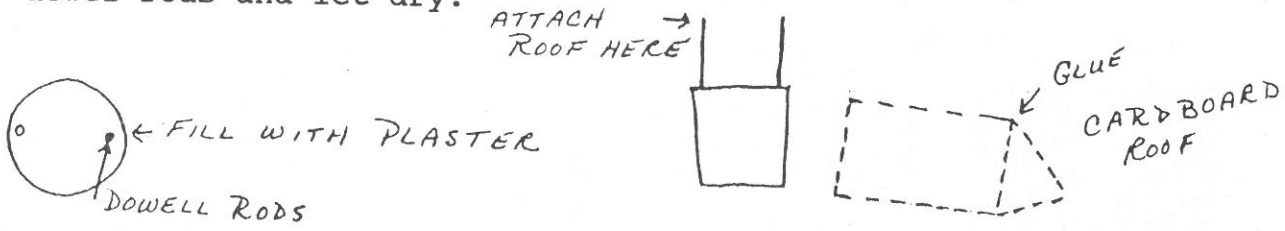


WISHING WELL PAPER WEIGHT

Materials: Small container, such as cottage cheese or butter tub
Pieces of cardboard
Small dowel rods
Plaster, paint, and glue

Directions:

Fill the container with plaster and place a dowel rod on each side (this is to hold the roof). Allow to set up. Paint the container with brown spray paint. Using cardboard, but two rectangles 3" X 5", and glue together on one edge, to form the roof. Paint the cardboard brown, and when dry, glue onto the dowel rods and let dry.



ELECTRICAL CORD HOLDERS

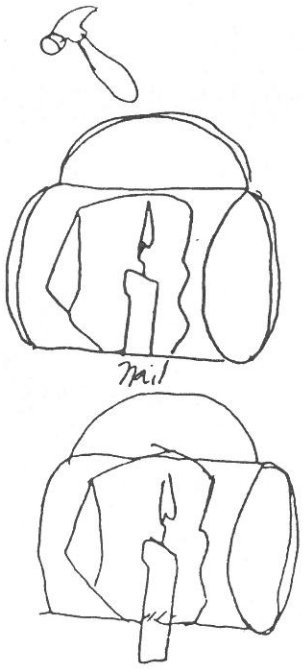
Materials: Cardboard inserts from bathroom tissue
Colored material or felt
Ric-rac or yarn for boarders
Glue

Directions:

Cut pieces of material wide enough and long enough to cover the tissue inserts completely and glue onto the inserts. Allow the glue to dry and glue the yarn or ric-rac onto the outside edges of the tissue inserts.

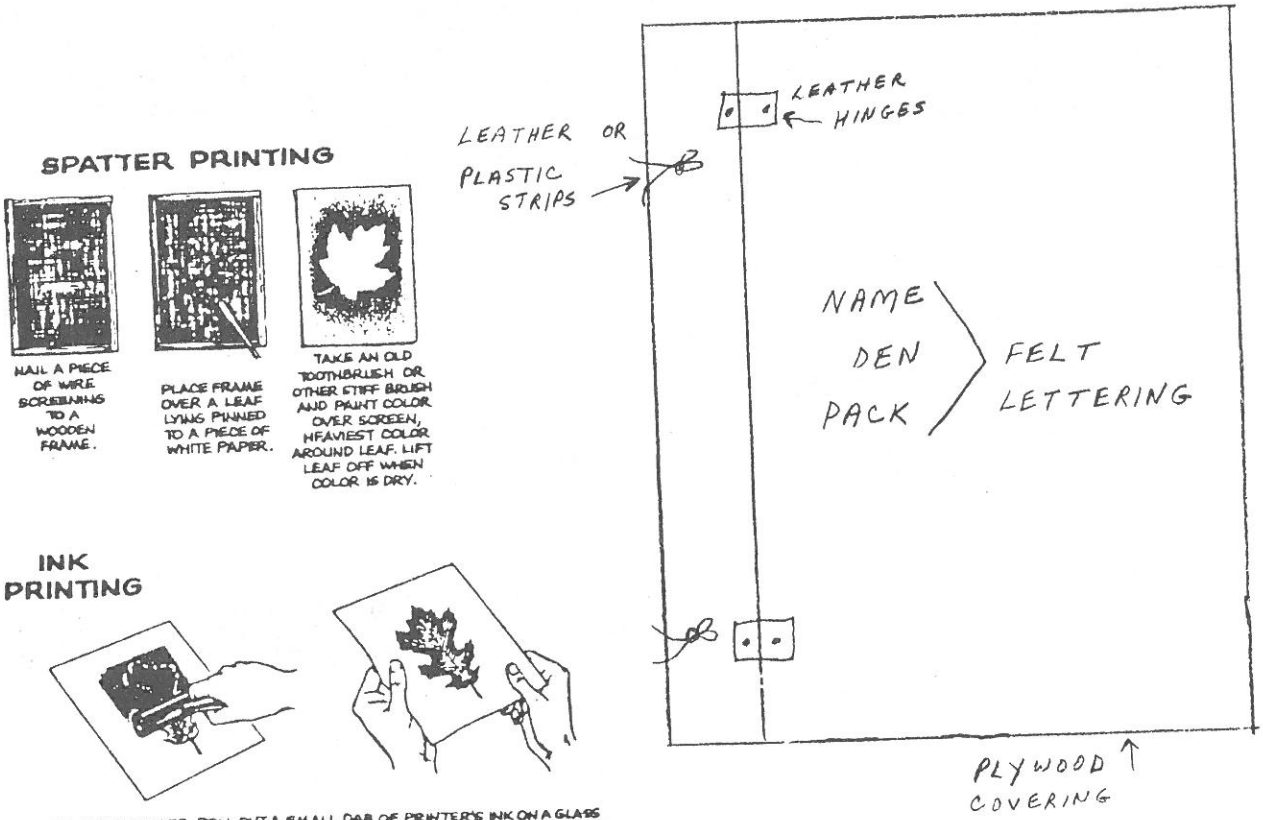
TIN CAN LANTERN

This lantern is built to hold a candle. Cut one end out of a middle-sized or large tin can, punch holes in the top at both ends and thread a wire handle through the holes so that the can is on its side (see illustration). Either pound a nail upward into the bottom center of the lantern and screw a candle onto the nail or cut a square hole through the tin the same diameter as the candle and screw the end of the candle into the can. Let the bottom of the candle extend below the entrance hole, screwing the candle into the lantern as it burns.

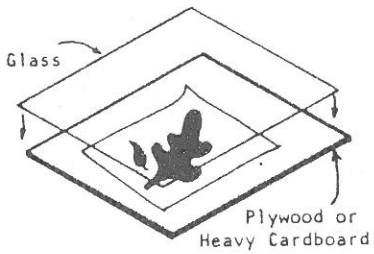


SCRAPBOOK

Fill with samples or pictures of boys' projects, record field trips, etc. (awards earned), songs or skits boys have participated in. This is excellent to start with a new den as the boys can keep a complete record of their years in Cubbing.



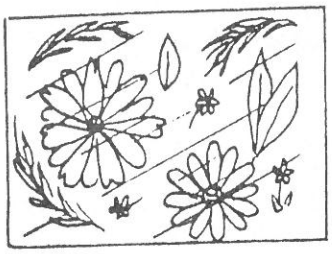
PHOTOGRAMS (Blueprints)



Photograms can magically transform objects of nature into pictures. Blueprint paper is easy to use. Work in a shaded area when preparing your design. Lay the paper on a small piece of plywood or heavy cardboard. Arrange leaves, flowers, etc. on it. Cover with a piece of glass to keep the arrangement flat and in place during exposure.

Expose to sunlight for about one minute (or to artificial light for 5 - 10 minutes). Wash the print in water, then dip in hydrogen peroxide to stop the developing action. After they are dry, use for book covers, frame for pictures or glue in a scrapbook as a record of tree identification.

STAINED GLASS COLLAGE

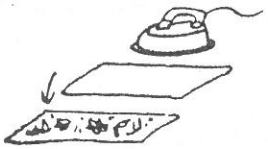


Arrange assorted, dried flowers, fern, and leaves on a piece of waxed paper.

Shave crayon bits over picture.

Add another piece of waxed paper.

Seal with a warm iron.



Hang collage in bright window with tape.

DRIED LEAF BOOKMARKS

Arrange dried leaves or flowers on a piece of construction paper or fabric cut to the size of a bookmark. Cut 2 pieces of clear adhesive plastic slightly larger. Peel off backs and place sticky sides together over bookmark. Press firmly. Trim off excess edges.





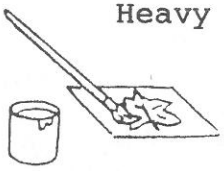
LEAF PLACE MATS AND COASTERS



Glue on leaves with white glue.

Weight until dry.

Heavy white paper



Brush with 2 coats of varnish or plastic finish.

or ... Cover with clear contact paper.



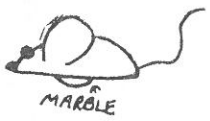
LEAF PICTURES

Glue leaves on a large sheet of paper. Let boys create their own picture with crayons, glue and colored paper.

WALNUTS

SPIDER TIE SLIDE - Spray paint half of a walnut shell black. Shape and add 8 legs made of black pipe cleaners. Glue on small moveable eyes and a ring on back.

CRITTER RACERS - Using half of a walnut shell and a little imagination, create your own critters. Be sure to leave the bottom free. Set your critters over a marble. On a slight incline, you're ready to line them up for a race.



FACES - Half of a walnut shell can be used to make faces for tie slides or magnets. Before decorating them, fill with plaster and add your tie slide ring.

PECANS

PECAN PEOPLE - Out of heavy paper, cut feet and sign. Hot glue the pecan (small end up) onto the feet. Cut arms and sign post from pipe cleaners. Shape the arms and hot glue them to the pecan. Write your message on your sign and glue it to the post. Attach the sign to one hand. Glue on small moveable eyes. Draw on a nose and mouth.





WATERMELONS - Put a light coat of light green paint on a pecan. The lines on the pecan will bleed through to make it look like a watermelon. Add a ring or a magnet on the back.

ACORNS

JACK-O-LANTERN - Large acorns found on burr oak trees make great Jack-O-Lanterns. They fall from the tree in mid-October. Take the acorn out of the cap. Draw on a face with a felt tip pen. Cut out the face with an xact-o knife. If preferred, the insides can be removed by cutting out the bottom.



SANTA - This is made the same as the Jack-O-Lantern only you must remove the insides. Add cotton for beard and a red felt cap. Set him over a light on your tree!

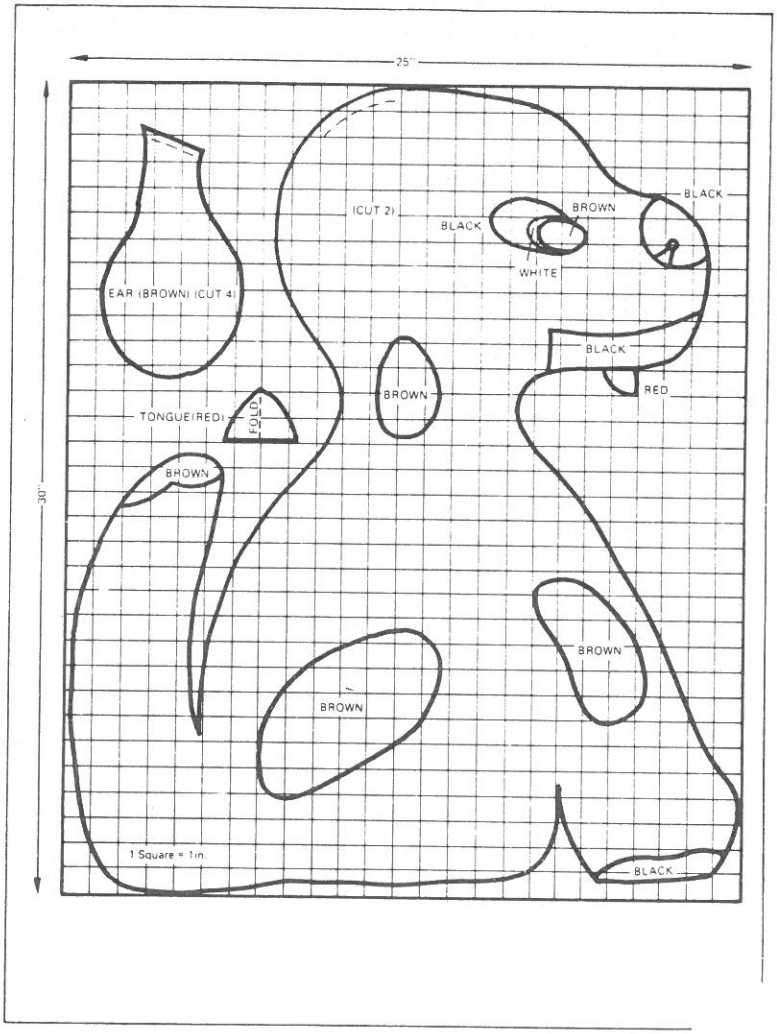
NESTS - Using the cap of an acorn, glue in a clump of Easter grass. Mold a baby bird head out of clay. Let it dry out completely. Glue bird into nest. Add a ring on the back for a tie slide.



TOY DOG

Requirements: 2 pieces of leather, each measuring 30" x 25"; 2 pieces of skiver lining to match above measurements; plastic foam or other suitable stuffing; thonging and 1/2 yd. of chain to make necklet; scraps of leather or suede in different colors.

Instructions: When cutting out, be careful to turn pattern over when cutting out second side, otherwise you may have two sides which are identical and won't match. Cut out and attach pieces to represent features and spots. Punch round outline. Use paper clips or clothes pins to hold matching edges together while thonging. Start at the lower edge where the most difficult detail - the tail - can be completed and filled out at an early stage in the work. When you reach the face, fold the triangular piece for the tongue in two and stick the layers together. Then catch it in with the thonging which joins the mouth edges. Make the ears and attach these to the head in the same way. The length of chain joined to encircle the neck completes the dog.



MOCCASIN SLIPPERS

Moccasin slippers are very easy to make. You can follow the diagram (1 sq. = 1 in.) to cut out a pattern, in which case your slipper will be in size 6. For sizes above or below size 6, increase or decrease the pattern by 1/2 in. per size in length and toe width. Or, following the same principle in making the slipper, make a pattern to fit your own foot.

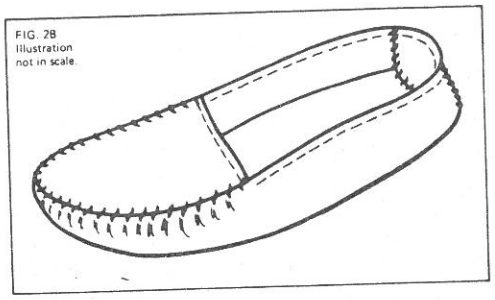
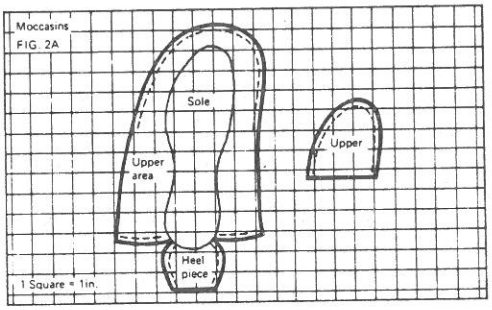
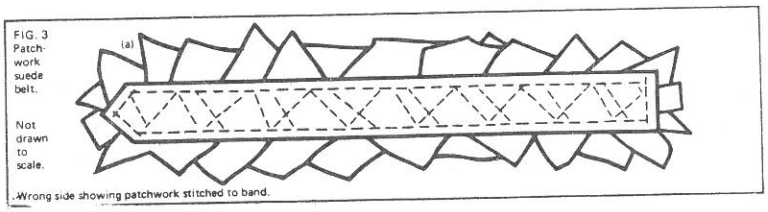


FIG. 2B
Illustration not in scale.



Place your foot on a sheet of paper placed on a firm surface and draw in the outline all around. Then, for a slipper that will fit comfortable, add 1-1/2" to the pattern all around. You will then have to draw in the heel piece and the upper area of the slipper as shown. Cut the entire slipper and the smaller upper piece shown below from a light, soft leather. Then using the outline for the sole, cut out a sole slightly larger than this from light sole leather. Glue this firmly to the under-surface of the slipper, before stitching.

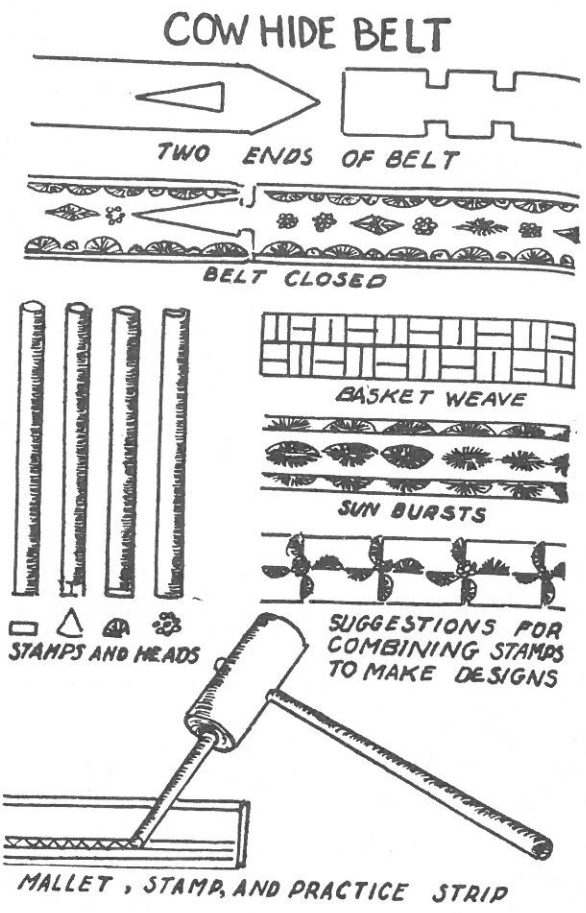
Join the upper pieces at the heel. Then, using an oversewing stitch or light thonging, join the front upper sections. You will find that the upper 'apron' is smaller than the surrounding area into which it is to be fitted. The way to deal with this is to run gathering stitches through the surrounding area and draw these up evenly until the apron fits. When making slippers you must remember to cut out the leather so that you have a right and left foot: when you have cut out one slipper, turn the pattern upside down to cut the next. And, as an added precaution, cut the pattern out in tissue paper and fit it to your foot before cutting the leather.

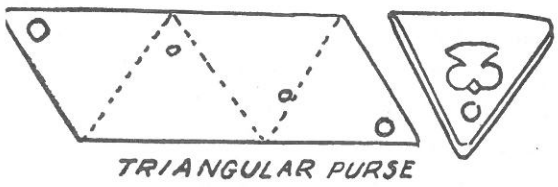


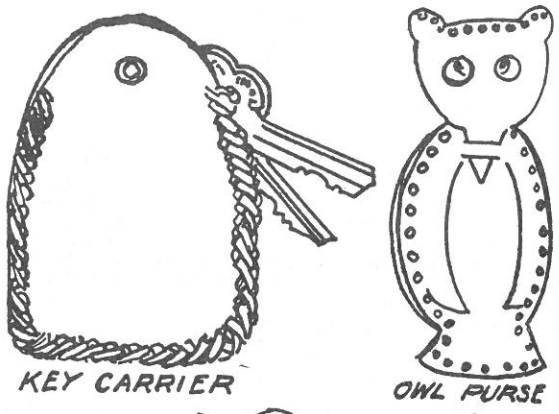
PATCHWORK BELT

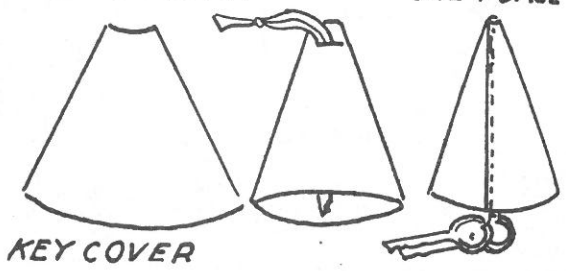
Scraps of suede left over from a waistcoat are used to make a patchwork belt. This is the sort of belt you can make according to your personal taste, so length or width hasn't been indicated.

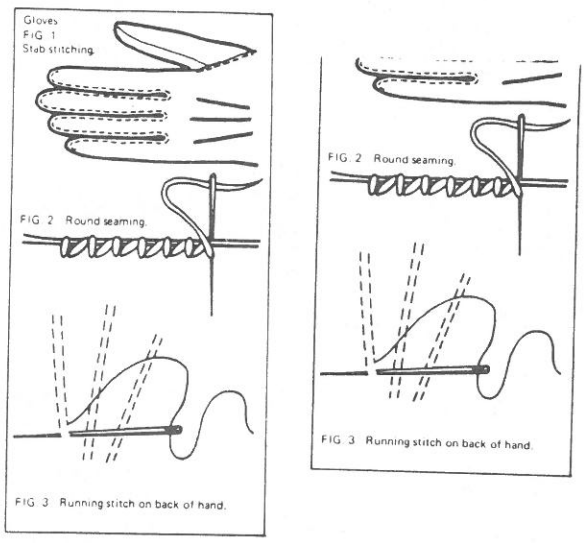
LEATHER PROJECTS

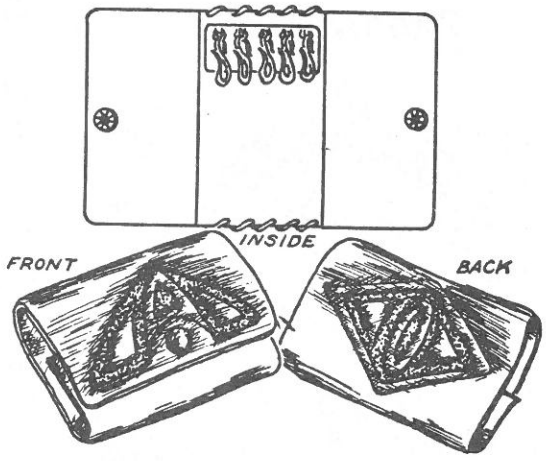


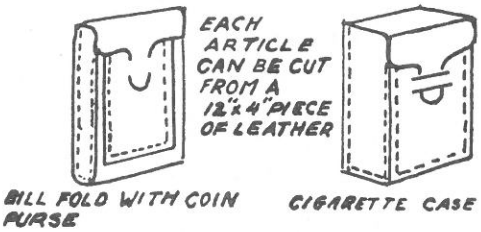


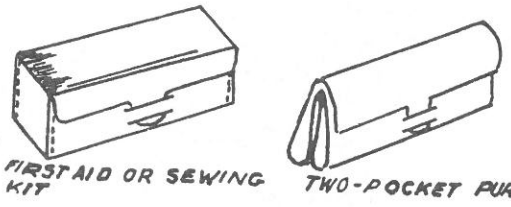


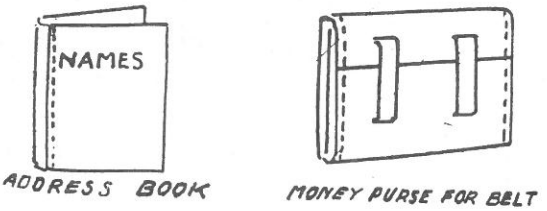








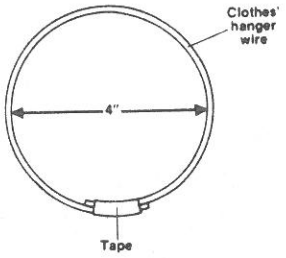




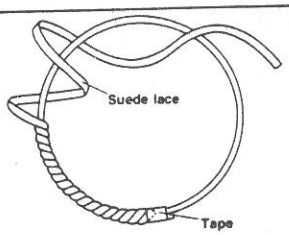
LEATHER PROJECTS

Materials needed:

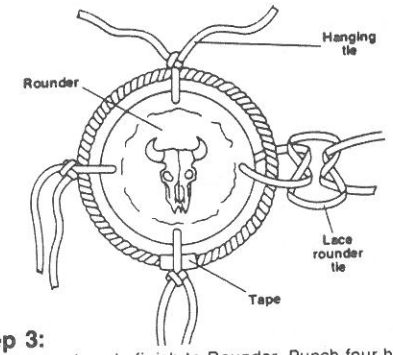
8½ yds. 5/32" Suede Lace #5013
1 Rounder #4126
1 Rabbit Skin #9300, #9305 or #9311
#4 Mini Punch #1766
Crow Beads (color & amount your choice)
Feathers (type & amount your choice)
Masking Tape
Clothes' Hanger



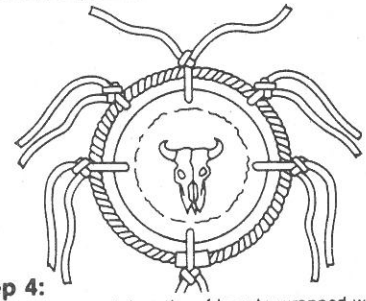
Step 1:
Cut out one 14" long section of a clothes' hanger and bend into a circle 4" in diameter. Tape overlapping ends together as shown above.



Step 2:
Tape one end of a 1½ yd. length of lace to the place where wire ends are taped together. Wrap lace tightly around the wire as shown above. Then tape end of lace where you began. Trim off excess lace.

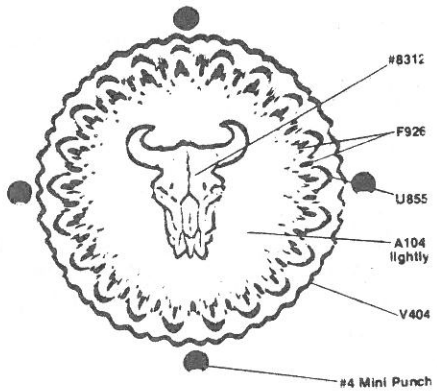


Step 3:
Tool, dye and apply finish to Rounder. Punch four holes in Rounder where shown on photocarve. Tie Rounder to inside of wrapped wire circle with four ½ yd. lengths of lace as shown in illustration above. Taped section of wrapped wire should be at bottom of project. Top lace will be used as a tie for hanging Mandella.

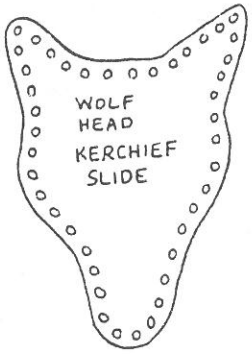


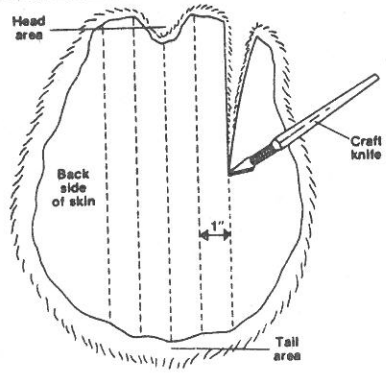
Step 4:
Tie two more ½ yd. lengths of lace to wrapped wire as shown above.

Photocarve

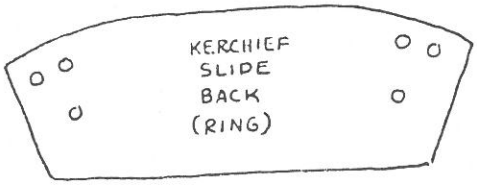


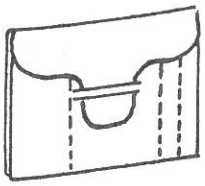
Actual size



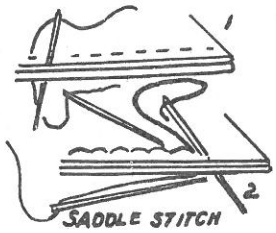


Step 5:
Cut four 1" wide strips the length of the rabbit skin. Cut from the back side, through the skin only, not the hair.

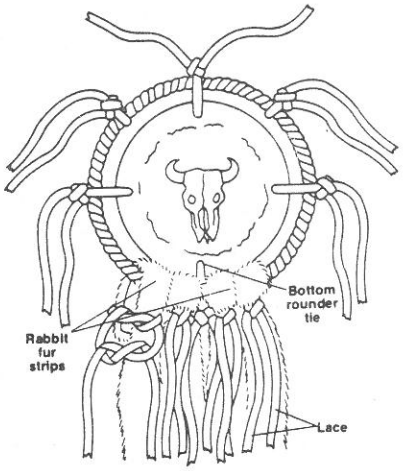




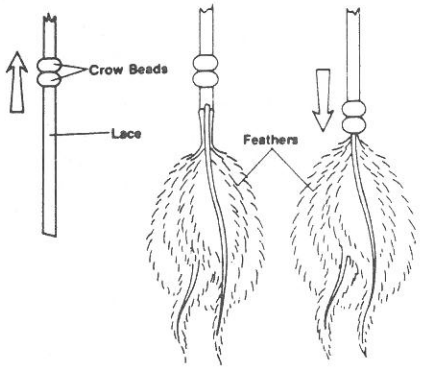
COMB AND FILE CASE



SADDLE STITCH



Step 6:
Loop one end of one rabbit fur strip over wrapped wire and tie in place with ½ yd. length of lace. Repeat with three remaining rabbit fur strips and three more ½ yd. lengths of lace. Make sure you tie two rabbit strips on each side of bottom rounder tie as shown above.



Step 7:
Attach Crow Beads and feathers to hanging lace where desired. To attach feathers, slide beads on lace first. Place quill ends of feathers on lace below beads. Slide beads down over quill ends of feathers to hold them in place.

