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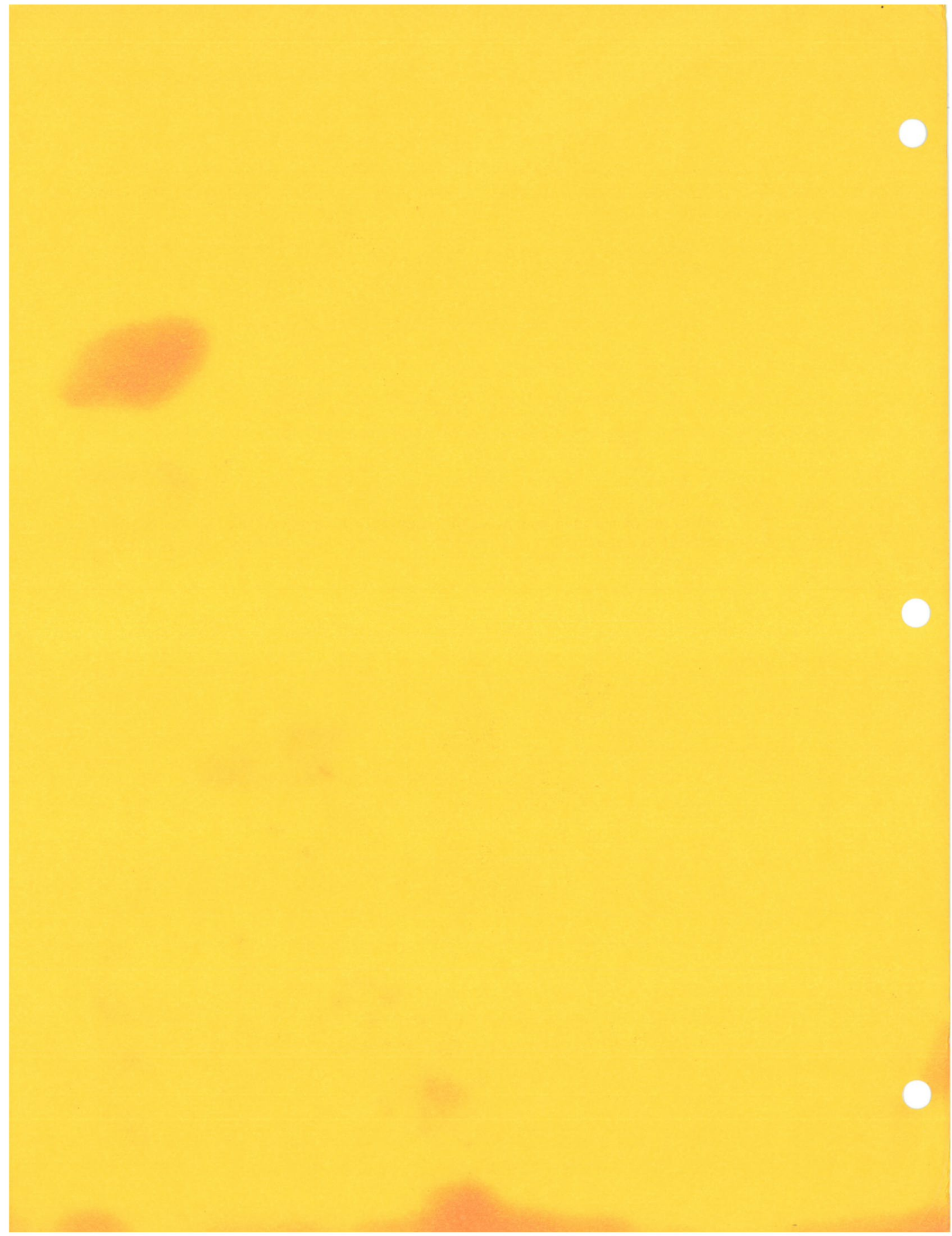
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CUB SCOUT BASIC BOOK
DENVER AREA COUNCIL



Dear Cub Scout Leaders,

This book was designed to be of assistance to you. To help you to better understand and appreciate the Cub Scouting program. Helping to make the program better for the boys has always been my goal.

I have had the opportunity to attend and participate in Pow Wow's for several years, and have benefited from all of them. One of the ways that I can return a small portion of what I have gained is to participate in the background preparation of the program. So, I took on the project of editing this book, and to make it the "basic" POW WOW book. Though this was to be an act of service, I still learned even more by doing the research and preparation for this basic book and the 1992-1993 yearly POW WOW supplement.

I must give credit to many people who have assisted and supported me during this challenging effort. I must first thank my husband, Fred Butler. He is my master computer consultant, and my biggest fan. Next, I need to thank Joyce Rogers who put the original book together. This was her labor of love. Because of the incredible work that she put into the original book, my job was easier. I also want to acknowledge Sue Riecks, who was very helpful in the editing process. To Richard Faris and to the owners and employees of "Copy Cat" a very heart felt thanks. To these helpers and others (not mentioned) I say, **THANK YOU!** However, most importantly, I must thank God.

From all of us who have labored on this book, we hope you derive benefit from our efforts.

Sincerely,

Marcella W. Butler,
POW WOW Book Chairman

"Do It Now"

**I expect to pass through this world but once.
Any good thing, therefore, that I can do
or and kindness I can show
to any fellow human being,
LET ME DO IT NOW.
Let me not defer nor neglect it;
For I shall not pass this way again.**

(Author Unknown)

TABLE OF CONTENTS

NEW LEADER HELPS	page 1
TIGER CUB HELPS	page 11
DEN HELPS	page 33
WEBELOS HELPS	page 45
PACK HELPS	page 135
SPECIAL PROGRAMS	page 145
GOD & COUNTRY	page 161
CEREMONIES	page 171

**NEW
DEN LEADER
HELPS**

WHAT HAVE I DONE NOW?

Congratulations! You're a Cub Scout Leader! Welcome to the Wonderful World of Cub Scouting! You have just entered a wonderful adventure in the life of a little boy.

You may be wondering, "What have I done now? Where do I go from here?" Well, Scouting has provided us with over 75 years of resources to guide us on our adventures. This book along with The Cub Scout Leader Book, The How To Book and Basic Training will serve as our guide along our journey.

Don't forget to consult experienced Scouters along the way. Trained leaders are great sources of ideas and wisdom. You are not alone on this journey and lots of people have been where you are and will be glad to help you along your way. **JUST ASK!!!**

This section will serve as an introduction and overview of the Cub Scout program. First, a little history...

HOW CUB SCOUTING BEGAN

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



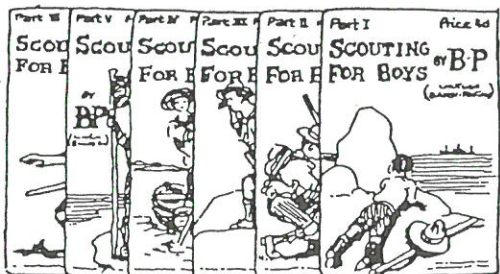
He was a very good soldier and was promoted quickly. He trained his men with competitions and games. In 1889, B-P and his men were surrounded by the enemy in a town called Mafeking in South Africa. By using clever tricks and by allowing the boys of the town to carry messages and take on responsible jobs,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



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



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

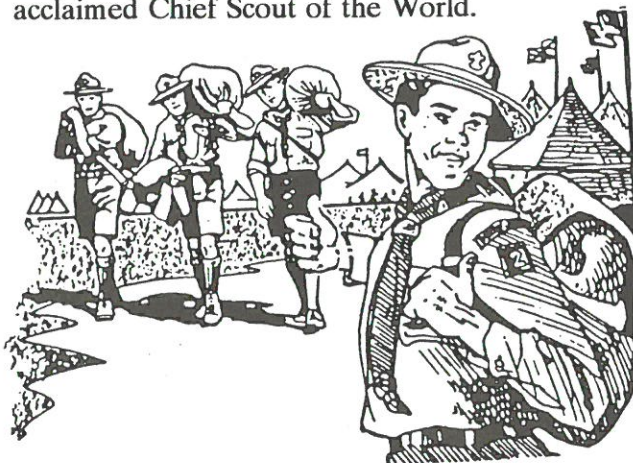


Scouting was seen to be so much fun that before long younger boys were asking to become Scouts. So in 1916 B-P started the Wolf Cubs to provide fun and adventure for boys aged between eight and eleven. Wolf Cubs learned to light fires, use a compass, give first aid and keep themselves fit and healthy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

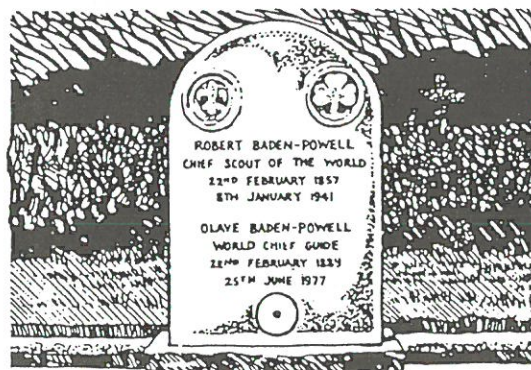


By 1920, Scout Troops had been formed in many countries, including Australia, Canada, France, South Africa and the United States of America. A huge meeting of Scouts, 8,000 from 34 different countries, was held in London in 1920 - the first World Jamboree.

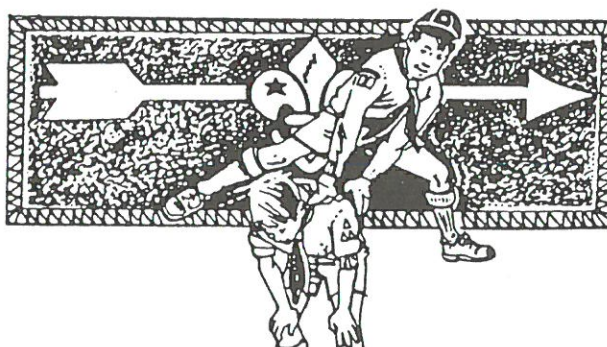
At the closing ceremony, Baden-Powell was acclaimed Chief Scout of the World.



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



In 1967, Wolf Cubs had their name changed to Cub Scouts, and the Silver and Gold Arrows were introduced. In 1982, the Tiger Cub program was introduced so that first graders could prepare to join the Cub Scout Pack. Cub Scouting is now over seventy years old and is as popular as ever.



CUB SCOUT DICTIONARY

If Scouting terminology is Greek to you, this dictionary is for you!



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

Activity Badge - One of 20 specialize recognitions earned by Webelos Scouts.

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

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

Arrow of Light Award - Highest rank in Cub Scouting.



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



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

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

Assistant District Commissioner (ADC) - A volunteer Scouter who helps the District Commissioner. An ADC is in charge of all Unit Commissioners in an assigned area of the District.



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

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

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



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



Bobcat - The first rank for all Cub Scouts.

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

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



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

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

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

Chartered Organization Representative - Adult who serves as liaison between the pack and the chartered organization and between the chartered organization and the council and who is a member of the local council and district committees.

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

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

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



Council - Headquarters for Scouting in a specific geographic area. The country is divided into more than 400 local councils. We are part of the Denver Area Council.

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

Cubmaster Award - Special recognition award given to Cubmasters who have served for three years as a Cubmaster (one may be as Assistant Cubmaster), completed training, and fulfilled all requirements for the award. (Complete details are in the Cub Scout Leader Recognition plan, found in the yearly program helps.)

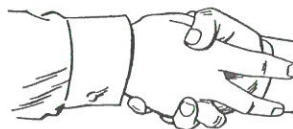
Cub Scout - A boy who is registered with a Cub Scout pack. Also, THE REASON WHY WE'RE ALL HERE!!!



Cub Scouter - A registered adult leader of a Cub Scout pack.

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

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



Cub Scout Motto - "Do Your Best."

Cub Scout Promise -

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

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

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



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

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

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

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

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

Den Leader Award - Special recognition award given to den leaders who have served for two years (one year may be as assistant leader), completed training, and fulfilled all other requirements for the award. (Complete details are in the Cub Scout Leader Recognition plan, found in the yearly program helps.)

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

Den Leader Coach Award - Special recognition award given to den leader coaches who have served for two years in the position, completed training, and fulfilled all requirements for the award. (complete details are in the Cub Scout Leader Recognition plan, found in the yearly program helps.)

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

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

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

District Commissioner (DC) - A volunteer Scouter who is in charge of all Commissioners within the District.

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

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

"Do Your Best" - The Cub Scout motto.



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



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



Good-Of' Days - A term used in Scouting to define activities or events that took place at least two years ago.

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



In-School Scouting - Cub Scouting or Boy Scouting taking place during school hours or as part of the school curriculum. Usually takes place in inner-city areas.

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



Low-Impact Camping - Using camping techniques that minimize impact on the environment and other people. This can also be applied to Cub Scout hiking.



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

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



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

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



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

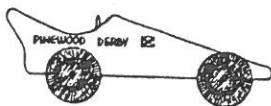
Pack Committee - A committee of concerned parents and leaders, approved by the chartered organization to administer the affairs of the pack.

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

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

Peaceful Valley - Denver Area Council's camp located near Elbert, Colorado.

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



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

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



Quality Unit Award - Recognition given each charter year to units that commit to and meet six of eight national standards (three are required) pertaining to leadership training, service, advancement, camping and membership growth. Requirements can be found at the Scout Service Center or from your Unit Commissioner.



Region - One of six large geographical administrative units of the BSA. The Denver Area Council is located in the North Central Region.

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

Religious Awards - An award presented by individual faiths to Cub and Boy Scouts for completion of rigorous requirements within their respective faiths. Adults may receive a religious award for service to youth within their own faith. Details can be found in the God & Country section of this book.

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



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

Scout Benediction - "May the Great Master of all Scouts be with us until we meet again."

Scouter - A registered adult member of the Boy Scouts of America.

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

Scout Executive - The professional staff leader of a Council.

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

Service Center - Scouting Headquarters - contains the professionals' offices and the Scout Shop (where you can buy uniforms and all of your Scouting needs). Denver Area Council's Service Center is located at 2901 W. 19th Ave., Denver, CO 80204. (Just off of Federal Blvd., next to Mile High Stadium.) Phone number is (303) 455-5522.

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

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

Sustaining Membership Enrollment (SME) - An annual campaign in which Scouters, and other interested people in the community, can provide financial support to the local council to assist it in meeting its objectives.



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



Tiger Cub Motto - "Search, Discover, Share."

Tiger Cub Organizer - An adult who assists in planning the first gathering, coordinates Tiger Cubs' participation in the pack's blue and gold banquet and makes arrangements for the Tiger Cub's graduation into Cub Scouting.

Tiger Cub Program - A one year introduction to Scouting for first grade boys. Adult partner must join with boy, uniform is a T-shirt and hat and meetings are round-robin in parents' homes.

Tiger Cub Promise - "I promise to love God, my family, and my country and learn about the world."

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

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



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

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



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

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



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

Volunteer Service - The work of a great body of men and women who make Scouting available to youth by their leadership of units - all done without pay.



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



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

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

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

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

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

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

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



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

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

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



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



HOW MANY, HOW MUCH

How many slams in an old screen door?

Depends how loud you shut it.

How many slices in a bread?

Depends how thin you cut it.

How much good inside a day?

Depends how good you live 'em.

How much love inside a friend?

Depends how much you give 'em.

- Shel Silverstein

ABOUT THIS BOOK

Now that you know the language involved, let me explain this book to you. This is NOT a substitute for Basic Training! This book is only meant to give you ideas to spark up your program. It is divided into sections to make it easier to find what you're looking for.

- * Cubmasters and Committee Members will find the "Pack Helps" section helpful.
- * The "Den Helps" section is for Den Leaders and Den Leader Coaches.
- * Webelo Leaders have a large section to help them with a more involved program.
- * Tiger Cub Parents and Coordinators will find the "Tiger Helps" section filled with ideas to add to their "Big Idea" book.
- * The "Special Programs" section has suggestions for Blue & Gold Banquets, Sports Programs, Derbies, and Summertime programs.
- * The "God and Country" section explains our "Duty to God" (with sample ceremonies and the religious emblem program) and "Duty to Country" (such as flag etiquette).
- * The Awards & Recognitions section will give you some ideas for recognizing the accomplishments of your Cubs and Leaders. This includes ceremonies, props, advancement boards, den doodles, special awards and trophies, and special recognition ideas.

If you can't find what you are looking for in the section designated for your position, check out some of the others. A lot of the information overlaps from one section to the other.

It is our sincere hope that this book will help you to squeeze all of the enjoyment out of the Scouting program that it has to offer to you and your son. If you're not having fun, you're doing it wrong!!!

REMEMBER:

IT'S FOR THE BOYS!!!

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.

"I shall pass through this world but once. Any good, therefore, that I can do or any kindness that I can show to any human being let me do it now. Let me not defer it or neglect it for I shall not pass this way again."



discovery . . . survival . . . service . . . example . . .

**TIGER CUB
HELPS**

A NOTE TO NEW TIGER PARENTS

A quick review of the Tiger Cub Plan, plus, tips for a successful experience.

1. While the organizer agreed to help get the group started, there is no leader. Each parent needs other families' phone numbers, and needs to share in the responsibility of having a good program.
 2. Decisions on where, when and how often to meet (not less than 1 per month) are made democratically by the group.
 3. Each month, next month's "Big Idea" and/or outing is chosen democratically by parents and boys, during the Search part of each group meeting, or at an early meeting the group can plan out the whole year through next April.
 4. Your group meeting plan, if an outside activity, should always have an indoor plan in case of bad weather.
 5. If a host misses their turn, or a "Big Idea" group plan does not work out, you do not postpone, but you go on to next month's host and "Big Idea".
 6. While the family may be invited to special outings, like a trip to the zoo, only the Tiger cub and one parent should attend the regular monthly group meeting. This keeps it special for the boy.
 7. The Tiger "uniform" is simply the decal ironed on to a cotton T-shirt or sweat shirt. It makes it more fun and special for the boy if the parent wears theirs also, but this is not required.
 8. In February, the whole group should plan to attend the cub Scout Pack's Blue and Gold Banquet.
 9. In April, Tigers graduate into the Cub Pack at the April Pack meeting. They can then participate as a Cub in summer activities, and start working in their Wolf book, especially on outdoor achievements.
 10. IDEA: Some of the most successful groups have outings almost every month, October - April. Such things as visiting the police station, fire station, newspaper, bakery, etc. for tours. Also, roller skating, bowling, sledding, parites in winter, etc. Use your imaginations. Keep it simple and fun.
 11. Summer activities include:
 - Cub Scout Overnights at Peaceful Valley Scout Ranch.
 - Cub Scout Day Camps.
- More information on these will be available from your Cub Pack leaders.

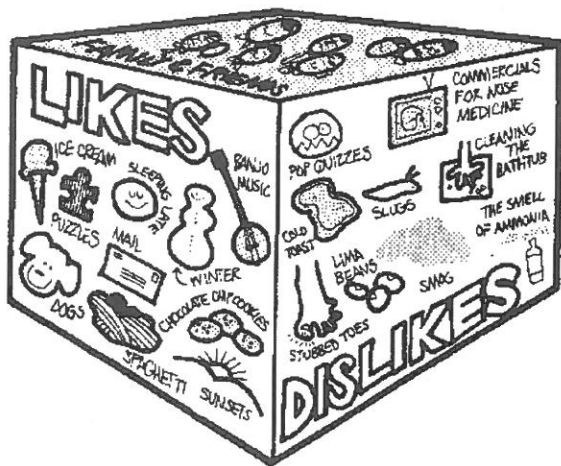
NOTES...



PERSONALITY CUBES

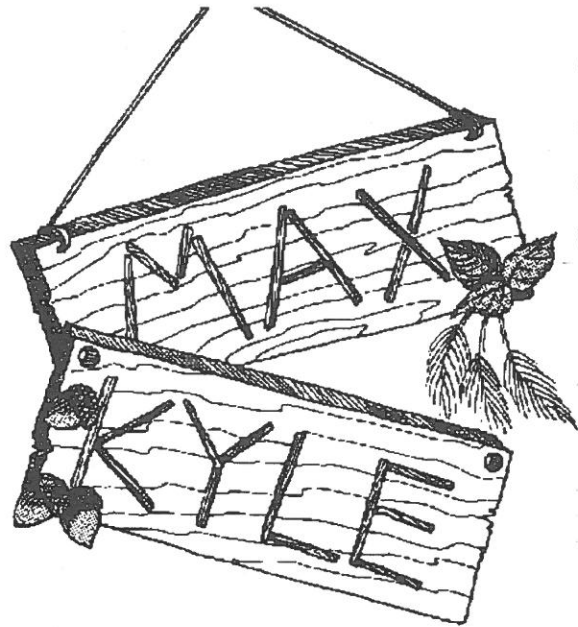
Cover an empty cardboard box with colored paper. Decorate the box with pictures and words cut from magazines, or draw sketches and write words that tell about you. Use one side of the box for each of the following topics:

- * Likes
- * Dislikes
- * Family and Friends
- * Hobbies and Interests
- * Strengths and Weaknesses
- * Plans for the future



GETTING TO KNOW YOU

NATURE'S NAME PLAQUES



1. Drill two holes in the top corners of wood scraps (about 4"x10").
2. Have each boy write his name on the wood scrap in big, bold letters (capital letters are easier to work with).
3. Use twigs to form the letters to cover each boy's name. You may be able to find twigs with curves, or just make block letters. Glue the twigs in place.
4. Foliage, nuts or rocks may be glued around the edge of the plaque for added decoration.
5. Allow the project to dry thoroughly.
6. Insert heavy string in holes for hanging.



DUM DUM DA DA

This is a simple rhythm game that can be added to by those playing it. The instructions may appear complicated, but don't let that scare you.

1. Have everyone sit on the floor in a circle with their legs crossed, knee touching the knee of the next person. "Dum dum da da" is sung to the tune of "Old Man River."
2. Add some movements to the song... On "dum dum," players slap their own knees twice. On "da da," each player slaps the knees of the person on the right. The next "dum dum," players slap their own knees twice again, and on "da da," each slaps the knees of the person on the left.



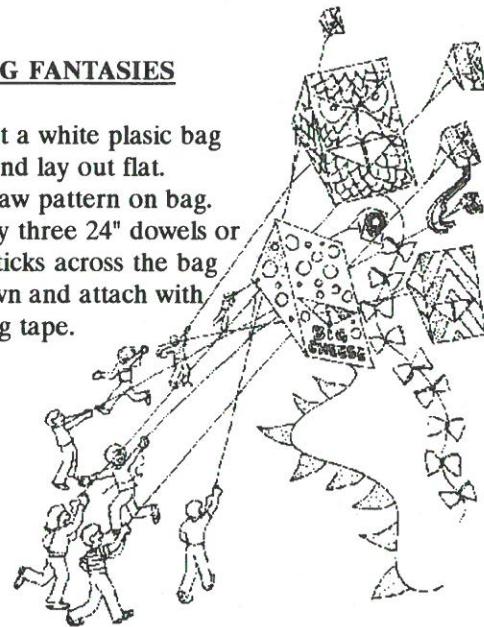
3. After mastering this, add other movements. Again on "dum dum," players slap their own knees twice. On "da da," players cross right arm over left and slap the right knee with the left hand and the left knee with the right hand. Then on "dum dum" again, players slap their knees the regular way. On "da da," players slap the knees of the people on each side. (Always right over left.)
4. Try inventing some of your own movements, Such as: "Dum dum," clap hands twice; "da da," reverse palms and clap the hands of the players on either side.



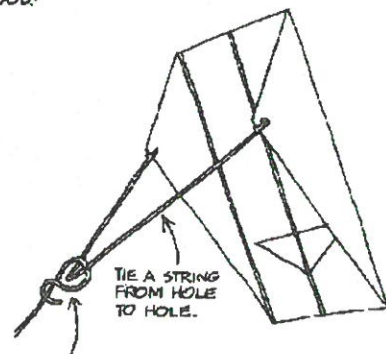
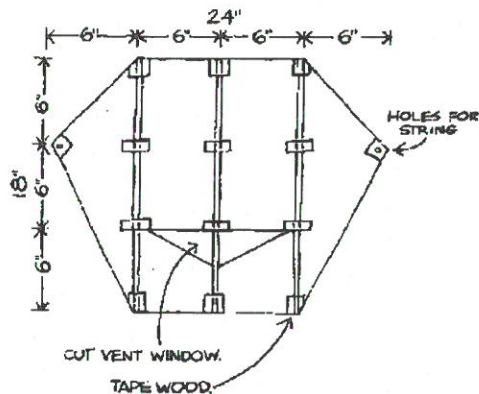
FAMILY ENTERTAINMENT

FLYING FANTASIES

1. Cut a white plastic bag apart and lay out flat.
2. Draw pattern on bag.
3. Lay three 24" dowels or balsa sticks across the bag as shown and attach with masking tape.



4. Fold tape around the corners to be tied. Punch a hole to tie the string and loop a long piece, about 80 inches, from hole to hole.
5. Attach a flying string to the looped string.
6. Decorate kite with felt markers.
7. To launch, face the wind and run slowly until the wind catches the kite. Let the kite up a little at a time.





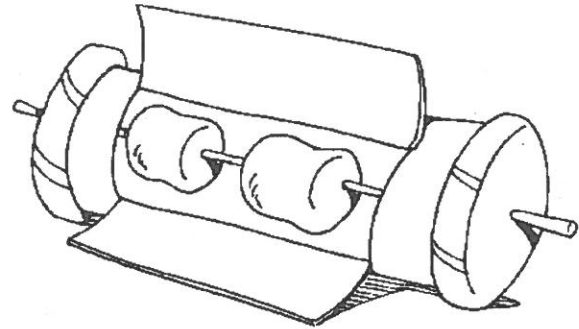
DISCOVER NATURE AND ENERGY

ANT FARMIN'

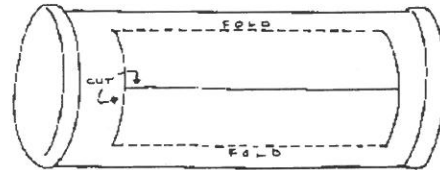
1. Dig up an ant hill. You will need about 100 ants.
2. Fill an 8" soup bowl and a quart-sized glass jar 2/3 full of dirt.
3. Set the jar in the soup bowl and then set the bowl on a 10" pie plate.
4. Put about 1" water into the pie plate that will serve as a moat and keep the ants contained.
5. To feed your ants, hang a piece of food (sliced fruit dipped in sugar water, a piece of meat, cheese, or bread) on a string tied to a pencil.
6. Add a tsp. of water to the jar every 3 days making sure you don't get the soil too wet.
7. Look at the bottom of the jar after a couple of days, and you will see ant tunnels.
8. Your ant house will last about four to six weeks (unless you have a queen). This is the life span of worker ants.
9. To make this project even more fun, look up some interesting ant trivia. Find out about the many different kinds of ants and their elaborate social structure. (If there are ants from two different colonies in your jar, they will fight and eventually kill each other.)



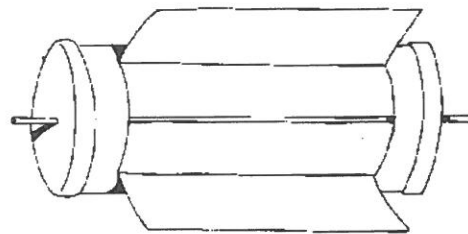
SOLAR OVEN



Cut a Potato Chip can as shown with a sharp knife. Fold back the flaps to reveal the reflective inside of the can. Do not cut off the flaps.



Punch a hole with an ice pick in the center of the plastic lid. Put the lid on the bottom of the can and use it as a pattern to poke the second hole. Replace the lid on the top of the can.



Cut a straight section of a hanger and put it through the two holes.

To use: Remove the lid and section of wire together and put a marshmallow or hot dog on the wire. Replace the hanger and lid on the cylinder and open flaps. Direct the solar oven toward the sun and hold it in place with rocks.



PREPARE FOR EMERGENCIES

BIKE SAFETY RULES

- Always wear shoes. Don't ride barefoot.
- It's best to wear long pants and a shirt with long sleeves.
- Loose fitting clothing can get caught in the spokes.
- Wear a helmet if you have one.
- Know what all the traffic signs mean.
- Follow the same traffic rules as the driver of a car does.
- Ride in the bike lane wherever you can.
- If you must ride on a sidewalk, watch out for people walking.



- Always ride in the same direction as traffic, never against it.
- Watch carefully when crossing driveways and alleys.
- If you have to be out after dark, be sure your bike has good reflectors and a light. Wear light colored clothing, too.
- Have a basket on your bike so your hands can be free for the handlebars.
- Always keep your hands on the handlebars.
- Be cautious - jumping with your bike can be dangerous.
- Don't ride with more than one person on the bike.
- If you see a "No Bikes Allowed" sign, be courteous and don't ride there.



BICYCLE SAFETY CHECK

It's important to observe safety precautions when participating in any sport or exercise. Part of bicycle safety is making sure your bike is working properly. Make a bicycle safety check on your bicycle. If you don't have a bicycle, help a friend!

Part	OK	Things That Need To Be Done
Brakes		
Chain Tension		
Handlebar Grips		
Tire Pressure		
Tire Treads		
Seat Height		
Light		
Horn		
Reflectors		
Pump/Tools		
Other:		
Other:		



KNOW YOUR FAMILY

MY FAMILY BANNER

In space 1, draw a picture of your family.

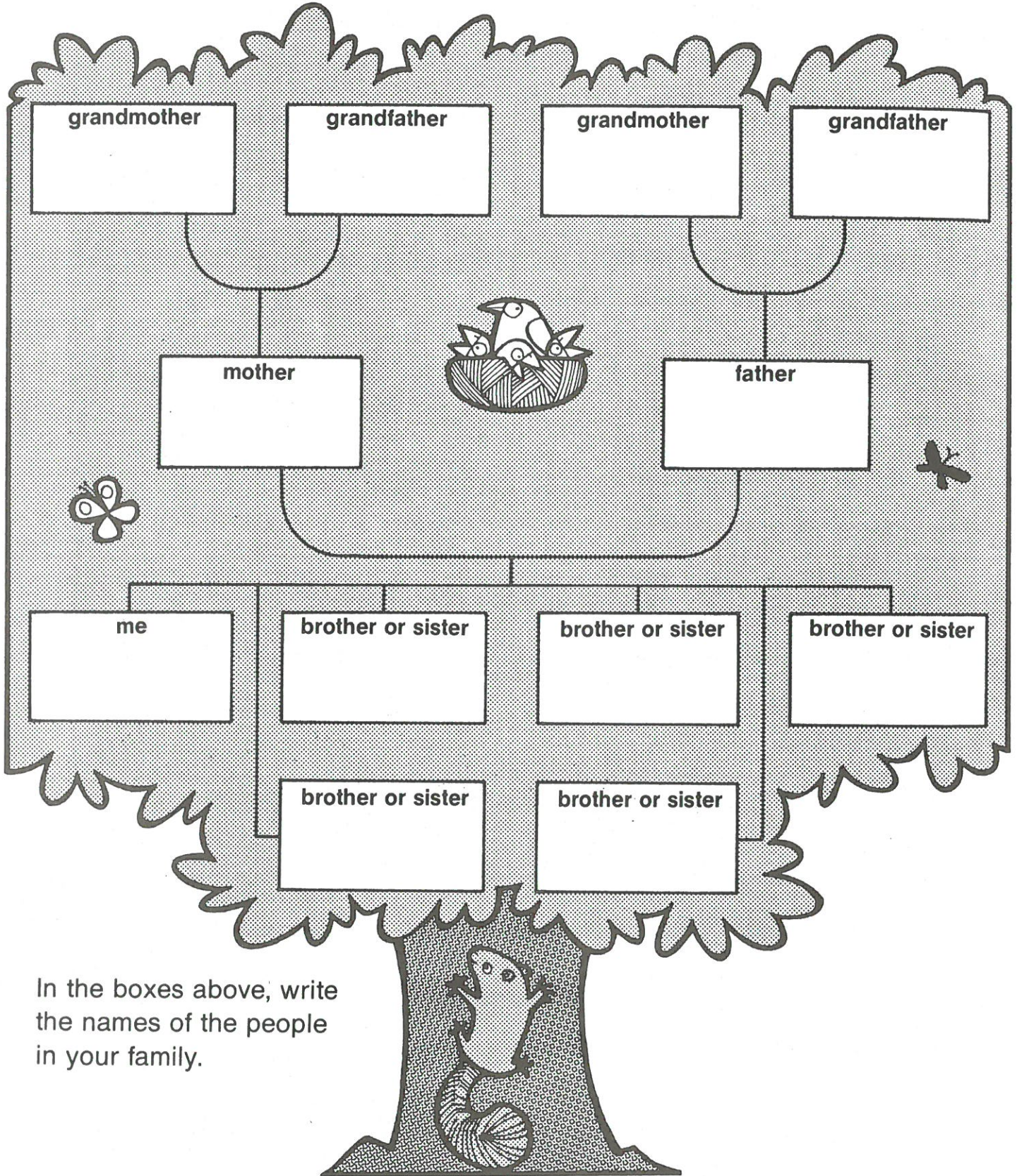
In space 2, write your family's last name.

In space 3, draw a picture of something you are good at.

In space 4, draw a picture of your family doing something together.

1	
2	
3	4

MY FAMILY TREE



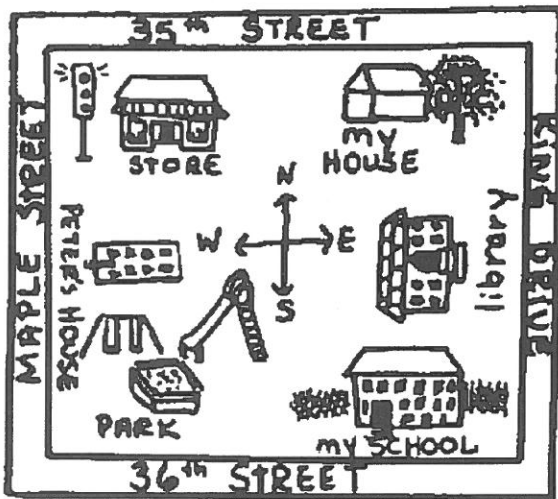
In the boxes above, write the names of the people in your family.



KNOW YOUR COMMUNITY

DRAW YOUR BLOCK

1. Take a walk around your block noticing the important things along the way.
2. Draw a "picture map" of what you remember, first putting in the 4 streets and your own house.



3. What else might you add? Other houses, addresses? ...a mail box? ...fire hydrant, stop sign, or street lights? ...trees or a park? Are there tall apartment buildings or stores on your block?
4. Now mark North, South, East & West. (If you're not sure, watch the sun set on the West side of your house.)

CLEAN-UP TREASURE HUNT

Conduct a clean-up treasure hunt on your school grounds or in your neighborhood. Not only will you have fun looking for the items listed, but you will pick up litter as well!

Wanted

a ballpoint pen	a pencil
a bottle cap	a blue object
a broken crayon	a red object
a candy wrapper	a yellow object
a lunch bag	something lost
a paper clip	something glass
a pencil	something metal
a piece of clothing	something plastic
notebook paper	something round
a rubber band	something square
a paper clip	a leaf or twig

1. Divide the group into teams of two or more.
2. Give each team two trash bags, gloves, and a copy of the Wanted list.
3. Set a time limit.
4. Spread out and search for the items on the list.
5. As you find items, check them off the list, and carefully pick them up and place them in one of the bags.
6. Put any unlisted litter you find in the other bag.
7. When time us up, see which team has found the largest number of listed items and declare this team the winner.
8. Sort all of the litter into boxes labeled **glass, metal, paper, plastic, and organic.**
9. Dispose of this litter properly. Return, reuse, or recycle what you can. Discard the rest by placing it in a garbage can or trash bin.



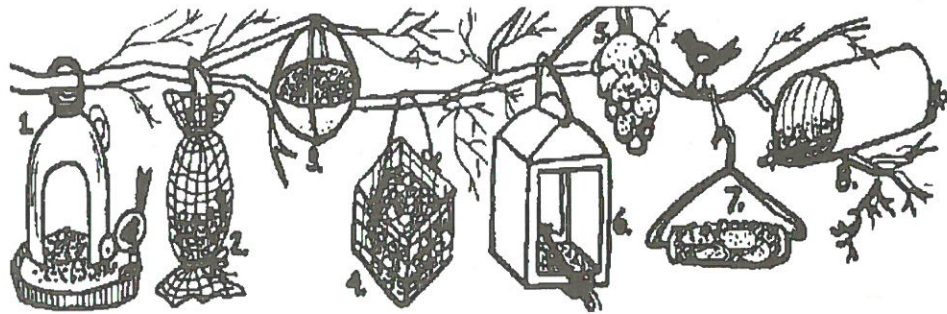
EARTHWORDS

We won't have a society if we destroy the environment.

—Margaret Mead



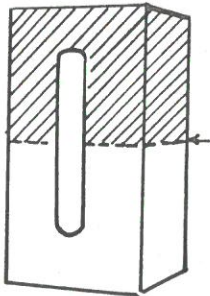
HELPING OTHERS



FACIAL TISSUE TRASH BOX

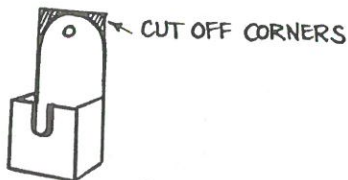
1. Have an adult cut tissue box as shown (figs. A and B) with an X-acto knife.

Figure A



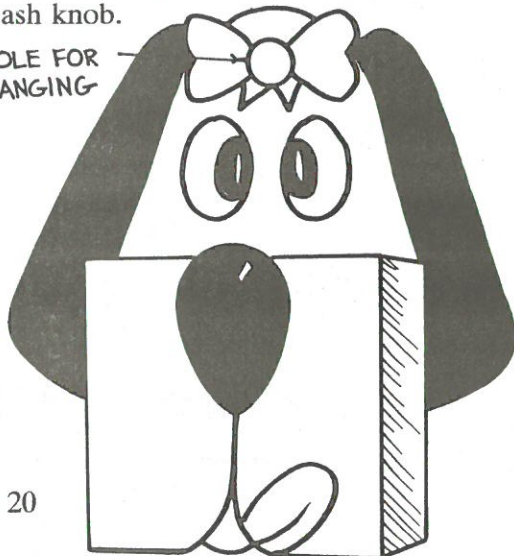
DO NOT CUT OFF BACK PANEL

Figure B



2. Cover box with brown paper and glue in place.
3. Cut out ears, nose, eyes, etc. out of construction paper and glue in place.
4. Draw details with black marker.
5. Cut hole in forehead for hanging on car dash knob.

HOLE FOR HANGING

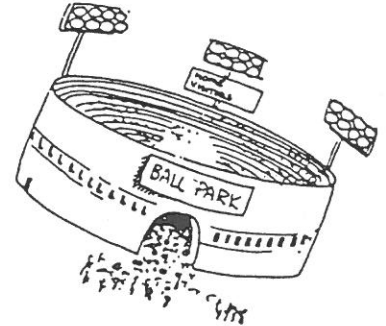


MAKE A BIRD FEEDER

You can make a bird-feeder from a variety of scrap items. Fill your completed feeder with seeds, suet, raisins, crumbs, etc., and tie it to a tree with heavy string or cord.

1. Cut a hole in the lower side of a plastic bleach bottle. Then glue the bottle to an aluminum tin.
2. Use a mesh bag from onions or potatoes.
3. Scoop out an orange or a grapefruit.
4. Fill a plastic berry basket with suet.
5. Roll a pinecone in peanut butter and seeds.
6. Cut a large square hole through two opposite sides of a milk carton, leaving a border on all four sides. Lay a dowel across the bottom and secure it with string.
7. Remove the cardboard tube from a coat hanger. Insert the open ends of the wire into a corn cob.
8. Remove both ends of a tin can. Lay a dowel through the can and secure it by running a string under the can and tying it to both ends of the dowel.

GO SEE IT



GOVERNOR'S MANSION

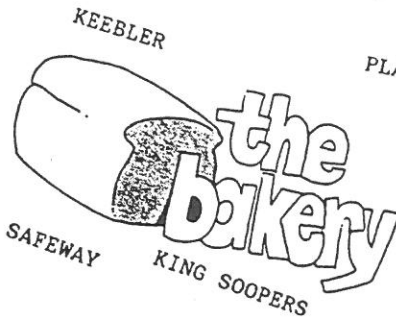


RED ROCKS NEAR MORRISON

DENVER BOTANIC GARDENS

GARDEN OF THE GODS - COLORADO SPRINGS

KARL'S FARM DAIRY



KEEBLER

SAFEWAY

KING SOOPERS

PLAINS CONSERVATION CENTER - AURORA

AURORA HISTORY MUSEUM



LITTLETON HISTORICAL MUSEUM



GOLDEN GATE CANYON STATE PARK

NATIONAL EARTHQUAKE INFORMATION CENTER - GOLDEN

DENVER MINT

CHILDREN'S MUSEUM



COLORADO CAPITOL

IMAX

GATES PLAETERIUM

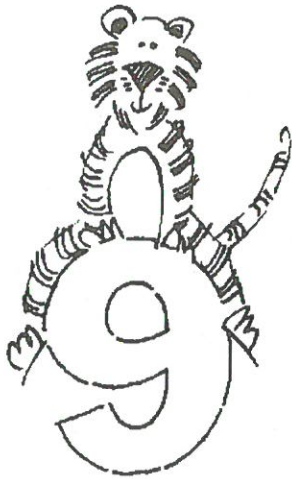
FISKE PLANETERIUM - BOULDER



DENVER ART MUSEUM

MUSEUM OF NATIONAL HISTORY

LOWRY HERITAGE MUSEUM



GETTING THERE

AIRPORT

When large airliners land, they use radar and complicated instruments rather than relying only on the vision of the pilot. In this activity, players rely on senses other than sight.



NORTH, SOUTH, EAST, OR WEST?

Some maps have a **compass rose** on them to show you which way is north, which way is south, which way is east, and which way is west. These directions are marked by letters on the compass rose. **N** stands for **north**, **S** stands for **south**, **E** stands for **east**, and **W** stands for **west**.

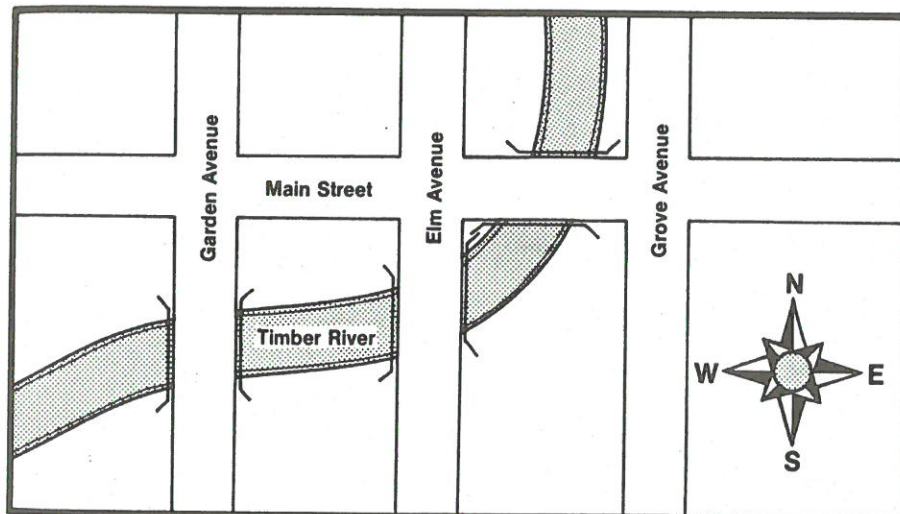
Use the compass rose on the map below to tell you the direction words you need to complete the statements.

- Grove Avenue is _____ of Elm Avenue.
- Garden Avenue is _____ of Elm Avenue.
- Main Street runs _____ and _____.
- Elm Avenue runs _____ and _____.
- Timber River is _____ of Grove Avenue.

1. Divide the group into pairs. One person becomes the "pilot" while the other partner is the "air traffic controller." One pair runs the course. The rest of the players become the runway by forming two lines about eight feet apart with the lines facing each other.
2. Obstacles, such as chairs, books, boxes, shoes, and so on, are place on the runway. Be careful not to use objects that will be harmful if stepped on or bumped into.
3. The air traffic controller stands at one end of the runway. The pilot is blindfolded and stands at the opposite end. The controller verbally guides the pilot down the runway so that the pilot avoids obstacles and the people on either side.

Variation:

Try the same game but have two pilots and two controllers working simultaneously.



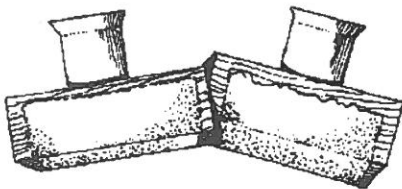


SOMETHING SPECIAL, ALL YOUR OWN

HOMEMADE BAND

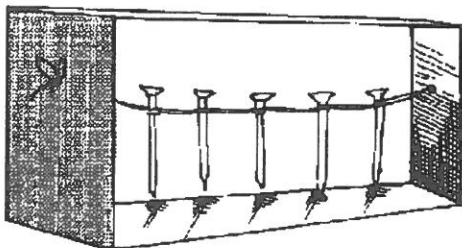
TAMBOURINE -

SANDPAPER BLOCKS -



1. Find two pieces of wood about the same size.
2. Sand any rough edges.
3. Glue a spool on one side of each wood piece for a handle.
4. Glue or staple a piece of sandpaper to cover the bottom and at least two sides of each block.
5. By rubbing the blocks together you will achieve a shuffling sound.

CHIMES -



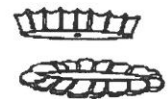
1. Remove the lid and the bottom from a shoe box.
2. Tie large nails or spikes onto a sturdy string.
3. Suspend the string between the two sides of the shoe box.
4. Play your chimes by tapping them with another nail or spike.



1. With a paper punch, equally space six holes in a sturdy paper plate or cardboard circle about 1/2" from the edge of the plate.

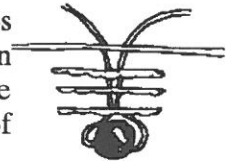
2. Now decorate the plate with bright colors.

3. Use a hammer to flatten several bottle caps.

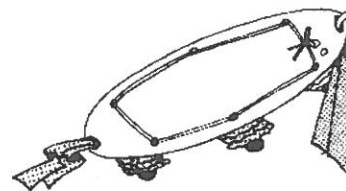


4. With a nail, punch a hole in the center of each cap.

5. Fasten the bottle caps and a bead as shown in the illustration. Use one continuous piece of string or yarn.

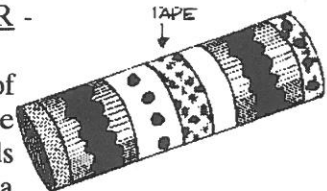


6. Ribbon or yarn can be used as streamers for added decoration.



TIN CAN SHAKER -

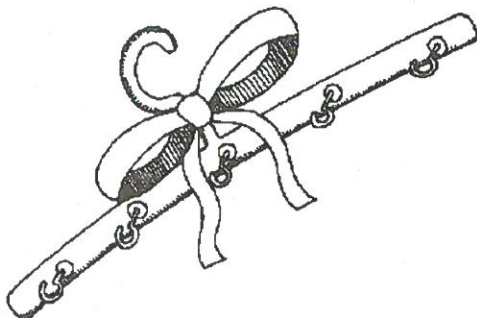
Find two tin cans of the same size (empty, but with lids still attached). Put a handful of rice or sand into one tin can and seal lid closed with duct tape. Place several paper clips or pebbles into the second can and seal lid closed with tape. Use duct tape to attach the two cans together. Decorate the can. Play by shaking or tapping with fingers.





MAKE GIFTS FOR SOMEONE SPECIAL

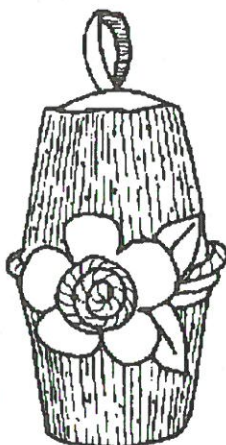
BELT OR TIE RACK



1. Sand a heavy wood hanger until smooth.
2. Screw in three to five cup hooks.
3. Tie the top with a bow.

CLOSET FRESHENER

1. Start with two small plain paper cups. Use a nail to poke holes all over both cups.
2. Fill one cup with potpourri or cloves. Invert the second cup and glue them together around the lip.
3. "Gift wrap" with yarn or ribbon, creating a loop at the top for hanging.
4. Decorate with felt scraps.



MAKING YOUR FAMILY SPECIAL

HAVE AN ICE CREAM SOCIAL!

Make your favorite recipe or try one of these:

STRAWBERRY CHEESECAKE ICE CREAM

- | | |
|-------|---|
| 3 | Cups strawberries, rinsed, drained and mashed |
| 1 | Cup sugar |
| 12 | ounces cream cheese, softened |
| 3 | eggs |
| 1 1/4 | cups dairy sour cream |
| 2/3 | cup half-and-half |
| 2 | teaspoons vanilla extract |
| 1 | cup broken vanilla wafers (optional) |



Place strawberries and 1/4 cup of the sugar into bowl; set aside til sugar dissolves; stir several times.

Beat cream cheese at high speed til smooth and fluffy. Beat in eggs, one at a time. Beat in remaining 3/4 cup sugar. At low speed, beat in sour cream, half-and-half and vanilla til blended. By hand, stir in sweetened strawberries until well blended.

Pour into a chilled 2-quart ice cream freezer container. Freeze according to manufacturer's directions. Remove dasher. Stir in vanilla wafers. Makes 2 quarts.

PINK WATERMELON ICE

- | | |
|-----|------------------------------|
| 1 | envelope unflavored gelatin |
| 1/2 | cup milk |
| 3 | cups seeded watermelon cubes |
| 1 | cup light corn syrup |



In a small saucepan, sprinkle gelatin over milk; let stand for 1 minute. Cook and stir over low heat until gelatin is dissolved.

Place watermelon, corn syrup and gelatin mixture in a blender container. cover and blend at high speed for 30 seconds or until thoroughly blended, scraping sides of container as needed. Pour into an 8x8x2-inch baking pan. Cover and freeze overnight.

Remove from freezer; let stand at room temperature for 10 to 15 minutes to soften. Break into pieces. Transfer to a chilled large mixer bowl. With chilled beaters, beat at low speed until smooth but not melted. Pour into a freezer container; cover and freeze for 4 hours or overnight.

Remove from freezer 10 to 15 minutes before serving. Makes about 4 cups.



MAKE YOUR OWN PAPER

To understand clearly how paper is recycled and reused, make some of your own...



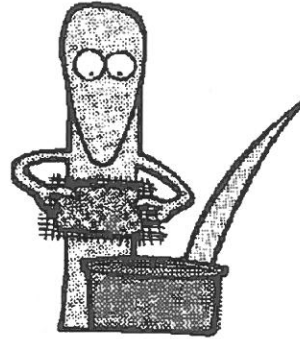
1. Tear some newspaper into small pieces and put them into a bucket until it is half full.
2. Add enough water to wet the paper pieces thoroughly.
3. Let the paper-and-water mixture stand for several hours.

4. Using a wire whisk, beat the mixture into a creamy pulp.



MAKE YOUR OWN

5. Dissolve 3 tablespoons of cornstarch in one cup of water. Add to the pulp and stir to mix thoroughly.



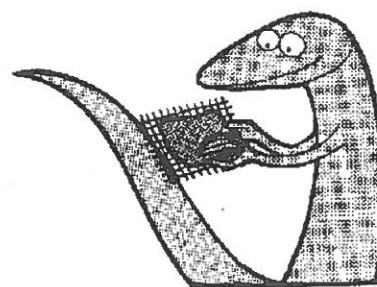
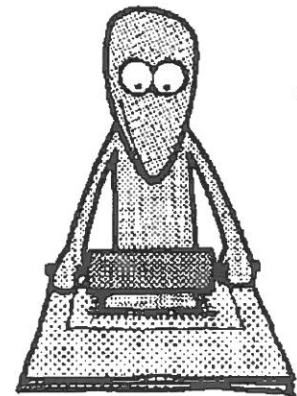
6. Submerge a piece of screen (about 6" across) in the pulp and pull it out.
7. Repeat step 6 until the screen is covered with about a 1/8-inch layer of paper pulp.

8. Spread out some sheets of newspaper and lay the pulp-covered screen on it.

9. Cover the screen with a sheet of plastic wrap.

10. Use a rolling pin to press out the excess moisture.

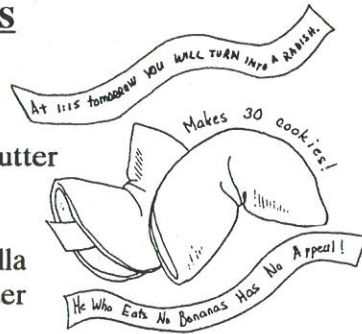
11. Prop the pulp-covered screen up so that air can circulate through it.



12. When the pulp is dry, gently peel this sheet of recycled paper from the screen.

FORTUNE COOKIES

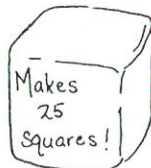
- * 4 egg whites
- * 1 Cup sugar
- * 1/2 Cup melted butter
- * 1/2 Cup flour
- * 1/4 teaspoon salt
- * 1/2 teaspoon vanilla
- * 2 tablespoons water



1. Write fortunes or messages on strips of paper. Fold them.
2. Mix sugar into the egg whites and blend until fluffy.
3. Melt the butter and cool it so it's not too hot.
4. Add flour, salt, vanilla, water and butter to the sugar mixture. Beat until the batter is smooth.
5. Grease a cookie sheet very well. Pour batter from a spoon to form circles (about 3" diameter).
6. Bake at 375° for about 8 minutes.
7. Lay a message on each circle, fold it in thirds, then bend it gently in the center. If the cookies get too hard to bend, put them back in the oven for a minute.

HOME-MADE MARSHMALLOWS

- * 1 large package of Jello
- * 1 1/2 Cups of boiling water
- * 1/2 Cup of corn syrup
- * a bowl of white sugar



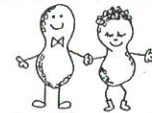
1. Empty the package of Jello (any flavor) into a bowl.
2. Pour in the boiling water and stir until the Jello is completely dissolved.
3. Add the corn syrup and stir well. Let the mixture sit (or refrigerate it for a while).
4. When the mixture begins to thicken, whip it with a mixer or beater until it is fluffy.
5. Pour it into a 9"x9" baking pan and let it set until the marshmallows are firm.
6. Cut it into small cubes, and roll each cube in sugar.
7. You can get a pretty assortment of colored marshmallows if you make several flavors!

CORN DOGS

- * 6 Hot Dogs
- * 2 Cups cooking oil
- * 3/4 Cup flour
- * 3/4 Cup cornmeal
- * 1 egg
- * 3/4 Cup milk
- * 2 tablespoons shortening
- * 1 teaspoon salt
- * 1 tablespoon sugar
- * 1 tablespoon baking powder
- * 2 teaspoons dry mustard
- * Ketchup and mustard in squeeze bottles



1. Put oil into frying pan and heat it to 400°.
2. In bowl or blender, beat egg, milk, sugar, shortening, salt and dry mustard.
3. Add flour, cornmeal, and baking powder. Mix well.
4. Four the mixture into a tall glass or can.
5. Put each hot dog on a stick. Dip it into the corn mixture.
6. Fry the corn dogs in oil until they're brown (about 10 minutes).
7. Drain them on paper towels.
8. "Decorate" your corn dog with mustard and ketchup before you gobble it down!

PEANUT BUTTER

1. Shell and skin a whole bunch of peanuts.
2. Put them through a food grinder 4 or 5 times **OR** Spin them in a blender at low speed until the peanut butter gets smooth.

* NOTE * If you're using a blender put in a tablespoon of oil or soft margarine before you begin and stop the blender often to scrape the peanut butter off the sides. If you use a grinder, add oil or margarine later.

3. Add about 1/2 teaspoon of salt (or more or less - depending on your taste).
4. Personalize your peanut butter by mixing in things that you like....Such as: chocolate syrup, raisins, honey, maple syrup, molasses, applesauce, cinnamon, nuts, apple butter, jelly, marshmallows.

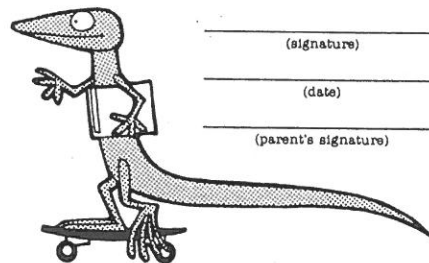


CARING FOR YOUR HOME AND HOUSEHOLD

Energy Contract

I, _____, do promise that I shall help to conserve energy for a period of two weeks by

1. _____
2. _____
3. _____



Ideas

- Turn off the lights when you are the last person to walk out of a room.
- Walk or ride a bicycle to school instead of being driven in a car.
- If you cannot walk or ride a bicycle to school, join a carpool or take a bus.
- Use a manual pencil sharpener instead of an electric one.
- Use a manual can opener instead of an electric one.

PACKAGING

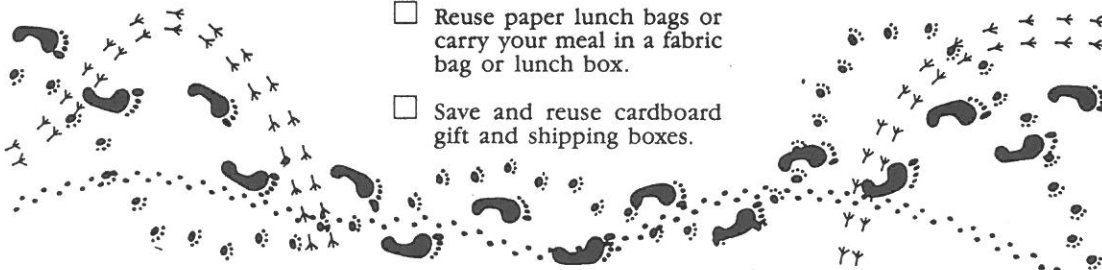
- Select products that come in biodegradable packages whenever possible.
- Buy products in returnable bottles, and return them.
- Wash and reuse glass jars.
- Rinse and reuse aluminum foil.
- Recycle aluminum cans.

PAPER PRODUCTS

- Use cloth napkins instead of paper ones.
- Buy greeting cards that have been printed on recycled paper.
- Reuse gift wrap.
- Recycle newspapers.
- Write on the *back* of a sheet of notebook paper, not just on the front.
- Reuse paper lunch bags or carry your meal in a fabric bag or lunch box.
- Save and reuse cardboard gift and shipping boxes.

PLASTIC PRODUCTS

- Select nonplastic products whenever possible.
- When you shop in grocery stores or supermarkets, avoid putting fruits and vegetables in plastic bags.
- Rinse out and reuse plastic produce and grocery bags.
- Encourage your local recycling center to begin accepting plastic.

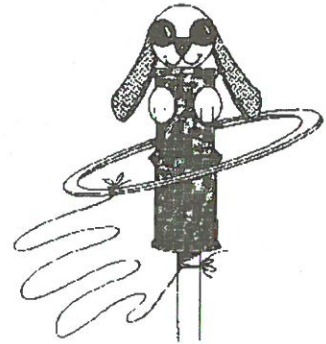




FAMILY GAMES, TRICKS, & PUZZLES

CATCH THE RING

1. Thread a 1/4" dowel rod with a combination of spools and beads to make a figurine.
2. Glue or paint on the details.
3. Glue the spools or beads in place, leaving about 3" at the top to help catch the ring.
4. Tie a 20" string to the dowel and attach it to a 3" ring (like a plastic bracelet).
5. Play by holding dowel at the bottom, flip the ring up and try to catch it on the figure at the top.



KNOT ME!!!

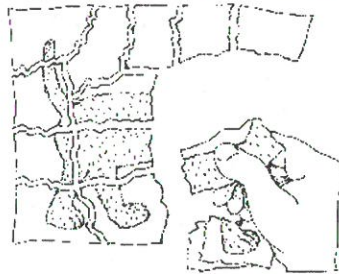
1. Everyone stands in a circle. With right hands, reach across the circle and join hands with someone not standing next to you.
2. With left hands, reach across the circle and join hands with someone not standing next to you (NOT the same person that has your right hand).



3. Working as a group, try to unknot yourselves without breaking any grips. Hands may be rotated, but never lose contact.
4. If group is hopelessly tangled, leader may break apart one set of hands and join somewhere else.
5. If successful, you will end up in a circle with every-other person facing in and the others out!

RIPPED PUZZLES

What a delight! It's OK to tear the paper!!!

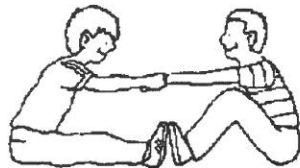


1. Give each player a piece of paper and crayons.
2. Each person must make a drawing, keeping it hidden from the other players. Have players make their pictures as complicated as possibly can, with lots of details covering the entire surface.
3. When all are finished drawing, have them tear their pictures into an agreed upon number of pieces. The number depends on the size of the paper, but don't make the pieces unreasonably small.
4. Everyone passes his puzzle to another player who tries to reassemble it.



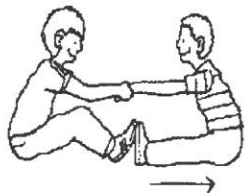
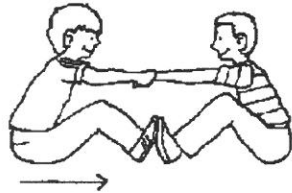
ROW RACE

Divide the group into pairs. Mark a short course with the start and finish lines about 15 or 20 feet apart.



Pairs line up. Partner A sits on the starting line with knees together and legs extended straight out. Partner B sits facing Partner A with soles of shoes together, knees bent, and hands clasped.

To move, Partner B pulls Partner A into a bent-knee position.



Partner B then pushes back to straighten his legs.

Next, Partner A straightens his legs and pushes Partner B's legs into a bent position. This pushing and pulling motion resembles rowing and moves players along at about a yard at a time.



The first pair to completely row across the finish line is the winner.

FITNESS & SPORTS

BALLOON TENNIS



MAKE A RACKET!



1. Pull a wire coat hanger into a diamond shape and straighten the hook.

1. Pull hanger into diamond shape and straighten hook.

2. Push the hanger into a nylon stocking, making sure it fits snugly into the toe. Pull the stocking tightly over the hanger to form a taut net.



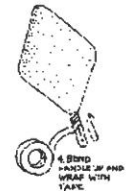
2. Push hanger into stocking.



3. Gather the loose end by twisting it around the handle and taping it to the handle.

3. With stocking around handle, twist and tape.

4. Bend half the hook of the hanger back to the base of the diamond. Twist tape around the entire wire to form a handle, and you are ready to play!



4. Bend handle up and twist with tape.

HAVE A BALLOON TENNIS RACE!

1. Mark start and finish lines about 10 yards apart.
2. Divide the group into pairs. Each should have two rackets and a balloon.
3. When the leader says "Go," partners begin walking, hitting the balloon back and forth while trying to maneuver to the finish line. Players have to direct their balloons while avoiding other balloon batters.
4. The first pair of players to cross the finish line is the winner.



TELL IT LIKE IT IS

SYMBOLIC CODE

A symbolic code is one in which a random symbol is used to stand for each letter of the alphabet. As you might imagine, this randomness makes symbolic codes difficult to decipher.

Decode this message.

- 1. Symbols representing a message to be decoded.

Encode this message.

- 2. DO YOUR BEST

Write a message in code on the top line. Then ask a friend to decode this message and write it in words on the lower line.

- 3. Blank lines for writing a message in code and its word translation.



Alphabet key for symbolic code with symbols for letters A through Z.





CUB SCOUTING, HERE WE COME

THE TURTLE CEREMONY

Narrative:

We come now to the last very important ceremony this evening. The theme for this Tiger Graduation ceremony is The sign of the Turtle.

The turtle has many meanings and traditions in Scouting.

First, 75 years ago the first honor campers society within the Boy Scouts chose as their lodge symbol the turtle. This society later became known as the Order of the Arrow. That first lodge was in Treasure Island, N.Y.

Second, the turtle is green. (*Paint the boys' cheeks green.*) This signifies YOGO... "You're Only Green Once." i.e. you're just starting out in Scouting.

Third, the turtle is small and low to the ground signifying your size and in contrast to the Eagle which one day you may become. (*Give each boy an "eagle" feather.*)

During the course of this Pack Meeting we have lighted several candles to represent advancement in Cub Scouting. We also have a candle for your crossover from Tigers to Cubs in this turtle candle holder to represent your starting point in Cub Scouting. (*Light candle.*)

In order for you to advance to Bobcat and follow in the footsteps of Akela (The Wolf), you will need a book to guide you. (*Pass out Wolf books.*)

To show that you have completed your work as a Tiger Cub, we give you this patch. (*Pass out Tiger graduate patch.*) This patch is worn on your right pocket.

To show you are a Cub Scout and a member of the Pack you may now wear this gold neckerchief. (*Roll neckerchief and place on each boy.*)

And to hold your neckerchief on and to remind you of this ceremony, we have this special turtle neckerchief slide for you.

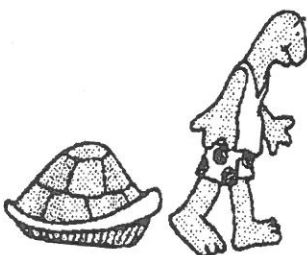
One more thing you must do to be a member of this pack. You new turtles should have a ceremonial meal. What do you think turtles eat? PIZZA!!!! (*Pass out slice to each.*)

What is needed before ceremony:

1. All new Cubs to be in uniform with all shoulder patches sewed on.
2. Neckerchiefs purchased by parents but folded at the presentation table.
3. Turtle neckerchief slide for each boy - leaders, too.
4. New Wolf book for each boy.
5. Tiger Graduate patch.
6. Turkey feathers to look like eagle feathers.
7. Small piece of pizza for each boy.

Props:

1. Turtle candle holder and one green candle.
2. Green face paint and water.



NOTES...

**DEN
HELPS**

DEN HELPS



BE PREPARED

As a Den Leader, the most important thing you can do to maintain order in your den is to Be Prepared! Take advantage of all the resources available to you--the Cub Scout Leader Book, the Den Leader How to Book and any other Scout literature you can get your hands on. Attend Basic Training, Roundtables, Pow Wow, and any workshops that may be offered. Scouting has more than 75 years of resources to draw upon--take advantage of them! These sources will provide valuable information about what to expect from Cub Scout aged boys. The more you know and understand the Cub Scout Program, the more confidence will be communicated to the boys.

Be prepared for your den meetings. Plan your meetings in advance and make sure you have all the materials ready and waiting for the boys. They will find something to do while you are off looking for the scissors, and it may not be what you had in mind! Have an extra song or game planned, just in case things move along faster than you expected. Spare time can be a disaster! If you have something for the boys to do every minute they will be less likely to get into trouble.

Don't forget to make use of your Assistant Den Leader and/or Den Chief. They are valuable resources. They can occupy the boys with a game or a song while you record dues and advancement. An extra pair of helping hands are always welcome at the craft table.



DEN ACTIVITIES

HIKES: Boys can have fun in the outdoors any season of the year and hiking is one of the activities which can be done year round with loads of fun and learning. Some examples are:

Nature Hike: Backyard or playground. Take along guidebooks and identify plants and animals you may see.

Nature Field Trip: Visit Nature Center, Preserve, Zoo or Game Sanctuary.

Early Signs of Spring: Look for signs of new life of vegetation and animals. (Return a few weeks later to compare)

Baby Hike: Look for Natures babies. Plants and animals. Look but don't touch.

Track or Sign Hike: Look for all types of animal signs and make plaster casts.

Caterpillar Hike: Have a line of boys blindfolded with hands on shoulders move very slowly while they try to explain what they hear, smell, and feel.

Micro Hike: Lay out several areas 6 by 6 feet with strings and have the boys lay on the ground and look very closely to what goes on in their square. Discuss what they saw.

Big Game Hunt Hike: Sight as many animals as they can and make a list of what they saw and what it was doing. (Probably nothing since boys are so QUIET!)

Obstacle Hike: Some boys have never climbed a tree, walked a log, or chinned themselves on a tree branch. Pick a trail which will provide such an obstacle course.



COOKOUTS:

Cooking in the outdoors for a Cub Scout can work right into his heart as well as his stomach. Keep it simple and make it fun. A good reference for this activity is the Cub Scout How to Book.

STAR GAZING: Did you ever lay on your back on a clear moonless night and admire the view. What did you see? Stars... Most people would say, but there is so much more up there than stars. Pick a clear moonless night away from city lights with a map of the constellations as your guide. A flashlight covered with red cellophane would not destroy your night vision as a white light will. This will enable you to read your star guide. Try to find as many constellations as you can and imagine the size and distance of the universe.



CAMPING: Since Cub Scouting is home and family centered, Camping for Cub Scouts is also. There are many kinds of camping for Cubs. Supervision is paramount when dealing with Cubs.

Day Camp: This is a week of fun in the outdoors for every Cub Scout and Parent and Den Leader. Activities are planned to help the Cub Scout with achievements and electives in such areas as Field Sports, Crafts, Games, and Nature.



Backyard Camping: Keep the outdoor activities of the Cub Scout dens limited to the ability and desire of the 2nd and 3rd grade boy. Cub Scouts should camp in their own back yard and work on electives related to outdooring.

Family Camping: Family camping is encouraged since the Cub program is centered around the family. This should bring new and fun experiences to the boys as well as the parents.

Webelos and Partner Camping: Webelos are encouraged to have partner-and-boy overnight camping experiences away from home. This is an important step in the transitional phase between Cubs and Boy Scouts. If a Boy Scout Troop is willing to help with this overnight it is highly recommended. Unsupervised camping is not allowed for Cub Scouts, the parents or adult partners of the boys must be present.

Cub Camp: A one night campout with a parent at an organized Boy Scout Camp. Activities may include archery, BB guns, swimming, canoes, a nature hike, obstacle course, games, and crafts. This is designed to be a Wolf's or Bear's first camping experience.

Webelos Camp: This is as close as a Webelos Scout will get to Boy Scouts on the camping experience. This is three days and two nights in an organized Boy Scout Camp. Living just like the Boy Scouts do and even eating out of the same mess hall. Parents or partners are encouraged to come.



Campfires: Campfires should be the highlight event of every campout. Campfires should be planned and not just started. Fun, songs, skits, and maybe a safe game might be part of the campfire. Write the campfire program down on a Planner Sheet and check all the preparations for the campfire in advance. Open the campfire with a lot of pizzazz and have a very special segment for the boys to remember. Close the campfire with a solemn thought and exit quietly. Campfires usually mark the end of the day and the end of the campfire should help quiet the boys down for bedtime.

THE GAME CHEST

A Game Chest can come in assorted sizes, shapes, colors and result in various expense....a Game Chest may cost you nothing but time and determination and may ultimately save your sanity! If you've never had a Game Chest, give it a try. It's not only a Game Chest, it's a Treasure 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 Game and/or Craft supplies.

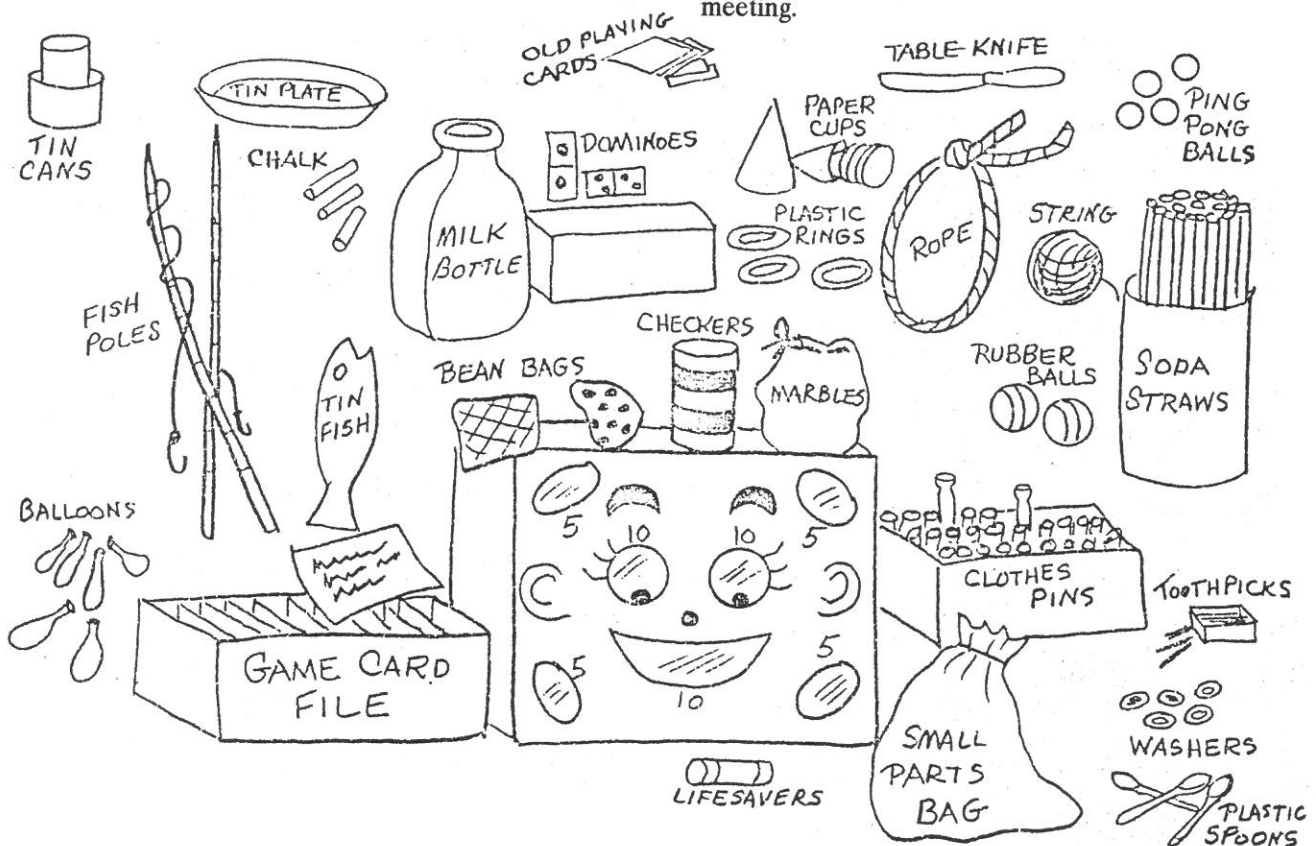
Involve your boys in preparing your Den's Game Chest. A little paint, a few decals, lots of imagination and perhaps their own signatures will personalize its exterior so that all the world will know where Den 4 keeps its game supplies.

It's what is inside that counts, however. Here again, a leader can fill a Game Chest with his or her own household supplies or have each Cub bring several items for Game supplies, that will individualize its contents as "Boy Made."

Here is a list of possible items found in your home or at the local store to stock your Game Chest.

- | | | |
|--------------------------------|--------------|----------------|
| Clothes Pins | Clothes Line | Playing Cards |
| Washers | Tin Cans | Marbles |
| Ping Pong Balls | Balloons | Straws |
| Pie Pans | Feathers | String |
| Pencil & Paper | Bottle Caps | Masking Tape |
| Whistle | Bandana | Plastic Spoons |
| Old Work Gloves | | |
| Plastic Rings (6-pack holders) | | |
| Small Paper Sacks | | |

These items may be used in a variety of ways. Clothes Pins and Washers may be tossed into pie pans and cans, as well as playing cards. Feathers can be blown across room in relays. Ping Pong balls can be rolled, tossed or blown with a straw into containers. Old Work Gloves are most helpful in playing Fumble Fingers. Handkerchiefs make good team flags or blindfolds. Rubber rings may be tossed over bottle necks and the list goes on and on...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 meeting.



DEN YELLS

Why Den Yells?

- 1) Gives every boy a chance to participate at the Pack Meeting.
- 2) Builds Den spirit and morale.
- 3) Gives the boys a chance to let off steam in an organized fashion.
- 4) Affords a chance for cooperative teamwork.

When Den Yells?

- 1) You can give a Den Yell any time someone in the Den is recognized for an award.
- 2) During a Pack yell-off. This is a fun activity for Pack Meetings. One at a time, the Dens give their Den Yell and compete to see who's the loudest.
- 3) When the Den Leader deems it appropriate.

Here are some sample Den Yells to get you started. Some of them are "generic", which means you can use them for any Den by substituting your Den number for the one written. Some are custom made for specific Dens and can't be changed because the rhyming word is the Den number.

One, two, three, four,
Who are we for?
Den ___, Den ___
Yeah !

Tutti-fruitti!
Punch and Judy!
Den ___ will do its duty!

Don't you worry!
Don't you fret!
Den ___ will get you yet!

Rah-rah-rah! Mud or Dust!
We're Den ___
Shout we must!

Look out!
Here we come!
Den ___
Is on the run!

North, South,
East, or West!
Den ___
Is the best!

United we stand.
Divided we fall.
Den ___ is best of all!

Show us some action!
Show us some spark!
All for Den ___
Stand up and bark!

Rah, rah! Hey, hey!
Blue and Gold are here to stay.
Rah, rah! Hey, hey!
Den ___ is best in every way!

We've done fine!
We've done well!
Now for an eardrum splitting yell!
Den ___, Den ___, Den ___!

Clap your hands,
Slap your Thigh!
Den ___ is flyin' high!

Clap your hands!
Stomp your feet!
Den number ___
Can't be beat!

Run 'em down the alley!
Run 'em down the street!
Den ___! Den ___!
Can't be beat!

We're from Den ___
Couldn't be prouder,
If you can't hear us,
We'll yell a little louder.

We're the best,
Under the sun.
Den 1 !

We are Cub Scouts
Strong and true!
We are Cub Scouts
of Den 2!

Who's as good as they can be?
We are!
Den 3!

Listen to us scream!
Listen to us roar!
We are the best Den!
Number 4!

We are the best den!
That's no jive!
We are the best den!
Number 5!

We take hikes,
To get our kicks!
We are the mighty Cubs,
Of Den 6!

We are so good,
We're goin' to heaven!
We are the best den,
Number 7.

We are mighty!
We are great!
We are the Cub Scouts
Of Den 8.

We love Cub Scouts!
We think it's really fine!
We are happy campers,
From Den 9!

Today, we are Cub Scouts,
Someday we'll be men!
We are the best Den,
Number 10!

DISCIPLINE

If a boy wants to be noticed and receives a lot of attention from you when he misbehaves, his need to be noticed is fulfilled. He will probably continue his inappropriate behavior because it best fulfills his need. Well then, what's a Den Leader to do? Boys will be boys and will probably get into trouble. How can you deal with misbehavior, build up their self-esteem and still maintain some kind of order in your den? You need a plan of discipline.

Discipline is not punishment. Discipline is setting boundaries and sticking to them. Discipline is making the child responsible for his own behavior--telling him that if he chooses a certain course of action, what the specific consequences of that action will be. Discipline is training given to a child to mold or correct his behavior.

Children need to realize they have choices. If they act one way, this will be the result. If they choose a different action, the result may be different, too.

As a Den Leader, you need to spell out for the boys what is acceptable behavior and what is not. Also, let them know the consequences for acceptable and unacceptable behavior.

DEN CODE OF CONDUCT



At your first Den Meeting sit down with the boys and discuss what a den meeting will be like and what you hope to accomplish. Introduce the Cubs to the Cub Scout Sign. You will be using the Cub Scout sign to get their attention. (A whistle is nice to use for rowdy outdoor games.) Let the boys know what you expect of them. Introduce them to the rules you have set up. (Try to keep them positive.)

Have the boys tell you what rules they think would be appropriate for Den Meetings. You'll be surprised--the boys will be harder on themselves than you would be. They'll be delighted when you decide to throw a rule or two out. Here's a sample Den Code of Conduct written by boys:

- Don't interrupt
- No nasty jokes
- No punching or kicking
- Listen to Akela and don't talk back
- No cussing
- Don't stick your tongue out or spit
- No name calling

You might add a few things, like:

- Wipe your feet at the door.
- No running or yelling in the house.

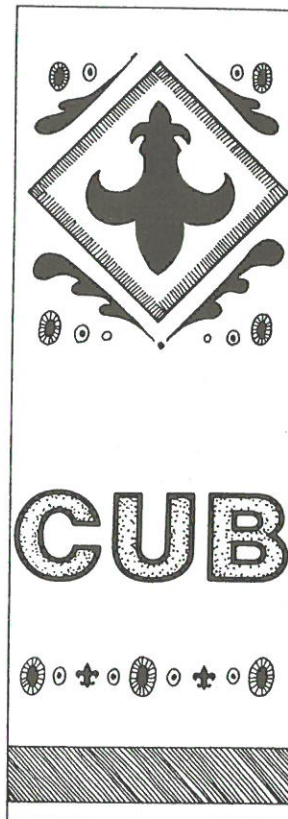
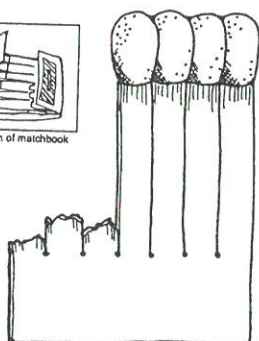
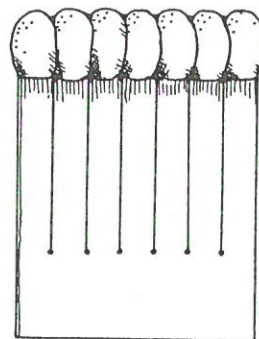
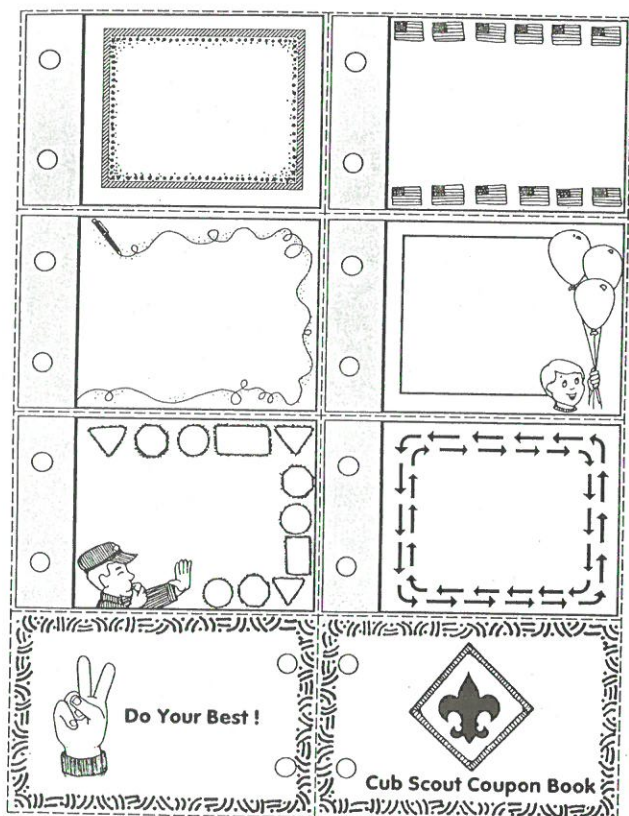
Write all the rules on a poster board and display them at every meeting. You might find you need to add something later. You may also wish to review them from time to time.

Once you have your Den rules established, you need to find a system to enforce it that will work for you. One system that works well is "THREE STRIKES--YOU'RE OUT." The first time a boy breaks a rule, he gets a warning. The second time, the boy spends 5 minutes in Time Out. (Time Out is an interruption of a child's unacceptable behavior, by removing him from the scene of the action.) A chair off to the side, out of the activity of the den meeting, can serve as the Time Out area. After 5 minutes the boy is asked if he is ready to return to the group. If a boy doesn't control himself in Time Out, he moves on to his third strike. When a Cub commits his third infraction of the Code of Conduct, he is excused from the meeting and must call a parent to come and get him. Have a conference with the boy and at least one parent before he can return to the next Den Meeting. Be sure to explain the Den's Code of Conduct and the consequences of breaking the rules to the parents of boys in your Den at each of your Den Parents' meetings.

There are a variety of ways to keep track of each boy's conduct. The best are the ones which will accentuate the boy's positive behavior instead of punishing the negative.

MARBLES JAR - Give each boy 3 marbles at the beginning of each meeting. Take marbles away for unacceptable behavior. At the meeting's end, the boys put their remaining marbles in a jar. When the jar is full, take a Den field trip as a reward. Don't make the jar too big. The goal will be too hard and the boys will lose interest. A month is about the right amount of time to work toward a field trip. Adjust the size of the jar accordingly.

COUPONS - Enlarge and photocopy the coupons below (consisting of a front and back cover, and six various pages of coupons). Use as awards for the Cubs. As the boy achieves goals (good behavior) he is awarded "coupons" which are compiled by the Den Leader. At the end of the month, he receives his assembled coupon book. Coupons may be redeemed for such things as treats, special privileges, or used as tokens to "purchase" incentive items. Assemble cut out pages, fastening with a staple and threading yarn through punched holes.



THE PERFECT MATCH - Photocopy the matchbook and matches above on card stock. Cut out and cut between matches. Fold the cover at the small designated marks like a real matchbook cover. Insert the matches with the partial set as the top layer. Staple at lower edge, but leave room for the cover to slip under. Give one matchbook to each Cub in Den. If a Cub misbehaves at the Den meeting, tear off one "match." The boy with the most matches left at the end of the month receives a special award.

COUP AND BEADS - An Indian coup and beads can be used in conjunction with any of the above methods. The boys can make their own coups out of leather or vinyl. They could be worn on their belts or around their necks. The boys can earn beads for:

- Attending a den meeting
- Coming in uniform with their books
- Advancement
- Pack meeting attendance
- Participation in pack events (Pinewood Derby, fund raisers, summertime activities, etc.)
- Participation in District or Council events
- Having no "strikes" at the end of a den meeting

DEN METHODS

Here are some proven methods that you may want to try with your Den:

-Use the Cub Scout sign. Don't raise your voice! If you use the sign consistently, the boys will respond. See who will respond to the sign first by becoming quiet and holding up their own sign. You could give a special treat at the end of the meeting to the boy who was first the most times.

-Make Den awards really special. Have a ceremony for Instant Recognition, Passing of the Denner Cord, etc. Just because these awards are made at a Den meeting doesn't mean they aren't special.

-Have a special opening and closing ceremony for each Den meeting. The opening can set the tone for the meeting as well as signal the boys that the meeting is officially open. Your closing can reinforce the encouragement you have been trying to give them throughout the week and can give them something to look forward to for the next meeting. The ceremonies can be very simple, but be sure to give them dignity and respect.

-Know your boys! Knowing him will help you understand him better. Remember, every boy is different!

-Let boys be boys! Let them be rowdy when appropriate. Be sure to give them a chance to let off some steam through songs and games (especially if you meet right after school).

-Use a TALKING FEATHER. A talking feather is a large feather that the boys can pass around. Only the person with the feather may speak. The boys really respect this because they all want a turn uninterrupted.

-Make sure your projects are well suited to the age and ability of the boys in your Den. Don't make it so easy that they could become bored. On the other hand, if you had trouble making your sample, you can be sure it will be too hard for the boys. In conjunction with this, it might be a good idea to have some extra puzzles or pencil games on hand for the boy or boys who are the first to finish. This will keep them occupied and out of trouble while you are helping the others to finish.

-Supervise ALL activities. Don't just send the boys outside to play. Utilize your assistant Den Leader and/or den chief.

-Deal calmly and reasonably with any problems that may arise. Give the boys a chance to tell their side of the story. Your example of fairness will carry over into other aspects of their lives.

-Explain the reasons for your rules. Let the boys know there are choices that are made by the leaders and choices made by the boys.

-Be aware of your limitations. As a Den Leader you may never know what a profound impact you could have in a boy's life. However, some things are beyond your control. Do whatever you can do to help a boy but realize that you can't do everything. He will be aware of and remember your kindness and caring.

-Give the boys LOTS of positive feed-back! (Don't forget your Assistant and Den Chief, either.) Make it a point to say at least one good thing about each boy at every meeting. Don't give undeserved compliments, but genuine praise. Build your Cubs up every chance you get. Remember:

"It's better to build boys than to repair men"

Hopefully, by using some of these techniques, you'll make your Den a fun and enjoyable place to be. The boys just might have more fun being rewarded for their good behavior than getting into trouble for their bad behavior. You'll enjoy it more, too.

"A child is the only known substance from which a responsible adult can be made."

NOTES...

DEN CHIEF UTILIZATION

MY DEN CHIEF AND I

*My heart sank at the sight of him,
With his slim form, khaki clad;
It's true he had a pleasing smile--
He just couldn't be TOO bad.*

*But I'd pictured broader shoulders--
A big chest with badges dressed;
Here was another "little boy"
Not much older than the rest.*

*We'd talked about plans for the den,
The ideas were all mine;
"I wanted this--and I'd have that--"
And he'd say, "Yes ma'am, that's fine".*

*Now one day I was feeling low,
I disliked everyone;
Especially active, noisy boys
Who should shout, laugh and run.*

*I was going to send them home
When my chief stepped up to say,
"If it's all right, I'll take over",
Weakly I agreed, "O.K."*

*While one group played a game of ball,
He taught knots to another,
I sat entranced and gradually
I saw him as a "Big Brother".*

*I'd been the one at fault, not he--
I'd pushed instead of guided;
And all my den chief's talents,
I'd succeeded well in hiding.*

*At long last we'd become partners,
Through fair and stormy weather;
My slim, young, smiling chief and I
Have learned to work together.*

HOW TO USE YOUR DEN CHIEF

There are four clues to use with Den Chiefs: OBTAIN, TRAIN, USE, PRAISE. Once the Den Chief is obtained (through the cooperation of the Cubmaster and Scoutmaster), the next step is to see that he is properly trained and receives the Den Chief cord and patch. If a Den Chief training conference is not scheduled in the near future, the Den Leader or Cubmaster may give him temporary training. These are some of the things he needs to know.

Relationships: How he works with the Den Leader and other leaders.

Discipline: How he can help the Den Leader maintain discipline by leading and not pushing.

Patience: Important in dealing with Cub Scouts.

Boy Nature: How the viewpoint of an 8 year old differs from that of an older boy.

Skills: How to lead songs, games yells and other activities.

WAYS TO KEEP YOUR DEN CHIEF HAPPY

- Recognize him at the first pack meeting after he becomes a Den Chief.
- See that your Cubmaster trains him or arranges for him to attend a Den Chief's conference.
- Congratulate him before your Den or Pack each time he receives a Scout advancement
- Recognize him on his birthday and other special occasions.
- Give him an important job, then let him do it.
- Be PATIENT with him - he is just a boy.
- PRAISE him during Den meetings.
- Build him up in every way you can.
- Understand his limitations and his abilities.
- Let him know there are some things he can do that you can't do.
- Let him feel that he is successful.
- DO NOT leave discipline problems up to him.

HOW THE DEN CHIEF FITS INTO CUB SCOUTING

1. He is a leader and friend to the Cub Scouts. He is EARNEST about his job and doesn't horseplay. He is fair to all and does not show favoritism.
2. He knows his stuff and is prepared for meetings. He is willing to learn more .
3. He is ready to be of assistance to the Den Leader and help him or her in planning meetings.
4. He maintains an active relationship with the Den and attends meetings regularly.
5. He helps prepare the Cub Scouts for Scouting. (Remember: Certain activities should be reserved for once they become Boy Scouts, don't rush them too soon.)
6. He expects every Cub to "to His Best" and encourages them by his knowledge and example.

There are five elements which the Den Chief should provide in his relationship with his den:

1. Make the Den meetings interesting, in advancement as well as games .
2. He helps the Cub Scouts work on advancement and encourages them .
3. He sees there is fun in every meeting.
4. He lets the Cub Scouts show initiative and push ahead, while encouraging them to do their best.
5. He provides a light touch of inspiration to the meetings.

The Den Chief's entire relationship with the den is one of guidance towards Cub Scouting ideals, assistance in games, crafts and stunts, and as a planning advisor to the Den Leader.

Let him take an active part in planning the Den meetings. The Den Leader may meet with him monthly to make these plans, then meet briefly with him before and after each Den meeting. Assign him specific responsibilities for the Den and Pack meetings. This boy will become a valuable aid in livening up the meetings and keeping them moving.

THE DEN CHIEF HELPS AT DEN MEETINGS

Gathering Period: Helps teach boys tricks, puzzles and games while the Den Leader is busy checking attendance and collecting dues.

Opening: Helps the Den Leader organize boys and get them ready for the den meetings. He could hold a uniform inspection during this time.

Business: He will have some good ideas for theme projects, service projects, trips, etc. Give him a chance to voice his ideas.

Activities: This is the time when the Den Chief can be of the most help. He is your activities assistant. He can help the Cubs with craft projects.

Closing: Helps restore order and quiet for the closing ceremony.

After the Meeting: Ask him to help evaluate the meeting just completed and review the next one.

Den Chiefs are busy people. Each week they attend their Troop and Patrol meetings. They are doing their best to advance in the Scouting program. Chances are they won't be very interested in spending more time learning to be Den Chiefs unless you make it fun.

To make the extra learning happen more easily, leaders must see that the job really rates. Scoutmasters should recognize the importance of Den Chiefs before the whole Troop and let the Scouts know that it is a Troop Leadership position. Cubmasters! Don't leave the training to your Den Leaders. The show of interest, public recognition and expression of appreciation for the job Den Chiefs are doing encourages them to do their best.

THE DEN CHIEF HELPS AT PACK MEETINGS

- Helps Den Leader set up displays.
- Helps Den Leader during stunts or skits.
- Helps Den Leader maintain good behavior.
- Helps get the boys seated and organized.
- Helps with Den yell or song.
- Helps return meetings to order.

DEN LEADER COACH

What is a Den Leader Coach? Unfortunately, too many of our Cub Scout Packs don't know!

A Den Leader Coach is someone who:

1. Helps ensure responsible, active, enthusiastic Den Leaders for all Cub Dens.
2. Has been through Cub Leader Basic Training, attends monthly Roundtables, Pow Wows, and has been through the Den Leader Coach Training Seminar.
3. Helps Cub Scout leaders understand the policies, purposes, and procedures of the Boys Scouts of America.
4. Gives immediate help and training to new Den Leaders, and helps them plan and conduct their first few meetings.
5. Encourages leaders to be trained and attend the meetings that will make their jobs easier, such as Roundtables, Pow Wows, and Scout Shows.
6. Holds regular meetings with Den Leaders to share ideas and themes, and help with problems that arise during Den meetings.
7. Gives continuing support and aid where needed.
8. With the Cubmaster, sees that boys who are interested in joining Cub Scouts have Dens and qualified leaders for the Dens.
9. Shows new leaders how to maintain proper Den records.
10. Is the communication link between the Cubmaster and the Cub Scout Den Leaders.
11. Participates in the annual Pack Planning meeting and monthly Pack Leaders' meeting.
12. Supports the policies of the Boy Scouts of America.

Now, if we haven't frightened you away with the "official" responsibilities, let's talk about the FUN you can have as a Den Leader Coach (DLC). A DLC is someone who works at every level of the Pack program. The DLC is a key leader and is most effective when working "behind the scene." Although the DLC doesn't "run" the Pack, the Pack Meeting, or the Den meetings, the behind the scene work done by the DLC is vital, necessary, and important to the success of the pack. When there is teamwork among all Den and Pack leaders, the result is unity, Pack spirit, and a quality program for the boys and their families. The DLC should be a person who works well with both

adults and boys because in the commission of their job, they will be working with both groups.

The DLC may help plan a Den activity with a Den Leader, such as a Raingutter Regatta, and then be asked to help run the event during a Den meeting. A DLC could help weigh in Pinewood Derby cars before the "big race", and perhaps work to make ribbons and trophies for the event.

A primary responsibility of a DLC is recruiting and seeing that new leaders are trained and have the help they need to be good Den Leaders. A DLC should be a resource person for Den Leaders; that is, they should have ideas for field trips, crafts, songs, skits, and related activities. These ideas can be obtained from former Den Leaders, old Pow Wow books, Program Helps, Roundtables, and even training sessions. The point is, if a Den Leader needs help, the DLC should be able to provide it.

The DLC should hold regular meetings for Den Leaders. These meetings may be monthly (that is preferred), but could be held semi-monthly. During the DLC-DL meetings, information should be given on current monthly themes, Pack information that affects the Den (this would be Den responsibilities during the Pack meeting such as skits, songs, or demonstrations), and a time should be set aside to discuss any concerns or problems that Den Leaders may have.

Den leader coaches should be enthusiastic. They employ the magic of enthusiasm to inspire Den Leaders to believe in themselves. DLC's walk with a spring in their step, work with a sparkle in their eyes, and speak with a note of confidence in their voices. They know that Den Leaders are in the same boat with Emerson, who wrote: "What I need most is something to make me do what I can." That something which will motivate Den Leaders to do what they can is a Den Leader Coach with one of the most contagious qualities in the world... enthusiasm!

If you are a new DLC and didn't attend the Den Leader Coach Seminar during Pow Wow, please contact your local District Training Chairman for dates, times, and location of the next training session. Let's practice what we preach - training is essential to a successful program.

**DEN LEADER COACH...
YOUR "HELPING HAND"**

Ask your Den Leader Coach to help you fill in the blanks. Keep this near your phone and USE IT!!!

Cub Roundtable Commissioner
Name _____ Phone _____

Den Chief
Name _____ Phone _____

Assistant Den Leader
Name _____ Phone _____

Cubmaster
Name _____ Phone _____

CUB LEADERS ROUNDTABLE MEETS

_____ Place _____

_____ Day _____

_____ Time _____

Den Leader Coach
Name _____ Phone _____

I am a Den Leader of Den # _____.

We belong to Pack # _____.

We are part of _____ District.

Our District is part of DENVER AREA COUNCIL.

Pack Meetings are held on the _____ of every month.

Pack Committee meetings are held on the _____ of every month.

**WEBELOS
HELPS**



Webelos Scouting is a brand-new adventure, tailor-made for the fourth and fifth grader. It is full of new things to do. Webelos Scouts have their own advancement program. The Webelos den can enjoy overnight camping trips and get a taste of the activities they will find when they join a Boy Scout Troop.

Baden Powell, the founder of Scouting, said "A fisherman does not bait his hooks with food he likes - he uses food the fish likes. So it is with boys."

The fun and fellowship of your Webelos den program is the bait to catch and hold boys while you work with them to accomplish the objective of Scouting. Boys won't come to your house to have their characters developed, they come for fun. So have fun, but also remember the objectives of Scouting.

THE WEBELOS SCOUT

The two years spent in the Webelos den will do much to determine the future of the boy in the Scouting program. This is a time of change . . . change from working on a short range project to a longer range one; change from a home-oriented handicraft program to one which requires observation, analysis, and points the boy towards the outdoors. Rather than looking at the Webelos program as a continuation of Cub Scouts, it should be considered a step towards Scouts. You, the

Webelos leader, have the responsibility and satisfaction of being able to watch your boys mature in their handling of new problems and increase their ability to expand into new areas of activity.

The Webelos Scout is older, bigger in stature and more advanced in knowledge and experience than the other boys in the pack. He needs new challenges which will hold his interest.

These boys are real testers. They size up their leaders, teachers and parents to see what they can get away with. They want a line drawn telling them how far they can go, but will constantly try to bend or move the line once it's there. This means you must stand firm once the line is drawn. Your discipline should be consistent, impartial and fair. Because they still lack adult judgement, they also need reminders when it comes to responsibility for property - theirs and others.

Like every living person, the Webelos Scout thrives on praise and sulks at criticism. He is eager to please those he likes. Your demonstration of interest, sincerity, and genuine liking will result in intense loyalty to you and the Webelos den. As long as you are fair in all dealings and make reasonable requests, your Webelos Scouts will follow your leadership and participate in the program.



THE WEBELOS DEN LEADER

The main requirement for a good Webelos leader is a person with an interest in helping boys learn and develop their character. To be a successful leader, you need to look at life from their level emotionally, intellectually, as well as physically. Let your hair down, get involved and have fun. Some of their activities may seem silly to you, but remember the boys' intellectual level, and you will begin to understand them better.

Emotionally, children are really quite similar to you or me--they thrive on praise and resent criticism. Walk into almost any executive office and you will see certificates, plaques or medals on display. The award usually offers an emotional degree of satisfaction. You will be doing the same in Scouting. Cub Scouts, Webelos, and Boy Scouts all work to earn badges of rank and achievement. These badges offer a great feeling of accomplishment.

If you are a new Leader, you may be feeling a little overwhelmed. There are many resources available to help you through the task ahead of you. Cub Scout Leader Basic Training is your first step (ask your Cubmaster or call the Council Office for more information). Webelos Leaders have their own specialized training available. Roundtables and Seminars (like this one) will give you resources and ideas. You are not expected to be an expert in all areas! Most experienced Scouters are more than willing to answer questions, offer suggestions, and provide moral support. To make your program more successful and to reduce your work load, recruit help within your pack, church, school or community--anywhere you can. Don't be bashful.

A very good way to get acquainted with other leaders is to attend your District Roundtable. Here, leaders meet monthly to discuss problems, offer solutions and plan coming events. It is strongly recommended that you attend these meetings.

A Webelos leader is a link between two completely different social structures--Cub Scouting and Boy Scouting. The transitional breach between these two groups is great and the success rate for Cub Scouts advancing into Boy Scouts is about 40%, less than half. You are charged with the task of making this transition as smooth as possible. To help you understand the unique position of the Webelos Scout and his leader, let's look at some of the characteristics of the three groups.

CUB SCOUTS: are 2nd, 3rd and 4th graders. Their meetings are usually held in the den leader's home. Den meetings revolve around game, song and craft type activities. Dens usually meet weekly and join other dens for pack meetings on a monthly basis.

BOY SCOUTS: hold troop and patrol meetings. Troop meetings are usually held weekly and the individual patrols meet irregularly to work on special projects or problems. The Troop will hold a Court of Honor three or four times a year to recognize the boys' accomplishments in front of their parents and friends. Many adult Scouters continue to be active long after their own boys have graduated out of the program. With this kind of commitment and experience from the leaders, most Boy Scout activities are much more involved. Overnight camping is routine and is used to keep interest up and improve camping skills. Most of the skills and advancements are related to survival, nature studies and natural sciences. These skills teach the boys to take care of themselves--to work things out without Mom or Dad doing it for them.

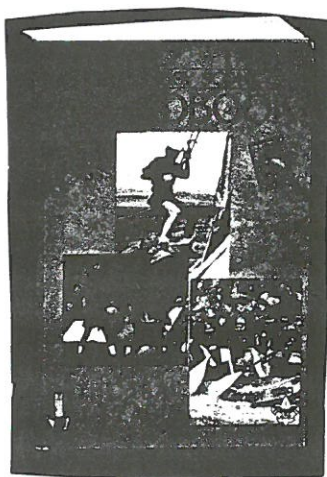
WEBELOS SCOUTS: The Webelos Scout Program is designed to bridge the gap between Cub Scouts and Boy Scouts--it is the link. (Note: The English version of the American Webelos Badge is the Link Badge.) The primary objective of the program is to prepare the Cub Scouts to enter the Boy Scout Program with a minimum of adjustment.

THE WEBELOS DEN CHIEF

A Webelos Den Chief is a Boy Scout of at least First Class Rank who has been approved by his Scoutmaster to assist you in providing a quality program to your Webelos Den. A good, trained, utilized Den Chief can be one of the most valuable assets in your Webelos program. He can give you program ideas, greatly assist with Webelos to Scout transition, and strike up a rapport with the Webelos that is often difficult for an adult to achieve. Ideally, he has been through the Webelos program quite recently and in many instances will be a handy living encyclopedia in that respect. To obtain a Den Chief, contact the service center for the contact person in a Scout Troop in your area.

THE BOY SCOUT HANDBOOK

This will come into play much more in the second year Webelos program. It is a great item to pass around and wet the Webelos appetite for Boy Scouting. It is an excellent all-purpose reference source. In addition to Scout basics, it can be a resource for activities involving tracking, knot-tying, map reading and stargazing.



THE OUTDOOR PROGRAM

Outdoor activities, especially camping, are encouraged in the Webelos program. If a Webelos Den would like to camp out, it is perfectly alright. The camping should be in warm weather and not too far from home. As a Webelos leader, you will want to recruit as many parents as possible to accompany you. Remember, the policy is one adult per 4 Webelos, and NEVER less than 2 adults (otherwise known as Two-Deep Leadership). Other outdoor experiences can include hikes, nature study, and of course, workshops in outdoor skills, such as proper fire building, knots, and cooking. In addition, contact your local Boy Scout Troop to see if they would be interested in inviting your Webelos Den to accompany them on one of their campouts or a Camporee.

Most Webelos do not have equipment to enter into advanced outdoor activities. Most of this equipment is quite expensive and should not be purchased immediately. One solution is to borrow equipment from a Boy Scout Troop. Most troops will be glad to help you, as long as they know you will return the equipment in good condition.

When Baden Powell started the scouting movement 76 years ago, the boys did not have official boy scout knives, tents, mess kits, etc. They had to improvise. Army Surplus was, and still is, an excellent source for some items. Another source was to improvise or construct what they needed. This is an excellent project for den meetings. Learning to make their own sleeping bags and tents is a sure method of holding everyone's attention.

ACTIVITY BADGES

Activity badges are short term incentives to keep the Webelos working toward their long term goals: the Webelos Badge and the Arrow of Light.

As you examine the Webelos handbook, you will notice in each activity badge section a list of requirements to earn the badge. When a Webelos has done the specified number of requirements for each badge, he is awarded the pin at the next Pack Meeting. Be familiar with the requirements for each badge so you can explain them to your Webelos. Remind parents that in the Webelos program it is usually only the Den Leader who can sign off requirements for an activity badge. As you consider whether a Webelos Scout deserves a particular badge, remember that the Webelos program is still part of Cub Scouts and that "DO YOUR BEST" prevails.



THE WEBELOS BADGE & ARROW OF LIGHT AWARD

As activity badges meet short term goals, the Webelos Badge and the Arrow of Light keep Webelos focused on their long term goals. Each of these awards requires the accomplishment of a number of goals such as months of service in the den, completing Boy Scout skills, and earning a certain number of activity badges. The requirements for each are listed in the Webelos handbook and you should read them carefully as they are quite particular and should be clearly understood by the Webelos scout and his parents.



COMPASS POINTS



After a boy has earned the Webelos Badge, he may receive Compass Points for earning additional activity badges. The emblem and arrow pins take the place of the Instant Recognition patch

and beads used in the Wolf and Bear programs. The Compass Points emblem is presented to a Webelos Scout who has earned four additional activity badges beyond those required for the Webelos badge (a total of seven), and is worn suspended from the button of the right pocket of the uniform shirt.

A metal compass point is presented for each additional four activity badges earned, to be affixed to the emblem in the "East," "South," or "West" positions. A total of three compass points, plus the emblem, may be earned, representing 16 activity badges beyond the Webelos badge.

WEBELOS TO SCOUT TRANSITION

This involves the familiarization and orientation of your Webelos to the Boy Scout Program. Much of this transition is attained through earning the Webelos badge and the Arrow of Light award. Your Den Chief will be able to provide information about Boy Scout activities, advancement, awards, skills, and uniforming. Outings with a Boy Scout troop provide the most effective Webelos to Scout transition. Hopefully, you are in a pack that is already affiliated with a Boy Scout Troop; if not, find one that will adopt you. Troops are always eager for new recruits and adopting a Webelos Den is as satisfying to them as it will be to you. As mentioned before, you can arrange joint outings with the Webelos and Boy Scouts, but it is also possible to have Boy Scouts teach skill classes and other Boy Scout related activities to your Webelos.

This subject will be explained in detail at the end of the Webelos section of this book.

ACTIVITY AREAS

The 20 activity badges are arranged into five groups, each containing four related badges. For both the Webelos badge and the Arrow of Light award, the boy is required to earn activity badges from different groups in order to broaden his experience in different areas. Three of the activity badges are required - one (Fitness) for the Webelos badge, and two more (Citizen and Readyman) for the Arrow of Light award. The activity badge groups are:

PHYSICAL SKILLS:

- * Aquanaut: To develop and improve water skills.
- * Athlete: Emphasis on physical fitness and successful completion of physical fitness test.
- * Fitness: Emphasizes good diet and avoiding harmful substances such as drugs, tobacco, and alcohol.
- * Sportsman: To develop participation in individual and team sports and learn their rules.

MENTAL SKILLS:

- * Artist: To develop skills in the graphic arts.
- * Scholar: To develop study skills and encourage scholastic achievement.
- * Showman: To develop skills in the performing arts.
- * Traveler: To develop an awareness of public transportation, timetable and road map reading, travel preparation.

COMMUNITY:

- * Citizen: Citizenship, government study, flag courtesy.
- * Communicator: To develop communications skills.
- * Family Member: To develop family awareness and appreciation.
- * Readyman: To develop basic first aid skills.

TECHNOLOGY:

- * Craftsman: Using tools to work with wood, leather and clay.
- * Engineer: Studies the methods and varieties of engineering.
- * Handyman: To develop skills in simple household repairs.
- * Scientist: Studies simple physics through experiments.

OUTDOOR:

- * Forester: Studies trees and their uses.
- * Geologist: Basic studies in rocks and earth science.
- * Naturalist: Basic studies in plants and animals.
- * Outdoorsman: Studies on camping and other outdoor living skills.

These activities are grouped for the purpose of classification, but you probably won't want to teach them in that arrangement. The time of year and availability of your resources will determine much of your scheduling. A recommended course for teaching your activity badges is shown below.

For the First Year Webelos program, you are encouraged to utilize the simpler activities that involve a larger amount of fun and energy. Good badges for the first year are:

Communicator Craftsman Showman
Sportsman Scholar Handyman Fitness
Naturalist Aquanaut Traveler

Suggested badges for the Second Year Webelos are:

Scientist Citizen Artist Readyman
Athlete Engineer Family Member
Geologist Forester Outdoorsman

This second group of badges requires more concentration and discipline that may be difficult to obtain from the younger first year Webelos.

NOTES...

AQUANAUT

What is an aquanaut? An aquanaut is a person who is comfortable in and around water, who respects, masters and enjoys water. The aquanaut knows the water can be dangerous, develops water skills and helps others be safe in water. As Webelos Leaders we have the opportunity to help develop self-confidence in every Scout in your den. Through learning to swim, each Scout will gain a sense of self-achievement as well as gain a skill which may some day save his or another person's life. Every Webelos Scout should strive to earn the Aquanaut Activity Badge. The requirements are well within the capabilities of Webelos-age Scouts and the safety rules and familiarity with water learned will increase their enjoyment of future aquatic activities.

DEN ACTIVITIES

1. Discuss and stress the importance of the buddy system. Demand adherence to the system.
2. Take the den swimming. Try to pass optional Badge requirements. Remember--15 to 20 minutes in one session is about as long as the Scouts' interests will be maintained. Include water games, but keep them short.
3. Teach the four basic rescue methods. Let the Scouts practice throwing a lifeline or inner tube for rescue.
4. Practice rescue breathing on a dummy.
5. Invite an expert to explain how to handle emergencies in the water: swim instructor, YMCA or YWCA, Coast Guard, State Water Patrol, local BSA certified aquatics instructor, BSA lifeguard.
6. Have a family splash party where Scouts can demonstrate proficiency in swimming, snorkeling, boating and water rescue.
7. Have an expert demonstrate masks, fins and snorkels.
8. Go to a swim meet.
9. Study the Safe Swim Defense Plan. (It's in your Webelos book..._



SWIMMING STUNTS TO GAIN CONFIDENCE

For those not yet able to propel themselves:

1. Sit in water breast deep
2. Recline in shallow water face up
3. Roll over to a face-down position
4. "Animal walk" on hands and knees
5. Reach/recover stones and shells
6. With hands full of water, wash face
7. Blow water out of hands by mouth
8. Blow water out of hands by nose
9. With hands full of water, wash eyes
10. Blow small sail boats across water
11. Pull water to you by alternate hands to attract boat
12. Ride horseback on swimmer on all fours in shallow water

For those at the beginner level:

1. With face in water, touch toes
2. Sit on bottom, exhale under water
3. Float prone to count of 10, 15, & 20
4. Prone glide - 10, 20, & 30 feet
5. Spread-eagle float on back
6. Glide for distance on back
7. Fin on back, 15 feet straight ahead
8. Fin on back, 15-foot circle
9. Flutter-kick glide race, face up
10. Flutter-kick glide race, face down
11. Fin on back and flutter-kick race
12. Swim 10 yards on face, roll over, float, and 10 yards on back
13. Bob under the water 10 times
14. Jump into deep water, come ashore on back stroke
15. Jump into deep water, swim out on face and return
16. Float on back (with or without finning) for 5 minutes
17. Plain-font dive and distance glide
18. Push off on back glide and roll into prone float

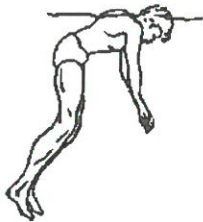
DROWNPROOFING

Capable and experienced swimmers are obviously skilled in the water, yet the possibility of a cramp or tiredness is always present. This possibility requires learning to stay afloat while using a minimum of effort.

Knowing how to float is important. In an emergency it could mean the difference between surviving until help arrives and drowning.

Drownproofing is based on the principle that a person who is relaxed in the water will float at, or just below, the surface of the water. No effort is required when floating. But, regular renewals of air are a must and drownproofing includes simple movements so that a regular breathing pattern can be maintained.

Remember, don't let the boy try to be a superman! This isn't a test to see how long he can hold his breath underwater. Holding your breath longer than 10 seconds will tire you. The purpose of this float is rest, not exercise.



1. With lungs full, float face down, with back of neck on surface.



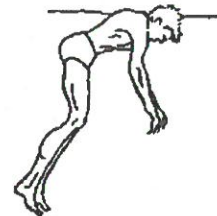
2. Slowly lift arms and cross them in front of forehead, as if to ward off a blow, get ready for downward thrust.



3. Exhale through nose while raising head until mouth is in the air, shoulders under water.



4. With head vertical, thrust downward, gently, with arms while inhaling through mouth.



5. With lungs full, drop head forward and return to position #1, with arms to sides, **RELAX!** If necessary, use gentle scissors kick to return to surface. Learners rest 3 seconds here, experts 10 seconds.

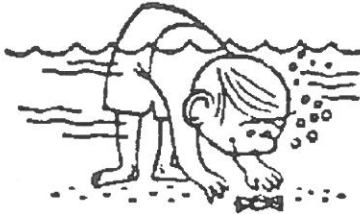
As you perfect the bobbing technique, practice tilting your body, aiming towards shore and giving frog or scissors kicks, continuing the bobbing actions until you reach safety. If you get tired, go back to the vertical position until you feel rested. **BOBBING IS DROWNPROOF!**

WATER GAMES

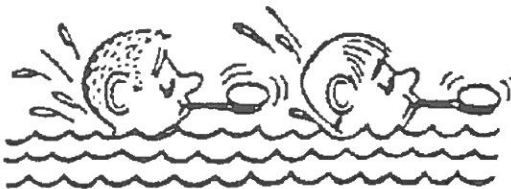
These games can be used to teach swimming skills, as well as having fun.



WATER VOLLEYBALL: Using a beach ball and a net, follow volleyball rules. It is tougher to move around in the water than in the gym.



CANDY HUNT: Place hard candies in zip-lock bags and remove all air. Scatter along the bottom of pool. Have players duck and dive to retrieve the candies. Winner is the player who retrieves the most candies. (Players share candies with other players for a treat.)



EGG AND SPOON RACE: This race will test swimming skills, balance and patience, not to mention teeth.



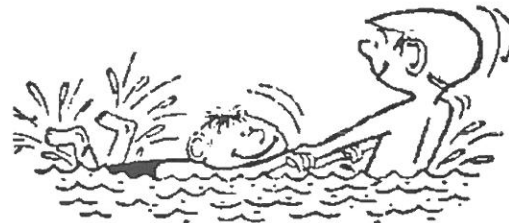
DIVE FOR APPLES: This is a free for all. Throw a large bag of apples in and watch the fun.



WHEELBARROW RACE: Just pick a buddy who looks like a winner and wheel him away.



HORSE AND RIDER: Choose up teams and make this a royal free-for-all. It takes good balance to stay aboard when one opponent is determined to upset the other. The fellow underneath has to be rugged too, and be able to outmaneuver the other horse.



TWO-HAND PULL AND GLIDE RACE: It takes two to make the winning team. The one in back gets quite a kick while his buddy does all the pulling.

THAR SHE BLOWS: For this game you need a whistle that will sink to the bottom. One player is given the whistle while the rest turn their backs. The whistle is then thrown into the water. When it has sunk to the bottom, all players are allowed to turn around the start looking for the whistle. The winner is the player that can find the whistle and dive and retrieve it. The diver retrieving the whistle must blow it three times. The other players try to keep him from blowing the whistle by dunking him. If they are able to, the game starts over again. If the boy is able to blow the whistle, he gets to take a turn tossing the whistle.

GREASED WATERMELON PUSHBALL: Divide into two teams. Deposit a greased watermelon in the water midway between the two teams. When the referee blows his whistle, the opposing teams dive into the water and swim for the watermelon. Each team tries to get the watermelon to their side of the pool. The melon must be completely out of the water to count as a goal. After two out of three victories, the winners may cut open the melon and feast on it. They will probably share with the losers, and the losers clean up.

DROP THE PUCK: This game is played like the old game "drop the handkerchief" except that a puck or other weighted object is used. The players form a circle around which IT swims with the puck in his hand. He drops it behind one of the players who must recover it and give chase around the circle, trying to catch IT before he can succeed in taking his place.

RETRIEVING: Twenty or more bright tin plates or other objects are thrown into the water. Teams line up on shore. On signal, teams dive in. Team recovering the greatest number of objects wins.

PUNCH BALL: Stretch a heavy wire across the pool above the surface. Suspend a punch bag from the cable with a sliding ring. The playing group is divided into two teams, each of which remains on its side of the wire. The team batting the bag to its end of the pool scores a goal.

WATER BASEBALL: "Diamond" may be all deep water, all shallow water, or outfielders only in deep water. Use a plastic ball and bat.

WATER BASKETBALL: Played the same as regular basketball. (May use a beach ball and a trash can for the goal)

NEPTUNE'S CALL: The players are lined up on one side of the pool. The one who is IT stands or treads water in the center of the pool. When he shouts "Neptune's call, come one and all," the players must swim to the opposite side, and he tries to tag as many as he can. All the players tagged must remain in the center and help in capturing the others until all are caught.

LEAPFROG: Players line up in water. Last in line puts hands on shoulders of one before him, pushing latter under water while he leaps over with feet wide spread. Continue until former first in line becomes last. Repeat till all have played.

POISON: Form a ring by joining hands or grasping endless rope. "Poison" is some floating object anchored in center of group. Object is to pull others so that they touch poison but keep from touching it yourself. Anyone touching Poison is eliminated from the ring until only one person is left.

WATER TACTICS: Group executes movements at command of leader who orders facings, marchings, and salutes for individuals. In rows of two or four, groups execute marching, kicking, jumping, etc.

STUNT TAG: IT calls out certain parts of the body which must be out of water, such as "one foot out," "both hands out," "both feet out," etc. IT may tag any player not obeying and they become IT.

WILL-O-THE-WISP: Players are blindfolded; one person with a bell, who is not blindfolded, porpoises, and swims under water. Each time he comes to the surface he must ring the bell, and those blindfolded try to get him. If you have no bell, use a whistle, but a bell is much better. When the bellman is caught he joins the blindfolded group and the captor becomes "will-o-the-wisp."

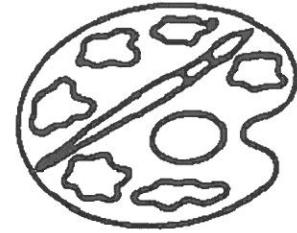
OBSTACLE RELAY: Teams line up on shore. At signal, first swimmer in each team races to a log (or other obstacle) anchored in the water; climbs over it, turns and swims under it, returns to start, and next swimmer follows suit.

T-SHIRT PAJAMA RELAY: Put on pajamas, dive in, swim to the other side of the pool, get out, take off pajamas, then return. Next person has to swim to other side of pool, put on wet pajamas or gown and swim back, repeating until whole team has a turn.

CARRYING RACES: Each contestant carries a lighted candle and swims to a goal. Another variation is to have each swimmer hold in his hand a tin plate on which there is a stone. Swimmers may also push balloons or balls to goal.

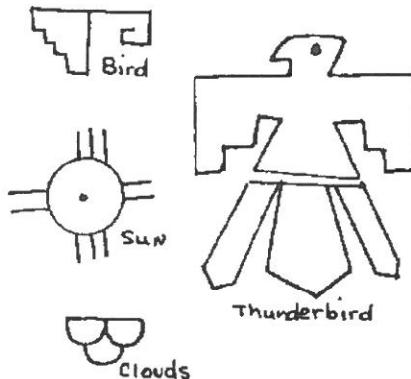
TUNNEL BALL RELAY: Teams stand in lines. Pass a beach ball under the legs. The first team to get the ball to the back of the line wins. Variation: Pass the ball over the first person and under the next, then over, under etc. When the ball reaches the end of the line, it goes back to the front just the opposite.

ARTIST



The Artist Activity Badge isn't expected to make an artist of every Webelos Scout, but rather to help him better understand how the artist works and what he is trying to express. For many people, art is a vocation, the way they make their living. For others it is a recreational activity which may develop into a lifelong hobby.

Not everyone is an artist, nor is it expected that you be an artist to work with the boys on this badge. There will be a parent in the den who has artistic talents. To teach design, you can use many objects found around the house. Plates, cups, bowls, glasses, lids, and tinker toys are just a few of the items you can use. Another way, and one in which most boys have fun making designs, is to use Indian symbols such as these to make a picture.



DEN ACTIVITIES

1. Invite a school art instructor or an artist to your den meeting to discuss basic art and to answer any technical questions on the requirements which may come up.
2. Let the boys study the color wheel and practice combining paints making shades and tints with tempera or watercolor.
3. Have modeling clay and material on hand for making models. See Webelos Scout book for instructions on modeling a head.
4. Make mobiles.
5. Make constructions - simple designs in space.
6. Visit an art museum or visit a museum and look at the design ideas put into each display.
7. Make drawings from nature - birds, animals, plants, flowers, etc.

Webelos Scouts will learn to be more observant in this activity badge area as they learn to differentiate between colors, tints and shades. They should appreciate and be more aware of design and color in nature as they learn about these elements of art. They can develop creativity as they practice design and work on sculpturing, mobiles, and constructions.

ARTIST GAMES

EYES-SHUT DRAWINGS: Have the boys draw a picture of a pig with their eyes shut. The curly tail of the pig makes this game funny.

OUTLINES OR WIGGLES: Give everyone a pencil and paper and have him draw a wavy or zigzag line. Then tell the boys to exchange papers and make their line into a picture. The one with the funniest or the best picture is the winner.

CRAZY ARTIST: Form teams for a relay drawing contest. Provide each team with a piece of chalk. The object of the game is for the entire team to draw a house, with each player drawing no more than two straight lines. One player from each team runs forward about 30 feet, draw his two lines, then returns and hands the chalk to the next player in line. The team with the best looking house wins.

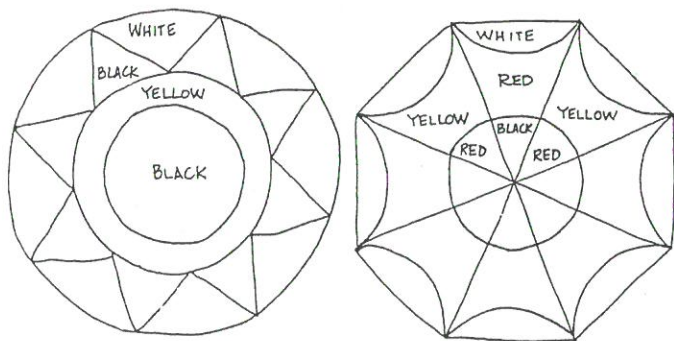
MOTION PICTURES: Everyone stands in one long row. Give a piece of paper and a marker to each player. The player holds his paper on the back of the person in front of him. Explain that they are to draw a picture as soon as the music starts. Have everyone draw the same thing (such as a horse, elephant, pig, etc). A leader stands at the front of the row and when music starts, he leads the group "Conga" style dancing around the room. (Drawing begins.) When the music stops, compare pictures. The one most recognizable wins.

SAND PAINTING

Sand painting is a very old Southwest Indian art in which the medicine man "paints upon the ground by skillfully letting the colored sands flow from his hands, through his fingers." The sand paintings played an important role in the Navajo religion. They are designed to heal, bless, and to worship the Great Spirits. The sand paintings are made and destroyed the same day.

Sand painting may be a new concept for your Webelos. Begin with a piece of cardboard and draw a design. Since the American Indians are the foremost exponents of sand painting, an Indian scene or design could be used. Indicate on the design the colors which are to be used. Show the boys examples or pictures of sand paintings and then let them design their own.

Make colored sand by adding watercolors, dry tempera, undiluted ink, food coloring, Easter egg dye, or acrylic paint to clean sand. Put liquid coloring into a container: add the sand until all color is absorbed. Spread sand on cookie sheets or newspapers to dry. Store in glass jars. Cover the area to be "painted" with white glue and then pour on the proper color of sand. Shake off excess. Work with only one color at a time and if the area is large, do it in several pourings. The painting can then 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. Sandpaper makes an excellent background.

SAND CASTING

Sand casting is also fun and fits in with sculpture. Boys sculpt a design in damp sand, using hands, tools, and any shapes available (plastic animals, letters, cars, etc.). Then pour plaster into the mold. Casting will have sand sticking to plaster. Mount on a velvet, burlap or varnished board.

MAKE GREETING CARDS

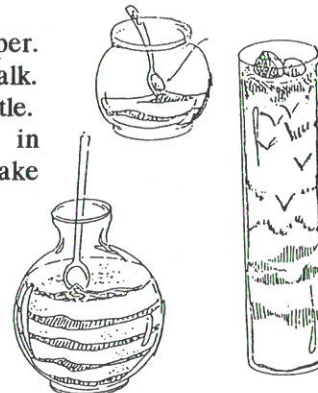
Here's a way to make holiday greeting cards that are decidedly different. They are both interesting to work on and inexpensive.

Cut blueprint paper to size of cards and put in a covered box to keep our light. (It is not necessary to work in total darkness, but room should have only enough light to see what is being done. Work quickly!) Take one of the cut sheets and lay it face (curl side) up, on cardboard or tray. On top of it lay lettering that has been cut out of thick paper, or an object you wish to have imprinted. (Such as leaves, twigs, bells, cookie cutter shapes.) Place a piece of glass (like out of a picture frame) on top to hold them in place. Hold it firmly, and step out into the sunlight. Let the sun shine directly on the glass and items beneath it for three minutes.

Cover it with a dark cloth and hurry back to the darkened room. Wash the paper in cold water. Slowly it will turn a light blue, with the space where the lettering or object was remaining white. If the background is to be a darker blue, next time lengthen the period in the sun. To get a very dark blue, use just enough peroxide to color the water slightly - then put the prints in it after they have been washed in the clear water. Leave them in each of the water containers for only a few seconds. Lay face up or hang with clothes-pins to dry.

SALT SCENES

1. Pour salt on paper.
2. Add colored chalk.
3. Pour salt in bottle.
4. Poke holes in layers to make design.
5. Seal with wax.



SPIN-IT ART WHEEL

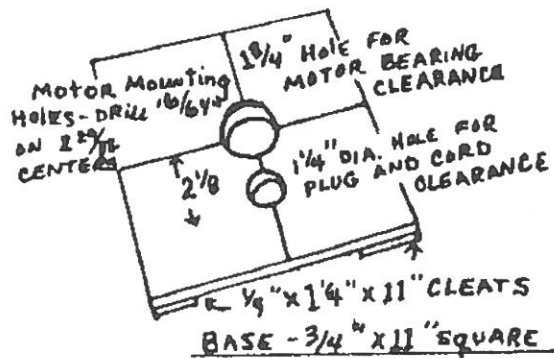
Need:

- File cards
- Assorted watercolors or enamels or silk-screen printing ink
- Plastic squeeze bottles
- 3/4" pine 1/4" plywood
- Two 3/16" x 1" RH stove bolts
- Four 16/24 RH x 3/4" machine screws and hex nuts
- Cardboard box 10" x 12" x 15"
- Kitchen fan motor (1/100hp, 1500rpm 115 volt) available at electrical supply houses

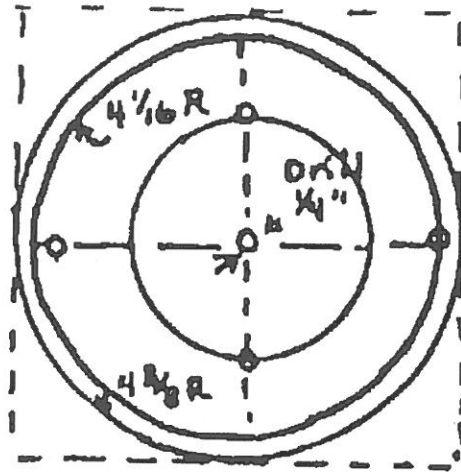
To make the art wheel use pine for the base and motor block. Use plywood for the base cleats and faceplate. Use the stove bolts to set screws. The machine screws and hex nuts are used for paper guides, and the cardboard box is used to enclose the wheel unit and prevent splattering during use.

MOTOR BLOCK

Lay out 2" dia. circle on a 3" square pine block. Drill shaft hole and the two 9/64" holes for set screws while square. Then cut out round. Set screws are 3/16" x 1". R. H. stove bolts thread directly into wood.



Lay out circles on a 9" square piece of 1/4" plywood. Drill four 1/16" holes for 10/24 R.H. machine screws.



Glue faceplate to motor block use 1/4" drill shank to line up shaft holes.

MOUNT

Mount an unlined 5 x 8 file card on the faceplate of this Spin-it Art Wheel. Add three or four different color paints or enamels to the file card. Turn on the switch, and in less than a minute, you can create one of the most fantastic designs you've ever seen. You can make hundreds of paintings and no two will ever be exactly alike. But you will have some control of the designs if you vary the number and location of the colors you put on the wheel.

* Silk-screen inks give the most brilliant flat colors and dry flat without sheen. Enamels dry glossy.

COLOR CHART FOR BLENDING COLORS

Number of drops of coloring to achieve desired color

	Red	Yellow	Green	Blue		Red	Yellow	Green	Blue
Orange	1	3			Turquoise			1	3
Coral	3	1			Orchid	5			1
Lime Green		3	1		Purple	3			1
Chartreuse		12	1		Violet	1			2
Aqua			2	4	Toast	3	4	1	

MAKE A PANTOGRAPH

When an artist needs to trace a design in a different size he uses a pantograph. A pantograph will trace the basic shape of a design in either smaller or larger proportions. It's good for making posters or mobiles.

You will need:

Four bars (Base, Pencil, Left Pivot, and Right Pivot) - four 18 inch lengths of 1/4 inch hardwood, either 3/4 inch or 1 inch wide.

Drawing board - one Masonite sheet, about 18 inches by 30 inches.

One pencil.

Scriber - one 2 inch concrete nail, the same thickness (1/4 inch) as the pencil.

Two roundheaded bolts, 1 1/2 inches long, and five nuts to fit.

Two 1/2 inch shank screweyes.

One rubber band.

Electric drill with bits the same size as your bolts, pencil, and screweyes.

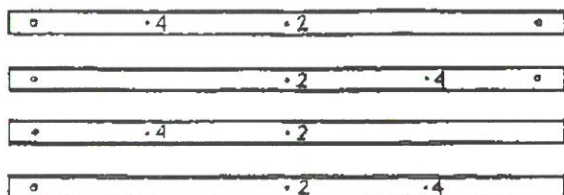
Start by drilling all the holes.

Bolt holes: One should be in the bottom left corner of the drawings board. Also drill them in both ends of the base bar and the top end of the pencil bar, all 3/4 inch from the ends.

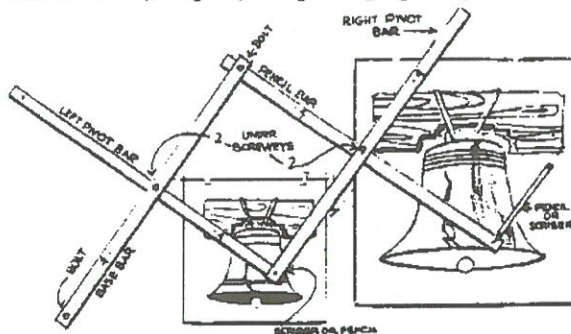
Pencil holes: Drill them in the bottom ends of the pencil bar and both pivot bars, all 3/4 inch from the ends.

Screweye holes to be marked "2" should be drilled in the exact centers of all four bars.

Screweye holes to be marked "4" should be drilled in the base bar, centered between the "2" and the bottom bolt hole. In the pencil bar, center the hole between the "2" and the bolt hole (at top). In the left pivot bar, center it between the "2" and the pencil hole. In the right pivot bar, locate it exactly 8 1/2 inches above the "2" (toward the end with no hole).

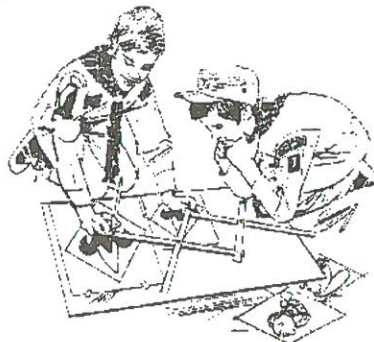


Here's how you put your pantograph together:



1. Thread a nut one inch down on a bolt. Place the base bar with its top bolt hole over the top bolt hole in the pencil bar. Insert the bolt up from the bottom. Thread a second nut tight on the bolt, then loosen it one quarter-turn.
2. Place the left pivot bar under the base bar. Insert a screweye through the "2" holes in both.
3. Place bottom of the right pivot bar over bottom of the left pivot bar. Push scriber down through both pencil holes.
4. Center the right pivot bar over the pencil bar. Insert a screweye through the "2" holes in both.
5. Push the pencil into the holes in the pencil bar until the point is down as far as the scriber point. Wrap a rubber band around the pencil above and below the pencil bar.
6. Insert a bolt up through the hole in the Masonite. Thread one nut on tight. Thread on a second nut down 1/2 inch. Fit the bolt hole of the base bar onto the bolt. Thread on the third nut, tighten, then loosen the nut one quarter turn.

To make a drawing larger, place the original drawing under the scriber and clean paper under the pencil. Hold the pencil down on the paper. With your other hand trace the lines of the original drawing with the scriber. To make a tracing smaller than the original, put the pencil in the scriber hole (with clean paper under it) and the scriber in the pencil hole (with the original drawing under it).



ATHLETE

Webelos Scouts are bursting with energy and eager to impress their Webelos leader with their physical prowess. The Athlete Activity Badge is the one badge that most Webelos are anxious to earn. Most boys can complete the requirements in fifteen minutes at a meeting.

Most of the requirements for the Athlete Activity Badge can be done before den meetings as a preopening activity. If you spread these out over several meetings, you can be working on other badges at the same time. For example; requirement #5 can be worked on along with the Aquanaut badge; requirement #6 can be worked on along with the Outdoorsman badge. Combining badges simplifies your planning and gives the boys a chance to fulfill several requirements at the same time.



* If you have two bike tubes, loop both of them around an upright pole, then lie face down and slip each foot through the loops of rubber. Pull against the tube, one leg at a time, with the tubes resting just around the heels. A half-dozen tries at this exercise will do as a start. You can increase the number of "pulls" after a week or so.

DEN ACTIVITIES

1. Make your own physical fitness equipment.
2. Watch a high school track meet.
3. Have a Physical Education instructor talk to your den concerning fitness.
4. Attend a gymnastics exhibition or meet.
5. Plan a physical fitness demonstration for Pack meeting.
6. Assist the boys in setting up a regular exercise schedule by keeping a chart showing their records for different activities and encouraging them to realize the areas they may need to try to improve.

INNER TUBE STRENGTH

Inner tubes are great muscle-builders. It's possible to get used bike tubes; try them for these limbering-up exercises:

* Cut the tube's circle in half, then loop it behind your hips, gripping the loose ends with both hands. Keep your elbows at your sides, then stretch the tube forward as far as you can. Do this eight or ten times.

BROOMSTICK EXERCISE

* Use a broomstick to develop power in your wrists, fingers and forearms. Simply hold the stick at the top - in either hand - and "walk" the stick upward with your fingers until you reach the lower end.

* Strengthen upper arms, chest and shoulders this way: Knot a rope at the middle of the broomstick and fasten the other end of the rope to a bucket of sand on the floor. Use both hands to rotate the stick so the rope winds up, raising the bucket.

* Use both hands to grab the ends of your broomstick, lean forward a bit and try to jump over the stick without letting loose. Broomsticks can break this way, so be careful.

* Hold the broomstick behind you, horizontally. Keep your palms up as you grip each end. Elbows must be kept close to your body. Take a deep breath, relax a minute, then bring the broom handle over your head and down to your waist. It's simple, but you'll feel your back muscles ripple, just the same.

ROPE GAMES

A rope is a "gym" that can be carried and used for all kinds of physical fitness activities.

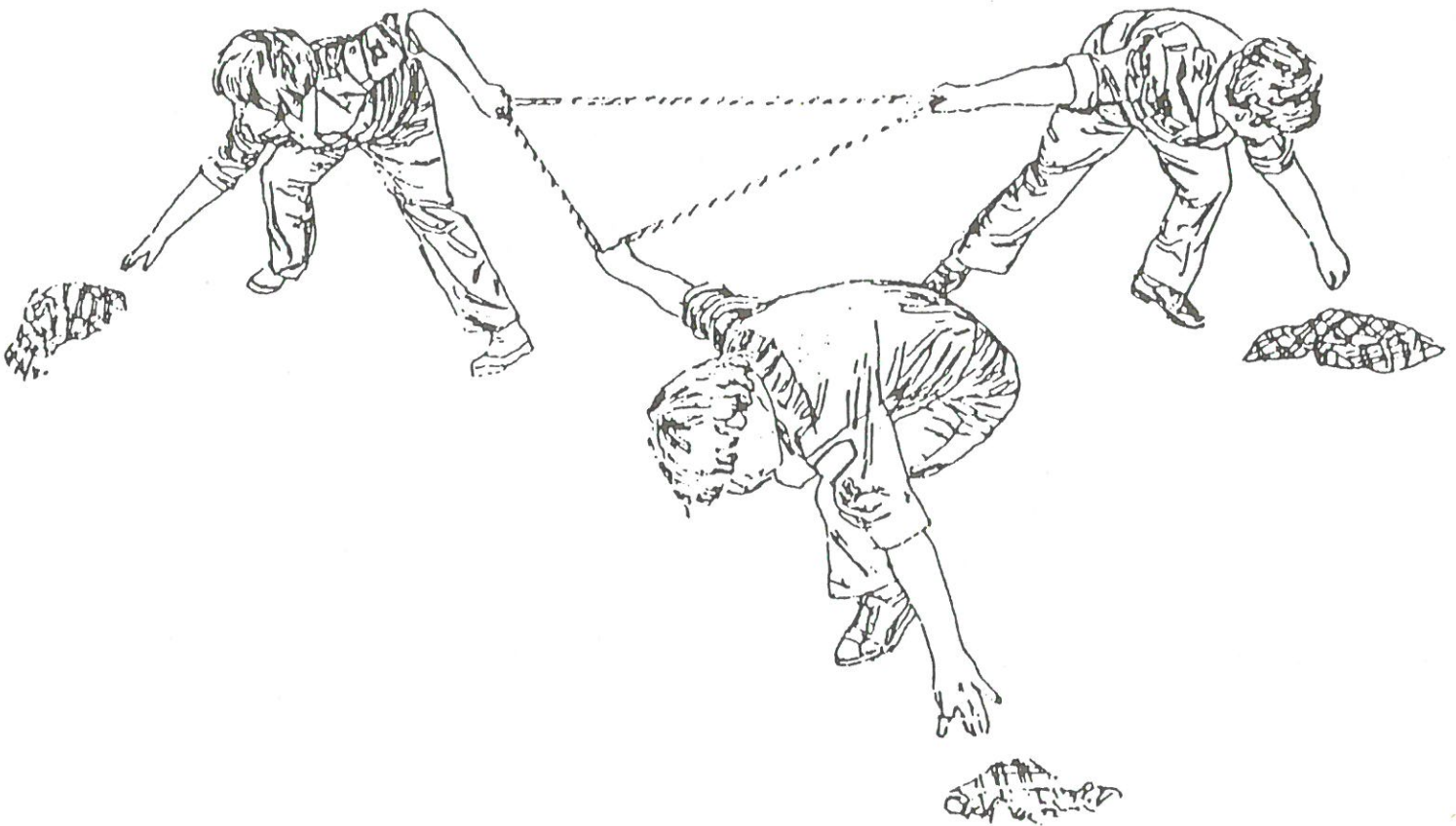
Tractor pull is a good workout. Loop rope around the back of the neck and under the armpits of two players facing in opposite directions. On all fours, they try to drag each other across a dividing line.

For rope climbing, tie a heavy rope (one inch thick or more) securely to a sturdy tree limb about 10 feet off the ground. At first, climb it any way possible, using calf and thigh pressure. Later learn to go up hand over hand from a sitting start. It builds arms, grip, shoulders and the entire upper torso. It's also a skill that's good to master for possible future emergency rescue or survival situations. Be sure to always supervise your Webelos scouts and to have someone always right there, prepared to help catch a boy if he slips.

Rope jumping develops coordination between leg and body muscles. Wrists and arms also get training in rhythm and timing.

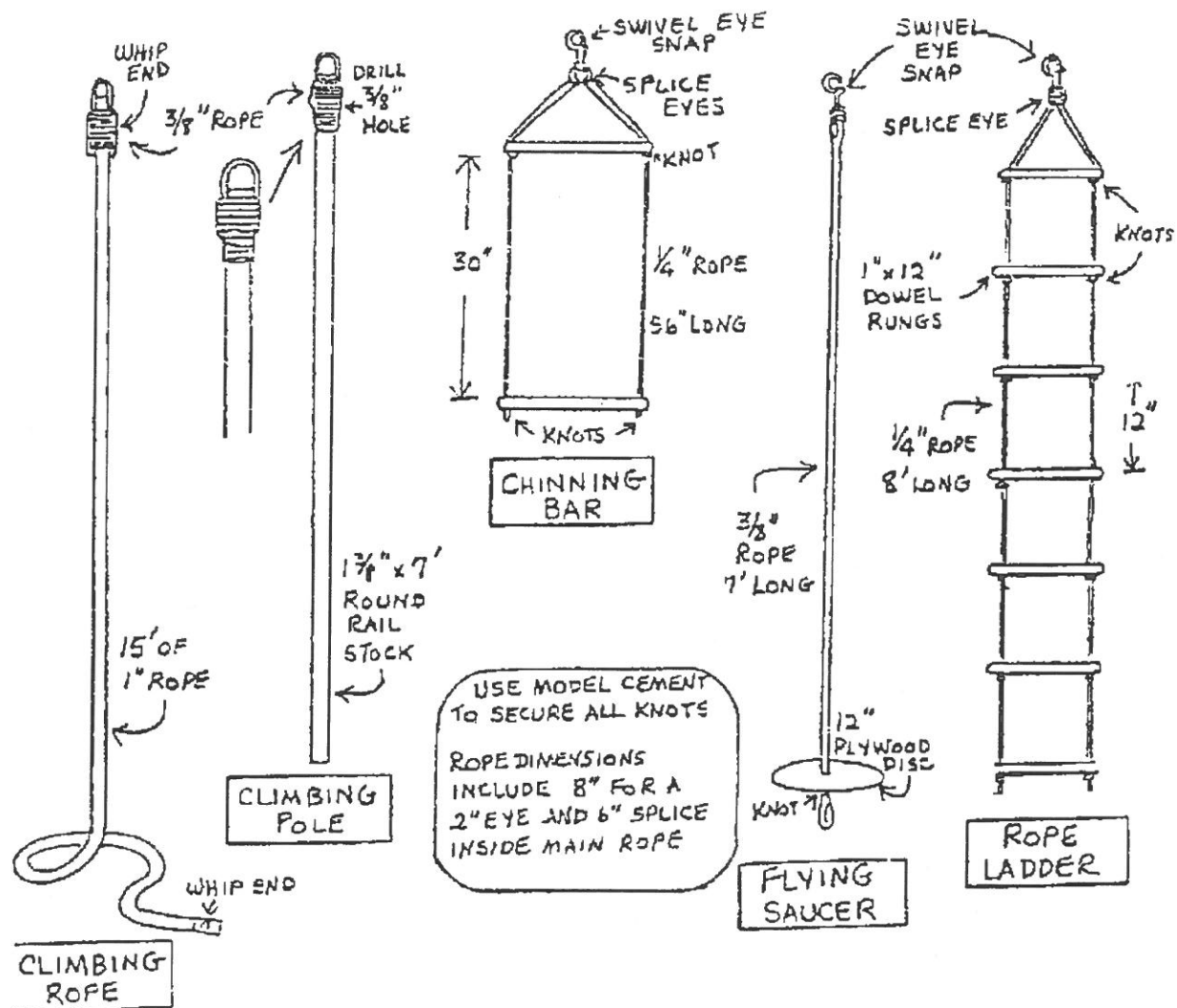
One of the toughest rope games is TUG-OF-WAR. Try one at your den meeting, with one half the den against the other half. Or one den against another den.

3 MAN TUG-OF-WAR - Take a rope approximately 5 feet long and tie a strong knot in the end of it. Have three boys take hold of the rope forming a triangle. Place neckerchiefs or pieces of cloth on the ground just out of the reach of each player. On the word "go" each player tries to pick up his neckerchief while preventing the other players from reaching theirs. He has to do this without letting go of the rope.



SKY HOOK GYM

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

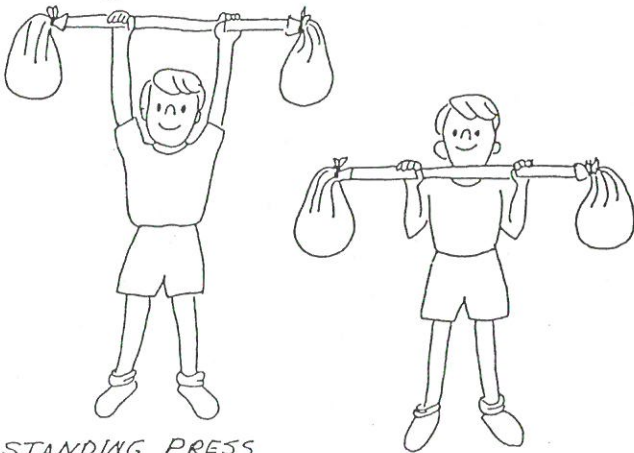


HOME-MADE GYM EQUIPMENT

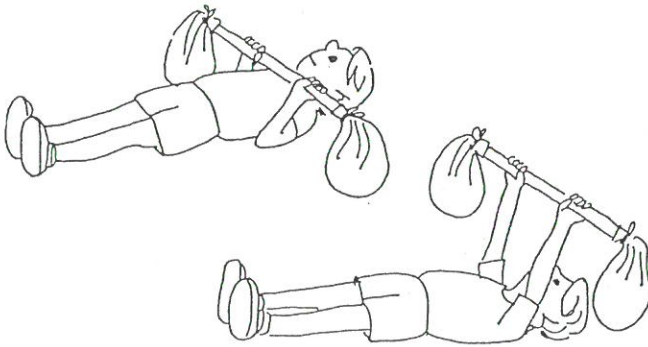
BARBELLS

To make homemade barbells you need a broomstick and two strong cloth sacks (or maybe an old pillowcase). Fill each sack with five pounds of sand or gravel. Wrap the mouths of the sacks around the broomstick, about four inches from the ends. Tie in place.

The prone-press exercise helps develop the chest. The standing press helps increase the strength in the arms.



STANDING PRESS



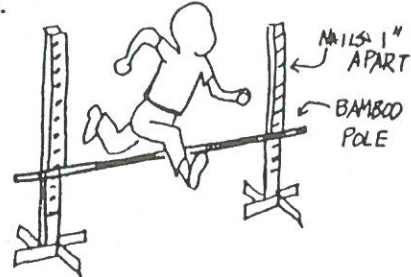
PRONE PRESS

HIGH JUMP TEST

Tack a yardstick on the wall just the height you can reach with your feet flat on the floor. Jump with a piece of chalk in your hand to mark the wall at the highest part of the jump.

JUMPING STANDARDS

Make a simple jumping standards like shown below. Adjust height of pole to ability of jumper.



EXERCISE SHOES

Take an old pair of house shoes and sew weights all around. Large washers make good weights.

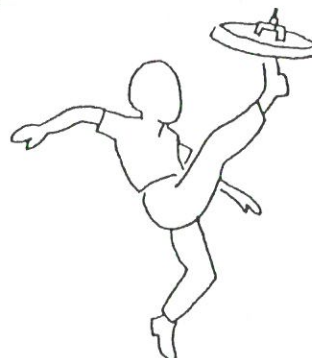
TENSION HANDGRIPS

Place the closed ends of five clip clothespins together, side-by-side, and glue to a popsicle stick, as shown. Allow to dry thoroughly. Glue an additional popsicle stick on top; glue a popsicle stick to each side on the other end of the handgrip. To work the handgrip, place the open end between the palm and fingers. Bending the tops of the fingers over one side of the handgrip squeeze to open the closed end of the handgrip.



HIGH KICK TEST

Wear rubber-soled shoes to prevent slipping. You should be able to kick higher than your head.



CITIZEN

The Citizen Activity Badge is related directly to developing responsible citizens, one of the prime purposes of Cub Scouting and the Boy Scouts of America. This badge is one of the requirements for the Arrow of Light Award. The written requirements and readings may be done at home with parents. Remember that each boy is different and will have different ideas and opinions on this badge. Each boy's "best" should be judged individually.

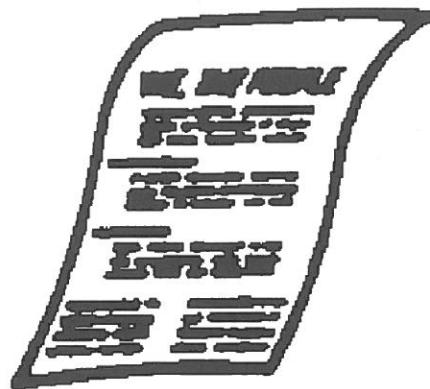
The Webelos Leader must plan carefully so that the boys get a feeling for the real meaning of citizenship without spending a lot of time in study. One of the best ways to stress the meaning of citizenship is by practicing the Good Turn.

The appeal of this badge will be determined in large part by the way the Webelos leader presents it. It can be exciting, fun and informative; or it can be just some more reports to write. Because of its importance, the leader is encouraged to make a special effort in planning it.

Just how much importance does the Scout program attach to Citizenship?

- * One of the nine purposes of Cub Scouting is "developing habits and attitudes of good citizenship".
- * One of the three aims of Scouting is "Citizenship - used broadly this means the boys' relationship to others".
- * The one required Activity Badge for the Arrow of Light Award is Citizen.
- * To become an Eagle Scout, the boy must earn a total of 21 merit badges which must include: Citizenship in the Community, Citizenship in the Nation and Citizenship in the World.

So, for a boy on the road to Eagle Scout, the Citizen Activity Badge is a very important step during his Webelos years.



CITIZENSHIP PLEDGE

"As future citizens, we will do our best to be prepared in body and will, in spirit and skill. We accept our obligation to God and will show by our actions we are willing to serve others and be good members of the Scouting team."

DEN ACTIVITIES

Discuss requirements of the badge with the boys. Decide on a good turn for the school, church or community and plan how to carry it out. Perhaps the den will want to involve the whole pack in their good turn, so that all the boys will be included in the excitement and rewarding feeling of doing something for others.

Make logbooks for the boys to record their work on the badge.

Visit a local government agency. Find out how it works, what services it provides, how it affects you and your family.

A campaign against litter is a "must" for good citizenship. Discuss how your den can carry on such a campaign - and do it. This could include making posters for display, litter clean-up, making litter bags, a fight against pollution, collecting items for recycling.

Attend a Naturalization Ceremony, City Council or School Board meeting.

Visit a court, police or fire department.

Help your Webelos Scouts to realize that a good citizen:

- * is helpful
- * takes pride in achievement
- * practices good manners
- * practices health and safety rules
- * is patriotic and loyal
- * takes care of property
- * is honest and dependable
- * is fair and honest
- * is kind
- * respects authority
- * practices thrift
- * has good work habits
- * obeys the laws wherever he is
- * respects the rights of others
- * learns as much as possible about leaders of his Nation, State and Community

RESOURCES FOR CITIZEN ACTIVITY BADGE

Webelos Scout Book

Scout Handbook

Merit Badge Pamphlets:

Citizenship in the Community

Citizenship in the Nation

Citizenship in the World

Your Flag (BSA literature No. 3188)

The above resources offer a wealth of information to your Webelos Scouts. Don't just give assignments and leave this badge up to the boys to do on their own. Work together and make it fun and interesting.

YOUR DUTIES AS A CITIZEN

If you are going to have rights as a citizen and you want to keep them, then you also have certain duties that you must take care of. Your duties as a citizen are:

- Obey the laws.
- Respect the rights of others.
- Keep informed on government issues.
- To vote in elections.
- To serve and defend your country.
- To assist the agencies of law enforcement.
- To practice and teach good citizenship in your home.



KNOW YOUR FLAG!

While working on this badge is a good time to teach the history of the flag, how to display it, how to respect it, and the care and handling it. See the God & Country section of this Pow-Wow book. If you should need to know more information about the flag you could use as your source a good encyclopedia. The Marines have a pamphlet out about our flag and also have posters.

The word FLAG when used to describe a banner or pennant comes from an old Anglo-Saxon word, "Fleogan," meaning, "to float in the wind."

The dictionary defines FLAG as, "A light cloth bearing a device or devices to indicate nationality, party, etc. . . A standard, banner, ensign."

A flag is an honored symbol of a nation's unity, its hopes, achievements, glory, and high resolve.

The flag of the United States of America is such a symbol . . . of freedoms bravely fought for and hardily won . . . of protection under the Constitution of the rights and privileges of all Americans . . . of promises of fulfillment of all their hopes and principles and ideals. It is also a symbol of the duty of all its citizens to serve in time of need, to speak out for what each considers right, and to help correct under the law that which is honestly believed to be wrong.

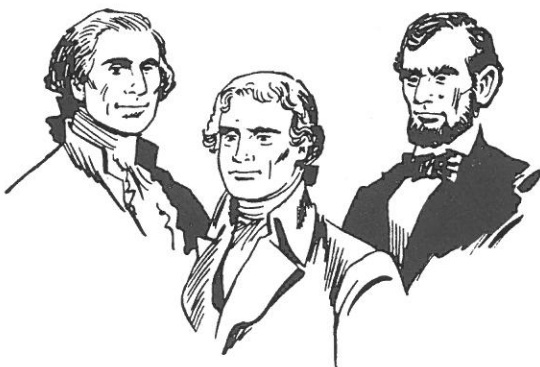
Throughout the ages, man has developed character, courage, and strength by devotion to the symbols he believed in. That is the heritage he left to us.

SCRAMBLED NAMES

Just for fun, see how many of our Presidents' names you can unscramble. Make sure the Scouts are working as a family or a den; make sure they are working quickly -- the fastest is the winner! (Remember: four sets of Presidents have had the same last name, so there are only 30 names to unscramble.)

Example: DRFO Ford

- | | | | |
|---------------|-------|----------------|-------|
| 1. SDMAA | _____ | 16. NODISAM | _____ |
| 2. VHEROO | _____ | 17. MTURNA | _____ |
| 3. LLNNIOC | _____ | 18. XNNIO | _____ |
| 4. NJHOONS | _____ | 19. YTLOAR | _____ |
| 5. VOOSRTEEL | _____ | 20. WHOEEEINR | _____ |
| 6. SFFJOEREN | _____ | 21. EPICRE | _____ |
| 7. RTANG | _____ | 22. HRATUR | _____ |
| 8. RRAIOHNS | _____ | 23. FATT | _____ |
| 9. KLOP | _____ | 24. ONAWSHIGTN | _____ |
| 10. LYTRE | _____ | 25. OOCGELID | _____ |
| 11. VEECLLNDA | _____ | 26. MOERLLIF | _____ |
| 12. NVA NUBRE | _____ | 27. DYNNEEK | _____ |
| 13. KAJCNSO | _____ | 28. IGHDARN | _____ |
| 14. EYHSA | _____ | 29. KCMLYINE | _____ |
| 15. NISWOL | _____ | 30. RNOOME | _____ |



"THE STORY OF THE STAR-SPANGLED BANNER"

Francis Scott Key was a lawyer in Washington, D.C. In 1814, during the War of 1812, Key was asked to go on a mission with Colonel J. S. Skinner . . . they were to sail under a flag of truce to ask for the release of an American prisoner being held by the British Navy. The British agreed to free the prisoner, but would not let the Americans return immediately because the British were planning to attack Baltimore.

During the night of September 13-14, Key, Skinner and Dr. Beanes (the prisoner) stood on the deck of their flag-of-truce ship which was anchored eight miles down river, watching the attack. They were well out of the fight, but near enough to see most of the action. During the night the bombs and rockets proved that the city had not surrendered, but now there was an eerie silence, broken only by an occasional distant gun. Key found himself torn with anxiety. He did not know the fate of the city or of Fort McHenry. He hated the war, yet here he was in the middle of it. But he was first and last an American, and in these hours of suspense he fervently - desperately - prayed that the American flag was still flying over the Fort.

The rest of the night the three Americans paced the deck, scarcely daring to think what daylight might bring. Again and again they pulled out their watches, trying to judge when the dawn would come. At five o'clock the first light of day tinged the sky. But there was no sun . . . rain clouds hung low . . . and patches of mist swirled across the water. It was growing brighter all the time. Finally Key raised his spyglass . . . and he saw it! Standing out against the dull gray of the clouds and hills was the American flag, still proudly floating above the Fort. Turbulent, fervent thoughts raced through his mind . . . these thoughts began to take poetic shape. Using the back of a letter which happened to be in his pocket, Francis Scott Key began to jot down lines and phrases

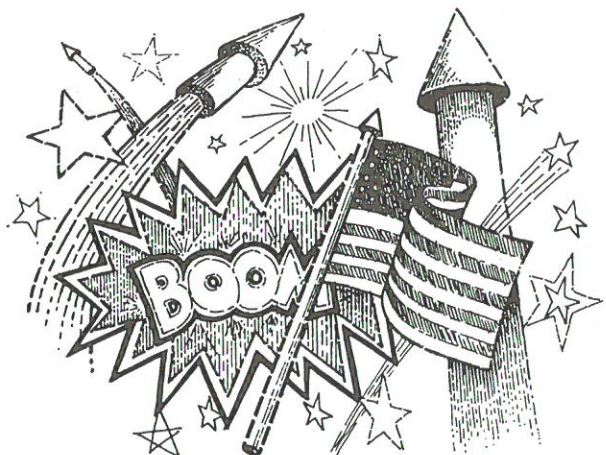
Finally on the evening of September 16, the Americans returned to Baltimore. There would be no sleep for Francis Scott Key that night. He had tried to express his feelings . . . the thrill of seeing the flag at dawn . . . in a few lines scribbled down right after the attack. Later he added more lines. He called this poem "The Defense of Fort McHenry". Almost from the start he thought of it as being sung to the tune of "To Anacreon in Heaven" a popular song of the period. It would be weeks before it would become known as "The Star Spangled Banner".

The song caught Baltimore's fancy right away. It was published in the newspaper and people were singing it. The Fort McHenry garrison adopted it . . . every man received a copy . . . and the tavern crowds took it up. The song quickly spread to other cities, as the whole nation rejoiced in the news from Baltimore. Everywhere Key's stirring lyrics struck the right chord . . . the rare sense of exultation people felt about this totally unexpected victory.

"The Star Spangled Banner" was made the official United States national anthem by an act of Congress in 1931.

"Britannica Encyclopedia"

"The Dawn's Early Light" by Walter Lord



COMMUNICATOR

How exciting to be able to communicate by the use of secret codes! These pages provide you with several different types of codes for your den to experiment with.

WHAT IS A CODE?

A code is a way of writing a whole word as a secret word. Many codes are really ciphers (SY-furze). A cipher is a code in which every letter of a word is written in a secret way. The Morse code is a cipher kind of code.

Codes are used all over the world. A telegram or cable is a kind of code that is written in a short way to keep costs down. Codes are an important way of sending secrets during wartime. Brands marked on cattle and markings on planes and ships are also kinds of codes.

Codes usually have two parts. The first part is for making the code. This is known as ENCODING the message. You need to know how to make your message a secret one.

The second part is called DECODING the message. This will tell the person who gets the code how to read and understand the code. Then the person will know exactly what the message means.

The more you know about codes, the more fun they are. Many people like secret codes, and so will your Webelos Scouts!

Some of the easiest codes use numbers for letters. There are many different ways to make this code. Here are some samples; try making your own den code using this concept.



NUMBER CODE

Print the letters of the alphabet. Then start with the number 1 and write the number in order below the letters.

A B C D E F G H I J K L M
1 2 3 4 5 6 7 8 9 10 11 12 13

N O P Q R S T U V W X Y Z
14 15 16 17 18 19 20 21 22 23 24 25 26

Each letter of the alphabet will now have a number that means the same as the letter.

Copy this message and let your Webelos decode it. The dashes keep the words apart.

13 25 - 14 1 13 5 - 9 19 - 19 1 13.
(My name is Sam.)

Webelos Scouts will undoubtedly accomplish the above code very quickly, so assign the numbers backwards; that is, assign 26 to the letter A, 25 to the letter B, and so on.

Another example of a number code is to use even numbers, beginning with A being #2, B being #4, C being #6, etc.

Codes can be set up in the same fashion, using only odd numbers, skipping by 5's, etc. Let your Webelos experiment and develop their own code and write out a message for another scout to decipher.

Many codes were devised by the early Greeks, who frequently used arithmetical figures. One of their methods of substituting mathematical figures for letters was to block the alphabet into a square, as shown below, and to number each vertical and horizontal row from one to five. Divide the square into 25 smaller squares. You can fit the 26 letters of the alphabet into the 25 squares by putting two letters in one of the squares. W and X would be good ones to put in one square.

ROW		1	2	3	4	5
C O L U M N	1	A	B	C	D	E
	2	F	G	H	I	J
	3	K	L	M	N	O
	4	P	Q	R	S	T
	5	U	V	W X	Y	Z

This code uses numbers in place of letters. The code for A is 11, because A is the first (1) column and first (1) row. The code for M would be 33, because it is in column 3 and row 3. Always use your column number first. Read across for rows, and down for columns.

The message RUN FOR HELP would look like this:

43 51 34 - 21 35 43 - 23 15 32 41

SYMBOL CODES

The following code is a SYMBOL CODE. It uses symbols in the place of letters or numbers. It's easy to make but hard to decode, unless you know the symbol for each letter. Be careful! Some of the symbols look alike, but they are not the same.

A □	B □	C □	D □	E □	F ▽
G △	H △	I △	J △	K ▽	
L ▽	M ▽	N ○	O ⊖	P ⊕	
Q ⊕	R ⊖	S	T □	U □	
V □□	W □	X ×	Y □	Z ⊔	

Using this symbol code, have your boys code certain messages such as:

Communicator or Scouting is fun or Arrow of Light

Perhaps the method most commonly used before the Renaissance was the improvised alphabet below. It was a favorite among the free masons as late as the sixteenth century and is probably quite as popular among school children today.

A	B	C
D	E	F
G	H	I

J		
K	X	L
	M	

N	O	P
Q	R	S
T	U	V

	W	
X	Y	
	Z	

Cub Scout would be written as follows:



THE SECRET CODE WHEEL

Here is a code wheel that your Cubs can use to keep their messages absolutely secret. No one will ever figure out the coded messages unless they have the code wheel.

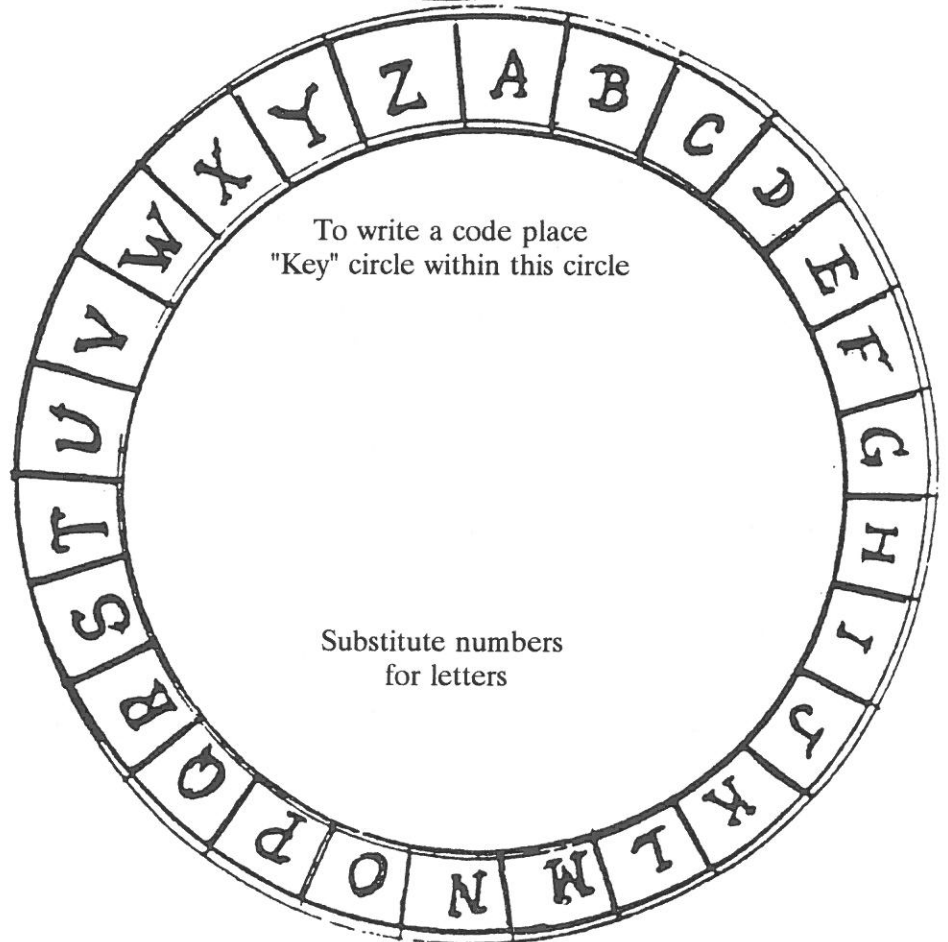
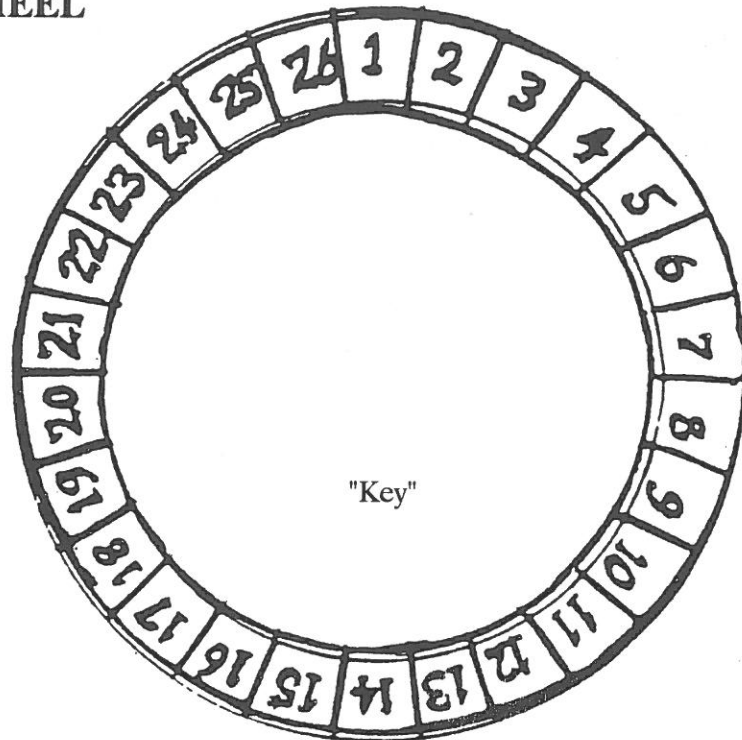
Trace the code wheels on paper, cut out and paste on cardboard. Place under a heavy book to dry. If you prefer, draw the code wheels directly on cardboard.

Cut out the circles and place the smaller circle marked "Key" on top of the larger circle. Punch a hole in the center of both sections and fasten with a paper fastener.

For your first message, turn the "Key" circle so that the number 15 is directly under the letter "A". At the top of the message write "A-15" which explains the key to the code. Now write the message, using corresponding numbers instead of letters. "How are you?" would be written "22-3-11 15-6-19 13-3-9?"

On receiving your message, your buddy sets his code wheel to "A-15" which is written on the top of your message. He then has the key for reading the coded message.

Twenty-six different codes can be written by using the code wheel in various combinations of letters and numbers.



COMPUTER GAMES

COMPUTERS cannot understand the same numbers and letters that we do. They must be changed into a code. Most computers use the binary number code. It uses only 0's and 1's to stand for letters and numbers. Here is an example:

A=110001	J=100001	S=010010
B=110010	K=100010	T=010011
C=110011	L=100011	U=010100
D=110100	M=100100	V=010101
E=110101	N=100101	W=010110
F=110110	O=100110	X=010111
G=110111	P=100111	Y=011000
H=111000	Q=101000	Z=011001
I=111001	R=101001	

Can you write your name in the binary number code? Now make up your own binary code.

The program below, is complete in itself and is to be run on an Apple II series computer. Many schools use the Apple II family of computers so that is why the following program was chosen. If you don't have access to a computer through one of the families in your den or pack, perhaps you can get permission from your local school to come in and let the boys use their computers.

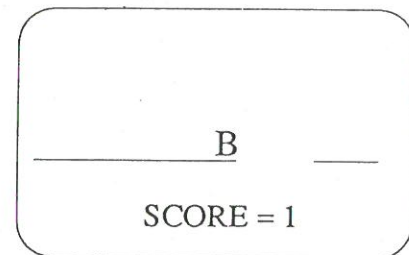
Typing in the Program

You must press RETURN after each program line. Type RUN when you have typed it all in. Check your typing carefully; if the program doesn't work when you try to run it, then it has a BUG. A BUG is a mistake. Go back and check each line of type. Also, be sure to type all programs with the caps lock key depressed, so that everything will be in capital letters.

LETTER TRAP

Enter the program and then type RUN and press RETURN. Beginning with "A" the letters will start to move across the screen. Press the SPACE BAR once when you think a letter is over the trap. The computer will keep your score.

```
10 TEXT: HOME: L = 64:S = 0
20 FOR X = 1 TO 39: VTAB 10: HTAB X: PRINT "_":NEXT
30 HTAB 19:VTAB 10:PRINT ""
40 LET L = L + 1: FOR X + 1 TO 39
50 HTAB X: VTAB 9: PRINT CHR$( L)
60 FOR D = 1 TO 150:NEXT
70 HTAB X:VTAB 9: PRINT ""
80 IF x = 19 AND PEEK (-16384) + 160 THEN GUSUB 100
90 POKE (-16368),0:NEXT:GOTO 40
100 LET X = 39:S = S + 1:HTAB 15: VTAB 20
110 PRINT "SCORE=";S:RETURN
```



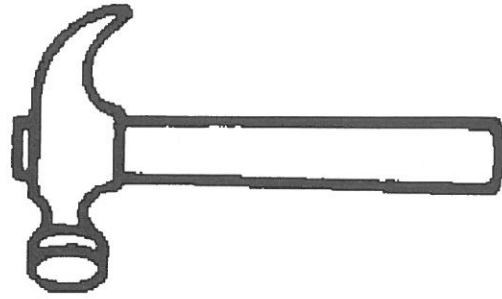
CRAFTSMAN

A craftsman is a person who performs a handicraft or trade with creativity and skill. For a Scout, this activity can develop the necessary skills to make survival items, useful items, or just plain fun items.

To earn the badge, a boy must complete ten craft projects. There is no way these can all be completed at den meetings, so this is a chance to involve parents, both in work at home with their boys and in furnishing tools to be used at den meetings.

While working with boys on this activity badge, keep these things in mind:

- * **Planning:** This is one of the most expensive activity badges; collecting dues and acquiring materials takes time. Consider your resources!
- * **Patience:** Working with boys requires a LOT of patience. Stick with it; and be rewarded. Enlist the help of the Assistant Den Leader, Den Chief and parents. Do not do it alone.
- * **Preparation:** Have all tools laid out at separate work stations before the den meeting starts. Build a sample of the item before the meeting and make note of the steps that require the most coordination. Be prepared to help boys individually in these areas. Show them the sample to give an idea of what the finished product will be like.
- * **Perseverance:** Insist that the boys finish the items they begin. This is very important. If necessary, work individually with them outside den meetings or enlist the help of others. Select projects that are simple yet meaningful. Watch for signs of discouragement and help the boys who seem to be having trouble.



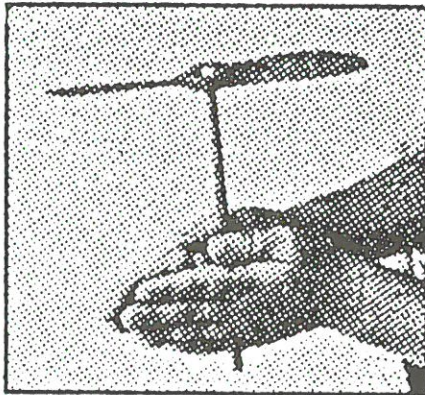
- * Encourage every boy to put forth his very best effort and reserve praise for projects worthy of compliments.
- * Start each meeting with a safety lesson on the tools in use. They should realize that sharp tools are a necessity and must be used with care and safety.

DEN ACTIVITIES

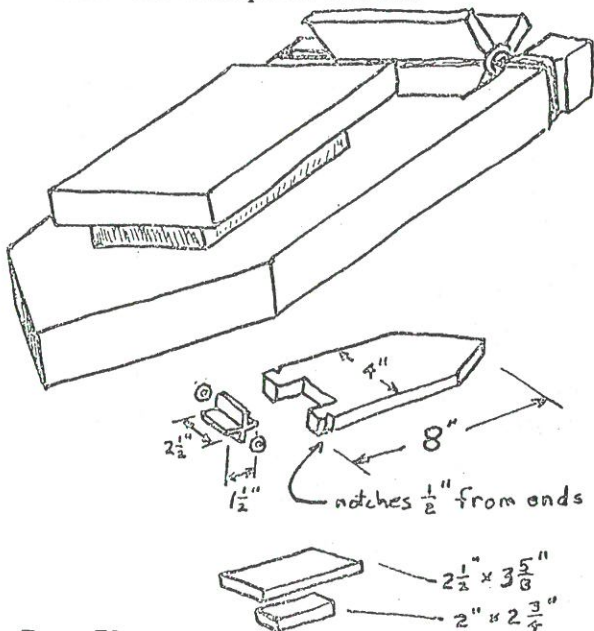
- * Visit a furniture factory, lumber yard, saw mill or cabinetmaker.
- * Visit a tannery or leather goods manufacturer.
- * Invite an expert to give a demonstration on the proper care and use of tools.
- * Have someone give a demonstration of leathercraft and explain how to use leather tools.
- * Discuss finishing methods for wood projects: The importance of sanding, filling holes and scratches, the various types of finishes, such as shellac, stain, lacquer, varnish and enamel.
- * Have a nail-driving contest. Give each boy a scrap of wood, nails and a hammer. Let them practice driving nails straight.
- * Make a tool chest or a bench horse for sawing.
- * Have a birdhouse building contest.
- * Build midway games for your Pack.

CRAFTSMAN PROJECTS

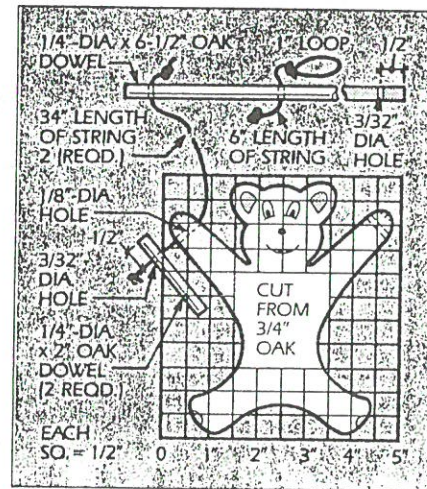
FLYING MACHINE: Get an airplane model propeller from a hobby shop. Cut a wooden dowel rod 1/2 inch longer than the prop. If the propeller hole is smaller than the diameter of the dowel, rebores the prop halfway through. Glue the dowel into the hole and let dry thoroughly. Hold dowel between hands and twirl. Let it fly!



PADDLE BOAT: Cut hull and wheelhouse from 1/2" pine. Hull is 8x4" with pointed bow and U-shaped stern. Cut a 2 3/4" x 1 1/2" hole in stern to accept the 2 1/2" x 1 1/2" paddle wheel (See diagram). Glue wood block wheel house sections to hull with waterproof glue. Place rubber band on either side of lap-jointed paddle wheel and slip washers over ends of rubber bands. Insert paddle wheel, looping rubber band ends over notches in stern "legs." Finish with waterproof varnish.

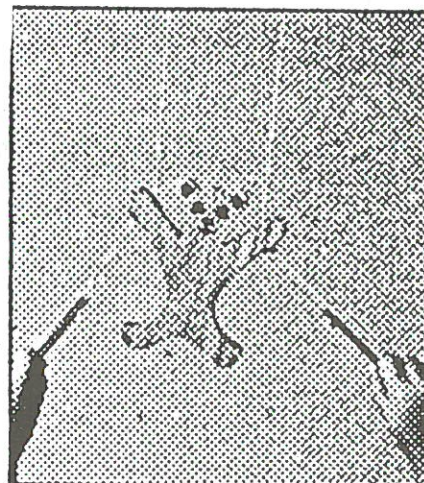


DANCING BEAR: Draw the bear's outline on wood using the grid below as a guide. Be sure to get the angle of the arms and the string holes through the hands properly positioned so the bear will operate smoothly.



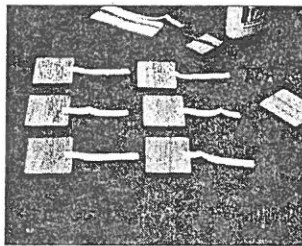
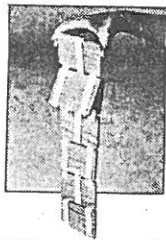
Cut the figure out with a jigsaw. Sand all of the edges smooth. Drill holes for the strings. Draw in the face and other markings with an indelible marking pen.

Thread each of the long lengths of string through a short dowel, then through one arm and one end of the long dowel. Knot each end of the strings. Knot a 6 inch length of string onto the center of the long dowel, and tie a 1 inch finger loop at the other end. To make the bear climb and dance, have someone hold it up with the finger loop, then pull the two short dowels down and outward.



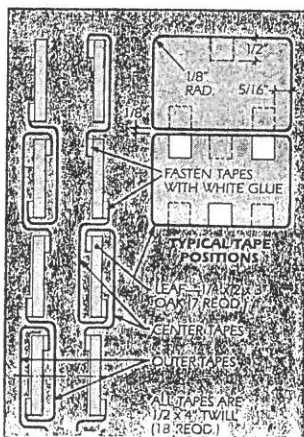
JACOB'S LADDER: Solving the mystery of how Jacob's ladder flip flops may seem impossible. If you assemble the toy as described, it will work; however, even after building it you may not know why.

Cut seven pieces of wood 1/4" x 2" x 3" and sand smooth. Begin assembly by gluing the center tapes, as shown in the photo, to six of the leaves. Attach just 1/2 inch of the tape using white glue. Allow the glue to set up for a few minutes, so the tapes will not slide out of place. Then place a piece of wax paper over the glued ends and weigh them down with a heavy book. (Hot glue actually works better if you can keep the boys from burning their fingers off!)

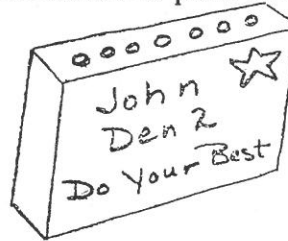


When the glue has dried, attach the opposite ends of these center tapes to adjoining leaves. Follow the layout for the center tapes as shown in the drawing. While gluing them, lay the leaves on a flat surface and place 1/8 inch thick scraps of wood between them as spacers. Keep the tapes taut. When the glue has begun to set, remove the spacers, then weigh these ends down with wax paper and a book.

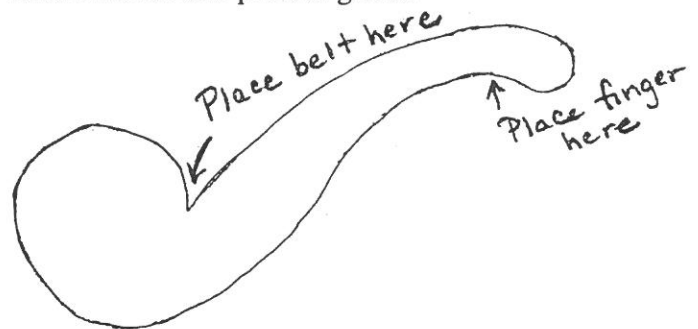
After the center tapes have been completely installed, you should attach the outer tapes using the same procedure as described above. Follow the layout that is indicated in the drawing for the outer tapes. Use the scrap spacers while gluing both sides.



PENCIL HOLDER: Have the boys sand smooth an 8" piece of 2x4. Mark the long narrow edge into 8 equal spaces. Under your careful supervision let the boys drill a 3/8" hole in the middle of each dividing line. Use a wood burner or paint to decorate.

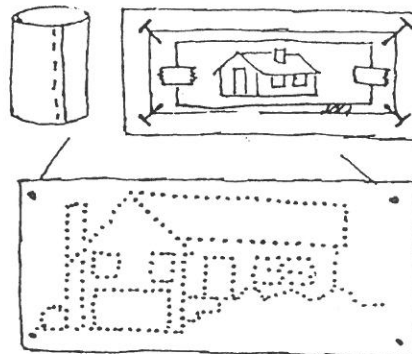


LEPRECHAUN'S PIPE TRICK: Using pattern below, cut a pipe from 1/4" plywood. Sand smooth and paint it green.



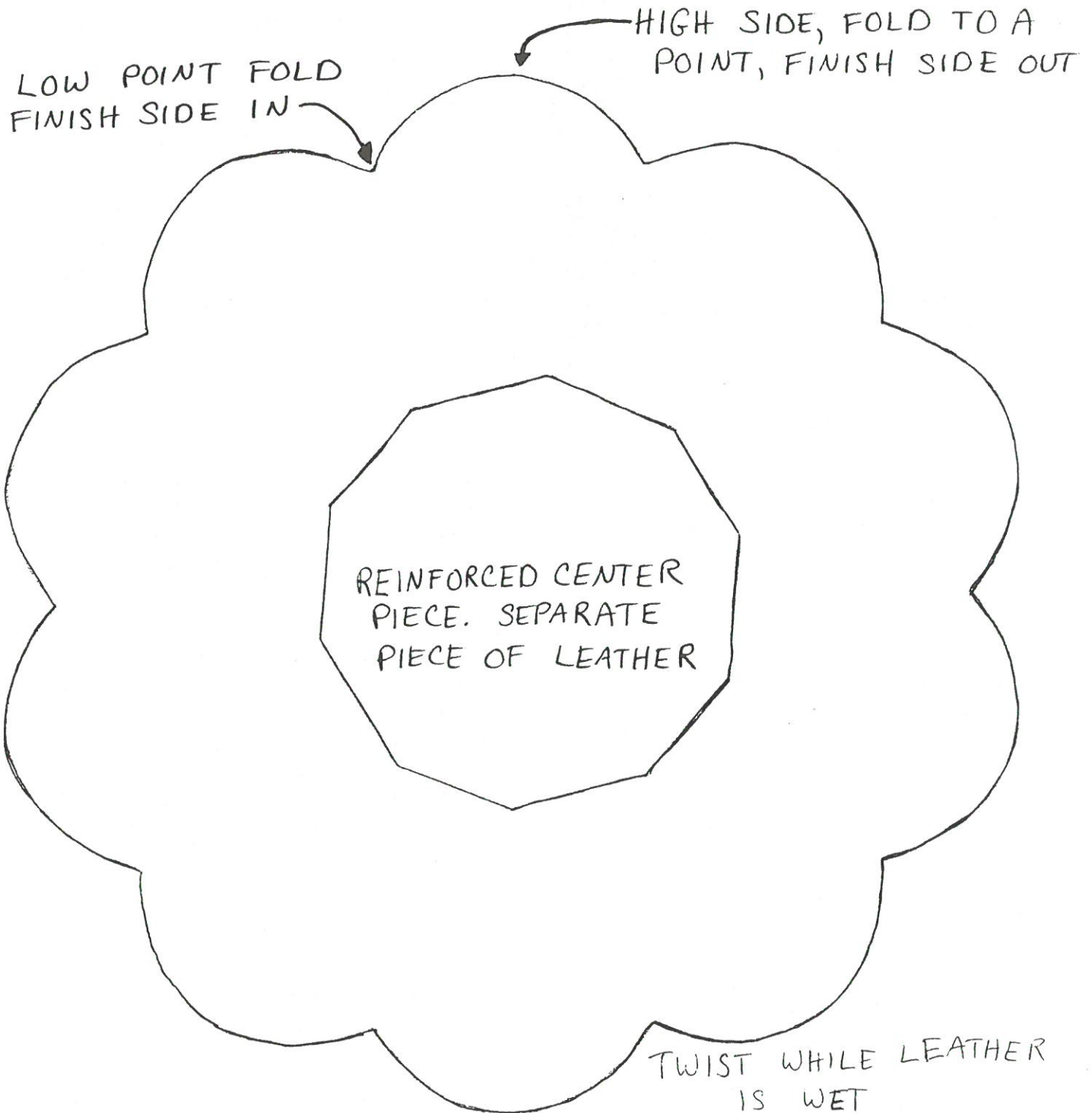
Have them try to balance the end of the pipe on the end of their finger - (It can't be done). Then have them place their belt in the groove at the rounded end of the pipe and try again. (It works).

MY HOUSE: Remove the top and bottom from a tin can and carefully cut down the side seam with metal cutters. Open flat and nail corners to a scrap board. Make an outline of a house on paper, cut to fit can area. Tape to can. With hammer and nail, punch dents along lines. Remove paper, remove tin from board, add string to top corner holes to hang.



SQUASHED ROSE LEATHER COIN PURSE

Mark pattern on leather and cut out. Cut another piece of leather with the center pattern to use as reinforcement in the bottom of the coin purse. Wet large piece and twist and fold into shape with the low point of the scallops folding with finish side in and the high side of the scallops folding to a point finish side out.



ENGINEER

One of the great things about being a Webelos den leader is the opportunity to learn many things right along with the boys. Unless you are an engineer, there may be some knowledge to pick up with this activity badge to pass along to your boys. If one of the Webelos Scout's parents is an engineer, recruit their help for this badge.

One of the purposes of Cub Scouting is "fostering a sense of personal achievement by developing new interests and skills" in boys. The Engineer Activity Badge probably does this more than any of the other activity areas. Engineering is one of the most exacting of the professions and the badge includes projects which will give a boy an insight into some types of engineering.

Keep in mind that an engineer's job is to apply the laws of physics and chemistry to the solutions of problems in construction, industry, and other areas.

THINGS ENGINEERS DO:

- * Design bridges, roads and cities and oversee their construction.
- * Design water treatment plants and dams and supervise their construction.
- * Design factory and farm machinery.
- * Design and manage communications systems.
- * Investigate pollution and disposal problems and propose solutions.
- * Check old processes in chemical plants and develop new processes.
- * Design and manage electrical plants.
- * Design and test airplanes and rockets.
- * Design and test cars, trucks, trains and busses.
- * Develop processes for changing raw materials into usable substances.



DEN ACTIVITIES

- * Arrange for boys to visit an engineer or surveyor. Plan for the boys to look through the surveyor's transit and "read a rod," or visit a construction site and see the plans which are being followed.
- * Make a block and tackle. Be sure to explain its purpose... to lift weights easily. If there were no friction, a 1-pound pulling force could lift 2 pounds if a block and tackle were used.
- * Find pictures of different bridges and discuss the differences in their constructions.
- * Discuss property lines. Have an expert show the boys how property lines are determined and how to measure one.

ELECTRICAL TERMS

- * A.C. (Alternating Current) - An electric current that changes its direction very rapidly.
- * D.C. (Direct Current) - An electric current that flows only in one direction through a circuit.
- * Circuit - Entire path along which electricity can flow from the source through wires and appliances back to the source.
- * Fuse - A device which acts as a policeman to warn us of danger. The wire in the fuse melts when too much electricity is used in a wire. This breaks the circuit.
- * Circuit Breakers - An automatic switch which breaks the circuit when too much electricity is flowing into a wire. It is similar to a fuse in purpose, but it can be re-used by turning it off then turning it back on, like you would a light switch.

ELECTRICITY

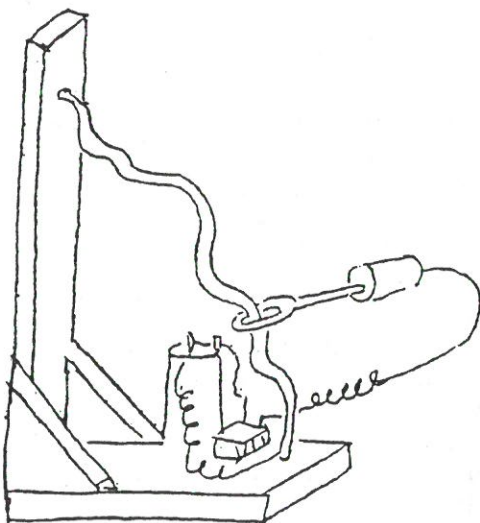
Electricity from power plants is carried through wires to homes, factories, stores, farms and schools. Transformers help in the transportation of electric current from a power plant to these places. A transformer charges electric current from a high voltage to a low voltage, step down transformer, or from a low voltage to a high voltage, a step up transformer.

The wires or cables which carry the electricity are called conductors. Conductors are the roads and avenues of electricity. These are usually made of copper or aluminium wires.

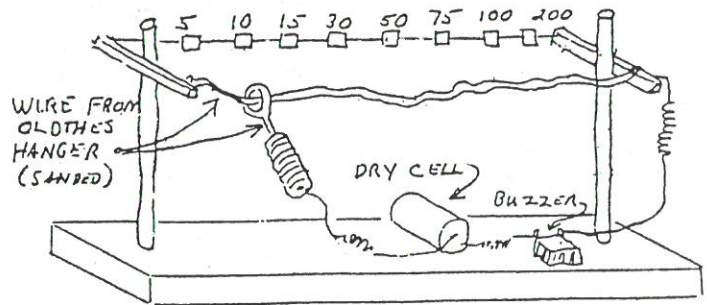
The wires must be large enough to carry the electricity without giving it too much resistance or the wire will get hot and melt. A good resistor is the light bulb. The wire inside the lightbulb, the filament, gets very hot and glows or gives off light. The filament usually lasts for about 1,000 hours before it burns up, but in a flash bulb the filament is so fine of a wire that it burns up very rapidly and this makes your flash.

BUZZER GAMES

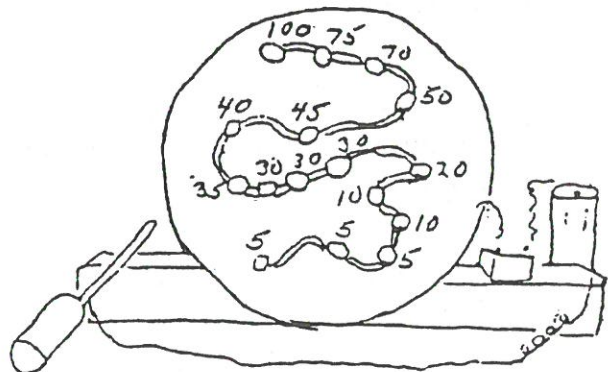
MOUNTAIN CLIMBING: Climb the falls and return without buzzing.



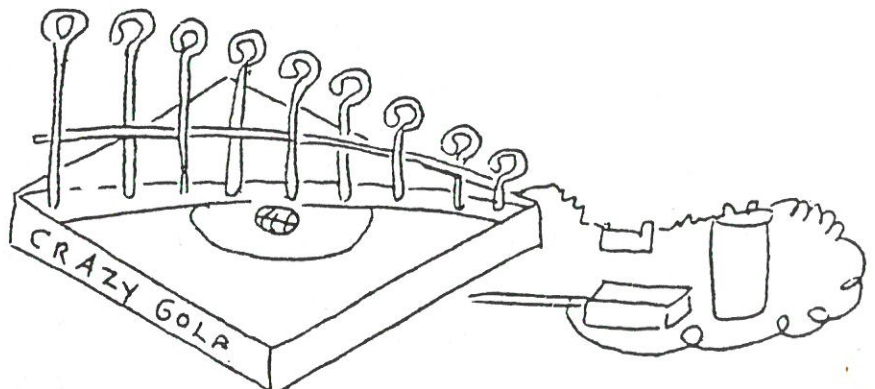
NERVES OF STEEL: Test steady hand... take loop across wire. Stop on buzz. High score wins.



URANIUM MINING: Travel on trail by inserting uranium counter in mines without explosion (buzz). High score wins.

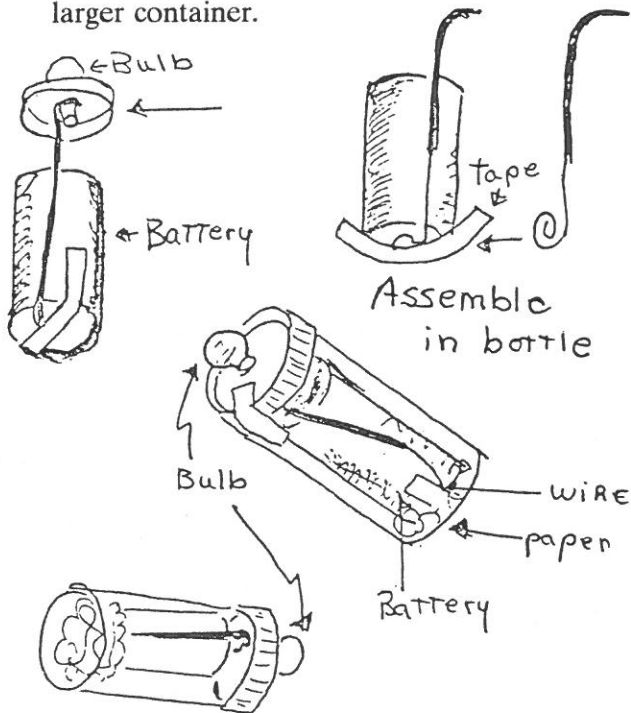


CRAZY GOLF: Touch ball with "putter". Place putter in first hole. Touch ball and put in second hole and so on.



DO-IT-YOURSELF FLASHLIGHT

This flashlight can be assembled easily and provide a fun project for the boys. And better yet, it actually works! You will need a flashlight battery, a bulb, a plastic pill bottle with a flexible lid and some insulated wire. The pill bottle should be large enough for the battery and bulb base to fit inside it. The wire should be the kind that can be bent easily. Scrape the insulation from one end of your wire and form it into a flat coil. Attach the coil to the bottom of the battery with adhesive tape. Cut an opening in the center of the pill bottle lid, so that the base of the bulb will fit. Push base of bulb through hole in lid. Scrape the other end of the wire and wind it around the base of the bulb. Secure in place with some tape. Crumple small pieces of paper. Place enough of this in bottom of bottle so that when battery is inserted and the lid is tightly in place, the bottom of the bulb will just make contact with the raised center top of the battery. Hinge one side of the lid to the bottle with tape. When lid is closed, the bulb will light. To shut off your flashlight, flip the lid up. This light creates a dim glow. If you want a larger light, use two batteries in a larger container.



BRIDGES

WHO BUILT THE FIRST BRIDGE?

Nature herself probably provided man with his first bridge when a tree fell across a stream somewhere. Man could easily copy this. Probably such tree trunk bridges were made and used for a very long time before an engineer thought of piling up stones in the middle of a stream and laying logs from the pile to the shore.

This made a simple beam, or girder bridge, with one crude pier. It was but a step to building several of these piers in a broad, shallow stream and connecting them with logs or slabs of stone.

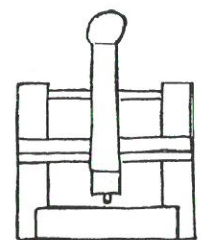
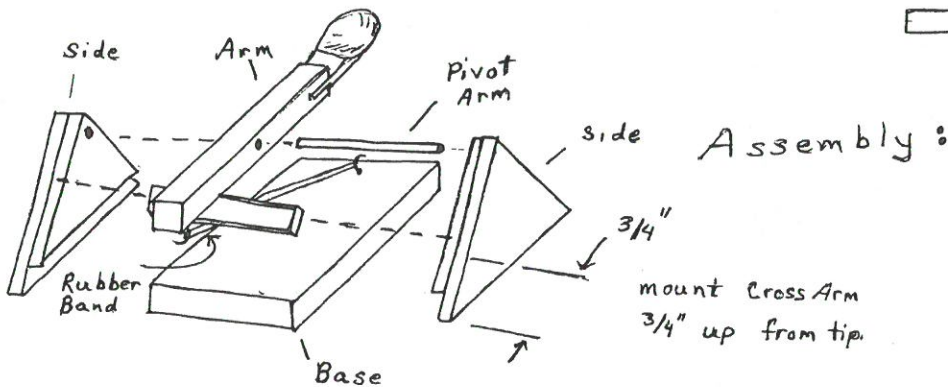
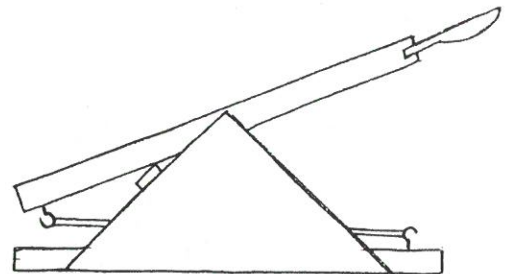
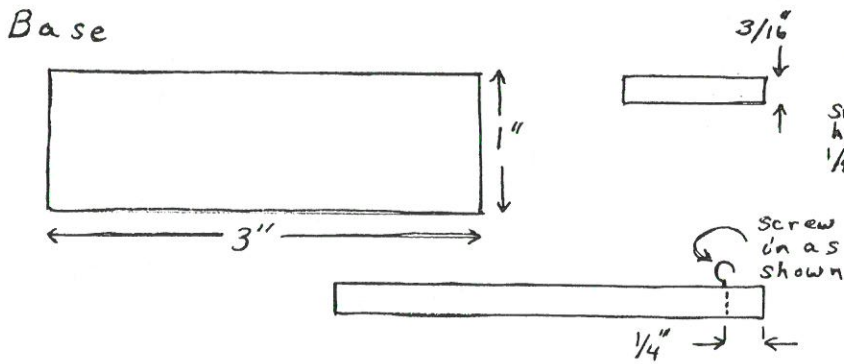
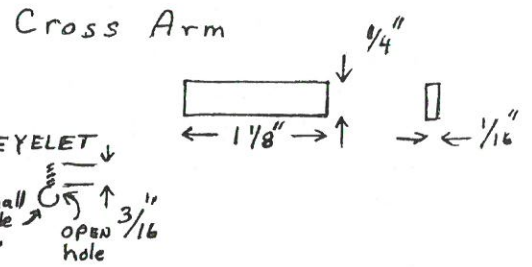
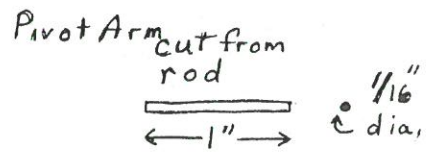
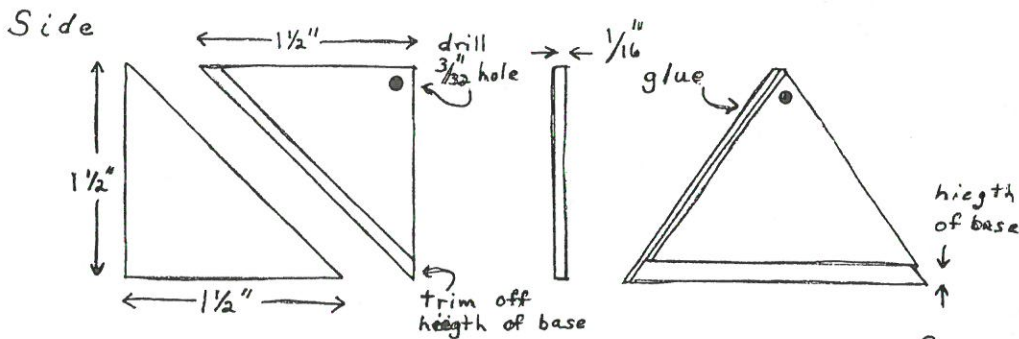
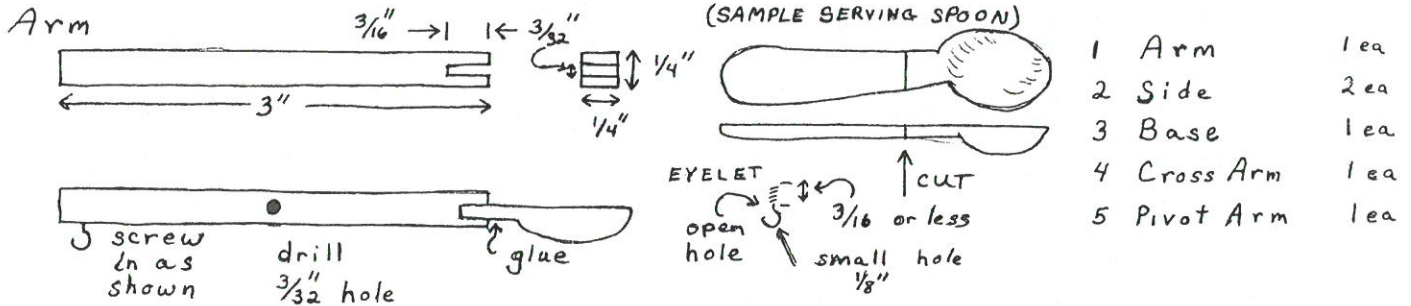
When two logs were laid side by side and cross-pieces were laid over them as a flooring, the result was a wooden bridge of girders, much like those that are still built across small streams in country districts. Stronger girder bridges now have iron or steel beams, and the strongest are built with steel trusses.

The spans of a girder bridge must not be too long, but where the required piers can be built, the total length of the bridge has no limit. Many long railroad viaducts are girder bridges.

All bridges have two chief parts - the superstructure, or the span part of the bridge, and the substructure, or the piers and foundations it rests upon. Foundations must be solid, for if they settle or are washed away, the entire bridge may collapse. Today engineers usually go down to bedrock for the foundation.

CATAPULT

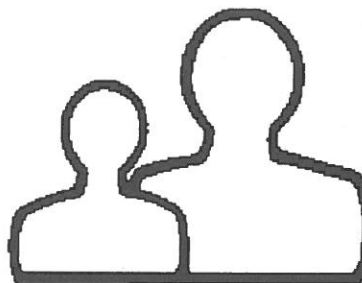
Try making the following catapult with a sample spoon from an ice cream store, then have a mini-marshmallow shooting contest!



Front View

FAMILY MEMBER

In earning the Family Member activity badge, the Webelos Scout will discover how to show love for his family and how important his family really is. This activity badge may be signed off by a family member.



SPECIAL FAMILY HOLIDAYS TO REMEMBER

Valentines Day - February 14th: Show your family that you love them.

Mother's Day - Second Sunday in May.

Father's Day - Second Sunday in June.

Grandparent's Day - Second Sunday in September.

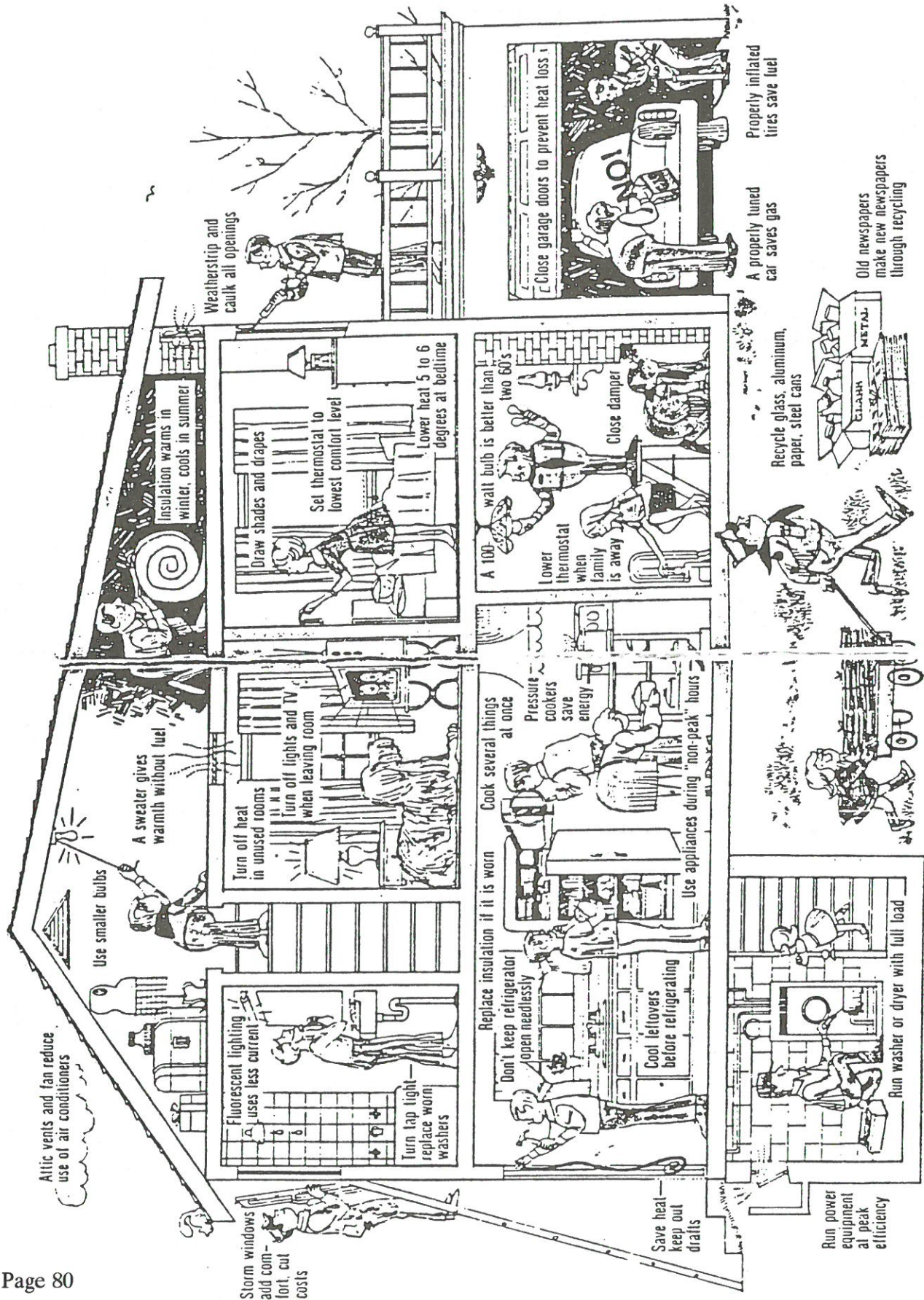
Here are some ways to be helpful to your family:

- * Take care of your clothes and shoes.
- * Save energy. Turn off lights when you leave your room. Keep refrigerator door closed. Do not waste hot water.
- * Recycle glass, aluminum, and paper.
- * Help clean the house.
- * Help plan family meals.
- * Help make your home safe by checking it for dangers.
- * Practice cleanliness and neatness.
- * Help take out the trash as needed.

WEEKLY MEAL PLAN FOR THE WEEK OF _____							
	SUNDAY	MONDAY	TUESDAY	WEDS.	THURSDAY	FRIDAY	SATURDAY
Breakfast							
Lunch							
Dinner							

CHORES TO DO AROUND THE HOUSE							

FAMILY TIPS FOR SAVING ENERGY



EVERYONE SHOULD KNOW**E.D.I.T.H.**

"FIRE" is a terrifying word. Heavy smoke and confusion usually follow that cry. E.D.I.T.H. (Exit Drills In The Home) means being prepared and knowing what to do in case a fire does occur. It can make the difference between life and death. Your family should be familiar with the following escape procedures:

1. Make sure everyone sleeps with their bedroom door closed at night. A closed door can delay the spread of fire and keep out deadly gases and smoke for a few minutes needed to escape.
2. Draw a floor plan of your home and mark an escape route from each room in the house. Pay particular attention to the bedrooms, since nighttime fires are usually the most serious.
3. Very young children and elderly persons should receive careful consideration when mapping out family escape plans. Both groups need special assistance in escaping from home fires.
4. Determine ways in which any member of the family can sound an alarm. It is likely that fire may block hallways and prevent you from reaching other bedrooms. Pound on a wall, yell, use a whistle, or use any other method that will awaken members of the family who are asleep.
5. Instruct family members not to waste time getting dressed or collecting prized possessions. Speed is essential in escaping fire.
6. Make sure every family member knows how to test a door. If the knob or panels are warm, keep the door closed and use an alternate escape route. If the door is not warm, brace your foot and hip against the door and open it cautiously to prevent super heated air from blowing it open. If no hot air or smoke greets you, it probably is safe to pass through.
7. If you are forced to remain in a room, stay near a slightly opened window. Place towels or clothes in the door cracks. To reach the other side of a smoke filled room, crawl with your head about 18 inches above the floor. Hang a sheet outside the window to signal for help.
8. Decide on a meeting place outside the house where everyone will assemble as soon as they are outside. Once you have made your escape, never go back inside.
9. Call the Fire Department as soon as possible. Speak clearly and plainly, making sure to give your name and address.
10. Hold a practice drill once you have set up escape routes, and then repeat drills periodically. If hitches develop in the escape plan, these can be ironed out during drills. Children find them to be fun, and it's well worth the time to know that your family has a better than average chance of surviving.

E.D.I.T.H. :

*Exit
Drills
In
The
Home*

FIRE SAFETY QUIZ

Use at a den meeting by reading the question and asking the boys to write down the letter of the correct answer.

1. What should you do to be ready if fire should strike your home?
 - a. Keep pails of water handy.
 - b. Have an escape plan and rehearse it often.
 - c. Be ready to carry out furniture.
 - d. Have a suitcase already packed.
2. In making your escape plan, why should you know two ways out of every room?
 - a. So I can see different parts of the house when I practice.
 - b. In case fire or smoke blocks one escape route.
 - c. To keep people guessing.
 - d. To make home fire drills more fun.
3. If your clothing catches fire; what do you do?
 - a. Run for help.
 - b. Look for water to throw on yourself.
 - c. Roll on the floor or ground, wrapping yourself in a coat, blanket, or rug.
 - d. Try to blow out the fire.
4. What should you use for light in a dark closet where there is no light bulb?
 - a. A match.
 - b. A candle.
 - c. A cigarette lighter.
 - d. A flashlight.
5. When you check extension cords in your home for fire hazards what should you look for? Choose two.
 - a. Frayed, broken insulation.
 - b. Whether the color matches the woodwork.
 - c. Whether they run under rugs.
 - d. Whether the plug is brown or white.
6. If there are small children in your home, you should be especially careful that they cannot play with which of these?
 - a. Pile of blankets.
 - b. Matches.
 - c. Tennis balls.
 - d. Pots and pans.
7. In checking around a furnace for fire hazards, you should remove which of these?
 - a. Fishing rods and reels.
 - b. Table.
 - c. Garden tools and aluminum folding chairs.
 - d. Gasoline can, greasy rags and newspapers.

CORRECT ANSWERS: 1-b, 2-b, 3-c, 4-d, 5-a, c, 6-b, 7-d.

FIRE SAFETY HINTS

- * Escape routes. Plan and discuss with your family what to do if a fire starts. Stage fire drills to minimize confusion and fear in the event of a fire. Pick a place outside where your family can meet to be sure everyone is out and safe.
- * Windows. If your home has bedroom windows that are more than 36 inches above the floor, they probably are not good escape windows.
- * Smoking. The most typical smoking-related fire death scenario is someone who drops a cigarette that ignites bedding or upholstered furniture. Smoking is a leading cause of bedroom fires and is something you can control. If someone in your family smokes in bed, install a smoke detector near the bedroom.
- * Portable space heaters. Don't put portable heaters close to flammable materials such as drapes or clothes. Make sure heaters are used according to the manufacturer's instructions, and don't knock them over.
- * Fire retardent materials. Make sure that materials that do not burn easily are installed where fires are likely to spread. These include wall surfaces behind the stove and the walls, floors, and ceilings of heater rooms.
- * Good maintenance. Heaters should be cleaned at least once a year by competent specialists. Since heater rooms are hotter than other parts of your home, do not store combustibles in them.
- * Heat tape. When you are wrapping heat tape around pipes and plumbing fixtures, make sure you follow instructions provided by the heat tape manufacturer.
- * Electrical circuits. Don't put too many appliances on one electrical circuit. If lights blink or dim, motors slow down, or the volume on your TV or radio changes, turn off some of the appliances to reduce the demand. Fires can start in fuse boxes or in the supply wires leading into it. If circuit breakers trip continuously, fuses blow, or you notice acrid smells, call an electrician to check your system.

FITNESS

Most boys of Webelos Scout age take their health and physical fitness for granted. This activity badge will give them an awareness that we must take care of ourselves in order to stay healthy.

To keep your self physically fit, you must use plenty of exercise. You must pull, push, and swing your arms in work and play. You must lift with them, throw with them. To strengthen your legs you must walk, run and jump. If you want to have an agile body, you must bend and twist it.

DAILY EXERCISE: There are many ways to exercise on a daily basis without even being aware that you're exercising. Hiking, games and contests, swimming, rowing and team sports are all things your Webelos first think of as fun things to do rather than thinking of them as lots of exercising.

GOOD POSTURE is in itself a good exercise. You use your muscles to keep yourself upright against the pull of gravity. Get into the habit of standing tall, and sitting tall. A simple trick to be done at any time to practice good posture is to imagine that you can touch your head to the top of an imaginary ceiling just an inch above your head, your shoulders easily back, your chest up, and your stomach in.

CLEANLINESS may seem like a dirty word to a fourth or fifth grader but make your Webelos aware that a clean body is a good defense against disease. The skin is more than just a covering of the body. It keeps out germs and helps control your body temperature. Besides, the skin is the largest organ of the body and an important one. So keep it clean. Encourage your boys to bathe regularly - daily is recommended. Encourage them to get into the habit of washing their hands with soap and nailbrush morning and night, before each meal and after each trip to the bathroom.

* **WASH HAIR** as often as needed to keep it and your scalp clean. Exercise your scalp daily by brushing and massaging your scalp with your fingertips.



* **BRUSH AND FLOSS TEETH** at least twice a day - in the morning and at bedtime. Brush them also after each meal if possible. Using a fluoride toothpaste can help prevent cavities.

* **EARS:** Keep ears as clean as the rest of your head by using a damp cloth over the end of a finger. Let nature take care of the inside. Never dig in your ear with any hard object. You may infect it or even break the eardrum. If you have any trouble with your ears, such as constant ringing in them, "running ear," or earache, see your doctor.

EYES: Since you only have two of them, take care of them. If eyes are often bloodshot or hurt and get watery often, this is a sign of eyestrain. If your eyes bother you in any way, have them examined by an eye specialist and follow his advice.

SLEEP: The Webelos Scout is nearing the age when his greatest growth occurs and when the most sleep is required. Boys of this age should be getting at least 9-10 hours of sleep each night.

PROTECT YOURSELF AGAINST ACCIDENTS: Learn skills to make you safe. There is a safe way of doing everything; swimming, bicycling, skateboarding, paddling a canoe, playing baseball, etc. Practice the proper use of tools. Learn the rules of sports you like. "Safety through Skill" is a Boy Scout slogan. As a leader, encourage your Webelos to understand and follow this slogan. They need to know and thoroughly understand what they are doing and the consequences of what may go wrong if directions and warnings are not adhered to.

DRUG AWARENESS

In today's society, many of our youth are faced with the temptation of drug usage. Young people may have little interest in anything. Many get themselves into all kinds of troubles and take what they consider to be the easy way out: they turn to drugs to get a "high" for excitement, or a "low" for forgetting their problems. They often wind up being no good to themselves or to anybody else.

Webelos Scouts are at a very impressionable age. You may want to share the following with them:

Baden Powell, the founder of Scouting, sometimes thought of adding one more point to the Scout Law. "A Scout is not a fool" but he decided against it. He figured that a boy smart enough to base his life on the Scout Oath would be smart enough to stay away from anything that was unhealthful or illegal or both.

WHAT IS A DRUG? A drug is a substance other than food that has an effect on the body or the mind, or on both. Drugs are of great value to doctors. Physicians can prescribe drugs to ease pain, to fight infections, to relax muscles, to quiet nerves, to cause changes in the body. However, some drugs are abused for "kicks" without being prescribed by a doctor. All of them affect the health, one way or another, of all persons using them.

MILD DRUGS: Coffee, tea and colas (unless otherwise marked) contain a mild drug called caffeine. Caffeine stirs up the nervous system and speeds up the heart. Many people cannot handle very large doses of caffeine in their system.

TOBACCO: Doctors now agree that smoking endangers health. It causes lung cancer and weakens the heart. Tobacco smoke produces a tar - can you imagine having the inside of your lungs tarred up?

DANGEROUS DRUGS: Some drugs are very dangerous to have. The possession of dangerous drugs without a doctor's prescription, is illegal in all states.

ALCOHOL: The use of alcohol slows down the body and the brain. Alcohol can turn a strong man into a weeping child. It can change a person into a raving maniac. It destroys families, kills people outright and also kills by drunken drivers. The possession of alcohol by anyone not of legal age is against the law. Many different organizations are available to help alcoholics and as a Scout leader, you need to make your Webelos aware that there is help available for anyone who may need it. They may be worried about a family member or a friend but not know where to turn.

MARIJUANA smoking may distort hearing, vision, and sense of time. Heavy use may produce boredom, disinterest in things and friends, and dropping away from normal activities.

HALLUCINOGENS can cause extreme changes in a person. When using them, a person may lose knowledge of himself. He does not know what is real and not real. His emotions may swing quickly from happiness to horror.



STIMULANTS are drugs that excite or overwork the brain. Some are known as "speed" or "pep pills." They are used by persons who want to push themselves beyond their normal limits. Using these types of drugs may cause liver and kidney damage and higher blood pressure. The users of stimulants may be easily upset and act strangely.

SEDATIVES & TRANQUILIZERS: Sedatives are used to bring about sleep. Some of them (barbituates) make their users "goof off" or "sleepers." An overdose of sedatives can kill.

NARCOTICS: When correctly prescribed by a doctor, narcotics will relieve pain and bring sleep. The dangers of narcotics are extreme. A user can quickly become dependent on them. When he is hooked, he can't help himself. His body must have more and still more. He will do anything to get money needed to buy more drugs.

THE NUTRITION CONNECTION

No program concerning physical fitness and health should leave out the subject of NUTRITION! Webelos Leaders should plan to have some discussion of the importance of good nutrition for proper growth and development. The following chart might be helpful.

<p>1. MILK GROUP</p> <ul style="list-style-type: none"> • MILK & MILK PRODUCTS • CHEESE • COTTAGE CHEESE • ICE CREAM <p>BUILDS TEETH AND BONES!</p>	<p>2. FRUIT-VEGETABLE GROUP</p> <ul style="list-style-type: none"> • ALL KINDS OF FRESH FRUITS AND VEGETABLES • RAISINS <p>BUILDS ENERGY AND HELPS YOUR BODY DEFEND AGAINST DISEASE.</p> 
 <p>3. PROTEIN GROUP</p> <ul style="list-style-type: none"> • BEANS • MEAT • FISH • PEANUT BUTTER • EGGS <p>BUILDS MUSCLES, BONES AND BLOOD.</p>	<p>4. BREAD-CEREAL GROUP</p> <ul style="list-style-type: none"> • RICE • CEREAL & GRITS • BREAD • FLOUR PRODUCTS • SPAGHETTI <p>QUICK ENERGY BUILDERS. HELPS TO MAKE YOUR BODY WORK BETTER.</p>

FITNESS GAMES

Stick Pull: The contestants sit facing each other with the soles of their feet touching. They both grip a broomstick between them. They pull, trying to pull the other off the ground.

Ball Flip: Hold ball between ankles. Flip it over your head, and catch it.

Indian Hand Wrestling: Each contestant places the outside of his right foot against the outside of his opponent's right foot. Both step back one step with the left foot for balance. They grip each other's right hand and try to pull the opponent off balance. The loser is the first to move either foot.

Indian Leg Wrestling: Contestants lie on their backs, side by side in opposite directions. On command, they raise their inside legs to a vertical position three times. On the third lift they interlock legs and try to twist the opponent over.

Indian Tug of War: Opponents stand toe to toe, locking their hands at the wrists. On command, they try to pull the opponent over to their side.

One-Legged Hand Wrestling: Each contestant grips his left foot or ankle behind his back with his left hand. Opponents face each other, grip right hands, and try to pull each other off balance.

PARTS OF THE BODY QUIZ

Answer these questions with parts of the body.

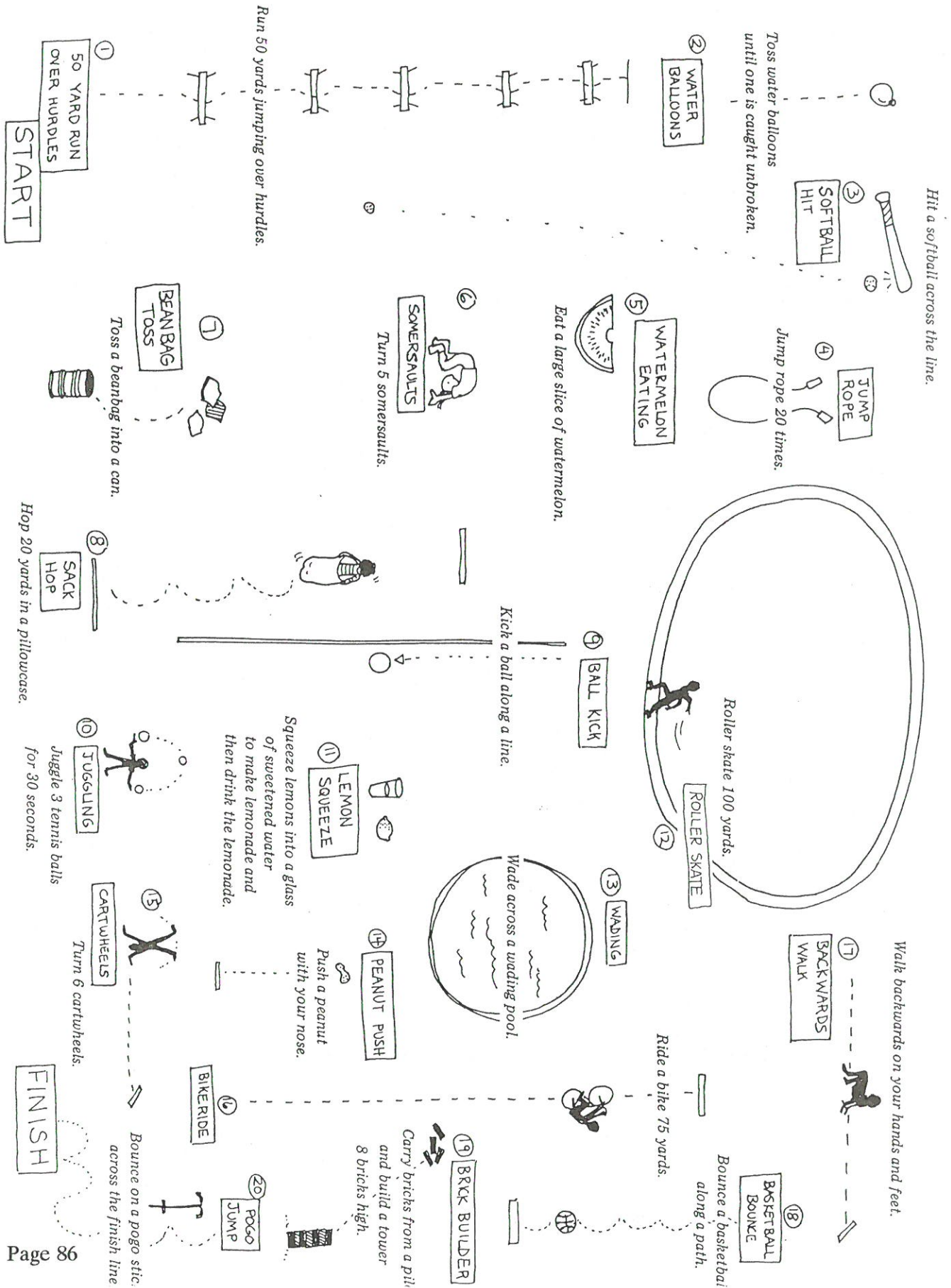
1. A strong box. (chest)
2. Something made with whips. (lashes)
3. Part of a shoe. (heel, sole, tongue)
4. What the soldiers carry. (arms)
5. Part of a tree. (limb)
6. Steps of a hotel. (insteps)
7. Heard in Congress when a vote is taken. (eyes, nose)
8. Scholars. (brains)
9. Two musical instruments. (drums, windpipe)
10. Places to worship. (temples)
11. Two measures. (feet, hands)
12. Not thrifty. (waist)
13. A very "in" person. (hip)

EXAMINATION

*I went to the doctor -
He reached down my throat,
He pulled out a shoe
And a little toy boat,
He pulled out a skate
And a bicycle seat,
And said, "Be more careful
About what you eat."*

- Shel Silverstein

FUN FITNESS MARATHON



FORESTER

A forester deals with the care and growing of trees, and a Webelos Scout working on his Forester Activity Badge will learn how to recognize different species of trees by their shape, foliage, bark and types of wood, as well as how they live and grow.

A forester must learn how to do a great variety of things as well as know many facts about trees. Some of his tasks are making tree inventories, estimating the lumber content in standing timber, surveying, logging, and making of trees for harvesting. He is interested in woodlands conservation and learns how to preserve and protect them from fire and disease. A forester must have excellent health and a love of the outdoors.

We sometimes forget just how important trees are in our lives. Trees . . .

1. Provide fuel, furniture, paper, wax, cork, oils, gums, rubber, syrup, nuts and fruits.
2. Give shade, beauty and relief from the drabness of concrete.
3. Make it cooler in the summer with their shade and warmer in the winter by serving as a wind break.
4. Provide homes and shelters for birds, who in turn help reduce insect pests.
5. Make an area more attractive and appealing and so it increases property values.
6. Screen impurities, trap the dust in the air.
7. Help prevent soil erosion.
8. Provide a barrier that helps screen out noise. Properly placed, they can reduce traffic noise up to 60%.
9. Put oxygen in the air.
10. Produce humidity and cut the smog.
11. Are our principal air conditioner. The cooling effect of a healthy tree is equivalent to 10 room-size air conditioners operating 20 hours a day.
12. In state and national forests provide recreational retreats for millions of people.



DEN ACTIVITIES

- * Find a tree stump or log section and count the annular rings. As you study them, can you tell what years were poor ones for growth, perhaps because of drought?
- * Make a collection of leaf prints.
- * Visit a lumber yard or sawmill. A local lumber dealer can help the boys by furnishing wood samples for their collections.
- * Check with a local conservationist for advice on planting projects and seedlings.
- * Plant a tree.
- * For a long-term project, adopt a tree and keep a diary on it. Measure its girth, estimate its height, record when it buds, when it loses its leaves, and other interesting things.
- * Make a tree identification kit for your den from strips of bark, leaves or needles and cones or seeds.
- * Teach boys how to measure tree diameter and height.

PLANT A TREE - A JOY FOREVER

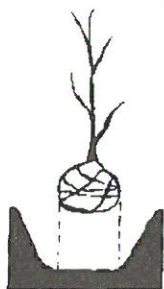
Trees not only have beauty but add much to the overall atmosphere of a community. There can be special joy in planting a tree, for it becomes something of a personal monument, one that will grow and endure. Planting a tree indicates your awareness of the need for improvement and a belief in the future. It will give beauty, shelter, comfort and joy to all who pass by for years to come.

Planting a tree can be a personal thing to beautify your own property or it can be an excellent gift to a school, church, park, retirement home, or many other worthwhile places.

Let's do our part and help solve some of our nation's conservation and ecological problems by bringing beauty to your little corner of the world.

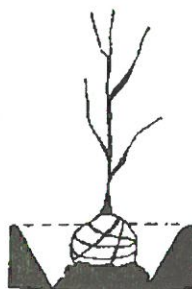
Steps in Planting Shade Trees

1. Select the tree and decide when and where to plant it.
2. Protect the roots from drying. Unpack a bare-root tree immediately and place it in a bucket of water or thin mud. Do not plant with packing material attached to roots.



3. Dig a hole large enough to hold the entire root system without crowding.
4. Make certain that drainage from the hole is good. Planting-holes must be drained for trees to grow satisfactorily.

5. Cut off one-half inch of the ends of the roots to expose live root tissue. Prune the top of the tree as needed to compensate for roots lost in digging and moving. Consult a nurseryman or a good tree manual before starting to prune. This is a skill, and care should be taken to control and shape growth and to protect tree health by eliminating dead, diseased, and injured wood.



6. Put some fertile soil in the hole.

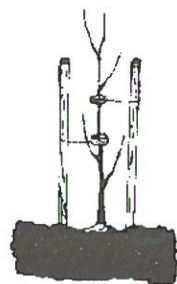
7. Set the tree in the hole no deeper than it was at its original site.

8. Install supporting stakes. One to three wooden stakes usually will support trees that have a trunk diameter of no more than 2". The wooden stakes should be 6 to 8 feet long and strong enough to hold the trunk rigidly in place.



9. Cover the roots with fertile soil, tamping it or settling it with water. Pour protective mulch, such as wood chips or peat moss around the base after water has soaked in.

10. Wrap the trunk with a protective covering such as burlap, cloth strips or paper. Don't use polyethylene plastic.



11. Fasten the trunk to the stakes with canvas tape or loops of wire passed through a section of rubber or plastic hose or similar material.

12. Care for the tree after planting. Water well & . . .

STAND BACK AND BE PROUD!

HOW TREES GROW

A tree has three main parts. The roots anchor it in the ground and absorb water and minerals from the soil. The trunk and branches carry sap and lift the leaves into the sunlight. The leaves are the food factories of the tree.

A tree grows higher and wider by lengthening its twigs and branches at the tips. At the ends of the twigs, the terminal buds are continually adding new cells. Meanwhile, the twigs, branches, and trunk grow thicker.

Most trees have a section called the cambium, which is a layer of cells where the growth in diameter occurs. Every year the layer of cambium between the sapwood and the inner bark adds a layer of new cells to the older wood. Each layer forms a ring. By counting these rings you can tell the age of a tree.

Water and dissolved minerals travel up from the roots to the leaves in the new layers of wood inside the cambium. This part of the trunk is called the sapwood. Other sap carries plant food down from the leaves through a layer inside the bark.

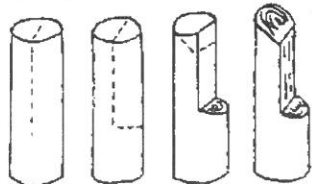
As the tree grows, the older sapwood stiffens and loses connection with the leaves. Then it just stores water, and finally, it becomes solid heartwood.

While the cambium makes the tree trunk and its branches grow in size, the leaves produce the food which builds the tissues of the tree. Using the energy from sunlight, the green coloring matter in the leaves (called chlorophyll) takes carbon dioxide out of the air. It combines the carbon dioxide with water and dissolved minerals from the roots to form sugars and starches.

WOOD COLLECTION

Make a collection of various types of tree limbs cut in cross-sections. These will show heartwood, growth rings, cambium layer and bark. Do not cut these from live trees, but from limbs that have fallen off. If green, allow to dry in a warm place for several weeks.

Saw the ends squarely and retain the bark. Then cut them crosswise, lengthwise, and slanting to show all the features of the wood.

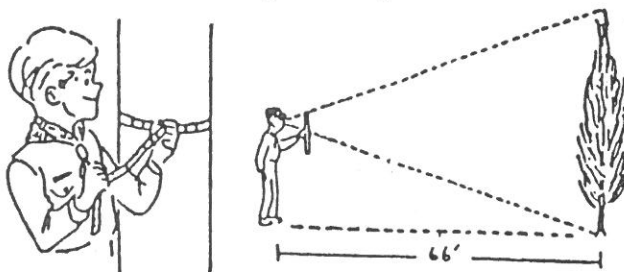


Sandpaper your specimens, then brush on shellac.

DIAMETER TAPE AND CRUISING STICK

Foresters use cruising sticks to measure a tree's diameter and height. These facts are essential in figuring the amount of wood in a tree.

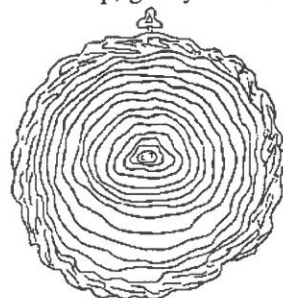
Tree Diameter: Cut a strip of flexible paper or cardboard about 1/2" wide and 45" long. Begin at one end of the paper strip and make ink marks 3.14" on tape equals 1" of tree diameter. To measure tree diameter, wrap tape around tree at chest height, about 4 1/2' above the ground. The diameter of tree in inches will be at the mark nearest where the tape over-laps the zero end.



Tree Height: Glue a strip of hard paper or cardboard on one side of a yard stick. Begin at one end and make marks 6.15" apart with ink. Label the first mark 1, the second 2, and so on. To measure tree height, stand 66 feet from it. Hold arm horizontally and the stick vertically at arm's reach - about 25" from the eyes. Slide stick up or down until top of stick is in line with the top of the tree. Without moving, sight bottom of tree (be sure stick is still vertical) and see the place on the stick where line of sight crosses it. The nearest figure is the number of 16-foot lengths in the tree. If the figure is 2, there are two 16-foot lengths, so the tree is 32' high.

WALL PLAQUE

Make this wall plaque made from the cross section of a tree log. Sand both sides smooth, allowing the cambium rings to show clearly. Apply several coats of varnish for a deep, glossy finish.



FOREST FIRES

WE MUST PROTECT OUR FORESTS! Life is short. Forest animals lives are in our hands. When the trees and grass grow dry as timber, don't leave burning embers at a campground.

Even contained fires can quickly get out of hand and grow like fury. A few smoldering twigs can become a rampaging blaze. A single careless toss can turn the forest world into wholesale horror. Fire destroys burrows, nests, seeds, roots, hunting territories, mating grounds and LIFE.

It takes no more than one fool to start a fire. It often takes an army of cool heads to put one out. Man is responsible for 58% of all forest fires, and about one-third of that number are set on purpose. People who use the woods for recreation are responsible for one-third of all forest fires each year. LEARN HOW TO USE FIRES SAFELY - OR STAY HOME!

Lightning causes many forest fires too, but when it strikes it often happens on top of a hill, where the temperature is cooler, the fuel supply is sparse, and the flames are more easily spotted.

Animals caught in a forest fire can't outrun the flames. Think about them on your next trip, and rake the ashes of your camp fire extra carefully. You'll be glad you did and so will the animals.

Three kinds of fires can destroy the forest:

A SURFACE FIRE burns along the floor of the forest. It is usually slow-moving and close to the ground, but it can spread fast. It kills small trees and either kills or permanently damages larger trees. Most fires are of this type.

A GROUND FIRE burns on or below the forest floor. These fires are often started by lightning. They move slowly, and often go undetected for weeks. They are hard to put out. The heat they create beneath the ground destroys the tree's roots and any chance for life.

A CROWN FIRE moves faster than most people can run! These often start as surface fires, and are blown by winds into the tree crowns. Fir forests are especially vulnerable. The needles and cones catch fire easily and quickly. A grove of trees "topping out" in this way is doomed.

A fire has to be fed, or it dies. If you want to kill one fast, cut off its supplies:

1. HEAT
2. FUEL
3. AIR

The main elements which influence the spread of fire are fuel (such as dry grass, dead leaves, brush, small trees, logs, top soil); weather (wind, moisture and temperature); and slope.

WEBELOS SCOUTS SHOULD LEARN BASIC FIRE PREVENTION RULES.

See the Boy Scout Handbook for Fire Safety. Teach your Webelos the techniques shown in the handbook to put fires out completely.

KILL IT COLD - OUT!

OUR NATURAL RESOURCES ARE PRECIOUS! THEY SHOULD BE CAREFULLY PROTECTED!

More than 180 million Americans depend on 489 million acres of forest land for their wood supply. By the year 2000, there may be more than 300 million Americans. They will look to this same (or perhaps less) amount of land for the forest products they will need.

TREE TEST

1. What is a double tree? (*Pear*)
2. What tree is nearest the sea? (*Beech*)
3. What is the calendar tree? (*Date*)
4. What tree will keep you warm? (*Fir*)
5. What is the egyptian plague tree? (*Locust*)
6. What tree do we offer friends when meeting? (*Palm*)
7. What tree is used in kissing? (*Tulip*)
8. What tree is used in a bottle? (*Cork*)
9. What tree is used to describe pretty girls? (*Peach*)
10. What tree is an emblem of grief? (*Weeping Willow*)
11. What is the sweetest tree? (*Sugar Maple*)
12. Name the languishing tree. (*Pine*)

GEOLOGIST

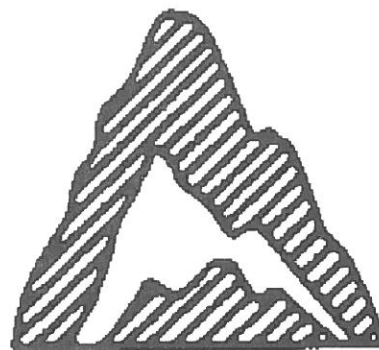
The Geology Activity Badge is oriented towards increasing the boys' awareness of the outdoors. As a Webelos leader, you can turn a slight interest into a hobby. With the help of an expert or a rock-hound, Webelos can learn how the earth is formed, how rocks and minerals are used and how a Geologist works.

Webelos Scouts won't become geologists in a month, or a year. But they can learn in a very short time a good deal about rocks and minerals and some of geology's contributions to modern life. Most boys, at one time or another, have a rock collection of some sort. Some of them may be surprised to learn that the study of geology deals with rocks, and that it can be fun. The Webelos Scout Book contains information on volcanoes, geysers and the formation of mountains so that boys will acquire a fairly good knowledge with only a little assistance.

There's a whole lot more to rocks than kicking them around on your way to school. Just casually look at a rock and you see something gray, lumpy, and ordinary. But pick it up, take a closer look, and you'll be surprised. For, under the dirt covering it, you may find all kinds of colors - reds, greens, yellows, pinks, and purples. Or you may find that your rock sparkles as if covered by thousands of tiny diamonds. It may even have a fossilized impression of a plant or animal, as much as 500 million years old.

The earth has a history written in stone. It started about 2,500,000,000 years ago. Each geological period has left its story in succeeding layers of rock. Rainy spells and droughts that have lasted for thousands of years, thick ice sheets that hooded the top part of the globe, volcanic eruptions, and seas that swamped most of our country have all left their mark.

Not only have the elements been recorded, but the different kinds of life that have passed through prehistoric ages have left their impressions written in fossil remains. Any trace of life or mark made by a living thing that has turned into stone can be called a fossil. This would include insects, plants, woolly mammoths, dinosaurs, etc.



Would you like to go fossil prospecting? Would you like to find and hold a stone with the imprint of something that lived millions of years ago? Although many fossils are exposed through erosion or excavation, fossils still are not easy to find. Knowing where to look is half the job. Get information and advice before starting. The library is a good place to start. There are hundreds of books available on geology and fossils. Many list fossil-hunting locations in every state of the union. Ask museums and universities where to look and what to take along on fossil hunts. They could help identify any fossil that may be found.

DEN ACTIVITIES

1. Visit an industry that uses geological materials.
2. Visit a rock collector's club meeting.
3. Visit a jeweler's shop.
4. Visit a museum of natural history.
5. Have boys start a rock collection.
6. Have boys make drawings of causes of volcanoes, geysers, and earthquakes.
7. Make a volcano.
8. Identify rocks and minerals collected.
9. Ask a rockhound to demonstrate a rock tumbler.
10. Make a mineral hardness kit.
11. Make a buckskin pouch to carry rocks. This will not only help on the Geologist badge, but will complete a requirement for the Craftsman badge.
12. Invite a geologist to come to den meeting to demonstrate the use of geologist's tools.
13. Have a contractor come to talk about materials used in home building, such as slate, brick, limestone, marble, cement, gypsum, etc.

MINERAL HARDNESS KIT

One useful clue to mineral's identity is its hardness. Refer to the Hardness Scale for Minerals in the Webelos book. In this scale each mineral is harder than the ones before it and is capable of making a scratch on their surfaces. A hardness scratch test is simple enough to be performed easily in the field. Many experienced mineral collectors carry a hardness testing kit on their "rockhounding" trips. An inexpensive kit may be put together from things found around the house:

1. Talc - tailor's chalk
2. Gypsum - a fingernail
3. Calcite - a new copper penny
4. Fluorite - a common 12 penny nail
5. Apatite - a knife blade
6. Feldspar - hard glass
7. Quartz - a good quality metal file
8. Topaz - a high-speed masonry drill
9. Corundum - a carborundum sharpening stone
10. Diamond - a diamond

When using this hardness kit in the field, it is a good idea to have each piece labeled. When finding a mineral that will barely scratch a knife blade (5 1/2) but will not mark hard glass (6), it may be assumed its hardness lies between 5 and 6.

When using the hardness kit, it is best to test the mineral specimen on a flat surface. After a test scratch, try to rub the mark away with the fingers. A true scratch will remain. It is best to use a magnifying glass to examine any doubtful marks. Sometimes the testing tool will leave scrapings or powder on the surface of the mineral. Hard rubbing can remove such marks.



GEOLOGY GLOSSARY

HARDNESS - The resistance that a smooth surface of a mineral offers to scratching is called its hardness. The degree of hardness is determined by observing the comparative ease or difficulty of which one mineral is scratched by another, or by a file or knife.

CLEAVAGE - If, when the proper force is applied, a mineral breaks so that it yields definite flat surfaces, it is said to possess a cleavage. Not all minerals show cleavage and only a few show it to any degree.

FRACTURE - The way a mineral fractures also helps identify its properties. What is meant by the fracture of a mineral is the way in which it breaks when it does not yield a long cleavage or parting surfaces.

TENACITY - The resistance which a mineral offers to breaking, crushing, bundling or tearing. In short, its cohesiveness.

LUSTRE - The general appearance of the surface of a mineral in reflected light is called lustre. The lustre of minerals can be divided into two types; metallic and non-metallic. There is no sharp line dividing these two groups, and those minerals lying between are sometimes said to be submetallic.

COLOR - The color of minerals is one of their most important physical properties. For many minerals, especially those showing a metallic luster, color is a definite and constant property and will serve as an important means of identification.

STREAK - The color of the fine powder of a mineral is known as its streak.

PHYSICAL GEOLOGY - deals with the earth's composition, its structure, and the geologic processes by which the earth's surface is, or has been changed. This area includes: Mineralogy (study of minerals); Petrology (study of rocks); Structural Geology (explains arrangement of rocks within the earth); Geomorphology (explains the origin of surface features); and economic geology (study of earth's economic products and their application for commercial and industrial purposes.)

HISTORICAL GEOLOGY - is the study of the origin and evolution of earth and its inhabitants. It includes Stratigraphy (origin, composition, proper sequence and correlation or rock strata); Paleontology (study of ancient organisms - fossils).

COLLECTING AND IDENTIFYING FOSSILS

Fossils are the remains of ancient plants and animals. They give us a hint of life on our earth millions of years ago. The most commonly found fossils are those of the invertebrates (creatures without backbones) - clams, snails, corals. Fossil bones of vertebrates - dinosaurs, camels, horses, elephants, are rarer. A local geologist can give you information on possible collecting sites. Get permission from the property owner before searching his land. Railroad and highway cuts, an abandoned quarry or mine, banks of streams, gullies and cliffs are rewarding places to search.

Handle fossils most carefully. Take your time chipping or digging them out. Do the final cleaning and preparation at home. Carry them all wrapped in tissue or cotton in a box. Enlist the help of an expert or encyclopedia to identify your find. Label each specimen with a number, its scientific name, the locality where found, and its geologic formation, and your name as the collector.

MAKE YOUR OWN FOSSILS

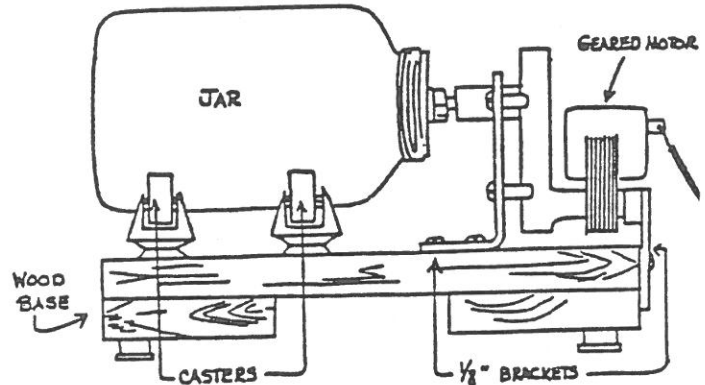
Suppose that the shell of a prehistoric clam was pressed down into the ocean floor before the sediments hardened. This produced an impression of the exterior of the shell. As time passed, the sediments turned to rock, and the shell became completely encased in stone. Then, some time later, the shell decayed or was dissolved by water. This left behind a cavity called a mold. If at some later time this mold became filled with minerals or other sediment, a cast was produced in the mold. The cast would be a reproduction of the original shell from which the mold was originally formed.

INSTRUCTIONS:

1. Cover the bottom of a cardboard box with clay to a depth of several inches. This represents the soft mud found on the sea floor.
2. Press a shell firmly into the clay. Lift out the shell carefully so a clear imprint remains.
3. Mix a small amount of plaster with water in a paper cup. Stir it with a wood stick or spoon. When it is the consistency of thick cream, fill the mold.
4. After plaster has thoroughly hardened, carefully remove it from mold. You will now have a cast of the original shell.
5. Compare the original shell with the plaster cast. Notice that even the more delicate markings on the shell have been preserved in the plaster.

ROCK TUMBLER

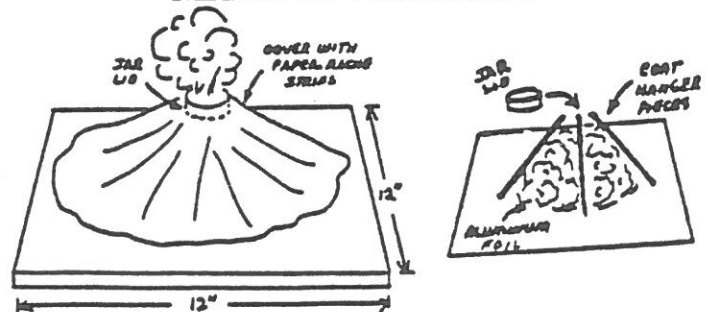
This simple tumbler will grind and polish agates or other semi-precious stones that you collected on a field trip.



The tumbler barrel is a quart glass jar. It rolls on four ordinary nylon furniture casters. The key to its simplicity is a small geared-down motor. (A rock tumbler must turn very slowly). The motor used here was a geardrive 22.8 rpm 110-volt AC.

Mount motor with metal brackets on a sufficiently large piece of scrap lumber. Attach jar lid shaft and, last, the casters, placing them where the jar rests and turns easily on them. The electrical connections of the motor should be covered and taped to prevent shocks.

MAKE A VOLCANO



1. Cut coat hanger in half and stick ends in holes drilled in a 12" square board. Fill under wires with aluminum foil wadded to give a base for paper mache.
2. Cover with several layers of newspaper strips and glue a jar lid on peak. Put on a final layer of paper mache, using paper towel strips. Allow to dry.
3. Paint with tempera or enamel.
4. To make volcano erupt, place about 1 teaspoon ammonium dichromate (obtained from chemical house or druggist) in the jar lid. Light with a match and watch the action.
5. This is safe indoors and is very impressive when the room is darkened.

Examples of rocks and minerals used in metals, glass, jewelry, road-building products, and fertilizer:

Rock or Mineral	Product	Use
Native Sulphur	Sulphur	Fertilizer
Pyrite	Sulphuric Acid	Fertilizer
Phosphate	Phosphorus	Fertilizer
Quartz	Silica	Glass
Chalcopyrite	Copper (metal)	Pipes, Wiring
Native Gold	Gold (metal)	Jewelry, Electrical Connections
Galena	Lead (metal)	Batteries
Granite	Crushed Rock	R o a d Building, Concrete Aggregate
Oil	Asphalt	R o a d Building
Sphalerite	Zinc (metal)	Galvanized Pipe, Culvert
Diamond	Diamond	Jewelry
Topaz	Topaz	Jewelry

Geologic materials used in building your home:

- Limestone - Cement
- Copper - Pipes, Wiring
- Silica - Glass
- Gypsum - Sheet Rock
- Iron - Nails
- Aluminum - Siding, Window Frames
- Clay - Bricks
- Tungsten - Light Bulb Filaments
- Mercury - Thermostat
- Oil - Anything Plastic
- Gravel - Concrete Aggregate
- Sand - Brick Mortar

TYPES OF VOLCANOES

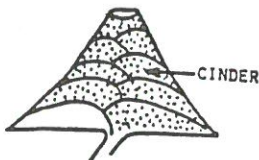
Quiet, Lava, Shield (Hawaii)



Composite, Strato Cone (Mt. Mayon, Philippines)

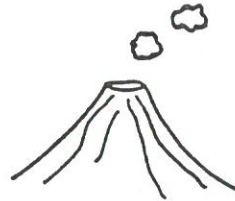


Explosive, Cinder (Capulin, NM)

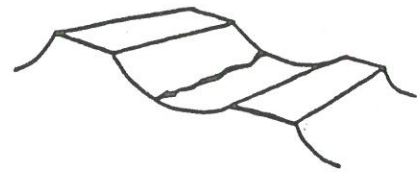


TYPES OF MOUNTAINS

Volcano



Erosion



Fold



Dome

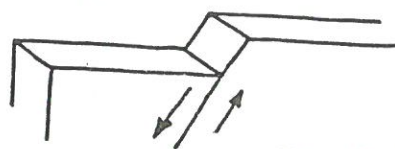
1. Salt



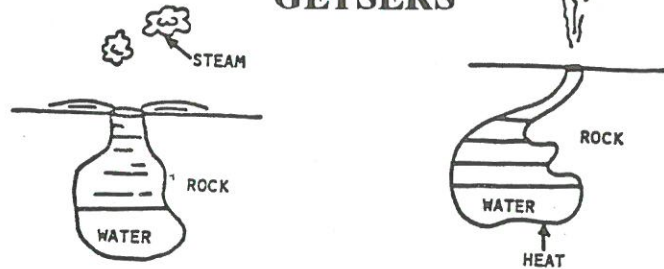
2. Batholith



Fault

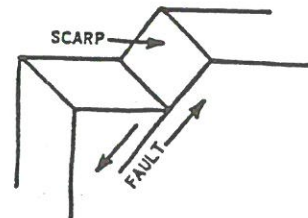


GEYSERS

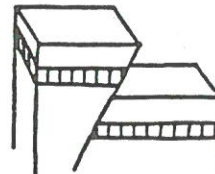


EARTHQUAKES AND FAULTS

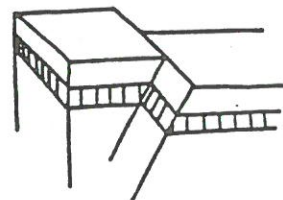
Normal - Wasatch



Reverse - Ogden, Taylor, Willard, Lewis



Horizontal - San Andreas



HANDYMAN

The Handyman Activity Badge requires the boys to begin learning about simple home repairs. Remember that though these activities may seem simple to you, it may be the first time one of your Webelos has been exposed to changing a tire or learning about tools and how to use them. Be careful not to criticize and lose patience if the boys seem clumsy with a screwdriver or wrench. They will learn greatly from your patience and will be so proud of what they've accomplished in earning this badge.



DEN ACTIVITIES

1. Have a car wash.
2. Perform a car inspection doing the following:
 - * Show how to check oil level.
 - * Check tire air pressure and demonstrate how to change a tire.
 - * Show where and how to add oil.
 - * Demonstrate how to change a tail light bulb.
3. Show safety measures for lawn mowing.
4. Build sawhorses, show their use.
5. Build a small step stool (See Webelos Book)
6. Have a bicycle inspection with the following:
 - * Lubricate chain and crank.
 - * Show proper way to check & inflate tires.
 - * Show how to adjust saddle, handlebars & brakes.

Half of the Handyman Activity Badge can be earned by performing some inspections on a car and can be a whole lot of fun.

BICYCLE RODEO

If Handyman is worked on during the spring or fall, it would be a great idea to tie in a bicycle rodeo or a bicycle safety program. (Note: the Cub Scout theme for the month of March is "Things That Go"... See the Special Programs section of this book for some ideas on this subject.) The death toll in bicycle accidents is about 1,000 a year. Boys between the ages of 5 and 14 are involved in the majority of serious bicycle accidents. Many people on bicycles do not realize that they are a driver in the same sense as being an automobile driver. Cub Scouts need to learn that when they are on bicycles, they are drivers and must obey the same traffic rules as other drivers.

At your bike rodeo, train the boys in how to keep their bicycles in good working order, how to drive them safely, and teach them of the rules of the road.

You could set up an "obstacle" course and have the boys safely maneuver their bikes along the course. A special neckerchief slide could be made up and given to all participants, or make up a certificate to hand out.

DEN OR CLUB ACCESSORIES

SUPPLY CABINET

"A place for everything and everything in its place." This can come true with one of these handy cabinets made from cartons with dividers or partitions of the type used for packaging bottles and jars.

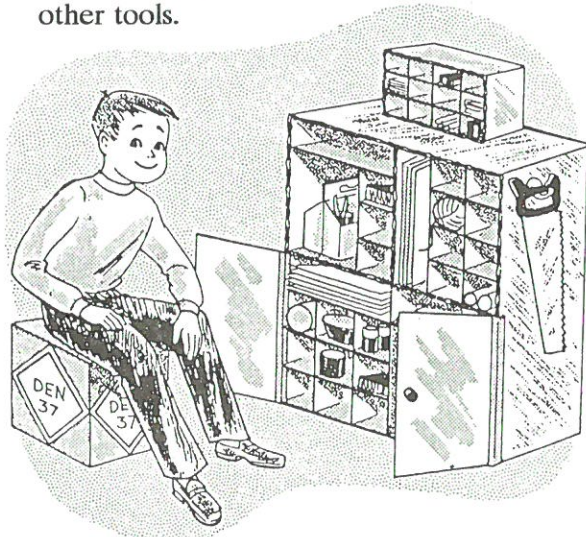
To make our cabinet, we used four cartons 11" x 15" and 11" deep, stacked as shown. To make doors on the two lower cartons, glue the flaps shut; then cut around three sides of carton, leaving one long side uncut to serve as a door hinge. Reinforce hinge with tape. Place the cartons side by side with hinges at the outer edges.

For the top open-front cartons, cut off all flaps. To give variety in the size and shape of the openings, remove some of the dividers. Reinforce remaining shelves and partitions with cardboard strip cut from the flaps. Glue cartons together.

If you wish, you can glue an additional small carton to the top.

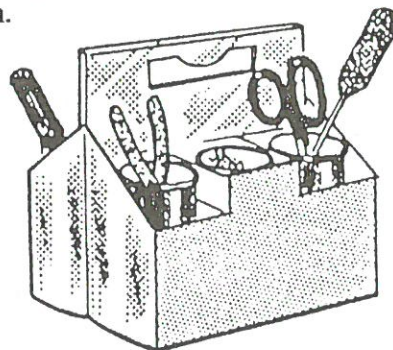
To finish cabinet, paint it inside and out, or cover with adhesive-backed paper. Apply braid or tape to cut edges and glue on plastic bottle caps for doorknobs.

Attach a glue-on type plastic hook to the side of the cabinet to use for hanging a saw or other tools.



TOOL HOLDER

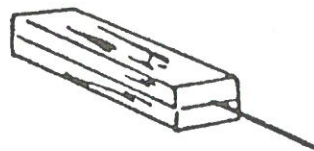
An empty soft drink handy pack carton makes a useful tool holder. Paint the carton or cover with paper. Insert painted small frozen juice cans in carton sections and use to hold and carry pliers, paper punch, screwdriver, scissors and so on.



TOOL HOLDER

HANDY PUNCH

You will find this homemade awl very useful for many projects. You will need a nail about 3" long, plus two strips of wood about 1" wide, 4" long and 3/8" thick.



HANDY PUNCH

Place the nail lengthwise on one wood strip, with the head about 1/2" from end and point of nail extending beyond wood. Hammer edge of nail head embedding it in the wood. Apply glue to other wood strip and place it on top first strip. Hammer nail end together until nail head is embedded in top strip. Let dry. The wood handle is convenient when heating nail for punching heavy plastic.

NATURALIST

Most Webelos-age boys are fascinated by wild creatures. Working on the Naturalist Activity Badge gives a boy a chance to develop his natural curiosity and may begin a lifelong habit of observing things all around him. We miss a great deal when we do not have some appreciation or knowledge of the wonderful world of nature all around us.

This introduction to the world of nature will prepare them for further adventures in Scouting where they may choose to work on the many nature related merit badges dealing with plants and animals such as Environmental Science and Mammal Study.

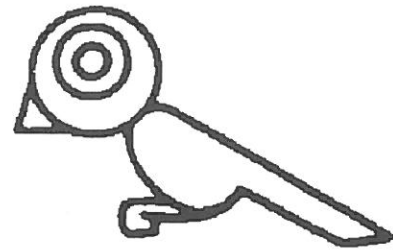
If you are not an experienced outdoorsman, bird watcher or amateur naturalist, you may welcome some expert help. Check with a high school science teacher, state conservation department or an amateur naturalist among your den's parents.

In this part of the country, it is probably best to work on the Naturalist badge during the spring, summer or fall. Most animal life is hard to find in winter and plant life is dormant. It is possible for a boy to earn this badge without ever going into the field, but that would be unfortunate. Schedule trips to areas where wildlife can be found . . . a park, the woods and fields, a country road, or even someone's farm.

DEN ACTIVITIES

Make exhibits for Pack Meeting: Insect zoos, terrariums, nature books, casts of animal tracks, boys individual nature notebooks, bird migration maps, leaf and nut collections.

Demonstrate: Mounting insects for collections, making plaster casts, oral reports on poisonous plants and reptiles.



A Tip for Webelos Den Leaders: Plan your den meetings with lots of OUTDOOR activity but first observe these suggestions:

1. Be sure the boys can identify poisonous plants, insects and reptiles.
2. Cover outdoor activities section of Webelos Scout handbook, p. 231-249.
3. Know and practice the Outdoor Code on all field trips.

NATURE SCAVENGER HUNT

Situation: Your poor den leader has been stricken with a strange disease while vacationing in Bora-Bora.

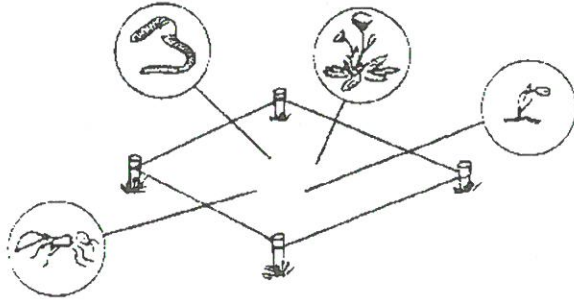
Mission: You have been called upon to gather the ingredients for a secret potion needed for the cure. Speed is important. The symptoms are becoming more acute.

The ingredients needed are as follows:

1. A Leaf
2. A Round Stone
3. Two Pieces of Trash
4. An Aluminum Can
5. A White Stone
6. An Evergreen Needle
7. A Piece of Wood
8. A Pine Cone
9. Something Broken
10. A Special Ingredient of Your Choice

When you have found all the ingredients above, run backwards to the meeting place and have them checked off.

GOOD LUCK!



SQUARE FOOT CLAIM

Each Webelos Scout stakes a "claim" on a square foot of land. The area should be away from where other children normally play. They then study it carefully to see what it contains -- grass, weeds, adult insects, larvae, worms, etc. They should record everything they see so they can later report on it.

Throughout the month they should also make sketches of those things that are in his "square foot". These could then be displayed at the Pack meeting. Or, the boys could collect insects they find and display their Insect Zoo at the Pack meeting.

INSECTS

Insects are found everywhere and more than 600,000 kinds have been classified. You can find a thousand species in your vicinity if you look for small insects as well as the large ones usually seen.

Only a small percent of insects are harmful, but these can destroy crops. Other insects such as mosquitoes, blackflies and ticks can annoy and even infect people and animals. Other insects are known to carry disease such as malaria and sleeping sickness.

Insects play an important part in the balance of nature. Many of our song birds eat nothing but insects. Fresh water game fish feed on many kinds of insects. Insects help make our rich plant life and wildlife possible. Although at times insects are a nuisance and we hear much of new chemicals designed to destroy them, this world could be a pretty sad place without insects. We would have no apples,

grapes or clover. Much less cotton and fewer oranges and garden vegetables, for these and many other common plants depend on insects to pollinate their flowers. Some insects help control others, and all help maintain a balance in nature.

Insects are interesting to study because they take so many forms. Although all insects start out as eggs, they become adults in different ways. Most go through four stages. Egg, caterpillar or larva, cocoon and adult. It's fun to make a pet of an insect. Granted, it's not like a dog or a cat, but it can be very interesting to watch insects in action.

Several kinds of insects can be captured alive, taken home in small cages or collection jars and kept quite easily. You can have a lot of fun and learn more from watching live insects.

An ant house is easy to make and an ant colony is easy to collect. Watching these highly developed insects can give you hours of fun.

A tin can set in the ground and baited with meat or fish makes an effective trap. Beetles fall in and cannot climb out.

Hold an umbrella under a shrub, while you beat the branches with a stick. Insects will fall into the umbrella where they are easily captured.

COLLECTING EQUIPMENT

Net - Buy or make one from a broom handle, wire and old nylon stocking.

Killing Bottle - A wide-mouthed jar with cotton in the bottom dampened with nail polish remover or ethyl acetate.

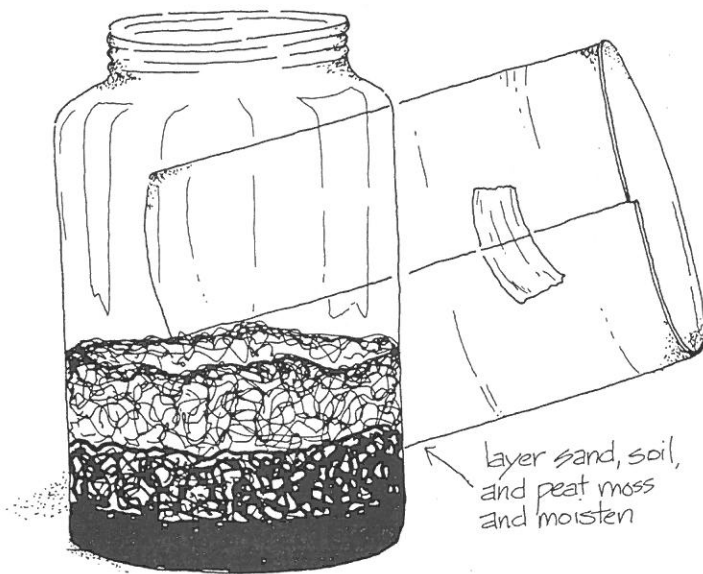
Tweezers - for handling insects.

Assorted jars and bottles - for storing and carrying.

Notebook, magnifying glass, pins, dip net, reference books.

WORM WONDERLAND

In a glass jar with a perforated lid, layer sand, soil, and peat moss. Moisten the soil, but don't let it get soggy. Put in earthworms. Put the lid on the jar and cover the glass with a dark construction paper tube. Do not let the soil dry out or get soggy. After a few days, remove the paper tube to see the worm tunnels and watch what happens to the layers of soil. Plant a seed at the edge of the jar to show how plant roots follow worm tunnels in healthy soil.



PLASTER TRACKS:

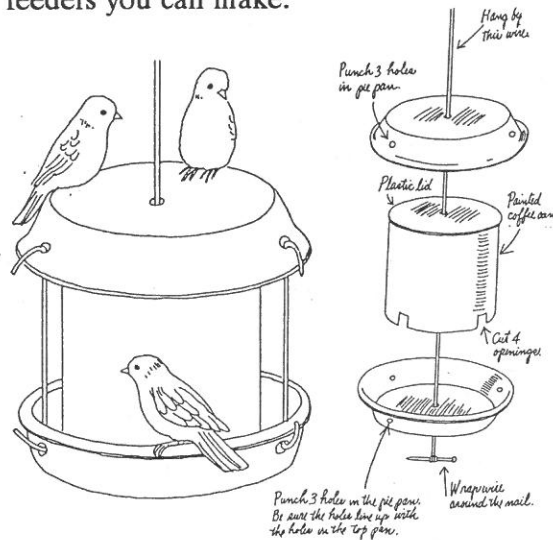
Find an animal track outside. Look after a rain or along a creek bed. Cut the bottom out of a plastic butter tub. Place the tub over the track and fill with plaster. Let dry. Remove tub from plaster and thoroughly dry. Brush away loose dirt. May be painted if desired.

PLASTER LEAF PRINT:

Coat a leaf with vaseline and place in the bottom of a coffee can lid. Pour plaster on top of the leaf and allow to set. Remove plaster from lid and remove leaf. Let thoroughly dry.

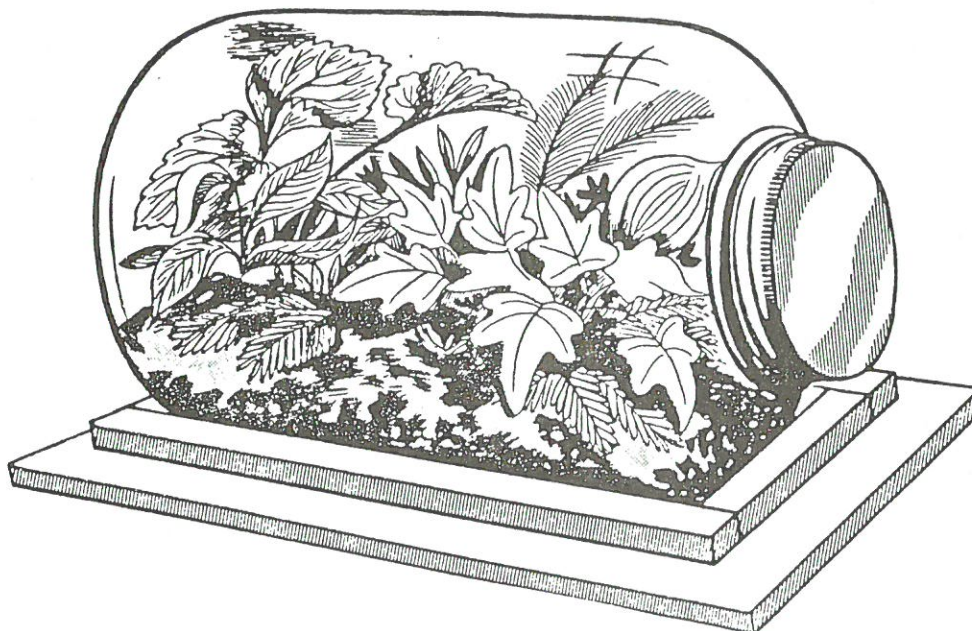
A FEEDING STATION:

Summer or winter, you'll have more success in observing birds if you put out a feeding station that holds plain seeds or suet mixtures; gives the birds a protected place to land; and protects them from cats, squirrels, and bad weather. Here's a one of the many bird feeders you can make:



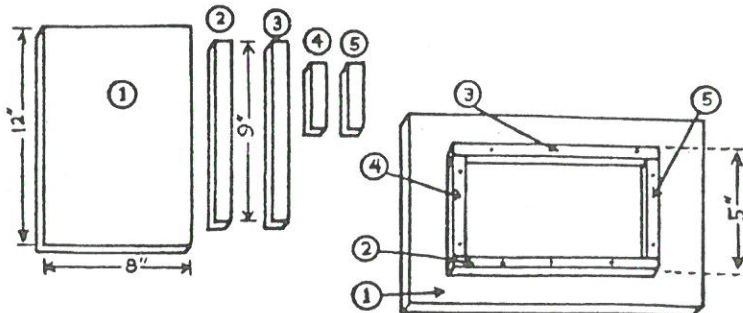
1. Cut out both ends of a coffee can with a can opener.
2. At one end of the can, use tin snips to cut four holes along the edge, each 1/2" across and 1/2" up the can. Space them evenly around the can.
3. Hold the edge of a pie pan against a piece of scrap board and drive a nail through the edge to make a hole. Make three holes in each of two pans, spaced out evenly. Make a nail hole in the middle of the pans. Poke a hole in the middle of the coffee can lid.
4. Shove the end of an 18" piece of wire up through the middle hole of the bottom pan and wind it around a nail on the other side.
5. Put the coffee can with the cutouts at the bottom into the pan.
6. Fill the can with birdseed and slide the plastic lid over the center wire.
7. Put the other pan on top of the can. Line up the three holes in the top and bottom pans, and tie them together with three pieces of wire. Don't wind the ends of the wire too much because you'll want to take them off again to refill the can.

MAKE A SMALL GREENHOUSE



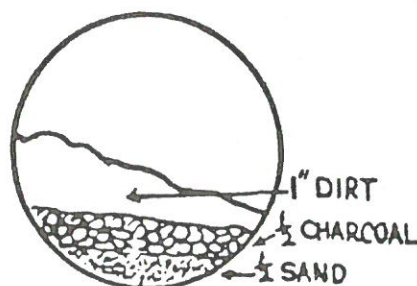
BUILD THE BASE FOR THE GARDEN

Use five pieces of wood are used to make the base, pictured below. Sandpaper the inside edges of the frame to make the jar fit snugly within it.



PLANT YOUR GARDEN

1. Thoroughly clean a wide-mouth glass jar and lid (ask at your neighborhood grocery, restaurant or delicatessen for an empty pickle jar). Place the jar on its side on the wooden base.
2. Put a half-inch layer of sand or bird gravel in the bottom of the jar as it lies on its side.
3. Crush a piece of charcoal or burned wood between newspapers, and sprinkle a layer of charcoal over the sand.
4. Add a layer of rich dirt. Garden can be higher at the back side of the jar, but be sure that the dirt is smoothed away from the mouth of the jar so it will not spill out.
5. Set your plants at least an inch deep in the soil.
6. Spray the garden with water. Do not get the dirt too wet.
7. Seal the jar with the lid and set the tiny greenhouse in a spot where it will get some sunlight each day.
8. Watch the garden carefully for a day or two. If it appears to be too wet, take off the jar lid for a day or more until the garden dries some.
9. The garden will grow for two or three months without having to be opened.



OUTDOORSMAN

Webelos Scouts look forward to the day when they can participate in Boy Scout camping. Because it provides a taste of the outdoor adventure that awaits them in the troop, the Outdoorsman Activity Badge will be one of the most popular with the boys. It is also one of the most important because it helps prepare them for outdoor life.

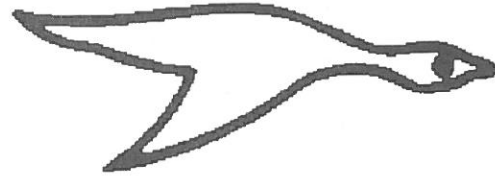
In most Webelos dens, the boys work on the Outdoorsman badge during the month before their first adult partner and Webelos Scout overnight campout. The reason is, of course, that they should be prepared for the experience of setting up camp, fixing their own meals and enjoying camp life. The activities will give each boy enough of the rudiments of outdoor living to make him comfortable on the campout, with a small amount of equipment, and have an enjoyable experience without trespassing on the Boy Scout camping program. It provides a good foundation for boys when they move into the troop.

Through camping, boys have a good opportunity to develop citizenship, character, and fitness. It can give them a sense of pride in knowing that they can take care of themselves. It is up to the Webelos leader, with the help of other adults, to make this experience and enjoyable one.

BE A PREPARED WEBELOS LEADER

Take advantage of the Webelos leader outdoor training available through district Cub Scout training. Take as many adult partners to the outdoor training as possible.

If not an experienced camper, be sure to plan to take along an adult or Scout who is experienced. More than likely, some of the parents have been camping; if not, there are lots of Scouters around who would like to help.



DEN ACTIVITIES

1. Show the boys how to make an improvised sleeping bag or bed.
2. Study and learn fire safety rules including no flame lights in tents and no liquid starter for charcoal fires.
3. Learn aluminum foil cooking techniques.
4. Have a den cook-out.
5. Build charcoal stoves. Vent them at top and bottom with can opener. Teach boys how to build a fire in them.
6. Make a First Aid kit.
7. Practice camping in the back yard.
8. Practice laying fires for regular wood fires or charcoal, so boys will know how to lay fires for cooking or campfires.
9. Have a tent-making project of a simple tarp tent which will provide shelter for two boys.
10. Make lists of items needed for backyard camping and adult partner and Webelos Scout camping.
11. Learn the Outdoor Code.
12. Plan and hold an adult partner and Webelos Scout overnight campout.



PLANNING AN OVERNIGHT

Everything must be planned ahead. The original planning session should be conducted by the Webelos leader and attended by the assistant Webelos leader(s) and several adult partners who will be going on the overnight. At the start of the planning meeting, consider the following:

- * Health and Safety - Follow the Camping Health and Safety Rules found in Chapter 8, Cub Scout Leader Book. Fill out and submit a tour permit. (Check with the Service Center as to what forms, if any are needed.)
- * A Big Event - Point out that the Webelos adult partner - Webelos Scout overnight campout will be a big event in the life of each boy. It should be a good experience for him. A well run overnight will wet his appetite for the more advanced fun of Scouting. A poorly planned, poorly run campout could discourage him from becoming a Boy Scout.
- * Have a WRITTEN Plan - Planning is simply being able to "see" with the mind's eye the things that are going to happen. Imagine the experience and write down the things that need to be done. A written plan is essential. Make sure everyone knows his responsibilities.
- * Location - If a privately owned campsite is selected, arrangements should be made with the owner well in advance. If using one of the Scout camps, make arrangements through the Service Center, using the Short Term Camping Reservation form. In any event, put a reliable person in charge to be sure reservations are made and confirmed.
- * Alternatives - Stress that the campout plan should be flexible and provide alternatives, such as what to do if first choice of sites is not available, what to do in case of bad weather, etc.

Campouts should include activities that boys enjoy. The following are good activities to schedule:

1. U.S. Flag - Explain that Boy Scouts of America camps fly the U.S. Flag. Have a ceremony as it is raised and again as it is lowered.
2. Activity Badge Work - The campout is a good time for boys to complete the requirements for several badges, especially the Outdoorsman.
3. Campfire Program - This is one of the most exciting parts of a campout. It should be planned carefully so it will be successful.
4. Outdoor Games - Games such as "Three-legged races," "Tug of War," and "Sack Races" are good. Involve both adult partners and boys in the games.
5. Worship Services - Remember, Duty to God is a big part of the Boy Scout program. The campout can be planned to end early enough to have everyone back home in time for Sunday worship. If not, be sure to include an evening vesper or Sunday worship service as part of the campout program. It does not need to be a long drawn out service; just sing a few songs, say a prayer, and read a short devotion. Since Scouting is non-sectarian, the worship service should be non-denominational and attendance optional but encouraged. When Scouts Worship, The Scout Oath in Action and The Scout Law in Action are good resources for worship.
6. Fishing - If there is a lake or stream nearby, this is a good adult partner - Webelos Scout activity. Be sure dads have fishing gear and licenses. Teach good citizenship by stressing conservation ... keep only the fish intended for a meal and release all others.
7. Swimming - If facilities are available, these are good activities which the boys will find enjoyable. Use Safe Swim Defense when in the water. See the Webelos Scout Book for the Safe Swim Defense Plan.

PREPARING THE ADULT PARTNERS

Hold a meeting with the adult partners two or three weeks prior to the outing.

1. Attendance - All adult partners should be invited. Often not everyone is able to meet at one time so be sure that those not in attendance get all the necessary information as soon as possible after the meeting. Communications are important. Since this meeting is for the adults, more will be accomplished if the boys do not attend.
2. Particulars -
 - A. Date of outing
 - B. Location. Give detailed directions and a map. Decide on transportation, usually car pooling.
 - C. Time and place of rendezvous and estimated time of return.
 - D. Schedule of events during campout. Include the boys' suggestions with the adults ideas.
 - E. Menu for outing:
 1. Keep menu simple, remembering each team cooks, eats and cleans up together.
 2. Suggest that similar meals be planned for all involved. This avoids some eating steak while others have hot dogs.
 3. At least two meals involving group cooking should be planned. (Often Saturday evening and Sunday morning.)
3. Equipment - Each adult partner should have a personal equipment check list similar to the boys. Don't forget First Aid kits. Most camping equipment can be expensive, so ask your local Boy Scout troop if you can borrow tents, propane stoves, lanterns, etc.



PREPARING THE BOYS

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

1. Discuss and plan the campout with the boys. This is one of the requirements for the Outdoorsman Activity Badge.
2. Discuss fire safety and its need. This is another requirement of this badge. An excellent set of fire safety rules is contained in the Webelos Scout Book and in the Forester section of this book. A review of the Outdoor Code will help prepare the boys to be good campers and will complete one of the requirements of the Webelos Badge.
3. Teach the boys the taut-line hitch. They will need to know this to set up their tents. Practice all knots and have a knot-tying relay race.
4. Include the Den Chief in the campout planning. His experience in Scouting will be helpful. He could help teach the taut-line hitch and the basic rules of fire safety. He should go along on the campout.
5. About one week before the campout, send home an individual checklist with each boy, along with a letter giving final details as to when and where to meet, when the boys will return, etc.

SAMPLE SCHEDULE FOR CAMPOUT

Saturday -

- * Arrive at the campsite.
- * Erect tents, prepare bedding, check cooking area and fuel supply.
- * Raise U.S. Flag while all salute. Repeat Pledge of Allegiance.
- * Take a Nature hike.
- * Fishing.
- * Adult partner-Webelos Scout buddy teams prepare own lunch.
- * Lunch.
- * Clean-up and dishwashing.
- * Adult partners and Webelos work on badge requirements or take tour.
- * Swimming (Use Safe Swim Defense Plan).
- * Free time.
- * Adult partner-Webelos Scout buddy teams assist in preparing group dinner.
- * Dinner.
- * Clean-up and dishwashing.
- * Games.
- * Lower U.S. Flag while all salute.
- * Campfire program.
- * Lights out and camp quiet.

Sunday -

- * Reveille
- * Air bedding and clean up.
- * Raise U.S. Flag while all salute. Repeat Pledge of Allegiance.
- * Non-denominational worship service.
- * Adult partner-Webelos Scout buddy teams prepare group breakfast.
- * Breakfast
- * Clean-up and dishwashing.
- * Strike camp. Leave campsite in good condition.

YOUR CAMPFIRE

Your campfire should be the highlight of your overnight campout. Few, if any of your Webelos Scouts have enjoyed the fellowship of a campfire. Plan it to be something more than just a casual gathering around a sputtering fire. This doesn't mean that it's necessary to have a formal program with an

M.C. and a split-second schedule of snappy acts. Here is a suggested program which has variety and doesn't require hours of preparation.

- Assign a parent-son team or two to lay the fire an hour beforehand. A council fire lay is suggested. If there is a fire-ban on (and there usually is) use a Lantern.
- Gather the boys and their parents around before the fire is lit. Ask the Denner to light it while the Den Leader formally declares the campfire open. Be dignified and ceremonious, but keep it simple. There are more elaborate fire-lighting ceremonies which the boys will see when they become Scouts.
- Sing a song familiar to most ... something like "Comin' Round the Mountain".
- Play a campfire game.
- Ask anyone with a guitar, harmonica or other instrument for a solo. Or the musician could accompany a song.
- Tell a story or read an audience-participation tale.
- Ask a boy to lead some action songs from the Cub Scout Songbook. Parents enjoy singing too.
- Have the boys perform skits. (See the skits and run-ons in this book.)
- Sing a closing song such as "Scouting We Go" or "Scout's Good Night Song". (See Cub Scout Songbook)
- End with the Scout benediction with boys and parents standing around the fire: "And now may the great Master of all Scouts be with us till we meet again".

CAMP COOKERY

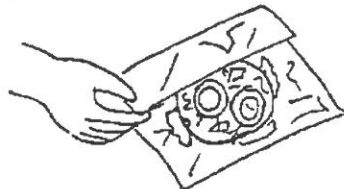
Baking With Foil - Practically everything you can do in pans, can be done in aluminum foil.

A few things to remember about foil cooking: You must have an air space; your cooking will retain its juices. Have a bed of hot coals, never a flaming fire. Start your fire well ahead of the proposed eating time and allow it to die down to glowing embers. Next in importance is the way you wrap and seal the food. The important thing is to keep the wrapping air tight to keep the moisture in. This way you cook by steam. Follow the timetable below for cooking. When food is done, use the foil as your plate.

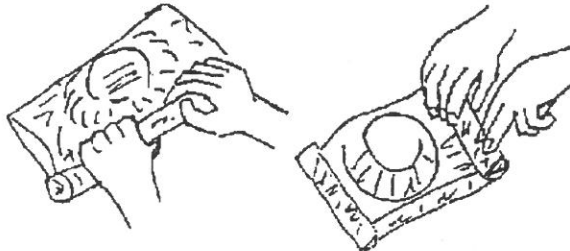
Cooking Time

Hamburger	8-12 min.
Carrots	15-20 min.
Beef, 1" cubes	20-30 min.
Corn ears	6-10 min.
Chicken pieces	20-30 min.
Potatoes (whole)	45-60 min.
Potatoes (sliced)	10-15 min.
Frankfurters	5-10 min.
Pork chops	30-40 min.
Apples (whole)	20-30 min.
Whole fish	15-20 min.
Banana (in skin)	8-10 min.

- * Cut foil large enough to seal food completely. If you use regular weight foil, double it.



- * Place food in center of foil and fold foil around it.



- * Leave some air space inside. Fold at least twice and pinch edges of foil together tightly to seal completely. A leaky package is likely to cause food inside to burn.
- * Arrange package on coals. Watch carefully for overcooking or burning.
- * During cooking, turn packets so all are cooked evenly. Use tongs so you don't puncture package.

Frying on Foil - For an emergency frying pan, make it out of foil. Cover a forked stick or a coat hanger shaped like a diamond with foil.

FOIL MEAL HINTS

POTATOES: Wash, then peel ALL THE WAY THROUGH into water. Use handfuls (leave moisture in them) in foil meals...They will cook all the way through and not be CRUNCHY!

MEATS: Try using pre-cooked meats such as: ham, sausage, meatballs, canned chicken, etc. If using raw meats - make sure it is cut in SMALL pieces or patted into thin layers so it will cook all the way through.

CARROTS: Same as potatoes.

GREEN ONIONS: Try cooking a bunch of green onions with butter in foil...YUM!!

RICE: Try using Instant Rice in your meals... just make sure your seal is water tight and add plenty of water so the rice isn't crunchy!

FOIL MEAL RECIPES:

WHAM-N-HAM - Ham, Pineapple, Mixed Veggies

HAM & POTATOES AU GRATIN - Cubed Ham, Potato (Peels), Onions, Grated Cheese.

FAJITAS - Marinated Fajita Meat (Sliced Thin) Onions, Green Peppers. Serve on tortillas with all the fixins.

MEATBALLS - (I use Pre-cooked ones from Pace)

1. **SWEET & SOUR** - Meatballs, Onions, Green Peppers, Pineapple, Sweet & Sour Sauce (Serve on rice or in Hoagie Bun)
2. **BBQ** - Meatballs, Potato (Peels), Onions, Carrots (Peels), BBQ Sauce (Serve on Buns)
3. **MINI-BURGERS** - Same as BBQ except use Catsup and Mustard instead of BBQ Sauce
4. **MEATBALL STEW** - Same as BBQ except use a tomato-based soup (Chicken Gumbo is good)
5. **SWEDISH** - Meatballs, Onions, Mushrooms, Mushroom Soup (Serve on noodles or rice)

STUFFED POTATOES - Core small potatoes; insert a small pre-cooked sausage or weiner. Wrap in foil, and set in hot ashes to bake. These take 45 - 90 minutes.

BANANA BOAT - Slit a banana length wise twice, being careful not to cut lower skin. Peel back skin, cut out and remove fruit between slices, and replace with Peanut Butter, mini marshmallows and chocolate chips. Close by replacing skin, wrap in foil, and broil in hot coals for 8 minutes.

HOBO POPCORN - In center of 18" x 18" square of heavy aluminum foil, place one teaspoon of cooking oil and one tablespoon of popcorn. Bring foil corners together to make a pouch. Seal the edges by folding, but allow room for the popcorn to pop. Tie each pouch to a long stick with a string and hold the pouch over hot coals. Shake constantly until all corn has popped. Season with margarine and salt.

BAKED APPLES - Core an apple and place it on a square of aluminum foil. Fill the core with raisins, brown sugar and a dash of cinnamon. Or fill with cinnamon candies. Wrap and bake for 10 minutes in hot coals.

**THE WHOLE IDEA IS TO BE CREATIVE!
MAKE UP A FUNNY NAME FOR IT... IT WILL
TASTE BETTER!!**

OTHER FUN RECIPES:

HOT DOG PLUS - Slit side of a weiner, insert wedge of cheese, and wrap with bacon. Broil over coals until cheese melts and bacon is crisp. Serve in a toasted weiner bun.

KABOBS - On sharply pointed sticks screw cubes of meat, alternated with quartered onions and thinly sliced potatoes. Broil over coals until meat is browned and potatoes tender.

EGGS IN ORANGE CUP - Slice top off an orange, eat the pulp with spoon and save empty rind. Toast slice of bacon on a stick, curl it in bottom of orange cup and gently break an egg on top. Put off top of orange back on. Set in ashes to cook for 8 - 10 minutes. Peel & eat!

FRUIT COBBLER - Use two large cans of peaches (drain only one can) or 3 cans of cherry pie filling; 1 box of white or yellow cake mix. Place peaches or cherries in dutch oven. Set on coals. When fruit bubbles, sprinkle cake mix on top of fruit. Do not stir. Place lid on dutch oven. Shovel some coals onto the lid. Bake about 30 minutes.

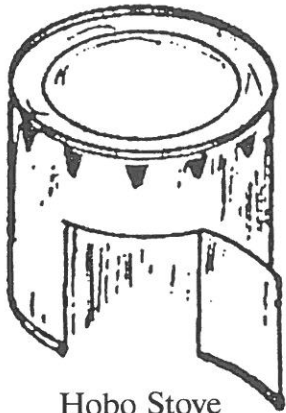
CORN ON THE COB - Select a good ear of corn and soak it in water for a hour, husks intact. Drain water off, but do not dry out. Place on grill or coals, turning it frequently. Cook for about 30 minutes. Husk and serve with salt, pepper and butter.

TWIXTER BISCUITS - Open a box of bisquick and make a depression in the contents so that you can pour a little water into the hole. Stir it gently with a "twixter" (a clean, forked stick) until it forms an egg-sized ball. Remove it from the "twixter", flatten it, and wrap it around a clean, preheated stick to bake as you twist it over the coals. If you prefer, you may form it into a biscuit and bake it in aluminum foil.

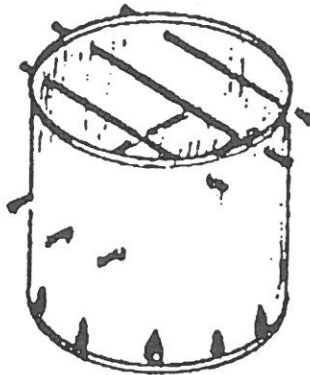
MARSHMALLOW TREATS - Lightly toast marshmallow on a pointed stick over coals. Place between chocolate chip cookies. (Or for Some-Mores, place between graham crackers with a chocolate candy bar.)

ELEPHANT STEW - Use 1 elephant, 2 rabbits (optional), salt, pepper. Cut elephant into bite size pieces. This takes 2 months, so plan ahead. Cook uncovered at 465 degrees for about 4 weeks. Serves 38,000 people. If more people are expected, add the 2 rabbits, but only if necessary, because most people don't like to find 'hare' in their stew.

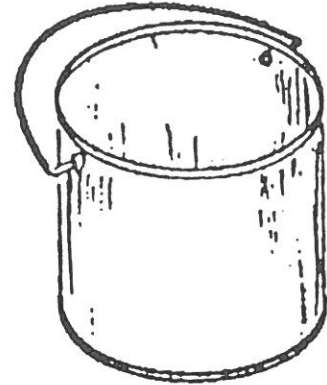
HANDY CAMP GADGETS



Hobo Stove



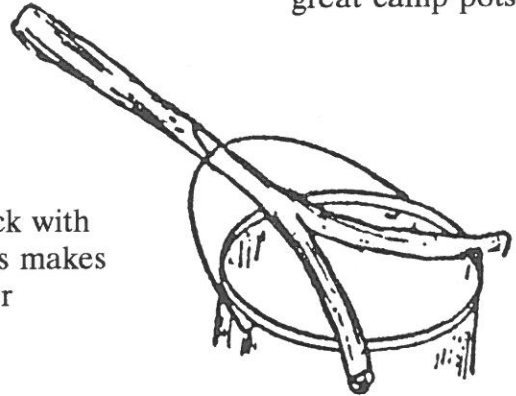
Tin Can
Charcoal Stove



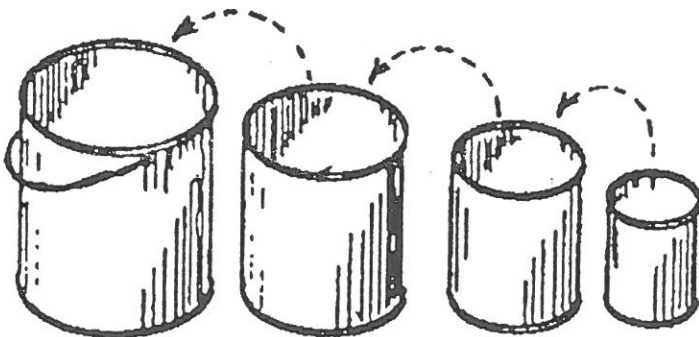
Holes punched in cans
& fitted with coathanger
wires for handles make
great camp pots



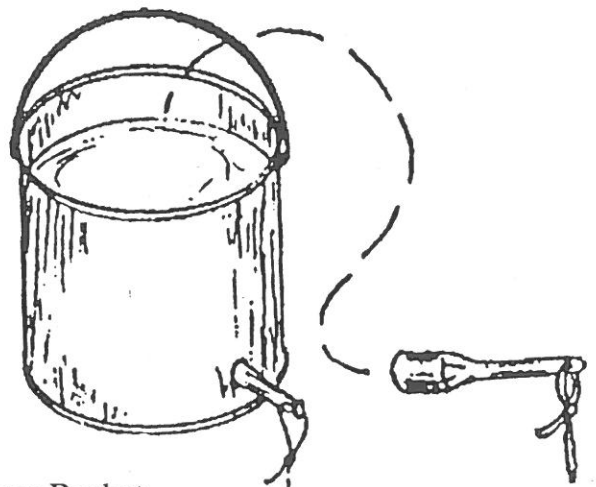
A forked stick with
a few notches makes
a pot pourer



A water point can be made from
gallon milk bottles. Tip them
to pour.



Nesting tin can pot set



Water Bucket
With spout

THE OUTDOORSMAN'S TEN COMMANDMENTS

- I. *Thou shalt love the God of the out-of-doors. The God of Thunder and Lightning and Rain. The God of small rustlings in the leaves and whisperings in the pines. The God of strong winds and rushing currents.*
- II. *Thou shalt not be so dream-wrapped that thou canst not see the daily work that must be shared. What you shirk must be done by someone else.*
- III. *Thou shalt strive to be as well prepare in mind and body as may be; physically strong, eager to learn.*
- IV. *Thou shalt not crab or gripe over thy food or thy tasks. If thou likest not the oatmeal, be silent; and remember that thou art an exception, since most of the majority of scouts think it excellent. Also remember that thou art not starving, and if thou becometh really hungry almost any food seems delightful.*
- V. *Thou shalt strive to be less clumsy than thou art naturally. Spilling the beans at home may not be a tragedy -- but to kick over the bucket of irreplaceable food for the den does not engender a happy spirit among the rest of the Scouts, nor does sand, leaves or pine needles dropped from your heedless feet, improve the flavor of the meal.*
- VI. *Thou shalt strive to be as orderly and neat as possible both with personal and general camp equipment. The Scout who knows his stuff strives to keep dry. To become intentionally wet, bedraggled, and dirty is a sign of a greenhorn.*
- VII. *Thou shalt expect some obstacles and unforeseen difficulties. Prepare the spirit to meet this with courage and cheerfulness. Try to be a good sport. Remember we are never too sure of the weather.*
- VIII. *Thou shalt be courteous to the passing stranger. Laughter and bright sayings at the expense of the passerby serves as an indication of the emptiness of the mind and lack of experience of the Scout concerned and tend to give the Pack a bad name.*
- IX. *Thou shalt be considerate of the feelings of the fellow Scout. If you are just tired and cranky, remember that your fellow Scouts are probably just as tired as you. Above all, leave no member of your den outside the circle of your fire in spirit, as well as in body.*
- X. *Thou shalt remember to be silent in the wilderness. The small voices of the forest are overridden by raucous laughter and loud talk. It is in silence that the God of the out-of-doors draws nearest in "The still, small voice of calm".*

READYMAN

Sudden illness or accidental injury can strike anyone at any place at any time. The first person on the scene needs to be prepared to give basic emergency First Aid. This can sometimes mean the difference between life and death for the victim. If you know first aid, you can care for yourself and others when emergencies arise.

First Aid is not taking the place of professional medical help. It is doing the things that must be done until the professional help arises. As a Webelos leader, you need to set the example by being trained in basic First Aid. You can then enlist the support of a local Scoutmaster or the Red Cross in obtaining leadership for teaching your Webelos Scouts the requirements for the Readyman Activity Badge.

FIRST AID

HURRY CASES: Some accidents call for quick action to save life. This is a must for severe bleeding, stopped breathing, or internal poisoning. Bleeding must be stopped - right now! Breathing must be started - right now! Poison must be made harmless - right now! That second - right now - may save a life.

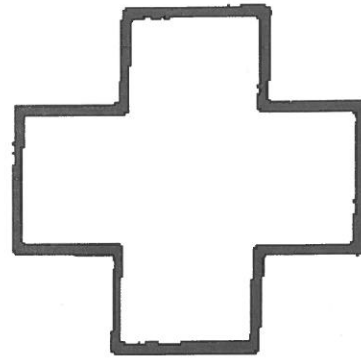
SEVERE BLEEDING: Spurting blood comes from a cut artery. The bleeding must be stopped quickly or the patient will bleed to death.

Apply pressure directly on the cut. If you don't have cloth to press on the wound, grab it with your bare hand and press down hard. Help control bleeding by raising the cut arm or leg above body level while applying pressure.



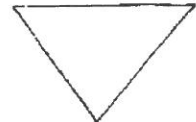
Quickly use your free hand to get a pad of cloth of some kind. Use anything. Don't worry about whether it's sterile. Your problem at the moment isn't the possibility of infection, it's stopping the bleeding. Let go of the wound just long enough to put on the pad, and then reapply pressure.

Finally, wrap something around the pad to keep it in place. Use a triangular bandage made into a cravat, a tie, or a belt. Tie it snugly. IF the pad gets blood soaked, don't take it off. Just put another pad on top of the first one. Tie it on tightly, and get help.



HOW TO MAKE A CRAVAT: A cravat for holding a bandage can be made by folding a triangular bandage. It can be used on head, hand, arm, knee, leg or foot.

Start with the point of the triangle toward you.



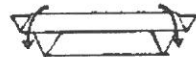
Fold up the point to about 2 inches from the long edge.



Fold the long edge down over the point.



Fold once more from the top.



Make a final fold to make the cravat.



PRESSURE POINTS:



If direct pressure and elevation don't stop the bleeding of an arm or leg, you can use a pressure point. Press the artery against the bone at the pressure point. It acts just like stepping on a water hose.

Control bleeding from a leg by pressing the pressure point with the heel of your hand.

Control bleeding from an arm by squeezing with the flat of the fingers on the pressure point.



POISONING BY MOUTH:

The first thing to do is to dilute the poison. Get the victim to drink a glass of water. You'll need to find out what poison was taken. Look for the bottle or can. Get expert help right away. In large cities, phone the poison control center.

The container label may tell the antidote. Follow the directions.

It can be very dangerous to make the victim vomit. Some poisons do serious harm to the lungs, throat, and mouth when they come back up.

If you are sure the poison is too much medicine (like aspirin), it will help to make the victim vomit. Press down on the back of the tongue with your finger or a spoon.

Never make an unconscious person vomit.

SHOCK:

Every serious accident brings shock. It's a quick loss of strength caused by pain, fear, and sometimes loss of blood.

A shock victim is very weak. The face is pale. Skin is cold and clammy. The person shivers from chills, seems dazed and may vomit. In extreme cases, the victim may pass out. Shock may come with the accident or soon after. It may even strike a few hours later.

SHOCK IS DEADLY SERIOUS. DON'T WAIT FOR THE SYMPTOMS TO SHOW. Assume that shock will always be present in an injury. Treat for it, and you may prevent it.

Keep the patient lying down. In cool weather, cover the victim, and put blankets or clothing underneath, too. It's essential to keep the person warm. If the weather is hot, covering isn't necessary. Elevate the feet from 8 to 12 inches unless there is a head injury or the person has trouble breathing. Make the patient comfortable.

Let the victim, if conscious, sip a little water, but only if the shock was not brought on by head, chest, or abdominal injuries. Don't try to force water between the lips of an unconscious person. It may cause choking.

FAINING:

This is a "black out" caused by not enough blood going to the brain. If a person faints, loosen their collar, raise their feet, and keep the victim lying down even after consciousness returns.

If the person doesn't come to right away, treat for shock. Get expert help.

If you ever feel faint, sit on a chair, bending forward with your head between your knees. This will force blood to your head, and keep you from blacking out.

**HEAT EXHAUSTION:**

Heat exhaustion hits suddenly. It causes the same symptoms as shock, and treatment is the same as for shock. Even though the condition is called heat exhaustion, keep the victim warm. Give sips of salted water.

HEATSTROKE:

This is usually caused by long exposure to direct sunlight. The victim's face is red, hot, and dry. Breathing is slow and noisy, and sounds like snoring.

The victim should lie down. Take off outer clothing. Sponge the head and body, especially the head, with a wet towel or other cloth. Use cool or lukewarm water, or alcohol if available. If conscious, the victim should drink all the water desired.

Heatstroke is life-threatening. Call an emergency rescue ambulance immediately.

POISONOUS PLANTS:

First, make sure everyone can recognize the poisonous plants common to the area in which you will be traveling and camping. Check in the Naturalist section of the Webelos book for pictures of poisonous plants.

If you think you have come in contact with a poisonous plant, wash the part that was touched with soap and water. Unscented soap is best. Then clean the area even more thoroughly with rubbing alcohol. If a rash develops, apply calamine lotion. If it gets worse, see a physician, who can give shots to control the spread of the poison to other parts of the body.

SNAKES:

There are four types of poisonous snakes in the United States. Learn to identify them and to tell the difference between poisonous and non-poisonous snakes. Check the Naturalist section of the Webelos book for pictures of poisonous snakes.

Any snake - poisonous or non-poisonous - will bite if cornered or startled. For non-poisonous snakes, treat the bite like a puncture wound. Let it bleed. Wash it with soap and water. Cover with a sterile pad held in place with bandage or adhesive tape. Treat for shock.

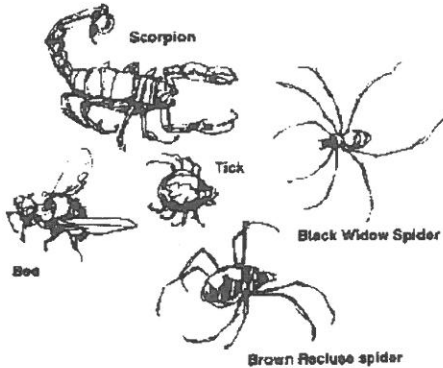
If the bite is from a poisonous snake, take the following steps:

1. Have the victim lie down and stay very quiet. Put the part that was bitten lower than the rest of the body. Make the victim comfortable. Stay calm, and keep the victim calm.
2. Put a constricting band 2 to 4 inches above the bite. Make it tight enough that it's not easy to push your fingers between the band and the skin.
3. Call for medical help and report the kind of snake, if known. Medical personnel may need time to locate the anti-venom.

INSECTS:

Mosquitoes, gnats, chiggers, black flies, horseflies, bees, and wasps can inflict bites and stings that hurt long after they are inflicted. In some parts of the world, mosquitoes can transmit malaria to humans.

Irritation and itching from these bites can be eased by applying household ammonia, a baking soda paste, or calamine lotion to the affected area.

SCORPIONS, SPIDERS, & ALLERGIC REACTIONS:

Learn what scorpions and brown recluse and black widow spiders look like. Avoid them. Check shoes and clothing before putting them on if you are sleeping in scorpion or spider country. A scorpion's sting or spider bite can be dangerous.

Bee stings are serious only if the person stung is allergic to them. Most people who are allergic carry a prescription medicine to counteract the allergy. If a bee-stung victim doesn't have this and feels sick, has trouble breathing, or has excessive swelling, rush the person to a hospital emergency room.

If the victim is not allergic, remove the stinger by pulling it out with tweezers or scrape it off gently with your fingernail. Apply any of the remedies for itching mentioned earlier.

Treatment for all of these is the same:

1. If the bite is on an arm or leg, tie a constricting band above the bite. It should be just tight enough to stop the blood in the skin, not the blood under the skin.
2. Put ice water or ice in a cloth on the bite.
3. Take the band off after 30 minutes.
4. Keep the arm or leg lower than the body to slow the spread of poison to the rest of the body.
5. Take the person to get medical care. Be sure the victim keeps breathing. Give rescue breathing if breathing stops.
6. Treat for shock.

Ticks carry a serious disease in some parts of the country. Learn to identify a tick. If you are in tick country and feel one crawling on you, brush it off. If a tick has fastened on you, don't pull it off. The head may break off and stay under your skin. This could cause infection. Cover the tick with grease or oil. It will let go in time because the oily substance stops its air supply.

CUTS AND SCRATCHES:

Even a small cut or scratch can be dangerous. It lets germs get through your skin. Germs cause infection. Soap and water is your best defense against infection. Wash the cut. When the skin dries, put on an adhesive bandage. Don't touch the part that will cover the cut.

LARGER CUTS:

Wash with soap and water. Put on a sterile dressing big enough to cover the cut. Hold it by the corners. Don't touch the part that will cover the cut. Hold the dressing in place with adhesive tape. If you don't have any, use a cloth bandage. Tie with a square knot.

HYPOTHERMIA:

This is the loss of body heat. When your body temperature drops more than 3 degrees below normal (98.6), it causes body changes that could lead to death.

When hypothermia is understood, and campers are prepared for it, there's no problem. Preparation just means having adequate protection - enough warm clothing, windbreaker, and rain gear - for weather extremes that you might meet. Even then, a combination of cold, wetness, wind and fatigue could produce the condition. A fall into a cold lake or stream, followed by cold wind on wet clothing could bring on hypothermia.

The first stage is normal shivering, and is often overlooked. But as soon as you notice uncontrolled, violent shivering in yourself or a family member, suspect the onset of hypothermia. This may be accompanied by difficulty in speaking clearly.

If you see these signs, go into action. Get the victim warm and out of wet or damp clothing and into dry clothes. Make a big fire and walk the victim around the heat of the fire.

If the victim is alert, offer hot liquids (sugary tea, chocolate, cocoa, fruit juices) if they don't cause nausea or vomiting. Under no circumstances should you give alcoholic beverages.

When the shivering is controlled, keep the victim as warm and comfortable as possible.

If the victim should become unconscious, put him on his back and tilt the head back to open the airways for breathing. Prompt hospital care is essential. Insulate the victim from further heat loss by completely wrapping him in a blanket or sleeping bag. Constantly monitor for breathing difficulty.

All of this treatment is designed to rebuild the body heat lost. Hypothermia is deadly serious. Victims can and do die from it!

BURNS AND SCALDS:

Burns are classified by degree. You've heard the expression, "a third-degree burn." Don't become confused trying to classify burns. Instead, learn what to do for the burn you see.

If the skin isn't broken, run cold water on the burned or scalded area. If you have ice, put it in water and keep the burned part in the cold water until it quits hurting. If the burn is on a part of the body that won't fit into a pan of cold water, hold ice directly on the burn. Remove it from time to time if it's too cold.



Don't break blisters if they appear. Don't apply grease or ointment, just cover the blisters with a gauze pad. Hold it in place with layers of bandage. Cover the bandage with aluminum foil, a plastic bag, or plastic wrap to keep out the air.

If there is charred flesh, don't apply grease or ointment. Wrap a clean cloth over the burn. Don't try to pick off anything that may be stuck to it, like burned clothing. Treat the victim for shock. Get to a hospital emergency room. This type burn is very serious.

BLISTERS:

The most common blisters in camp are usually those caused by a shoe rubbing when hiking, or from too much chopping with an ax or hatchet.

Your best treatment for blisters is to stop them, before they start. Watch for soreness and redness. Cover the spot with an adhesive bandage before the blister forms. If one does form, wash the area with soap and water. When dry cover with an adhesive bandage or sterile pad. If you think the blister might break, drain the liquid. Sterilize a needle in the flame of a match or lighter. When cool, push the needle through the skin at the side of the blister and up into it. Gently press out the liquid. Put on a sterile bandage. Repeat the removal of liquid if more develops.

If a blister has already broken, wash it gently and cover with a sterile bandage. Watch for signs of infection. If the reddish area gets bigger or becomes more painful, see a doctor.

SPRAINS AND FRACTURES:

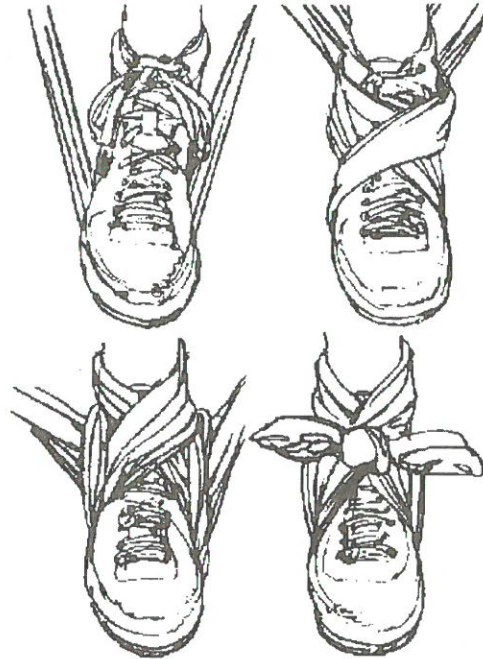
Is it just a sprain, or is it a fracture? Only a doctor can tell for sure. Swelling can start immediately. If in doubt, treat it as if it's a fracture.

First, let the patient lie down right where he is with as little motion as possible. Make him comfortable with something under and over him. Call for an emergency vehicle. Treat for shock.

SPRAINS:

If you are sure that it's a sprain and not a fracture, elevate the sprained area. Put cold, wet cloths on to ease the pain, and help reduce swelling.

Most common sprains in camp are of ankles. If this happens, **DON'T TAKE OFF THE SHOE.** Tie an ankle bandage around the ankle and shoe. Better see a doctor. It could still be a fracture and failure to treat properly could cause permanent lameness.

**FRACTURES:**

When a patient has a broken bone and medical help (physician, ambulance service, paramedic or RN) is available, you should make the patient comfortable, treat for shock, and arrange for medical help. If the skin is broken around the fracture, keep the area clean and stop bleeding.

If, however, the victim of a fracture must be moved without prior attention by medical help, splinting is needed. The purpose of a splint is to keep the break from becoming worse while the patient is being moved. Splints can be made of padded sticks on both sides of the break and extending well above and below it. You can use a board, magazine, newspaper, heavy cardboard, or almost any rigid flat material. The splints should be tied securely in place with several ties to spread the support.

HOW TO MAKE A SLING USING A TRIANGULAR BANDAGE:

The patient should lie down. Tie an overhand knot in the point of a triangular bandage. This makes a cup for the elbow. Tie the ends of the triangle together with a square knot. Slip over the victim's head so the front of the sling comes around the neck on the side of the injured arm.

Slip the injured arm through the loop with the elbow in the pocket. When the patient stands up, adjust the knot behind the neck so the hand is a little higher than the elbow.

COLLARBONE FRACTURE:



No splint is used for a collarbone fracture. Use a triangular bandage to make a sling to support the arm.

Bring ends around the patient's neck.



Tie ends with a square knot. Put a second bandage over the injured arm and around the chest.

FOREARM OR WRIST FRACTURE:



Pad the splint and bind in place with two or more bandages. Be sure the splint reaches from fingertips to elbow.

Rest the splinted arm on a support and tie a sling around the neck.



Be sure the thumb is up and the hand supported a couple of inches higher than the elbow.

UPPER ARM FRACTURE:

Use only one padded splint, slightly longer than the distance from the shoulder to the elbow. Fasten the splint on the outside of the arm with two bandages.



Put the forearm on a narrow sling and tie the ends behind the patient's neck with a square knot.

Hold the injured arm against the patient's body with a second narrow bandage tied in back.



THIGH OR LEG FRACTURE:



Use two padded splints, one for the outside of the leg reaching from heel to armpit, and one for the inside from heel to crotch. Bind together, using four binders around splints and leg and three around the long splint and the upper body.

For a lower leg fracture, you can eliminate the long outside splint. Use the short splint on the outside of the broken leg, and tie the splint and broken leg to the unbroken leg with four binders.

MOVING THE INJURED:

Generally, it's best not to move an injured person yourself. Where possible, get medical help to come to your location. In this day of well-equipped paramedic vehicles, including helicopters, seriously injured people can be evacuated from practically any location. Give specific directions to the victim's location, meet the ambulance, and show it the way.

PUNCTURE WOUNDS:

These are caused by things like nails, splinters, knife stabs, gunshots, and fishhooks. They are dangerous because they often are deep and don't bleed freely to help clean out the wound. And, the germs of tetanus (lockjaw) may have been carried into the wound.

A splinter will hurt until it comes out. Remove it with tweezers or a sterile needle. Wash with soap and water. Bandage.

If skin is snagged by a fishhook and the barb has gone into it, cut the line at the hook. Go to a doctor, hook and all. If it happens in the back country, push the hook so the barb comes out through the skin. Cut off the barb with wire cutters. Take out the shank. Wash and bandage.

After taking out the cause of the wound, squeeze gently around the hole to make it bleed and to clean out dirt. Wash with soap and water. Bandage. See a doctor. You may need tetanus antitoxin to prevent lockjaw. This especially may be needed for a fishhook wound because worms used in fishing often come from soil loaded with tetanus germs. Campers should be immunized with tetanus toxin every 10 years. Keep a family record.

ANIMAL BITES:

A bite should be treated like a puncture wound. Wash the bite under running water. Use soap if you have it. Be sure the animal's saliva is washed away. Cover the bite with a sterile gauze pad. Hold in place with a bandage, and get medical help.

Try to identify the animal that did the biting so it can be examined for a rabies check. This could avoid the necessity of painful rabies treatments.

STOMACHACHE:

You need to pay attention to little pains and aches in the abdomen. If someone has a stomachache and you know the person has overeaten, eaten an unusual combination of foods, or eaten foods that person doesn't eat very often, give 1/3 teaspoon of baking soda in a half glass of water. Don't give a laxative.

If you can't determine the cause of the pain, or if it lasts a long time, call a physician or take the patient to a hospital emergency room. It could be the beginning of appendicitis or a serious problem in another abdominal organ.

If it's appendicitis, the patient will almost always have a sharp pain, usually starting in the pit of the stomach and then slowly moving to the right lower part of the abdomen. The person will feel tired, won't want to eat, and might vomit.

Get the patient to lie down with knees drawn up slightly - over a pillow, for example. Don't give anything to eat or drink. Call a physician immediately.

CHOKING:

This usually happens during a meal when someone chokes on food. If a person can't breathe, have him bend over so his head is lower than his chest. Give a series of hard whacks in the area between the shoulder blades with the heel of your hand.

If this doesn't dislodge the object, get behind the victim. Wrap your arms around his waist. Make a fist, and put it thumb side against the victim's abdomen, below the rib cage, and slightly above the navel. Grasp your fist with your other hand and press it into the victim's abdomen with a quick upward thrust.

Repeat this gesture until the airway is opened.

**SOMETHING IN THE EYE:**

Don't rub the eye. Blink your eyes. Let the tears flow to flush out the object. For something under the upper lid, pull the lid down and out over the lower lid. The lower lashes may brush the object out.

If the object is under the lower lid, put your thumb just below the lid and move it down gently. Take out the speck with the corner of a clean handkerchief (do not use a kleenex, as they prove to leave dust specs in the eye and irritate more).

If these things fail, cover the eye with a cup. Hold it in place with a bandage that covers both eyes to prevent eye movement. Go to a physician. Your eyes are too precious to take any chances with.

NOSEBLEED:

Keep calm. It may look bad, but it's probably no big deal.

Pinch nostrils together, putting most of the pressure on the bridge of the nose. Bend over while doing this rather leaning than back. Leaning back allows blood to run down the throat and may cause choking. A cold cloth on the nose will help also. If bleeding is severe or doesn't stop within a reasonable amount of time, get medical help.

CARDIOPULMONARY RESUSCITATION (CPR):

This is a valuable adjunct to first-aid skills, but isn't something that can be learned from a book. At least one adult member of the family should have American Red Cross or American Heart Association CPR training.

SCHOLAR

The requirements for the Scholar Activity Badge are clearly listed in the Webelos handbook, but the Webelos Den Leader can assist his Webelos Scouts in these ways:

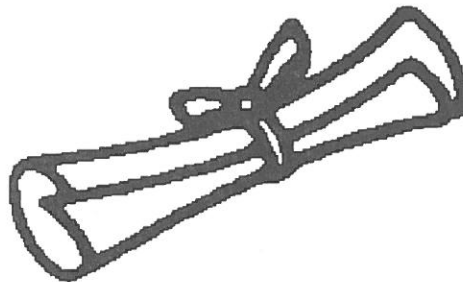
Help expose the boys to other school people outside the classroom. Arrange to have a teacher or school principal met with your den to set the stage for this activity badge. A visit to the Board of Education or school Superintendent's office by your den would let the boys meet some of the important people in their school system on an informal basis.

You can be an influence in the Webelos pattern of thinking by stressing the importance of education in your attitude toward the Scholar activity program.

Here are some suggestions to help you increase the value and effectiveness of the Webelos Scouts' own education which you can work into the den program.

1. By keeping physically fit, the boy is more likely to get the most out of school.
2. Emotional health is as important as physical health. Encourage him to talk about his problems and listen when he does. Pat him on the back when he does well.
3. Help each boy lead a balanced life. Studies should be counter-balanced with recreational and social activities.
4. Help him to make wise use of his time. Horace Mann wrote - "Lost, yesterday, somewhere between sunrise and sunset, two golden hours, each set with sixty diamond minutes. No reward is offered, for they are gone forever.
5. A boy feels about school, to a certain extent, according to how he thinks adults feel about it. He's watching you for guidance.

Help your Webelos Scouts to see that school and the Scholar Activity Badge are important parts of their learning process.



DEN ACTIVITIES

1. Conduct a quiz on the Scout Badge, the Outdoor Code or the Scout Law.
2. Try a word game such as how many different words can be made from the word "teacher".
3. Newspaper search - give each boy a newspaper and have them find stories about education.
4. Discuss what it takes to be a teacher or educator.
5. Have the boys make a list of the things they like about school and another list of the things they don't like about school. Give these lists to the principal.
6. Do some brainteasers, riddles, tricks, or puzzles.
7. Have the boys make a daily time schedule and use it to determine if they are making the best use of their time.

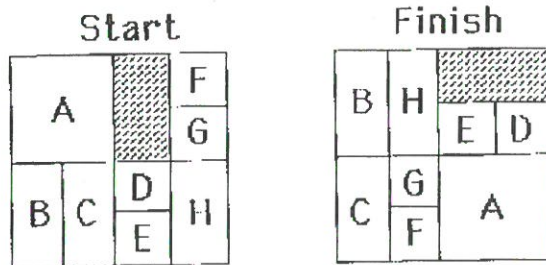
FIELD TRIPS AND PROJECTS

1. Attend a school board meeting.
2. Visit the school district office.
3. Visit the library. Have the Librarian explain the Dewey Decimal system - the boys can apply for a library card if they don't already have one.
4. Present the colors at the next P.T.A. meeting.
5. Form a Safety Patrol if the school doesn't have one or have one day a week as Cub Scout on patrol.
6. With the principal's permission, plant a tree or shrub at the school.
7. Do messenger work for the principal or teachers.
8. Make a bulletin board on education and display it at school.

GAMES AND CRAFTS

NAME THE STATES - Give each boy a piece of paper and a pencil and have them write down all 50 states. The first one that has all 50 yells STOP and the other boys count up how many they have. You can make up your own game using colors or animals in the zoo.

SLIDING BLOCK PUZZLE - An adult who likes to work with wood can help the boys with this one. Make a box with inside measurements 3-5/8 inches square. All the puzzle blocks are made from 3/8 inch wood. Cut the following: 4 blocks, 7/8 inch square (D,E,F,G); 3 blocks, 7/8 inch square (B, C, H); 1 block, 1-3/4 inch square (A). Sand all blocks and stain or paint.



Puzzle: Slide the blocks and move the largest one to the diagonally opposite corner and back.

Solution:

1. A right
2. B up
3. C left
4. DE left
5. H left
6. FG down
7. A right, DE up, H left, FG left
8. F right and down
9. A down
10. D right, E up and right, H up
11. G left and up, F left, A down

A.B.C. HIKE - Write the letters of the alphabet on a piece of paper. On the hike, find an object, sound, or smell in nature for each letter.

SPELLING MIXER - Print large letters on 5 x 8 cards, one letter on each card. Do not use the letters J, K, Q, V, X or Z. Make several cards with vowels on them. Have a card for each person in the group. On signal, Scouts hold up their cards and rush around to find 2 letters that will make a 3 letter word when added to the card they are holding. The 3 people lock arms and race to the judge, who writes the word on the back of their cards. Then they separate and rush back to find 2 more letters. This continues for 5 or 10 minutes. The winner is the person with the most words on his or her card.

BRAINTEASERS

TWO CARS - Two cars drive from Denver to Ft. Collins, a distance of 80 miles. They are both the same make of car, and both are being driven at the same speed. One of the cars makes the trip in 80 minutes, while it takes the other car one hour and 20 minutes. Can you explain the reason? (*Answer: 80 min. and one hour and 20 min. are the same.*)

WINDOWS - I walked up the street to the top of the hill and counted 50 windows on my right. I turned around and walked back and counted 50 windows on my left. How many windows did I count? (*Answer: Fifty. The windows on my right going up were the same as the windows on my left coming back.*)

BABY DUCK - Papa duck, Mama duck and Baby duck went for a swim. Baby duck said, "Aren't we four having a lot of fun?" Why did Baby duck say four instead of three? (*Answer: Baby duck was too young to count.*)

Take the number of pennies in a dollar. Multiply by the number of thirds in a circle. Divide by the number of inches in a foot of string. Subtract the number of nickles in a quarter. (*Answer: 20*)

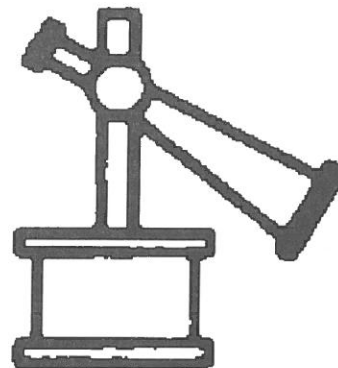
Take the number of toes on one foot. Multiply by the number of pints in a quart. Add the number of months in half a year. Subtract the number of thumbs on two hands. Divide by a dozen oranges. (*Answer: 2*)

SCIENTIST

We are living in exciting times. Each day brings new explorations and discoveries in science. The scientist tries to learn the laws of nature that govern the how, why and wherefore of the world about him so that these laws can be used by people to improve our living environment.

Webelos Scouts will learn, as the scientist does, how and why some of the laws of nature. They will learn about some of the laws of physical science such as how airplanes fly, how the diving bell works, the effect of gravity on balance, and why the bicycle rider keeps going forward when he stops his bike suddenly. For the curious "young hopefuls" nothing is as good as an experiment. Experimentation is the method of science today. The Webelos Scout will learn from the interesting experiments he performs.

Many years ago, Jules Verne wrote "Twenty Thousand Leagues Under the Sea" describing the travels of an undersea craft called the Nautilus. Today the U.S.S. Nautilus, run by nuclear power, can travel around the world underwater without coming to the surface for air. Scientific experimentation made this possible. We no longer think of electric lights, cameras, radio, television, telephone, phonographs, airplanes and automobiles as wonders. We take them for granted, but the inventors of these modern necessities were once boys like your Webelos Scouts. Who knows which of your boys might become a future Edison, Einstein, Carver or Bell... and under your leadership discover his scientific aptitude.



DEN ACTIVITIES

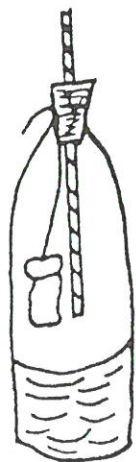
1. Talk about the various branches of science and how they differ.
2. Do the atmospheric pressure tests or balance tests in the Webelos book.
3. Make fog.
4. Make crystals.
5. Do the inertia experiments in the Webelos book.
6. Visit an eye specialist and learn how the eyes work.
7. Make some optical illusions and show how the eyes converge.
8. Visit an airport and ask an expert to explain flight principles.
9. Have a slow-motion bicycle riding contest to illustrate balancing skills.
10. Invite a weather expert to talk to the boys.
11. Plan a scientific experiment to be demonstrated at a pack meeting.

INERTIA

Inertia is the tendency of a thing at rest to remain at rest and a thing in motion to continue the same straight line.

Get a small stick about 10 inches in length and the diameter of a pencil. Fold a newspaper and place it near the edge of a table. Place the stick under the newspaper on the table and let about half the stick extend over the edge of the table. Strike the stick sharply with another stick. Inertia should cause the stick on the table to break into two parts.

FIRE EXTINGUISHER



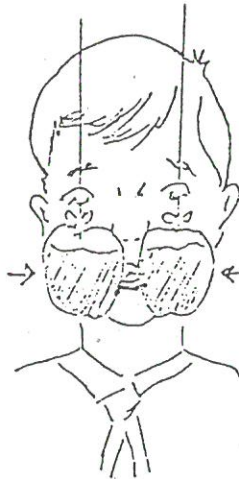
Pour 3 Tablespoons Vinegar in a small bottle (one with a cork stopper). Put a hole through the cork. Put a straw through the hole. Put 1 Tablespoon baking soda in the middle of a small tissue and fold up the edges. Tie edges together with thread. Carefully put the tissue bag into the bottle while holding the thread. Do not let the bag touch the vinegar. Put the cork with the straw in it into the bottle. This will hold the thread.

To use: Tip the bottle so the tissue gets wet from the vinegar. It will mix with the soda and form carbon dioxide gas. Point the straw towards a candle flame and watch what happens. This is the same gas that is used in large fire extinguishers.

A FOG-MAKING MACHINE

Use a plain glass gallon jug, a stopper to fit it and bicycle pump. Put a small amount of water or alcohol (which works even better) in the jug. Bore a hole through the stopper in the mouth of the jug. After a few strokes of the pump, remove the stopper quickly. There will be a loud pop and you will see that a cloud will form in the jug. To get "fair weather", all you need to do is replace the parts as they were, and pump air back into the jug. The reason the cloud was formed is that in pumping air into the jug, the temperature was raised, making it possible for the air to hold more moisture. When the top was removed, the air expanded and cooled. This cool air could not hold as much moisture, thereby forming a cloud.

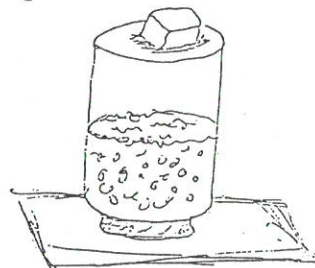
MAGIC APPLES



Suspend two apples (or like items) so they hang about 1/2 inch apart. When they are absolutely still, blow hard between the apples. The apples will move together. The air pressure between them is lessened so the surfaces are pushed together.

BOILING ICE

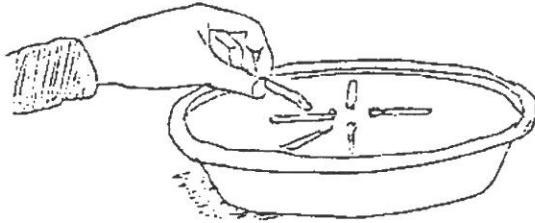
In a heat proof jar with lid, boil a half-inch of water with the lid loosely on so some of the steam can escape. Then tighten lid and turn the jar over. Put an ice cube or two on the jar bottom. In a moment the water will boil again. The air pressure has been reduced in the jar by the ice condensing the water vapor inside. *The boiling point of a liquid depends on atmospheric pressure.*



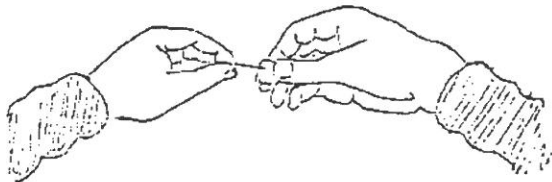
BALLOON AND CAN RACE

Each team will need a large balloon for every Cub and a fruit can for each team. Each team will have a chair on each end of the room. Each team is divided into half along side one of their chairs. The can is placed on a chair. One boy holds the balloon in the can and blows it up enough to make the can stick on around the balloon. He then carries the balloon, with the can hanging on, to the other chair. He then deflates his balloon and the next boy inflates his own balloon and carries it and the can back to the original chair. The first team to switch places wins.

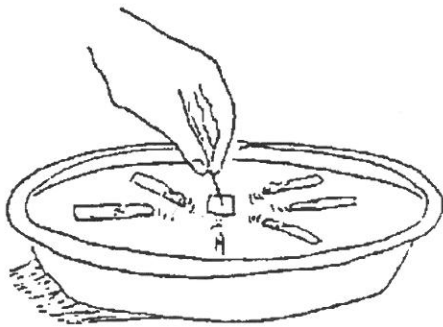
MYSTIC MATCHES



1. Put several matches in a bowl almost full of water, making a shape like a star.



2. Stick a pin into a small piece of soap.



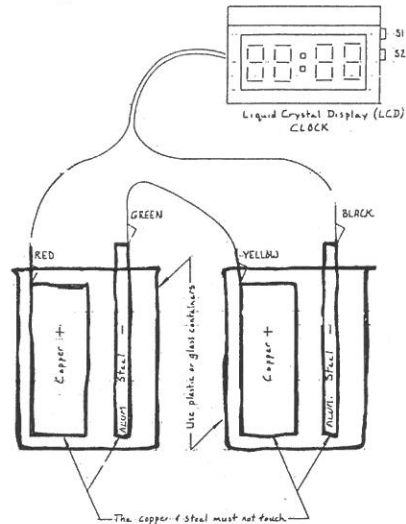
3. Gently dip the soap into the water at the center of the star of matches, taking care not to disturb them. The matches will all move away from the soap.

When you dip the soap in the water a little of the soap dissolves. The surface tension of clean water is stronger than that of soapy water, so the matches are pulled outward by the clean water around them.

"SODA-POP" CLOCK BATTERY

The "SODA-POP" CLOCK runs on a homemade battery which works on the same principle as a battery you buy at the store. A battery has three main parts: a POSITIVE plate, a NEGATIVE plate, and an ELECTROLYTE. Electrolyte is a word for a liquid which conducts electricity.

The "Soda-Pop" Clock battery uses a piece of copper pipe as the positive plate, a piece of steel as the negative plate, and soda-pop as the electrolyte. The containers should be plastic or glass.



Make the connections as shown: jumper the copper and steel pieces between the two apples with the GREEN/YELLOW lead; connect the RED clip to the other copper piece and the BLACK clip to the other steel piece. Be sure the copper and steel don't touch each other! The clock will not work (and could be damaged) if the RED and BLACK leads are reversed.

This homemade battery does not produce very much electricity, but then the Liquid Crystal Display (LCD) clock doesn't need very much to operate. These types of clocks need less than one-millionth the electricity it takes to light a 60-watt light bulb.

"SLINKY" RADIO PROJECT

The Slinky Radio Project is a very simple crystal radio. The success of this project is very dependant upon the antenna used and the quality of the earth ground.

The antenna is simply a "long wire" installed as high as possible outdoors. Sixty feet is a good length, but longer is even better if you have the room. Connect one end to the radio set as shown and connect the other end as high as possible to a convenient tree or structure. The higher the better!

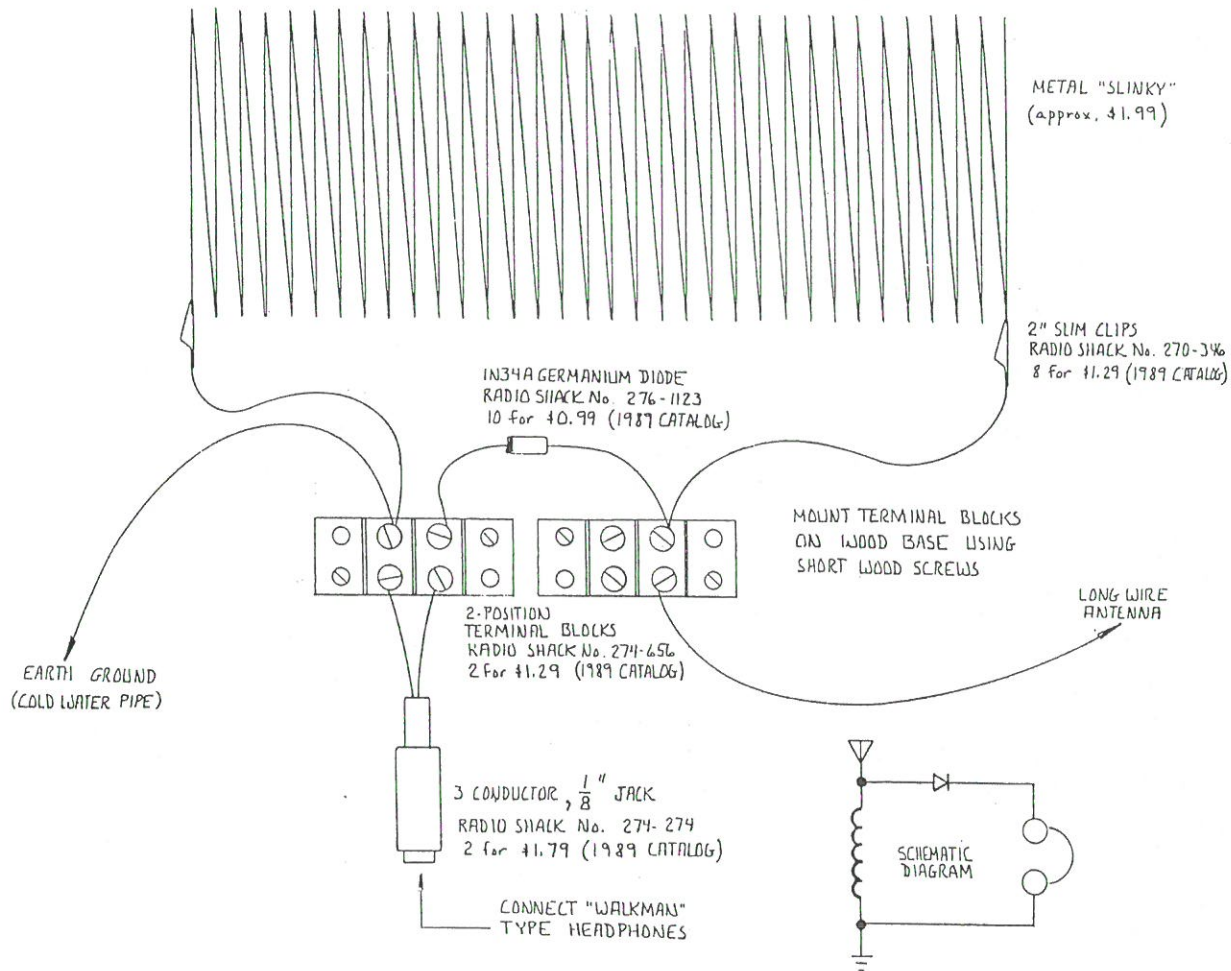
The quality of the earth ground is also very important to the success of this project. Try connecting to a cold water pipe. This usually works, although this type of ground may be electrically noisy. An optional method of grounding is to drive a "ground rod" (from

Radio Shack) into the earth and make the ground connection to the rod.

As with most crystal radios, you will hear at least one fairly loud radio station as well as one or more weaker ones in the background. Reception will vary significantly from day to night, with night time being better. By varying the length of the slinky, you can improve the strength of the signal heard. (Note: the radio will not work at all if the slinky is fully collapsed.)

With the exception of the headphone jack which must be soldered, all other connections are made with a screwdriver.

As a side note, a complete crystal radio kit is available from Radio Shack.



SHOWMAN

HURRY, HURRY, HURRY - STEP RIGHT THIS WAY FOLKS, IT'S SHOWTIME!

Does that bring a flood of old memories back to you? Everyone loves a show and most all boys have a generous chunk of ham in them and want nothing better than a chance to let it out. If you don't give them a chance under controlled conditions, they will take it when you least expect it or want it.

The Showman activity badge gives them a chance to let out the hidden, barely Shakespeare, Jerry Lewis, Leonardo the Great or what ever happens to be their style. It also allows them to express themselves musically be it kazoo or Steinway. Providing the entertainment for the pack meeting will be a challenge gladly met by Webelos Scout boys and the sillier the better!

This badge covers most of the field of entertainment and acquaints the boys with ways of putting on various shows or skits. Making the props also can be used as part of the Craftsman badge. Skits and Songs are covered elsewhere in this book so look them up and use the ideas presented which are usually proven and tested ideas.

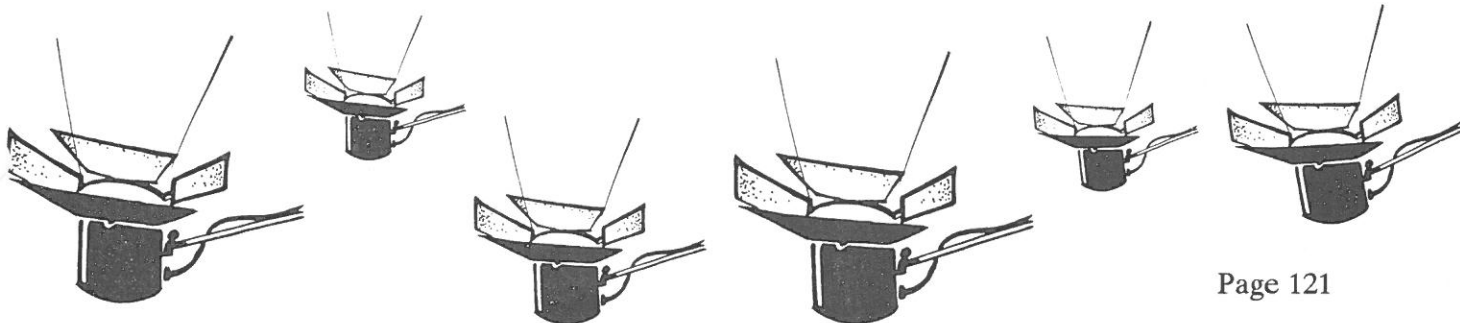
Every conscientious leader of boys is working to further develop the whole boy - physically, emotionally, spiritually, and mentally so he will be prepared to take his place as a well-adjusted member of his social group. The Showman badge offers the opportunity for a boy to develop his creativity and broaden his base of aptitudes.



DEN ACTIVITIES

- * Invite a high school drama teacher in to explain and demonstrate make-up techniques.
- * Ask a Shrine Clown to give a talk on clowning and give a demonstration.
- * Write a puppet play and make the puppets act it out.
- * Put on an advancement ceremony for your pack meeting.
- * Talk about sound effects and let the boys try some of them. (See the opening section of "Skits" for suggestions.)
- * Write a one-act play for pack meeting.
- * Discuss stage directions and what they mean.
- * Use a tape recorder to tape the boys' voices and let them hear how they sound.
- * Go see a school play as a den and have the boys discuss it.
- * Write and film a short movie and show it to parents at a pack meeting.
- * Make a puppet stage and use it for your puppet show.

These are just a few of the many ideas you can use to put on your big show. Let the boys' talent out and stand back. As they say in show biz - **BREAK A LEG!**

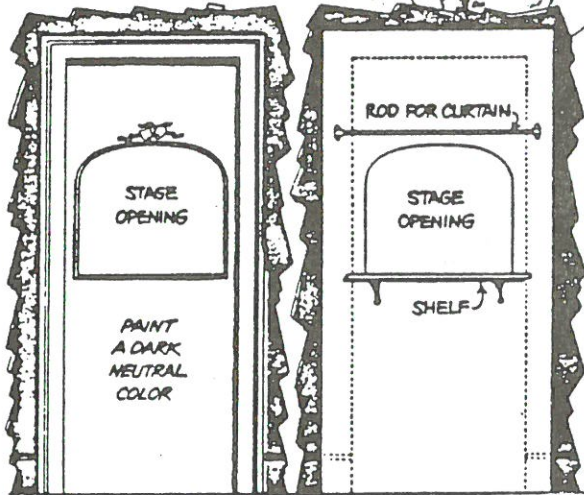


PUPPET SHOWS

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

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

TO MAKE DURWOOD'S ROAR, FASTEN A KNOTTED STRING TO A TIN CAN... THEN HOLDING THE CAN AND RUNNING YOUR THUMB ALONG THE KNOTS... HEAR A ROAR!

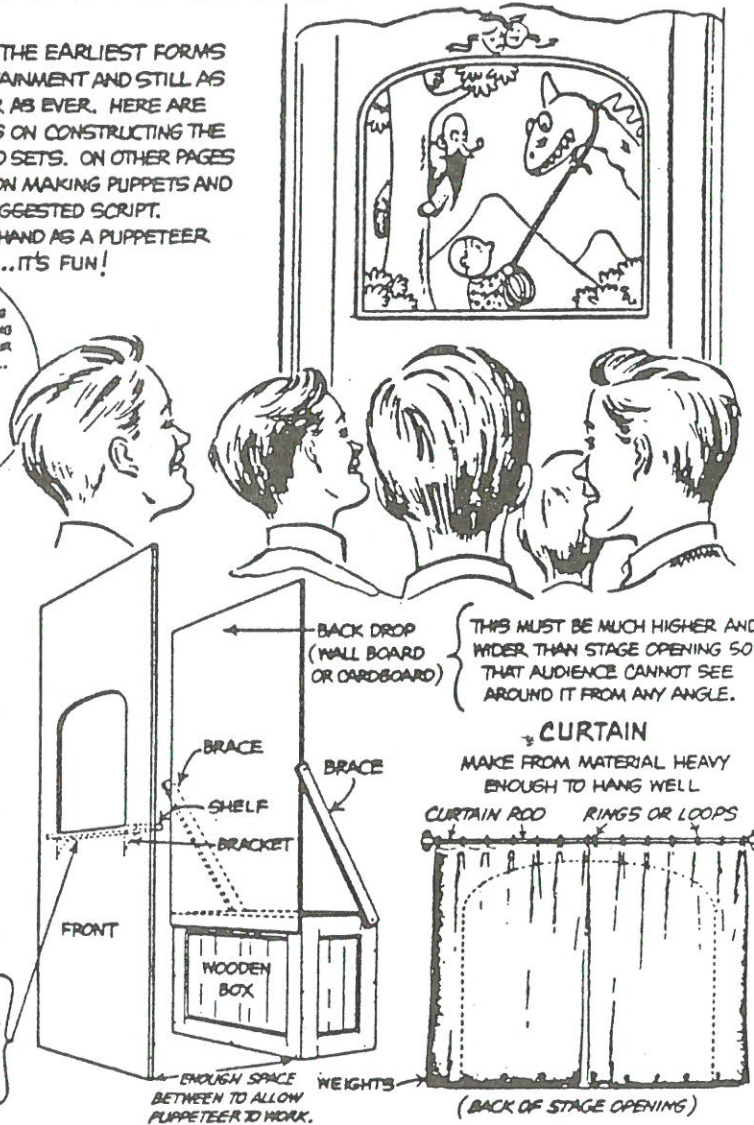


FRONT (AUDIENCE) VIEW

BACK STAGE VIEW

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

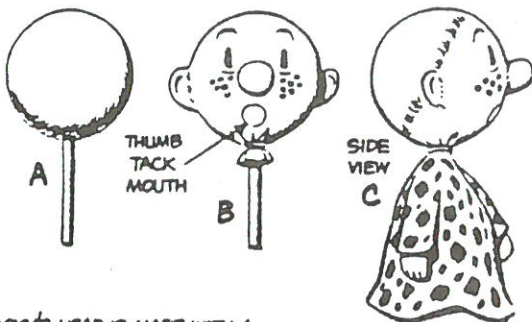
THE STAGE OPENING MUST BE HIGH ENOUGH TO ALLOW THE PUPPETEER TO RAISE HIS HANDS ABOVE THE STAGE FLOOR WITHOUT HIS HEAD SHOWING.



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

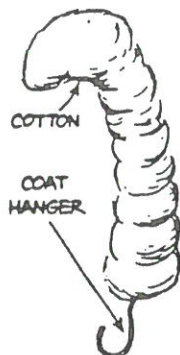
CURTAIN
MAKE FROM MATERIAL HEAVY ENOUGH TO HANG WELL

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



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

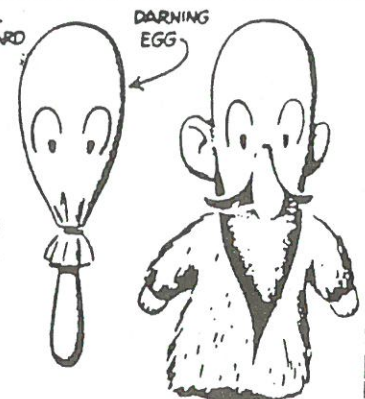
YOU GRASP THE STICK AND PUT TWO FINGERS IN ARMS TO HOLD AND MOVE FIGURE.



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



HOLD NECK AND TWIST WIRE. HEAD MOVES REALISTICALLY.

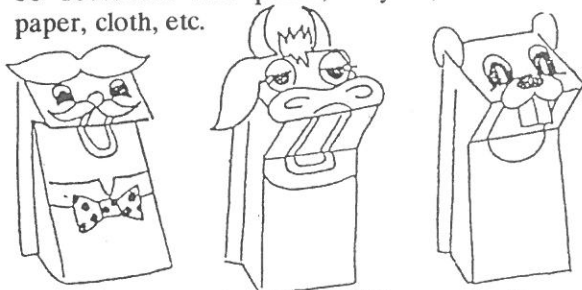


FOR HERMIT... USE A DARNING EGG WITH HEEL OF SOCK OVER IT FOR HEAD... COTTON NOSE AND EARS INSIDE... GLUE ON BLACK BEARD.

PUPPETRY

One of the simplest of all the puppets is the hand puppet. Boys of Cub Scout age find these the easiest to make. They provide an outlet for the boys' most vivid imagination. The following are suggested procedures for making this type puppet:

1. Paper bags: Common paper sacks, (secured from the local store - lunch bags will do) may be decorated with paints, crayons, colored paper, cloth, etc.



2. Sock: Roll paper into a tube 3/4" across inside and about 2" long, fasten with tape. Place stuffing material over the end of the tube and down its side to form the shape of the head. Now slip the end of the sock over the stuffing. Tie the sock onto the tube securely. The nose may be sewed in by pulling a section of the sock out and wrapping with thread or a separate stuffed piece of cloth may be sewn on. Buttons, beads, etc., make good eyes, ears, or noses. Paint or markers may be used to add further details to the faces.

The simplest costume for this puppet is a rectangular piece of cloth folded at the center and a slot cut into the folded edge. Insert the neck of the puppet head into this slot and sew together. Sew each side of the costume together leaving an opening at each side of the top for the boy's thumb and middle finger which will be the puppet's arms. The boy's index finger fits into the tube to operate the head.

3. Cloth Head Puppets: By studying the construction used in simple rag dolls (or the cabbage patch which is very popular), you may determine the best way to cut and sew the cloth to form the features you want.

Stuff the nose first then the upper part of the head. Place a paper tube through the neck opening and stuff solidly around the tube to fill in the balance of the head. Proceed the same as for the sock puppet for costume and decoration.

4. Paper Mache Heads: Light weight and durable heads for puppets may be made by modeling paper mache to the desired shape.

Instructions:

Prepare a wooden base or standard, using any convenient piece of wood, about 5" square and 3/4" thick. Put the rod in the center (may be a piece of dowel 1/2" in diameter and 6 to 8" long) at the base. Wrap some crumpled paper around the top of the rod on the modeling base and tie it together with a piece of string. When tied, the ball should be about 1" in diameter.

Apply paper mache around the wadded paper until the head is about 2 1/2" in diameter and about 3" high. Form the eyes, ears, and nose either by squeezing the soft ball to shape or by adding the features as separate pieces. After the desired shape has been made, dry the entire unit slowly. Drying may be hastened by placing the head in a warm oven. Turn off the oven at regular intervals to keep it from getting too hot. When the head is well dried, pull out the crumpled paper. Smooth off the rough spots on the thoroughly dried head with sandpaper or a file. Apply several coats of shellac or glue sizing, then paint on the desired features. Hair may be painted on, yarn, crepe paper, theatrical hair or other suitable material may be glued on. If this type of head is to be used for a hand puppet, be sure the neck opening is large enough for the finger.

5. Crepe paper hand puppet: Make a tube of light weight cardboard 3/4" in diameter and 1 3/4" long. Tape up one end of the tube. This makes the hollow space in the head for the finger. Cut strips of crepe paper about 1" wide. Stretch crepe paper, and while pasting, freely wrap crepe strips around the tube, building up to form the head. When finished, the head should be about 3 1/2" high and 2 1/2" in diameter. Paste on small wads of crepe paper for nose, cheek structures, ears, and chin. Wrap with 1/2" wide strips of crepe paper until face and neck are smooth. Mold features with the tips of fingers. Paste bits of colored paper in place for eyes and mouth. Strands of crepe paper, paper fringe or yarn may be used for hair, according to the character desired.

7. Finger Dancers: Finger dancers are very comical. The fingers of the dancers are cut out of heavy paper or lightweight cardboard and are colored with crayons or paints. Each figure should be between 3 and 4" high. Two holes are cut near the base of each figure just big enough to let your fingers pass through them. To make a figure dance, put your finger through the holes, and move them to represent the dancer's legs. You can walk sedately, do high kicks, stand on one toe, jump in the air, and do a number of other amusing antics.

INSTANT PUPPETS

The world is full of things that can be made into puppets. Just add eyes, tails, legs, hats, hair, and your imagination!

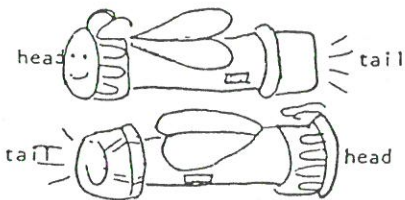
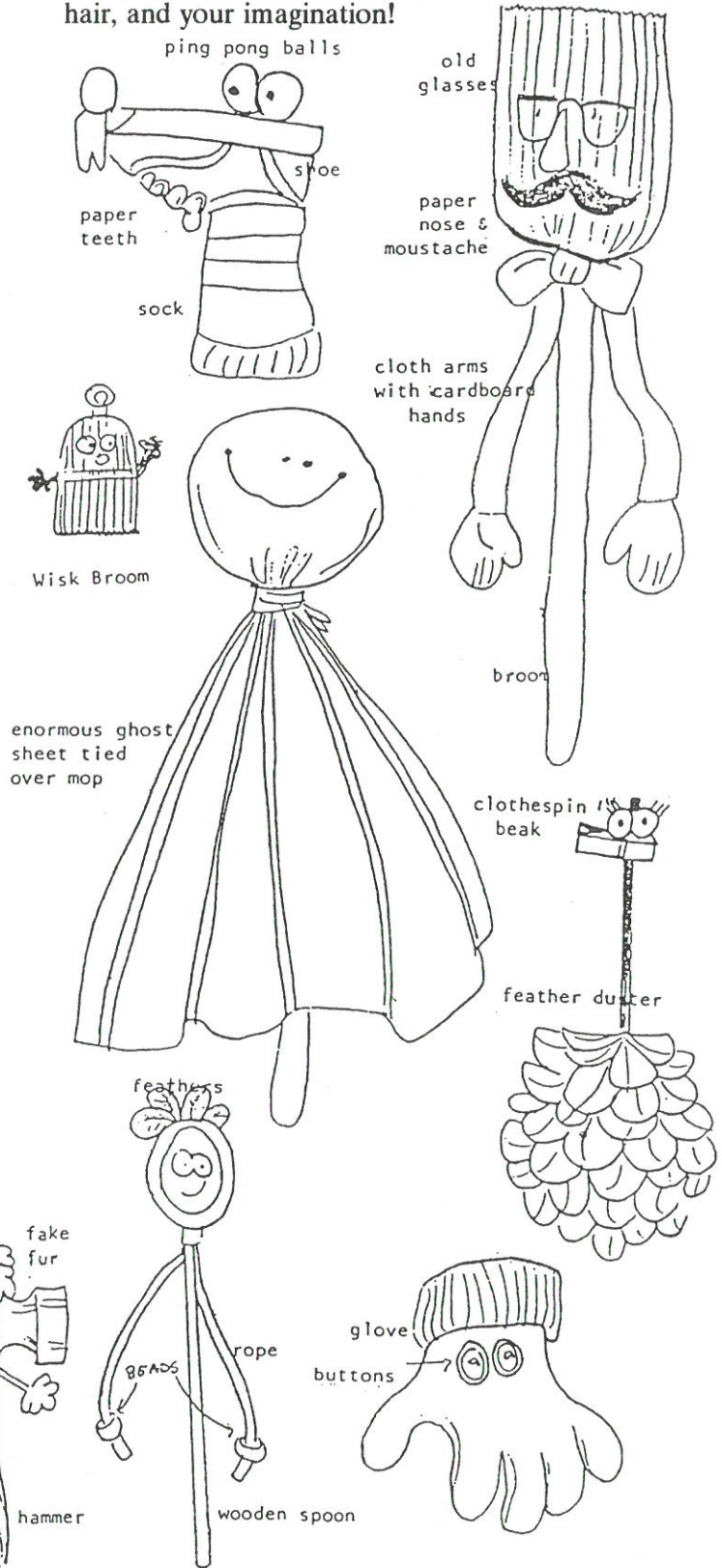
SOME TIPS ON PUPPETRY:

Puppets will be more appealing if given a definite personality, this means that your puppet should have his own character which is unlike any other puppet on stage. The main idea is to make him an outstanding individual with his own mannerisms, with his own special way of dressing, and with his particular way of walking and talking.

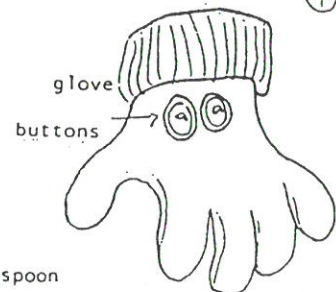
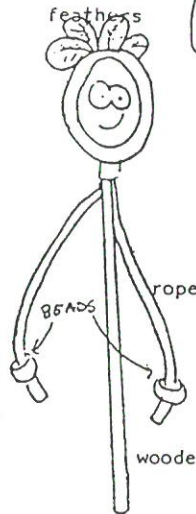
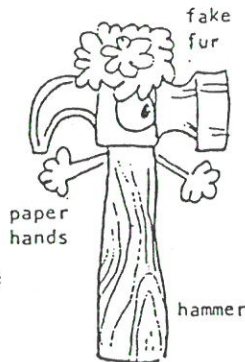
Facial features of a puppet will help make him outstanding in appearance. Give your puppet a face that will attract attention. The features of a puppet should be exaggerated. Give him an extra big nose or a very crooked mouth, so that the audience can recognize him easily.

Let your puppet speak and act according to the kind of person he represents. When putting on a puppet show, keep actions clear and simple.

Make sure the audience can tell which puppet is doing the talking. Jiggle the talking puppet somewhat as he talks, nod his head or move slightly forward. The other puppets on stage should remain motionless until their turn to speak. Be sure to speak clearly. It is harder to understand a person's voice when you cannot watch his face and lips when he talks. Do not hide one puppet behind the others. Sometimes it is a good idea to have the puppet speak aloud to himself as he goes about his act. He might say while looking, "I'll look under this tree for a rock."



flashlight firefly-tape a paper face to the handle end of a flashlight add pipe cleaner feelers and tissue paper wings.



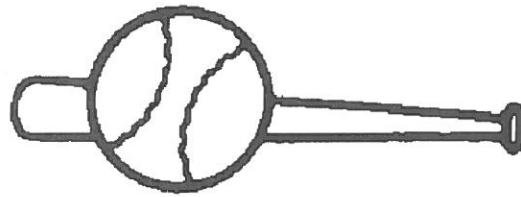
SPORTSMAN

Sports are high on the list of favorites of Webelos Scout-age boys. Chances are that they spend much of their leisure time in organized sports and loosely organized neighborhood games. Some of them probably know enough already about rules, scoring, techniques for several sports so that they could pass those requirements immediately.

But that's not really enough! One of the prime purposes of Cub Scouting is "encouraging good sportsmanship and pride in growing strong in mind and body!" If your boys learn all the skills and rules involved in every sport this month, but don't get an inkling of what good sportsmanship means, then the den, and you, have wasted your time.

Agree on the importance of learning sportsmanship. What does that mean in practice? It means that the least skilled get just as much instruction and encouragement as the best athlete. It means that the better athletes learn not just to tolerate the awkward boy, but to help him. It means that all boys can win and lose with grace and good sportsmanship.

Your own example will help to achieve these goals. Put stress on the fun of the game, not on winning. When you have intra-den competition, make up the teams so that the strength is about even. If you let boys choose teammates, there is a good chance that most of the best players will wind up on one team. Encourage the less skillful players. Discourage others from belittling them. Sports in a Webelos den should be fun for all.



SUGGESTED DEN ACTIVITIES

- * Explain and discuss official signals that referees use.
- * Invite a referee or umpire to talk with the den about signals.
- * Hike around a golf course.
- * Dads and sons attend a high school or college sports event.
- * Visit a bowling alley and bowl a few lanes.
- * Invite a team member to talk with the boys about sportsmanship and fair play.
- * Have each boy list the sports in which he participated during the past year.

**INCORPORATE THE
CUB SPORTS PROGRAM
INTO THIS
ACTIVITY BADGE.**

*(See the Special Programs section of
this book...)*

GAMES FOR SPORTSMAN

BUCKETBALL

Two bushel baskets or other containers are placed on the ground at opposite ends of the playing area. Use a regular basketball, if available. Divide the den into two teams and play basketball rules, except that no goal is scored unless the ball stays in the basket and does not turn it over.

BOWLING ON THE GREEN

Use old bowling balls and old pins and bowl on a smooth section of grass or lawn.

FOUL SCORE

Divide the den into two teams. The leader gives the signal for a foul or violation in any of the three sports -- baseball, football or basketball -- and calls on a boy to name the sport and the foul. IF he gets both right, he scores four points for his team. If one of his two answers is right, he scores two. Any other member of his own team can try to correct the wrong answer and earn one point. If no one on his team can answer, the opponents can earn one point for a correct answer.

OFFICIALS' TEST

Split the den into teams and have the boy being tested be umpire or referee. The teams run a play with fouls and violations. The official then must call the foul, give the proper signal and explain the penalty.

SOCCER 10 KICKS

The den is divided into equal teams. A soccer ball (or ball of similar size) is used. The object is to kick the ball 10 times in succession to teammates. Each player calls out the number (1-2-3-4-etc.) as he kicks. The opponents try to intercept and start their own sequence. Hands may not be used. The team making 10 successive kicks wins.

SIDEWALK TENNIS

The court is four squares of sidewalk in a row. A tennis ball or sponge rubber ball is used. The rackets are the players' hands. The players stand in the outer squares or backcourts. In serving, they must not step over the back line of their backcourt. A served ball must bounce once in the opposite service court before being returned. Thereafter, it may be returned on first bounce or with no bounce. Only the server may score, and he continues to serve as long as he scores. Game is 11 points, except that the winner must be two points ahead, as in regular tennis.

You may also wish to play shuffleboard, horseshoes, table tennis or volleyball at your den meeting. If you live near a school, you may want to play basketball, touch football or softball. Don't forget Archery, Roller Skating and Ice Skating. There are so many sports. Try to introduce your boys to at least one new one.

TRAVELER

The word "traveler" suggests faraway places and long trips. Some of the Webelos Scouts may have enjoyed such travels, but they won't add much to their mileage while working on this activity badge. They will, however, be able to learn something about trip planning and scheduling, and hopefully they will have a chance for a short trip or two, mainly for practice of what they have learned.

Through the badge requirements, Webelos Scouts will learn to read maps and timetables of railroads, buses, or airlines serving your area. They will learn how to use highway maps and plan trips. Not only does this badge help prepare the boys for travel experiences but also enables them to get the most out of a trip and to learn more about this great country.

Notice that the two trips listed in the requirements are family trips and not Webelos Den activities. You can help the boys secure some of the travel items they will need and teach them how to read maps and timetables as they prepare for the family trips.

DEN ACTIVITIES

1. Visit a county, state or national park with den families.
2. Visit a Historic site nearby.
3. Take a bus or train trip (could be a city bus trip around the city).
4. Visit a travel agency or automobile club office and find out what they do.
5. Calculate cost and speed of a plane trip.
6. Make car first aid kits.
7. Visit a bus terminal or airport to see the inside operations.



8. Discuss timetables and how to read them.
9. Have a speed contest of locating specific destinations and how to get there, using maps and timetables.
10. Teach proper packing of suitcase. Afterwards, have a speed contest, stressing neatness as well as speed.
11. Invite a Boy Scout to bring his back pack and show how to pack one.
12. Locate points of interest on city and state highway maps. Visit some of them.
13. Make a list of travel agencies and transportation facilities available in your area.
14. Show how to use a fire extinguisher. How to check to see if the fire extinguisher is in proper working order.
15. Show how to place, light and use road flares. Show when to use them.

TRAVEL INFORMATION

Tourism bureaus are an endless source from which you can obtain maps, brochures on tourist attractions and motel and hotel directories. When you inquire for this information, let them know the month when the den plans to "travel" because some of the attractions are seasonal, and let them know what area of the state you are most interested in. Most of their literature is free or at a minimal price. This will be useful for the map exercise and will make working on the Traveler activity badge a much more colorful and pleasant experience.

USING PUBLIC TRANSIT

The Transit Authority will provide you with a system map and schedules of bus routes that serve your area. Explain to the Webelos that they can go anywhere that they want on this outing providing they can get there by bus. This will teach them the use of timetables to plan a trip and they will be taking a trip to someplace that interests them.

HOW MUCH PER MILE?

Webelos Woody's dad has offered to take him to the Nature Center to work on his Naturalist Activity Badge. Woody's father tells him that they could go by bus, taxi cab, or he will drive the family car. The bus would cost \$1.50 each for Woody and his father. The taxi cab would cost \$22.00 for both Woody and his father. The family car costs \$.25 per mile to operate and the trip would require 2 gallons of gas at \$1.00 per gallon. Woody's father says that they can leave as soon as Woody figures out what it would cost per mile to travel to the Nature Center by bus, by taxi cab and by car. The Nature Center is 20 miles away. *Answers: Bus, \$.15 per mile; Taxi cab, \$1.10 per mile; Car, \$.35 per mile.*

FIND THE MYSTERY CITY

Divide the den into two teams. Give each team captain a state highway map. Call out the names of various cities in the state and have the teams locate them on the map. The first team to locate the city wins the round (win or lose, make sure that both teams locate the town before moving on to the next). The team that locates the most towns wins.

PACKING A SUITCASE

Provide a medium sized suitcase and bring plenty of items to pack into it. Included in the items should be the necessities of any trip (extra clothes, toiletries, etc.) Be sure that you deliberately bring too much to fit into the suitcase so that the Webelos are forced to select only what they cannot do without for the trip. Have the Webelos select items and practice packing the suitcase.

WEBELOS TRAVELER "POSSIBLE KIT"

Early trappers had an answer to unexpected emergencies while traveling and they called it a "possible kit" or "possible bag". They figured out the possible emergencies they might meet in the wilderness and prepared for them.

Kit Carson's "possible bag" might have included items for trade with the Indians, emergency rations such as jerky, extra flints for fire making, and a packet of tinder wrapped in oil cloth against a time of wet and cold when he might need a fire in a hurry. Today's traveler doesn't need emergency rations or rifle flints, but a "possible kit" still has its place, particularly if you travel by automobile. Such a kit can be tucked into a glove compartment or kept handy in some corner of the car.

Every car should have a first aid kit, and the "possible bag" is not intended to replace the standard first aid materials.

* A needle and thread and a few safety pins can be very useful during the course of travel.

* A notepad and pencil or crayon has numerous uses, from jotting down a reminder to entertaining small children.

* Include a few of those commercially packed paper wash-up tissues in your "possible kit". They will come in handy for quick clean-ups.

* Finally, there is an item for your "possible kit" that is much like one carried by the trappers of more than a century ago. Wind about 50 feet of fishing line on a small oblong block of wood. Attach a cork bobber about 18 inches from the end of the line, a splint shot about a foot below the bobber, and tie on a number six hook at the end. Bury the barb of the hook in the cork bobber so it won't accidentally hook anyone. Now you are ready to take advantage of a rest break near a small stream or lake. Remember, if you are under 14 years of age, you probably don't need a fishing license in most states, but it is a good idea to check the regulations before you fish.

Experience will help you determine other items you may want for your own "possible kit". But, whatever your choice, being ready for the "possibles" will make travel easier and more fun for you and your family.

- adapted from Boys Life Magazine

GAMES YOU CAN PLAY

An assortment of games is a handy resource for traveling. Here are a few games that you may want to take along on your next trip with your family.

20 QUESTIONS - One person thinks of a person, place or thing for everyone else to identify. The rest of the family members may ask questions about it which can be answered "yes" or "no". If no one guesses after 20 questions have been asked, the person who thought of it has stumped the others and is declared the winner. Take turns presenting the mystery to be solved.

GUESS MY RHYME - One person thinks of a word and says, "Guess my word. It rhymes with _____ (fill in the blank)." Difficulty of words can be varied to suit all ages of players. The number of guesses can be limited or open-ended.

FIND THE MOST - The point is to see who can count the most of something by the time you reach your destination or within a specified time limit. People choose different objects to count: green cars versus red cars, cows versus horses, pickup trucks versus trailer trucks, Chevrolets versus Fords, or the license plates of 2 nearby states.

ALPHABET GAME - Look for letters of the alphabet in road signs as you travel along and shout them out as you see them. The object is to see who can spot all of the letters of the alphabet first.

THE CLAPPING GAME - One player claps out the cadence of some well known song, such as "She'll be Coming 'Round the Mountain" or "Baa, Baa Black Sheep". The others try to guess the song that is being clapped.

GEOGRAPHY - The first player begins by saying the name of a city, state or country. Each person that follows must give a geographic name that begins with the last letter of the place immediately preceding. For example, the first person says "Chicago." The next might say, "Oklahoma," the next "Austria", and so on. No name can be used more than once. A player is out when he can't think of a suitable name. The last remaining player is the winner.

I'M GOING ON A TRIP - The first player begins by saying "I'm going on a trip and I'm going to take _____ (fill in the blank; for example "a suitcase"). The next person repeats the exact phrase and adds another item. Each player in turn repeats the phrase, including all the previous objects in order and then adding a new one. A player is out when he forgets an item or confuses the order. The last remaining player is the winner.

ALPHABET SOUP - The first player says a word that starts with the letter "A" ("apple") each following player tries to think of other words that start with the same letter, "apple, artichoke, alfalfa ..." As soon as a player is stumped, he starts with the next letter of the alphabet, "boat". See how long (either in time or miles) that it takes your family to get through the entire alphabet.

SOUND ALIKE - The first player says a pair of words that sound alike by have different meanings ("knight - night"). The next player says two more words ("sun - son"). When a player cannot think of a pair of words he drops out, the last remaining player is the winner.

ROUND ABOUT STORY - The first player begins to tell a story ("Once upon a time in a very hilly country, there lived two itsy bitsy, teeny weeny old ..."). The next player must pick up the story and continue it. Continue around to all the players (go around to everyone several times). Try to weave a long intricate, imaginative story. If you have a tape recorder along, record the story for playback later.

INSIDE THE HOUSE - Be on the lookout for interesting houses or buildings near the road. Make up a story about who lives there. What are their names? ages? Occupations? likes and dislikes? What are they doing?

ALPHABETI-SPY - This is a touring game. When you reach the town or city limits start looking for objects starting with the letters of the town name. boys call them out. If the town is Lincoln, a boy might say, "I spy a library in Lincoln" and it would count two points as the first two letters are the same as in the town name. "I spy a lake in Lincoln" would count one point. A Lincoln car would be seven points. This can be played in a den meeting by thinking of objects that can be seen in the room.

BUZZ-MOBILE - This is an old game with a new twist -- counting cars that are coming toward you. When a car is seen, the first boy says "one" and with the next car the second boy says "two" and so on till the seventh car appears, when the next boy says "buzz-mobile". Any number with seven in it or a multiple of seven rates a "buzz-mobile". Seventy-seven would be "buzz-mobile, buzz-mobile".

DIFFERENT ANIMALS - Set a limit of 100 miles and see how many different animals you can observe in that distance. Make it a group project or keep score individually.

LOCO LOCATION - A guessing game everyone in the car can play. "It" dreams up an unusual place to hide in the car (behind the rearview mirror, in the glove compartment, etc.) Then "it" asks, "Where am I in the car?" Everyone guesses and "it" can answer only "yes" or "no". If the guessers have a hard time, then "it" can give clues with "warm", "hot", "red hot", "freezing", etc. The first one to guess becomes "it".

LICENSE PLATE - This is especially good to play on a long trip. See who can spot the largest number of license plates from different states. Keep the game running for the duration of the trip and see if you can find plates from every state. Anybody who sees a Hawaiian plate while traveling through central Colorado should be declared the winner automatically.

AUTO LICENSE TIC-TAC-TOE - Each player draws a tic-tac-toe grid on a sheet of paper. In each square, write a different number (0-9). They can be in any order. The umpire starts the game by calling out the last digit on the license plate of each car that passes by. If the number called is on his sheet, the player crosses off that number. The one to first cross off a tic-tac-toe (in any direction) is the winner. This same game can be done as Bingo using two numbers (01-99) and reading off the last two digits off the license plates.



COUNT THE COWS AND HORSES - Assign players equally to different sides of road. Each player counts the number of cows and horses on his side of the road. The maximum number that can be counted for a single large herd is 10 (a single large herd of 25 cows count only 10 points). The player to reach a preselected number (100, for example) is the winner. Variations to the game can be added. The player that passes a church or school on his side of the road can double his points. A graveyard on your side takes away all of your points (the player on the opposite side must see the graveyard and announce that the other player(s) have just lost all his (their) points). White horses can count 10 points.



TRAFFIC LIGHT



The traffic light simply would not turn green
So the people stopped to wait
As the traffic rolled and the wind blew cold
And the hour grew dark and late.

Zoom-varoom, trucks, trailers,
Bikes and limousines,
Clatterin' by - me oh my!
Won't that light turn green?

But the days turned weeks, and the weeks
turned months
And there on the corner they stood,
Twiddlin' their thumbs till the changin' comes
The way good people should.

And if you walk by that corner now,
You may think it's rather strange
To see them there as they hopefully gaze
With the very same smile on their very same
face

As they patiently stand in the very same place
And wait for the light to change.

- Shel Silverstein



WEBELOS - SCOUT TRANSITION

A TEN WEEK TRANSITION PROGRAM



"When I was a boy my Cub Scout Pack and Scout Troop were sponsored by different churches located two blocks apart. Consequently, as Cub Scouts, we didn't have a lot of contact with the Troop. That is - until we were Webelos.

My Webelos den met at the church that sponsored the Troop. We met the same night as the Troop but down the hall in another room. At first the Troop seemed to be a mysterious group of strangers, but as time went by I became more and more comfortable with "the Troop down the hall". So every Tuesday night my Webelos den got to see the Scouts in action. Eventually we were playing a game or two with the Scouts; The Scouts were helping with our activity badges; and we were really getting to know the Scouts. By the time graduation rolled around I was so excited about joining my Boy Scout friends, I never considered not joining!"

Sound like a good idea? It is - and it's easy and it works! Here is all that needs to happen: Beginning in late November or early December (10 weeks prior to Webelos Graduation/Blue and Gold Banquet), the Webelos den needs to meet at the same place and time as the Troop. The following schedule will help make the transition successful.

Week 1: Webelos, Parents and Webelos leaders are invited to a special Troop meeting and camp promotion. This will give parents an opportunity to meet the Troop leadership, see the meeting facilities and learn more about Scouting.

Week 2: The Webelos den is included in the Troop Opening Ceremony. The rest of the meeting is held separately working on the Webelos Activity badges.

Week 3: The Webelos den is included in the Troop Opening Ceremony and a game (not Boy Scouts against Webelos, however). The rest of the meeting is separate though the Webelos Den Chief should join the Webelos to help with activity badges.

Week 4: (Now the Webelos den should always be included in the Opening Ceremony and game.) The Senior Patrol Leader and Patrol Leaders join the Webelos den meeting to help them plan for the upcoming Webelos/Troop campout.

WEEKEND BETWEEN WEEK FOUR AND FIVE:

WEBELOS - PARENTS & TROOP CAMPOUT

Week 5: (Opening/Game) A Scout joins the Webelos den meeting to teach the Webelos the Scout Oath and Law (Arrow of Light Requirement #2) and help with activity badges.

Week 6: (Opening/Game) A Scout helps with activity badges at den meeting.

Week 7: (Opening/Game) A Scout joins Webelos den meeting to teach Webelos the Scout motto, slogan, sign, salute and handclasp (Arrow of Light Requirement #3) and help with activity badges.

Week 8: (Opening/Game) Patrol Leader(s) (Webelos Den Chief) assigned for future patrol (made up of Webelos Den). Patrol Leader(s) meet(s) with den to teach elementary first aid (Arrow of Light Requirement #4).

Week 9: (Opening/Game) Patrol Leader(s) meet with den to plan for upcoming District Klondike.

Week 10: Pack Meetings - Webelos graduation into the Troop. Troop leadership and Scouts on hand to welcome new Scouts.

Of course there may need to be variation in the schedule due to weather, vacations, and dates of the campout and District Klondike.

This plan will work - and you'll have better Scouts because of it. Good luck!

WEBELOS DEN INDUCTION CEREMONY

Personnel - Cubmaster or advancement chairman; Indian Scout (den chief); Indian Chief (Webelos leader); Drummer; Webelos; and Cub Scouts about to become Webelos.

Equipment - Indian drum, artificial campfire, Indian costumes.

Arrangement - Webelos Scouts in Indian costume sit on stage or the floor in a circle with artificial campfire in a prominent position, with the drummer standing to one side or sitting in a circle. Indian Scout stands in front of the circle.

CUBMASTER: (As drum beats softly, he comes into the room, calls the names of the boys to be inducted) Oh, Scout of the Indian tribe of Webelos, we have ___ boys who wish to enter the Webelos circle.

INDIAN SCOUT: Whom do you have?

CUBMASTER: (Reads names and den numbers)

INDIAN SCOUT: Come forward, Cub Scouts. (Drum beats as boys come forward) Give the Cub Scout salute. (They do. Drum beats again as Indian Scout escorts boys to the Indian Chief)

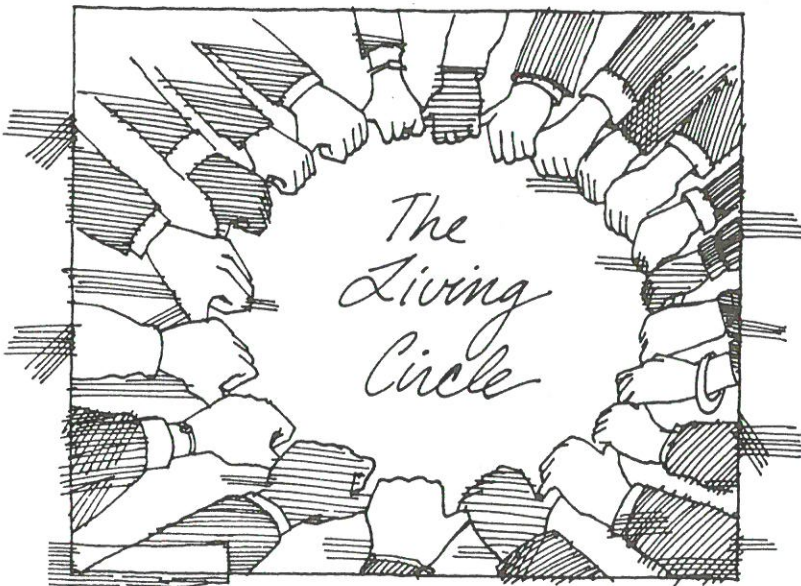


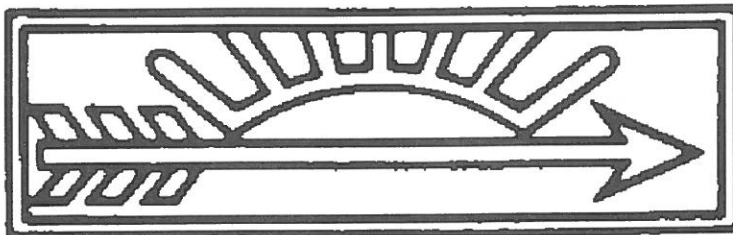
INDIAN CHIEF: Very well, Cub Scouts, can you give the Cub Scout Promise? (They do) Now, what is the Cub Scout motto? (They repeat motto) And what is the Cub Scout sign? (They give the sign) Now the biggest test of all before you are admitted to the Webelos circle: (Drum booms as he stands up with his arms folded across his chest, and looks solemnly out into space) Scouts of the Webelos tribe, you have heard the charges of this circle. What are your desires?

INDIAN SCOUT: Cub Scouts (to boys being inducted), can you tell us the meaning of "Webelos"? (They do. The Indian Scout kneels down and whispers into the ear of the Webelos Scout nearest him. This message is passed all around the circle of the Webelos Scouts. The last boy nods to the Indian Scout) My brothers think that these Cub Scouts will be worthy brothers of the Webelos tribe and we hereby extend a hearty welcome and invite them to join our circle of friendship.

INDIAN CHIEF: Come, Cub Scouts. Here is your Webelos neckerchief. Wear it with pride. Sit with us now and join our circle of friendship. (Cub Scouts sit in a circle with Webelos Scouts. They join hands with arms crossed right over left.)

ALL: May the Great Master of all Scouts be with us until we meet again.





ARROW OF LIGHT AND ADVANCEMENT CEREMONY

Akela's Life Story

Equipment: Ceremony board or log with three small candles and one large candle; tom-tom; artificial camp fire.

Setting: Akela enters and walks behind the fire. Akela gives the Cub Scout sign and tom-tom beating stops. He lights the large candle to represent the Spirit of Akela.

Narrator: Akela was the big chief of the Webelos tribe; tall, stalwart, straight as an arrow, swift as an antelope, brave as a lion - he was fierce to an enemy but kind to a brother. Many trophies hung in his teepee. His father was the son of the great yellow sun in the sky. He was called the "Arrow of Light." His mother, from whom he learned those wondrous things that mothers know, was called "Kind Eyes". He began to understand the signs and calls of the Webelos tribe. Then he was taken on little trips into the forest among the great trees and streams. Here, from the wolf, he learned the language of the ground; the tracks and the ways to food. (At this point, Akela lights the small Wolf candle using the large candle.)

Akela: With this candle, representing the "Spirit of Akela", we light the trail of the Wolf. From the signs along the Wolf trail, I see the following braves are ready for advancement in the Wolf Clan of Akela's tribe. (Akela calls names of the boys receiving Wolf badges and arrow points. They come forward and stand before the campfire. Akela presents awards.)

Narrator: Then from the big, kindly bears, he learned the secret names of the trees, the calls of the birds, the language of the air.

Akela: (Lighting the Bear candle) With the "Spirit of Akela" we light the Bear trail. From the signs along the Bear trail, I see that the following braves are ready for advancement into the Bear Clan of Akela's tribe. (He calls forward the boys who are receiving Bear badges and arrow points.)

Narrator: But before he could become a Scouting "brave" on his own, he had to prove himself by trying out new skills, performing certain tasks and passing tests of accomplishment.

Akela: (Lighting the Webelos candle) With the "Spirit of Akela" we light the trail of the Webelos. From the signs along the Webelos trail, I see that the following braves have shown their skill in... (He calls the names of the boys receiving activity badges and indicates which badges they earned.)

Narrator: Then, Akela was required to pass the highest test of all. he must prove himself qualified to wear his father's name "Arrow of Light".

Akela: From the signs further on down the Webelos trail, I see that the following braves have proven themselves worthy to wear the "Arrow of Light", the highest award in Akela's tribe. (He calls forward the boys who have earned the Arrow of Light Award.) (Drum stops) From the four winds, Akela hears that you braves are doing well along the trails that will lead you into Boy Scouting and the highest trail of all, that of the Eagle. Now will all Cub Scouts stand and repeat with me the Cub Scout Promise.

GRADUATION CEREMONY

(used with a standard Pack Ceremony Totem: Each rank shown with candles beside the ranks.)

Setting: Call the graduation Webelos Scouts and parents forward. Then turn off the house lights.

CUBMASTER - When you boys joined Cub Scouting, you came to us as Bobcats. This was a rank that each of you had to achieve before going any further. (Light Bobcat candle)

You were a member of a Cub Scout den where you worked on projects that helped develop your skills and mental ability. You made new friends and had a lot of fun. Then you earned the Wolf rank. (Light Wolf candle)

When you began working on the Bear rank, you found the achievements a little harder and more challenging. That was because you were growing older. Soon you had earned the Bear rank. (Light Bear candle)

Then when you were old enough, you transferred into a Webelos den with _____ as your Den leader.

WEBELOS DEN LEADER - The activities in the Webelos den were a little different from what you were used to. That's because you were getting ready to become a Boy Scout. First you earned your Webelos rank. (Light Webelos candle) Some time later you earned the Arrow of Light award. (Light Arrow of Light candle)

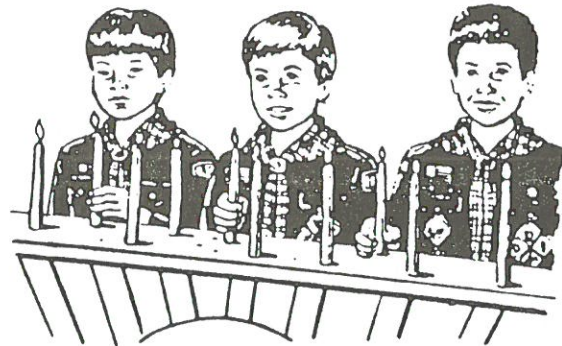
Do you remember our first campout? (Reminise at this point, saying something that each boy has done during the past year.)

Well, you boys didn't stay boys long. Look at you! All of you have grown into fine young men who have left their mark on my heart. I am very proud of all of you. I remember how hard you worked to learn the Scout Oath and the 12 points of the Scout law.

Now you are going on to something even more challenging and fun.

SCOUTMASTER - (Welcomes new Boy Scouts and parents to the troop. Tells them a little about what they can expect from Scouting. Issues a challenge to each boy, hoping he will attain the rank of Eagle Scout.)

Note: You may also wish to include the exchange of Webelos Scout neckerchief for the troop neckerchief, or presentation of the "Boy Scout Handbook".



REMEMBER: Transition of a Webelo into Boy Scouts is not complete until the:

*Troop
Registration
Application
Neatly
Slides
In
The
In-basket
On the
Nearest
Executive's
Desk!!!*

**PACK
HELPS**

PACK ADMINISTRATION

The following pages are ONLY a guideline for Pack Administration. May these be a help so that your Pack may strive to be the best. You have the help of all the Scouting Brotherhood at your fingertips. Remember... if you don't ask questions and seek out answers, you will only keep wondering what to do and where to go. Solve the little problems and the big ones will take care of themselves.

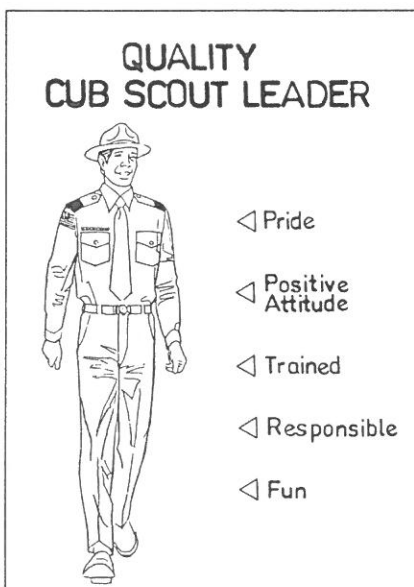
WHAT IS PACK ADMINISTRATION?

Your goal is to have a successful, well-run, enjoyable, quality Cub Scout Pack. Trained leaders and well informed Executives are a start. There are many other Guide Lines other than the basic Leaders Manuals. There are the annual Program Helps, Training Classes, Monthly Roundtables, and activities galore.

WHO MAKES UP A PACK ADMINISTRATION ?

COMMITTEE:

Ideally it is made up of a Committee Chairman, Treasurer, Secretary, Advancement Chairman, Cubmaster, and a support staff (the people in charge of planning and running the special activities and events).



JOB FUNCTIONS OF EACH POSITION:

CUBMASTER: An Adult who will be the leader of the Pack. The boys should be able to look up to this person. The Cubmaster is the Master of Ceremonies at the Pack meetings, and is also part of the Pack Committee. The primary functions of the Cubmaster are:

- A. Conduct Pack program according to the policies of the Boy Scouts of America.
- B. Plan and help carry out the Cub Scout program in the Pack. This includes a good monthly pack meeting.
- C. Know about and use program literature seeing that the Pack program, Leaders, and Cub Scouts reflect positively the interest and objectives of the Chartered Organization and the Boy Scouts of America.
- D. Work with the Pack Committee on program ideas; selecting and recruiting adult leaders, and establishing a budget plan.
- E. Guide and support Den Leaders seeing that they receive the required training for their positions.
- F. Recruit a Den Leader Coach as needed.
- G. Help organize Webelos Den and encourage graduation into a Scout Troop.
- H. Maintain good relationships with parents seeking their support and including them in activities.
- I. See that Cub Scouts and Webelos Scouts receive a quality, year round program that is filled with fun and activities that qualifies the Dens and Pack for the National Summertime Pack Award.
- J. Guide Cub Scouts in Good Turns and conservation projects.
- K. See that the responsibilities specified for the Assistant Cubmaster are carried out.
- L. Assist the Pack Committee Chairman in conducting the annual planning conference and the monthly Pack Leaders' meetings.
- M. Take part in charter review and annual charter presentation ceremony.

COMMITTEE CHAIRPERSON: An Adult who oversees and keeps the Pack Committee organized. This individual delegates different jobs to different Committees. This should be a person who can motivate others in a gentle but firm manner. The chairperson should also be available to attend all planning sessions, general meetings and Roundtables. The primary functions of the Committee Chairperson are:

- A. Maintain a close relationship with the Scouting Coordinator keeping him/her informed of the needs of the Pack.
- B. Report to the Chartered Organization to maintain harmonious relations.
- C. Confer with the Cubmaster on policy matters relating to the Cub Scout program and the Chartered Organization.
- D. Supervise Pack Committee operations by:
 1. Calling and presiding at Committee meetings.
 2. Assign duties to Committee Members and train if necessary.
 3. Plan for Pack Charter review, Roundup and Registration.
 4. Approve bills before payment by Treasurer.
- E. Conduct the annual Pack Program Planning.
- F. Conduct the monthly Pack Leaders' meeting.
- G. Ask Committee to assist with the recommendations for Cubmaster, Webelos Den Leaders, Den Leader Coachs, Den Leaders and their assistants.
- H. See that new Dens are formed when needed.
- I. Work with Chartered Partner Representative to provide adequate and safe meeting places.
- J. Cooperate with the Cubmaster on Council approved money-earning projects so that the Pack may have money for materials and equipment.
- K. Control finances through adequate finance records.
- L. Maintain adequate Pack records and take care of property.
- M. Assume the duties of the Cubmaster if needed until one is recruited and trained.
- N. Provide a Parent Training program.

TREASURER: An adult who helps the pack run smoothly financially. This person should be able to handle financial details accurately. No Pack can run without funds. A guiding hand is necessary to help set up a budget guideline. The Treasurer's primary functions are:

- A. Help the Pack Committee and Cubmaster in establishing a sound financial program for the Pack with a budget plan.
- B. Open a bank account in the name of the Pack and arrange all transactions.
- C. Approve budget expenditures.
- D. Collect all funds and deposit same as needed.
- E. Keep up-to-date records entering all income and expenditures.
- F. Be responsible for thrift training within the Pack.
- G. Make periodic reports on the Pack's financial condition.
- H. Provide petty cash needs for the leaders. Guide pack in conducting Council-approved Pack money-earning projects.

SECRETARY: This Committee Member keeps records of all Committee meetings. The Secretary's primary functions are:

- A. Keep informed of all Cub Scout program literature, materials records and forms. Inform leaders of available forms and how to use them.
- B. Maintain the inventory of Pack property.
- C. Handle correspondence for the Pack by writing letters of appreciation, writing for reservations, or ordering supplies.
- D. Keep notes on Pack Leaders' and Committee meetings.
- E. Notify leaders of monthly meetings and other activities.
- F. Record advancement of Scouts into Boy Scouts in the Pack Record Book.
- G. Provide Den Leaders with records and forms for meetings.

ADVANCEMENT CHAIRMAN: This person must keep track of the achievements and honors each Scout earns. The primary functions of the Advancement Chairman are:

- A. Help plan and conduct induction and advancement recognition ceremonies.
- B. Train parents and Committee to promote advancement.
- C. Arrange graduation ceremonies with Cubmaster and Scoutmaster.
- D. Promote the use of Cub Scout and Webelos Advancement charts to promote and record advancement in Dens.
- E. Collect Den Advancement Reports at monthly Pack Leaders' meetings. Order badges and insignia on Advancement Report Form.
- F. Promote BOYS' LIFE magazine as an aid to advancement.
- G. Promote wearing and proper use of uniform and insignia.

CHARTERED ORGANIZATION

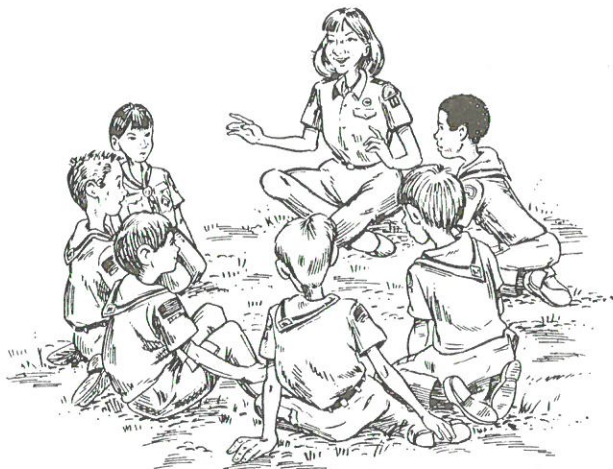
REPRESENTATIVE: This person acts as a liaison between the Pack and the Charter Organization. The primary functions of the Chartered Organization Representative are:

- A. Help recruit the right leadership.
- B. Encourage unit leaders and Committee members to take training.
- C. Promote well-planned unit programs.
- D. Serve as liaison between the unit and Chartered Organization.
- E. Organize units as needed.
- F. Promote the recruiting of new members.
- G. See the boys graduate from unit to unit.
- H. Assist with unit Rechartering.
- I. Suggest Good Turns for your Pack to do for your Chartered Organization.
- J. Encourage unit Committee meetings.
- K. Develop organization leadership.
- L. Encourage active outdoor unit programs.
- M. Emphasize unit advancement and recognition.
- N. Bring District help and promote its use.
- O. Encourage recognition of leadership.
- P. Represent your organization at the monthly District Committee meetings and on your local Council.

SUPPORT STAFF: These are the people who help the PACK GO. They include: the Den Leader Coach, Wolf and Bear Den Leaders, Webelos Leaders, Tiger Cub Coordinator, and Cubmasters.

DEN LEADER COACH: The duties of this position include helping Den Leaders understand the purposes, policies and procedures of the Chartered Organization and the Boy Scouts of America. This person helps new Den Leaders plan and conduct their first several Den meetings. He/She should encourage all leaders to attend training classes such as basic training, Seminars (like this one), and Roundtables. The primary functions of the Den Leader Coach are:

- A. Hold monthly meetings with the leaders to help plan Den activities and programs agreed on at Pack Leaders' meetings.
- B. Be thoroughly informed on the latest Cub Scout program material.
- C. Give continuing support and help to Den Leaders.
- D. Be available to attend Den meetings substituting for a Den Leader if needed.
- E. Help Cubmaster in recruiting Den Leaders and assistants.
- F. Be sure that Den Leaders understand the Pack budget plan.
- G. Serve as a communications link between Cubmaster and Den Leaders or Webelos Patrol Leaders keeping Cubmaster informed on the successes and problems of Den Leaders.
- H. Participate in the annual planning meeting and the monthly Pack Leaders' meetings and monthly Pack meetings.
- I. Participate in monthly District Roundtable meetings and District/Council training programs.



DEN LEADERS AND THEIR ASSISTANTS:

Together these people need to work on planning and carrying out a year-round program of activities for their Dens or Patrols to achieve the purposes of the Cub Scout program. They need to lead their groups in the participation at the monthly Pack meetings. Their primary functions are:

- A. Conduct Den meetings.
- B. Cooperate with other Pack Leaders.
- C. Have a plan for recruiting new boys on a year-round basis.
- D. Use various Cub and Boy Scouting materials as other sources of ideas and information.
- E. Encourage boys to advance. Maintain accurate records and see that each Scout is appropriately recognized for his achievement.
- F. Instill Scouting's spirit and moral values through personal example, ceremonies and meaningful activities such as goodwill and conservation projects.
- G. As boys complete the Webelos program, work with Pack Committee to establish a good relationship with neighborhood Scout troops. Try to graduate every Webelos Scout into a Troop.
- H. Ask qualified persons including adult family members of the Scouts to serve as project coordinators.
- I. Help the Den earn the National Summertime Pack Award.
- J. Be sure a leader is available for all meetings and activities.
- K. Participate in the annual planning meeting and the monthly Pack Leaders' meetings.
- L. Participate in the monthly District Roundtables and other training activities as announced.

TIGER CUB COORDINATOR: This person organizes the first graders and their parents into groups that meet monthly to help prepare these boys for entering into the full Cub Scout Program. It is ideal to have a separate individual who does not have other functions within the Pack Committee to handle this job. At the end of the Scouting Year, it is desired that this Coordinator assist in obtaining new leaders for the new dens. This person should be able to drop in and help plan the monthly meetings. The Tiger Cub Coordinator's primary functions are:

- A. Attend Council Tiger Cub Training in August.
- B. Coordinate and run your Back to School Night Tiger Cub family organization meeting.
- C. Issue "Family Activity Packet" to each new Tiger Cub Family and collect the necessary registration fees.
- D. Have at least two (2) follow-up meetings with the Tiger group to stabilize their program if needed.
- E. Invite the Tiger Group to at least one Pack Function.
- F. Coordinate Tiger group graduation into your Pack in May, August or September, depending on when your Pack moves their boys up a rank. Attend the annual and monthly planning meetings of the Pack.

GENERAL COMMITTEE MEMBERS:

These are the people who head up the fund raisers, are refreshment chairmen, Outings Coordinator, Public relations member, etc. Their jobs can be assigned and designed as seen fit by the Pack Committee.

We have briefly touched on some of the jobs and people involved in Pack Administration. As you can see most of the jobs overlap in responsibilities. The communication between Committee members is essential. By no means is this an entire list of jobs or descriptions. Each Pack must design their own outline and coordinate to their own needs.

WHAT DOES THE PACK COMMITTEE ACTUALLY DO?

PROGRAM PLANNING: This function of the Pack Committee involves the Annual Planning Meeting, Den Leaders' meetings and the monthly Committee Meetings.

The Annual Planning Meeting should be held in August just after the August Roundtable. The twelve month themes and District and Council schedules are included in the packet usually handed out at Roundtable. The meeting should include all interested adults. This is the time that the Pack's twelve month tentative calendar, budget, and general programs are set up. All adults who wish to serve on a specific committee should attend. (A Sample Annual Calendar can be found in the Annual Planning Session section at the end of this chapter.)

The Monthly Pack Committee Meetings: This is the time you can fine tune the monthly pack meetings and prepare for the up-coming Pack meetings and projects. Also the long range, time consuming planning projects can be addressed. This is also the time your Committee Chairman presents ideas and asks for help.

RECRUITMENT : Without new boys to replace those who have moved on to Boy Scouts, there will be no Pack. Without Leaders and Committee members to guide these boys, the pack can not function. It is important to have one person oversee your recruitment, if at all possible. Ideally you will obtain new boys through the Back to School Night for Scouting. This should occur shortly after school starts in either August or September. However, we do encourage boys to join Scouts anytime during the year. A follow up at the school a couple of weeks after the big recruitment drive can net several more interested boys and parents who were not able to attend the initial meeting.

SUMMERTIME PROGRAM: All Packs should strive to be a year round unit. The National Summertime Pack Award is an award that every pack can earn by following the guide lines as set up by the National Headquarters. Every boy and adult can earn the individual Summertime Award by participating in the Pack events during the summer months. This is a good opportunity for the Pack to do some fun activities and for the boys to become aware of the great outdoors.



QUALITY UNIT: Quality Unit awards are very valuable to a Pack. This allows the Pack to receive their Badges of Rank free. The guidelines are set up by National Headquarters and are provided to the Pack at Recharter time.

EVALUATION: The hardest part of a Pack Committee is to evaluate itself to find out where they have been and where they want to go. Perhaps a rut has been reached, or perhaps a new new outlook is needed. This is the time to perhaps sit back and take an outsiders look at yourself. Help is available through the District office and your Area Commissioner. **JUST CALL - THEY ARE THERE TO ASSIST.**

UNIFORMING

The Boy Scout of America has always been a uniformed body. Its uniforms help to 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 _ It represents a democratic idea of equality, bringing racial, economic, religious, national, ethnic, political, and geographical differences in the Scouting tradition.

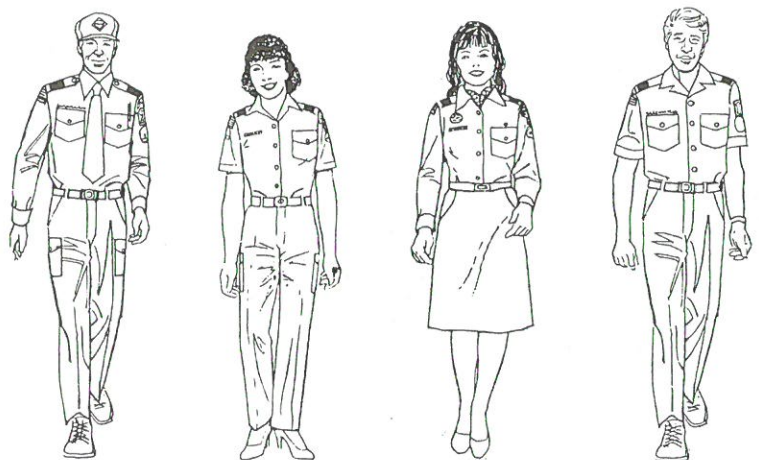
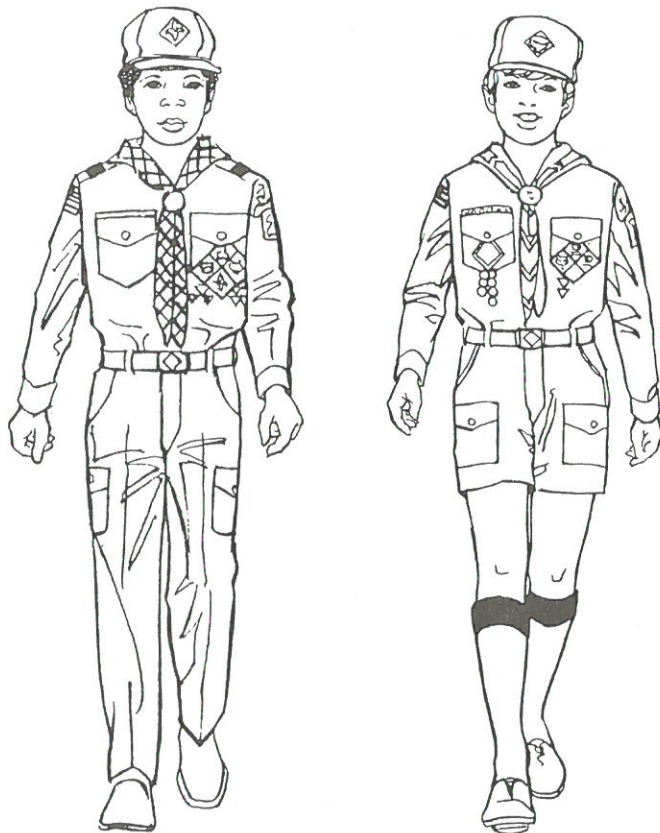
IDENTIFICATION _ It identifies youth and adult members of the Boy Scouts of America, visible as a force for good in the community.

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 purpose of the Boy Scouts of America. It encourages them to take Scouting seriously because of the investment in uniforms by parents of the youth and by the adults themselves. It is a way of making visible a member's commitment to a belief in God, loyalty to country, and to helping other people who need them.

PRIDE _ When Cub Scouts wear insignia correctly, they feel greater pride in being members of the Pack. However, a Cub Scout does not become uniform conscious overnight. Pack leaders, Den Leaders, and parents must first recognize the importance of wearing the complete uniform and insignia correctly. The uniform makes a difference in personal pride, Den and Pack spirit and personal conduct. Properly uniformed leaders set the pace which will influence boys and parents. Scouting leaders - both volunteer and professional - promote the wearing of the correct complete uniform on all suitable occasions.

UNIFORM INSPECTIONS: Dens and Packs are encouraged to hold regular uniform inspections for continued good uniforming and appearance. Pack uniform inspection is necessary for Charter Renewal and to earn the Quality Unit Award. Your Unit Commissioner will be glad to assist with the inspection. Uniform inspection sheets are available at the Scout Service Center.



TRAINING

The following training is available for leaders:

ORIENTATION - A short training session which may be conducted at School Night for Scouting or rallies, or at a Pack parents' meeting. It introduces parents and new leaders to the total B.S.A. program, with emphasis on Cub Scouting. It is a foundation for further training.

FAST START TRAINING - A video series available for use by trainers and experienced leaders in coaching new leaders. Provides temporary help until new leaders can attend training sessions.

BASIC TRAINING - Leaders are encouraged to attend basic training before assuming job responsibilities, so they will be qualified to conduct the Cub Scout program. Each District conducts its own basic training and you are welcome to attend in any District.

ROUNDTABLE - A monthly District meeting of leaders, to provide program ideas on the next month's theme which can be used in Den and Pack programs. It is also an informal meeting of sharing leadership experiences and ideas.

S.A.L.T.S. (formerly called POW WOW) - Scouting's Adult Leader Training Seminar - An annual, all-day Council-wide training event for all Scouting leaders, offering training in a variety of different areas. All leaders are encouraged to attend this exciting, fun-filled, informative event.

PHILMONT CONFERENCE - Week-long training courses (by invitation only) under the direction of the National Volunteer Training Committee are offered during the summer at Philmont Scout Ranch, Cimarron, New Mexico. Special programs for family members make this a great family vacation with the added attraction of training, and an opportunity to get acquainted with Cub Scouters from all around the nation.

CUB SCOUT TRAINERS' WOOD BADGE -

An advanced training course. A memorable training event by invitation only. Train The Trainer, not less than two years registered as a Cub Scout leader and the desire to become a dedicated Scouter are some of the prerequisites.

CUB SCOUTS ACTIVITIES

Most of the Cub Scout activities for your Pack should be planned at your annual planning meeting. Others will appear during the year.

Basically there are three types of activities each Cub or Webelos has an opportunity in which to participate:

DEN MEETING: The Den meeting itself is an activity. A special activity such as a field trip relating to the monthly theme would be another Den type activity. Cub and Webelos Scout field trips are important, not only to have a break from the "regular meeting" but also to give an air of excitement and anticipation for the coming event.

PACK MEETING: The pack meeting is an activity. Other types of Pack activities could be fund raising, community projects, projects for the sponsoring organization, special field trips to interesting and fun places.

DISTRICT/COUNCIL ACTIVITIES: The District/Council activities are or should be a very important part in scheduling your Pack activities. These events are announced in special mailings and at Roundtables. Some of these events are Scout Shows; Boy Scout Camporees; Day Camps; Cub Weekends; Webelos Weekends and others.

LIFE IS A TEST.

It is only a Test.

If this were your Actual Life, you would have been given better instructions.

ANNUAL PLANNING SESSION



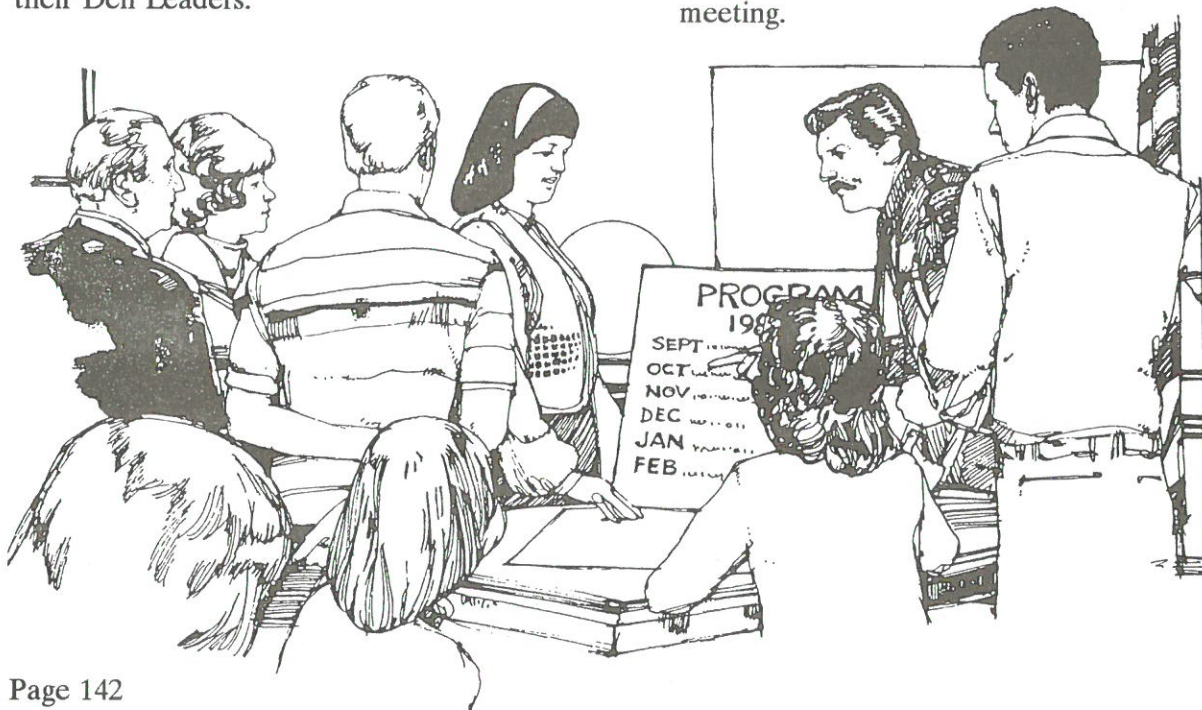
When you have your annual planning session, the activities should be planned for the coming year. The suggestions of activities should be geared to compliment the monthly themes. Hopefully at the planning meeting a person will be selected to be in charge of the activity will be chosen for the various Den and Pack activities. As the time for the special event nears, the person in charge and the Pack Committee will need to make additional assignments, decisions, modifications and final plans.

Cubbing is a family affair. Most activities the entire family is encouraged to participate in. Other times it is just Cubs and Webelos and their Den Leaders.

SAMPLE PACK CALENDAR

August	Graduation for Tiger Cubs, Wolves and Bears advance a rank
September	New Dens and Leaders
Installed	
October	Halloween Party
November	Space Derby
December	Christmas Activity
January	SME and Pack Inspection
February	Blue and Gold Function
March	Pinewood Derby
April	Preparation for District Summer Event
May	Regatta
June	Fun Activity out-of-doors
July	Bar-B-Que and Softball
August	Graduation

TO FINE TUNE THE CALENDAR: Add in the monthly themes, District and Council events, and anything that applies to your Pack such as: Committee meetings, when advancements are due to the Chairman, fundraisers, etc. It is up to your imagination to create your own Pack calendar. It can be done monthly as a reminder or only once a year and handed out at the August Pack meeting.



SCOUT SHOW TICKETS - HOW NOT TO LOSE YOUR MIND

OH NO! Here I am at the March Roundtable and they are talking AGAIN about the sales of Scout Show Tickets, WHAT AM I GOING TO DO?. Someone has to get this organized! Where to sell, how to sell and when to sell... We only have five weeks before the Scout Show, I'll never get this done!

Does this sound like you? Don't worry - this is a guideline to help you organize your Pack's ticket sales and make money for your Pack.

First, recruit adults to be responsible for this job, and yes, it is a job. You need one or two people to share this responsibility. One person to be in charge of arranging locations and one person to handle distribution of tickets and money reconciliation. These people must work hand in hand to coordinate everything, and help motivate the leaders.

Ideally you need to start making arrangements for locations just after the Christmas holidays. Check out busy Businesses, local shopping centers, bus stops, scheduled events that are being held in your area during the sales weeks. You need to obtain WRITTEN confirmation from the management. You will need to know what hours you can sell and where. Confirm them about a week or two before selling starts. Sometimes management does change and the new management will not honor the prior agreements.

The location coordinator needs to set up a schedule of places and times. Check with each leader as many boys are in sports on weekends and certain times are inconvenient. A schedule may look something like this:

SATURDAY MARCH 5th:

<u>DEN</u>	<u>LOCATION</u>	<u>TIME</u>
1	Willy's Meats	8 AM - NOON
3	Willy's Meats	NOON - 4 P.M
2	Pat's Dress Shop	8 - 10 AM
Owl	Pat's Dress Shop	10 AM - 2 PM
2	Pat's Dress Shop	2 PM - 4 PM

This schedule will allow the boys in Den 2 to participate in a sports function. You may also want to have times available for after school and during the Spring Break of Schools. Many parents are available if they are asked to take boys to locations. BUT REMEMBER THEY MUST STAY WITH THE BOYS. Two deep leadership is required when selling. This can be a leader and another adult, it does not have to be two leaders.

After the selling is all done, you may want to send Thank You notes to each contact person. You may also want to invite them to a Pack meeting when the boys receive their Scout Show Ticket Sale Prizes. A small Certificate of Appreciation is always nice.

Set a goal for selling. Last year your Pack may have sold 250 tickets. This year try for 300. OR every Scout needs to sell at least 10 tickets each. OR have a contest between Dens / Patrols / Tiger Cubs and have an award of a pizza party for that group. Remember, the Tiger Cubs may sell also; they are a part of your Pack.

Give each Den Leader a form to keep track of who sold what. Have a master record of boys in the Pack. When money is turned in, be sure to balance with the adult turning in the money before they leave you. It is very hard to go back at a later date to figure out where shortages and overages occurred. You will need to work with the Treasurer of the Pack to deposit excess monies and get checks to give to Council on Turn In Days. (Council prefers to receive one check instead of cash...)

At the end of Sales Time Period, Council will need to know who your top seller was and how many tickets he sold. Having individual den records make this calculation very simple.

If you take each item that needs to be done one at a time, it will much easier and you will find that your pack will sell more.

Notes...

**SPECIAL
PROGRAMS**

CUB SCOUT ACADEMICS - THE SMART WAY !!

Cub Scouting is FUN. The word "scholarship" sounds stuffy, not fun. Through the Cub Scout Academics Program, Cubs learn that scholarship is just another way of having adventures. Learning how to read, expressing themselves through writing, and learning how our world is put together are all adventures.

Television gives examples of what adventure is. The actors on television meet challenges and face the unknown. Just when all seems to be lost, the hero saves the day and all is well. How did the hero know what to do? Was he or she stronger, braver, or smarter? It was probably a combination of all three, but the most important was being smarter. The hero **knew** how to solve the problems.

The more that is learned now, the smarter our youth will be. Not only will they be able to solve problems and challenges, but they will enjoy life more, because they will **know** more about it.

Cub Scout Academics is a way the Cub Scout program can supplement the learning our young people do. Emphasis is on learning about four "techniques" (subjects), participating in a chosen subject, and on "doing your best." Cub Scout Academics is not an advancement program; guidelines are simple, requirements are few. Cub Scout Academics is flexible, easy to do, varied, and FUN!

The Scout should receive recognition for activities completed (1) in his den or pack, (2) in a community group (school, church, etc.), or (3) as an individual Scout.

RECOGNITION ITEMS

BELT LOOP--is received by a Scout for doing his best to learn about the things in the Cub Scout Academics booklet for the chosen subject and for putting what he learns into practice in one of the three places listed. It is worn by the Scout only on his uniform belt.



ACADEMICS PIN--is received by a Scout or an adult for earning points doing the activities listed in the booklet in the chosen subject. One point is earned for thirty (30) minutes of activity. Sixty (60) points are required for the pin. The sixty points should be earned in a ninety (90) day period; no more than five (5) points should be earned in one day **except** in Music where points are earned per activity. The pin is worn by the Scout on the patch vest or on the Academics Letter.



ACADEMICS LETTER--is received by a Scout who has received any one belt loop and any one Academics Pin and has an adult "partner" who has received any one Academics Pin. It is worn on a patch vest or appropriate non-uniform apparel.



ADULT PARTNER--is an adult/parent who receives an Academics Pin for following the same guidelines as the Scout. Adults may wear the Academics Pin on non-uniform apparel. Adults may not receive the belt loop or Academics Letter.

GETTING STARTED is easy!!

There are four simple steps:

- (1) Select one of the academic subjects offered in Cub Scout Academics.
- (2) Gather the resources (the booklet on the chosen subject).
- (3) Learn about the chosen subject (read the booklet).
- (4) Do it!!!

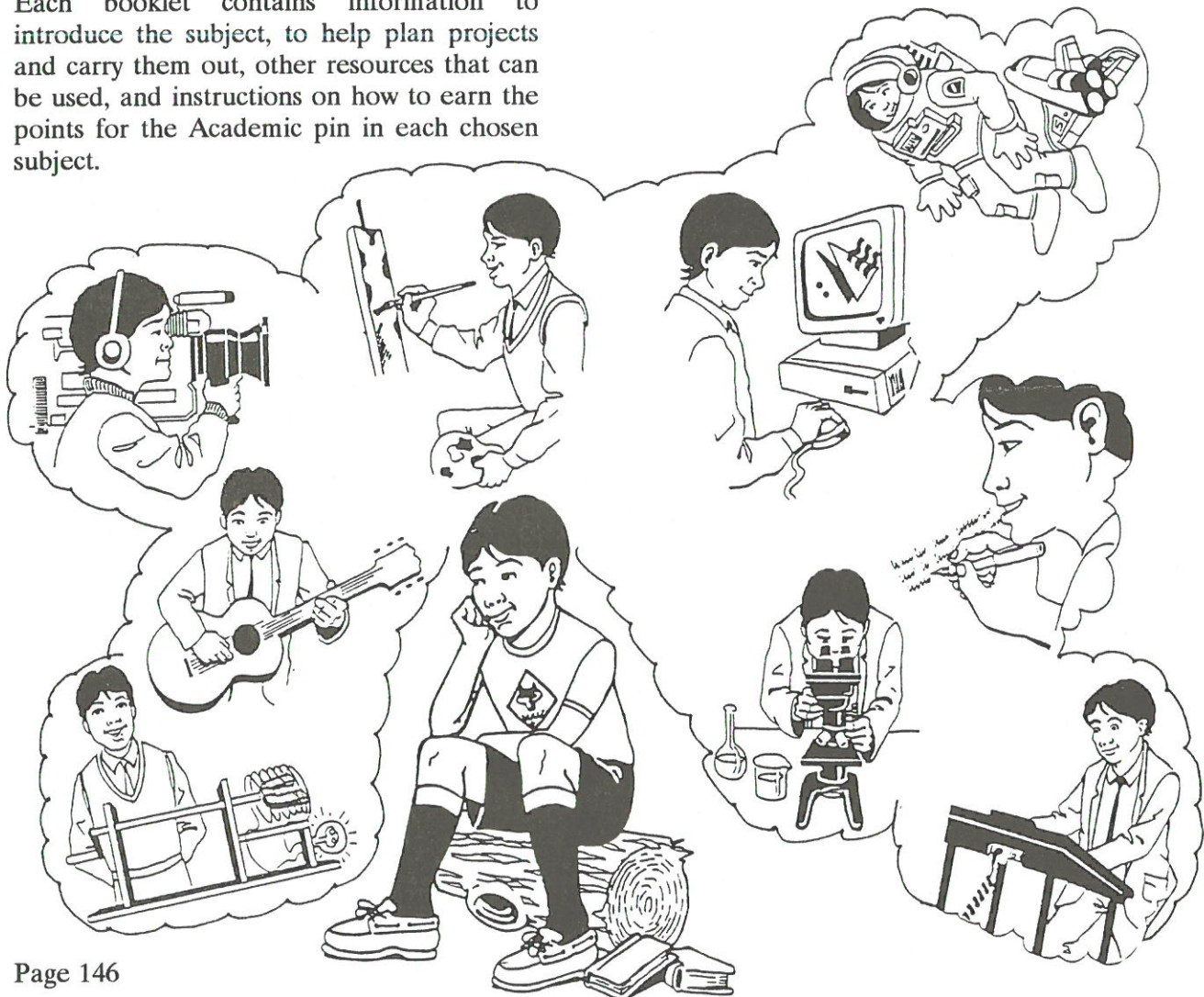
RESOURCES--are available at the Denver Scout Shop:

There are individual booklets available for Communicating, Music, Art, and Science. Each booklet contains information to introduce the subject, to help plan projects and carry them out, other resources that can be used, and instructions on how to earn the points for the Academic pin in each chosen subject.

REMEMBER:

- * Emphasize learning, scholarship, and "doing his best."
- * Do NOT emphasize **being** the best.
- * Recognize the Scout for time spent in activities with his den or pack, in his community groups, or as an individual Cub.
- * With the variety of activities available in each area, there is something for every boy. Encourage each boy to choose one subject to learn about and participate in each year of Cub Scouts.

Good luck with the academics program in your pack.



CUB SCOUT SPORTS - THE EASY WAY !!

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

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

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

RECOGNITION ITEMS

SPORTS PATCH--is an optional recognition item available for purchase through your Council Service Center and is used to identify a Scout who is participating in Cub Scout sports in any of the three places listed above. It may be worn as a temporary patch on the right pocket of the uniform shirt, on a patch vest, or on appropriate non-uniform apparel.



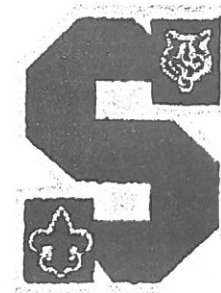
BELT LOOP--is received by a Scout for doing his best to learn about the things in the Cub Scout Sports booklet for his sport, and for taking part in the sport in practice or play, in any one of the three places listed above. It is worn by the Scout only on his uniform belt.



SPORTS PIN--is received by a Scout for earning points in practice or at play in one of the three places listed above. One point is earned for each thirty (30) minutes of practice or play; sixty (60) points are required for the pin. The sixty points should be earned in a ninety (90) day period; no more than five (5) points should be earned in one day. It's easy: remember, "30-60-90." The pin is worn by a Scout on the patch vest, on the Sports Patch, or on the Sports Letter.



SPORTS LETTER--is received by a Scout who has received any one belt loop and any one Sports Pin and has an adult "partner" who has received any one Sports Pin. It is worn on a patch vest or appropriate non-uniform apparel.



ADULT PARTNER--is an adult who receives a Sports Pin for following the same "30-60-90" guidelines as the Scout. Adults may wear the Sports Pin on non-uniform apparel. Adults may not receive the belt loop or Sports Letter.

GETTING STARTED is easy!! There are four simple steps:

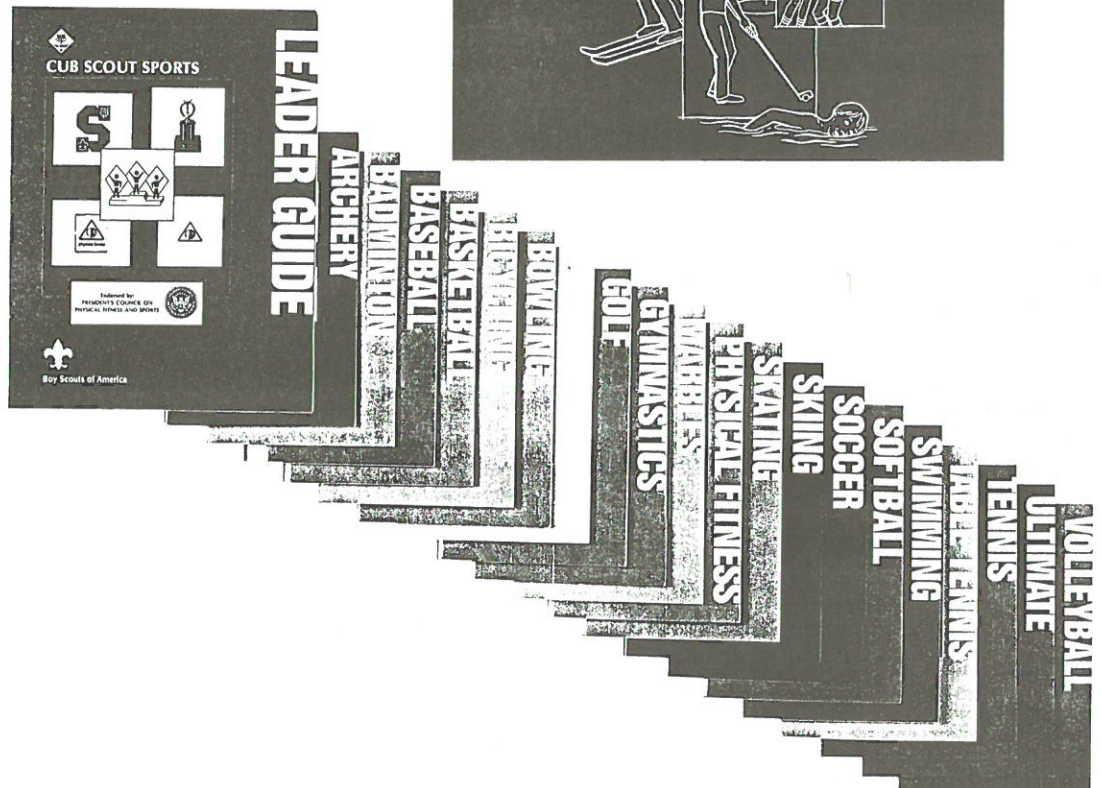
- (1) Select one of the sports offered in Cub Scout Sports.
- (2) Gather the resources.
- (3) Learn about the sport, sportsmanship, and the physical techniques.
- (4) Do it!!!

RESOURCES--are available at the Denver Scout Shop:

The Cub Scout Sports Leader Guide is designed to help organize the Sports program in the pack. You'll find sections on resources, safety, the role of parents, facilities, recognition, equipment, and more. Supporting the Leader Guide are individual booklets for the boys.

Recognized sports for the Cub Scout Program are:

- archery
- badminton
- baseball
- basketball
- bicycling
- bowling
- fishing
- golf
- gymnastics
- marbles
- physical fitness
- skating
- skiing
- soccer
- softball
- swimming
- table tennis
- tennis
- ultimate



REMEMBER:

- * Emphasize learning about the sport, sportsmanship, reasonable physical involvement, and "doing his best."
- * Do NOT emphasize winning.
- * Recognize the Scout for time spent in practice or at play in his den or pack, in his community, or as an individual Scout.
- * With the variety of sports to choose from, a pack can try two different sports each year. Over a period of a boy's four years in Cub Scouting, he can learn to play eight different sports.

Good luck with the sports program in your pack.

CUB SCOUT SPORTS

BLUE AND GOLD

The Blue and Gold Banquet is the special birthday party for Cub Scouting and is usually held in February as this is the Scout birthday month. February 8 is the Scout birthday, and Baden-Powell's birthday is February 22. It is the highlight of the Cub Scout program for the year. Everything is done with a "special flair" to make it more meaningful. Special entertainment will add to your banquet, if brief. A few suggestions are: instrumental solos, group songs, comedy, and magic.

This is also the February pack meeting. It is for the whole family including the grandparents, aunts, and uncles.

A good idea is to make out a format and keep records of what you did and pass it on to the dinner chairman the following year.

DETAILS THAT WILL MAKE YOUR BANQUET A SUCCESS

INVITATIONS

Invite these people early in January; remember, they are usually busy people. Special guests may include some or all of the following: (1) Head of the Chartered Partner, (2) Scoutmaster of the troop into which boys graduate, (3) Unit Commissioner, (4) Chartered Representative, (5) all committee members, (6) district Scout executive or other Scout council personnel, (7) District Commissioner, (8) a minister or priest for your invocation, (9) Den Chiefs, (10) janitors, and not last on purpose but most important (11) the parents and families of the boys. These guests should not be asked to speak; although, the Scout Executive may be asked to bring a greeting. Invitations should be Cub made.

Here's a suggestion on a knot-tying theme:



Please do **KNOT** forget the

BLUE & GOLD BANQUET

Date: _____

Time: _____

Place: _____

Price: _____



Invitation insert

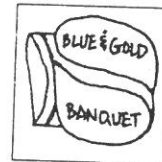
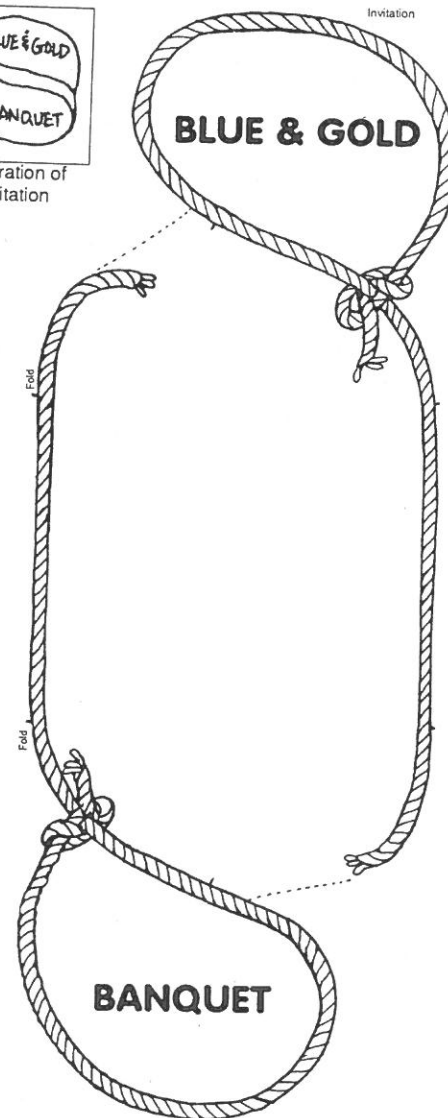


Illustration of invitation



The invitation and invitation insert should be enlarged and photocopied on cardstock. Cut out invitation along rope edges following dotted line to short mark (approximately 1/2 inch). This enables the lassos to interlock when folded as shown. Invitation insert should be cut in a rectangle very close to rope edge. This is glued to inside of invitation between fold marks.

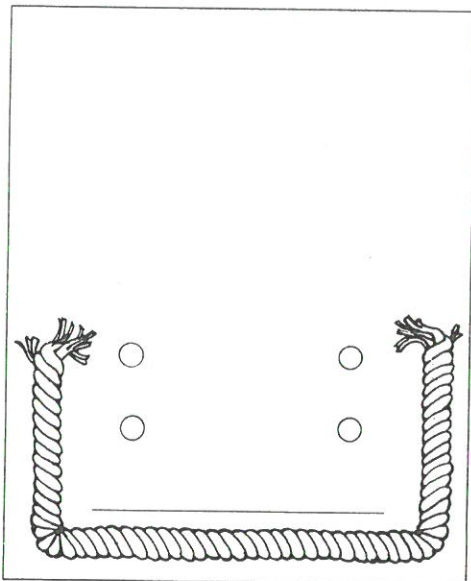
PLACE & PHYSICAL ARRANGEMENTS

Selection of a place is important. It needs to be large enough to hold all the pack, their families, and invited guests. Be sure to reserve your place in advance. Check with your place for their regulations regarding smoking, lighting candles, and if the kitchen has to be staffed, etc. Check to see that there are enough chairs and tables and provide Den Leaders with the physical diagram of the area for electrical outlets, water, sinks, etc. It would be nice to have the Leaders see this place before the night of the Banquet.

PROGRAM

Keep it swift and simple. Plan carefully. **START ON TIME!!!** Invocation, flag ceremony, fast impressive award ceremony (planned carefully to avoid stumbling, forgetting someone, and reading long lists of awards). Take time to thank Den Leaders, Committee members, and Chartered Partner. Usually the invocation and flag ceremony are before dinner; the rest of the program after dinner.

PLACE MARKER: Enlarge and photocopy on card stock, punch holes as indicated and fill in name. Insert an 18" length of small rope or heavy twine through the holes and tie with an inexpensive ring (like curtain rings).



COMMITTEES

Recruit as many parents from your pack as possible to relieve the workload of the Den Leaders. It gives them a chance to show their talents and may identify future Leaders for your pack. The committees are:

Physical Arrangements: Lines up location, double checks to be sure room, lights, heat, public address system, etc., are available. Gets help to setup tables and chairs. Arranges clean-up; makes friends with the janitor.

Special Guests: Arranges for invitations to be sent to special guests. Follows up to see if they can come. Assigns them to a den. Meets guests at the door. Helps them find seats. Introduces them to the den.

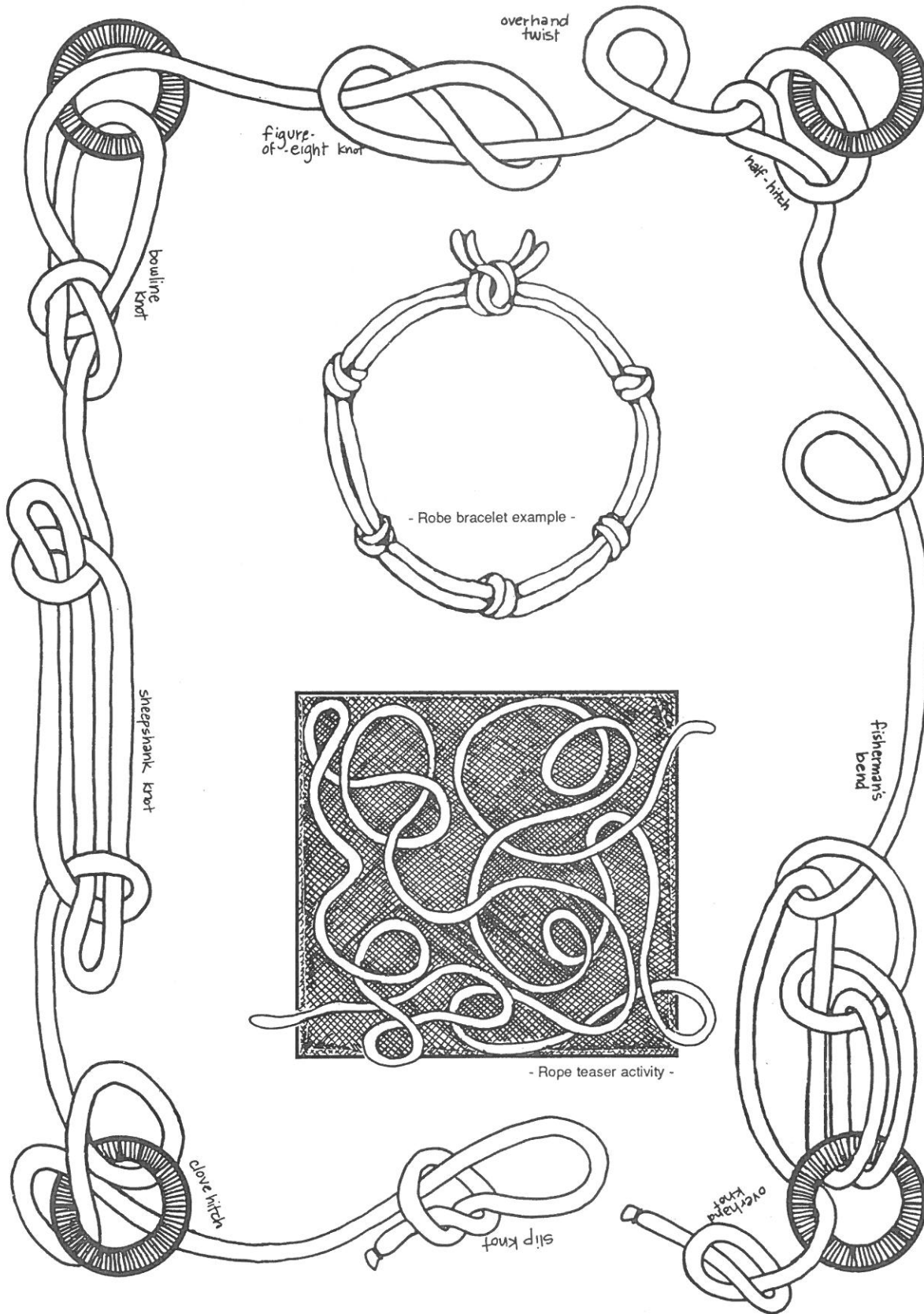
Program: Plans and coordinates program with the Cubmaster. Prints program, if you want to have one. Coordinates award ceremony with the Cubmaster and awards chairman. Helps setup stage for skits, etc. Responsible for invocation and color guard, etc.

Food: Decides if banquet is to be catered or pot-luck. Arranges for pack provided items to be available. Determines serving arrangements.

Decorations: Decides on theme and carries it through. Keep the decorations simple and let the Cubs make them. Decorations may be a centerpiece from each den, placecards, nametags, nut cups, program covers, napkin rings, and blue and gold streamers.

Clean Up: Cubs and their parents should have a part in the clean up, but have an adult committee member responsible to see that the place is left in the same condition, or better, than you started with. Arranges to have garbage properly disposed of including having enough bags on hand. Make sure tables and chairs are put away.

PLACEMAT: Enlarge to 11 x 17 and photocopy for individual placemats. As guests arrive and are seated they can practice the knots shown on the placemats using the rope and ring from their place marker. Napkin rings could be made out of rope. Play knot tying games for entertainment...



OPENING/CLOSING CEREMONIES

Here are a few examples:

House lights out and curtain opens. Flag is waving with a soft floodlight on it. A Cub Scout is saluting the flag.

Narrator - (a woman):

*He's just a little lad, God,
This blue-eyed Cub of mine,
Take thou his hand along the way,
Help him to be courteous and obey,
Bless all these busy Cubs, Dear God,
Grant that true Cubs they may be,
For if they follow all the Cub rules,
They won't stray far from thee.*

(lights out and curtain closes. House lights on.)

- OR -

A BOY IN BLUE

*Blue and Gold are the colors tonight.
Boys in uniforms shiny and bright
With smiling faces to the left and right
We pay homage to our Cub Scouts tonight
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
Better citizens than you and me.
In uniforms our Den Leaders, too
Teaching Cub Scouts the need to be true,
and working, singing and playing with
them;
Striving real hard to make better men.
So all of you Cub Scouts in Gold and
Blue
The door to Scouting has been opened to
you.*

This is an impressive closing for a Blue and Gold Banquet or any other type of dinner:

ARRANGEMENTS: on each Den's table a single candle burns, all house lights are out.

CUBMASTER: Cub Scouting is part of family like in many countries around the world. In all of these free countries, on an evening such as this, Cub Scouts are joining together and repeating the Cub Scout motto. What is the Motto?

CUB SCOUTS: "Do Your Best!"

CUBMASTER: As we face each other around our Blue and Gold tables, let us look at the candle flames and silently thank God for the Cub Scout friendships we are privileged to enjoy. Now, join me in rededicating ourselves to the Cub Scout Promise.

ALL: (Repeat Cub Scout Promise)

CUBMASTER: Thanks to everyone for your assistance tonight. We'll say good night after Cub Scout _____ reads Edgar A. Guest's "A Creed".

CUB SCOUT:

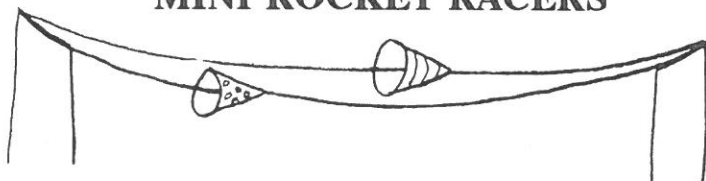
*Lord, let me not in service lag,
Let me be worthy of our flag;
Let me remember, when I'm tired,
The sons heroic who have died
In freedom's name, and in my way
Teach me to be as brave as they.*

*In all I am, in all I do,
Unto our flag I would be true;
For God and country let me stand.
Unstained of soul and clean of hand,
Teach me to serve and guard and love
The starry flag which flies above.*

DERBIES

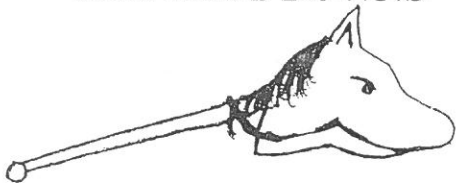
The Cub Scout Leader How-to Book has everything you need to know about Pinewood Derbies, Space Derbies, and Raingutter Regattas. The following are variations on the derby theme.

MINI ROCKET RACERS



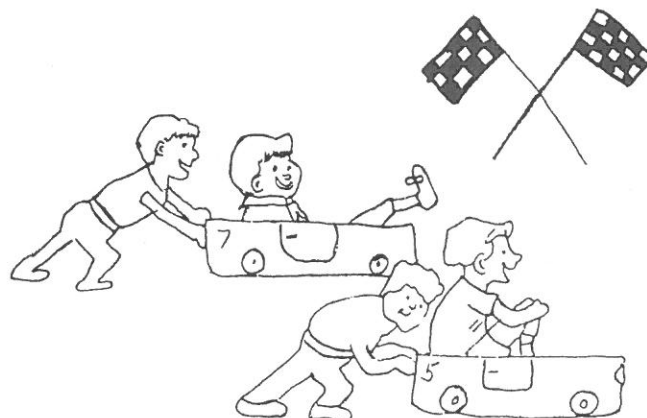
This is an alternative to the rocket racers supplied by the B.S.A.. The race track is thin string or fishing line strung between two points. The race vehicles are paper cones, threaded onto that line. The power is supplied by the scouts blowing into the open end of the cone to the finish line. You may choose to make your own, or use the disposable drinking cup cones that can be purchased from retail stores. This activity can have the Scouts make and decorate (with magic markers) their cones right at the Pack meeting or ahead of time. This activity is simple but filled with fun and adventure.

CUB HILL DOWNS



This idea is taken straight from the horse's mouth. The cubs are instructed to make stick horses for racing. Each race could be conducted by age or grade, with a 1st, 2nd, and 3rd from each division. Have the Scouts parade past the audience before going to the starting gates, at which time their pony could be judged based upon appearance. Add all the trappings of a real horse race and you could have a very fun and exciting Pack meeting. NOTE: A fun alternative is to turn it into a steeple chase (an obstacle course run on the horses).

THE BROWN BOX DERBY



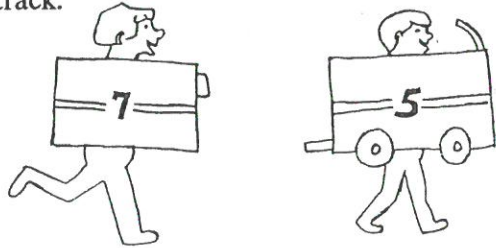
The Brown Box Derby is a car race the Cub Scout can literally get into. The car consists of a sturdy box large enough for the Cub Scout to sit inside of. The Scout & his partner (Family member or friend) decorate the box to resemble their favorite race car, or to fit the theme of the pack meeting. The race itself is run pretty much the same as a Pinewood Derby. The Scout sits in his box car at the starting line & his partner is the engine. When the racing gun sounds the partner pushes the box & Cub down the race track to the finish line. First to cross is the winner of that heat.

The race track can be any surface marked with dividing lines based upon how many race lanes you desire (Parking Lot, lawn, etc). If the race is held indoors in a School cafeteria or Recreation hall, check with your facility management as to whether it is permissible to slide the boxes across the floor surface, marked off with tape or string. If you desire a reusable race tack, Carpet strips about 30 feet or longer are wonderful. Each race lane having its own carpet strip, that can be rolled up and stored after racing.

The Brown Box Derby promises to be fun for the whole family. Prizes can be awarded for both racing and for car design and appearance.

THE CUB SCOUT GRAND PRIX

This Pinewood Derby alternative is fun for the whole family. Instead of the boys building cars, they ARE the cars. Each cub takes a cardboard box that can be slipped over the head (with the appropriate holes cut out, of course). The box is then decorated to look like a grand prix race car. The boys themselves race around a oval race track.



Depending upon the size of your pack, there are two ways to run this event. If your pack is relatively small (no larger than 10 dens), you run your heats by dens. Each heat consists of the boys from one particular den, racing 4 times around the race track. Now comes the really fun part that involves the Scouts' families. The Scout's family acts as the pit crew. The Cub is instructed that he has to make 3 stops at his pit stop out of the 4 laps run. It is up to the family crew when to call him in with cue cards and in what order they want to perform the following pit stop activities:

1. CHANGE THE TIRES: The race should be run in stocking feet. The family should bring two pair of socks. A fresh pair to start the race and another pair that is used to change the socks in the pit.
2. FILL THE GAS TANK: The Scout has to drink 3 glasses of lemonade.
3. WASH THE WINDSHIELD: Wash the Scouts face. With a squirt gun and a cotton ball.

A selected committee keeps track of each Scout's laps and determines the lead car and winners. Be prepared with the following flags to control race track activity:

YELLOW FLAG - For if a Scout wipes out. The rest of the scouts walk slowly around the track, but not allowed to pass the pace car (A predetermined little guy or visitor). Get into the mood and encourage him or her to make a box car. Laps do not count during this time and no pit stops are allowed.

GREEN FLAG - To start or restart the race after a yellow flag has been used.

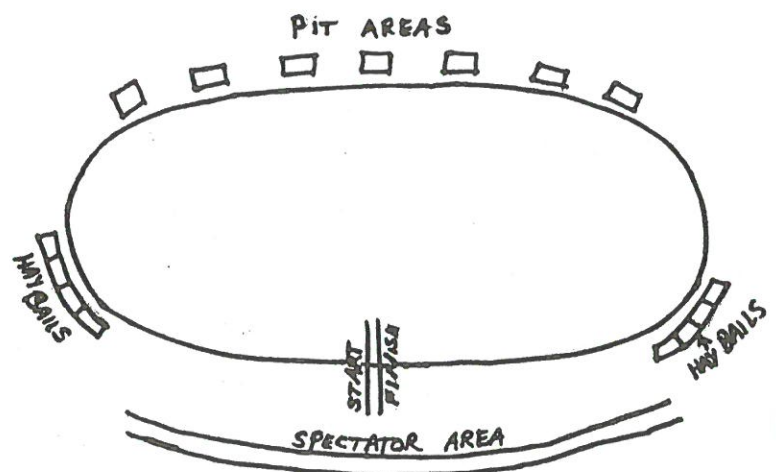
WHITE FLAG - 1 lap to go.

CHECKERED FLAG - For the winner of the race.

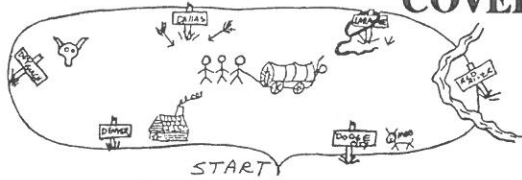
The winner from each heat then races one more time to find the 1st, 2nd, and 3rd place winners.

If your pack is quite large, you can run this event as a relay race by den. Laps are determined by the den with largest amount of boys. Each pit stop the boys trade off the box car to someone else in the den to run the next lap.

The more your pack gets into this activity the more fun it will be. Pit crews wearing the same colors shirts. An announcer on a microphone to describe the race in progress. Hay bales on the hair pin turns. Have fun, that's what its all about.



COVERED WAGON DERBY



This type of Derby will require a little bit of effort from its Pack members, but if undertaken promises to be action packed fun for all. The Covered Wagon Derby is a Den or team type of activity. In preparation, each Den will need a wagon that they can convert into a covered wagon. Each member of the Den or team are utilized as either horses, driver, or passengers. The driver will be in charge of each team. Convert your meeting place, either outside or in into various townships of the old west.

Appoint a Mayor for each township to be in charge of the activity found at his or her town. The Cubmaster usually acts as Marshall to oversee that the wagons and teams act appropriately. The Covered Wagon Derby is not a race against time or speed. The winners are determined by points and the best team cooperation displayed. This Derby is run as follows:

1. Each den is assigned a different town as a starting base.
2. When the starting gun sounds, the wagon teams proceed across the prairie to their assigned township.
3. Each town mayor will have a different activity at his or her town for the den or team to perform, upon which they will be awarded points on their performance.
4. When the Marshall sounds the bell (to be a predetermined time limit at each town) it is time for the teams to get to their wagons and proceed to the next township in a clockwise order.
5. When each town has been visited by each team, the wagons recross the prairie to relax and receive refreshments while scores are tabulated.
6. The team or Den with the highest overall score wins.

Feel free to choose the activities you wish to have performed at your townships, what follows are possible suggestions.

TOWN #1 - DODGE CITY

Calf Round-up: Each cub is blindfolded and given a large spoon. Cottonballs are spread all over the area, with a basket placed in the center. During a certain time limit the cubs see how many cottonballs (calves) they can round up. Points are awarded on how many calves are collected.

TOWN #2 - RED RIVER

Water Storage: Each cub is given a teaspoon. At one end of town you have the lake (bucket full of water), at the other end of town the water barrel that needs to be filled for the long hall across the prairie (mason jar). Points are awarded on how much water is preserved.

TOWN #3 - LARAMIE

Knots: Placed in the middle of town is a pile of rope lengths approximately 12" long each. The cubs are instructed to construct a rope, using the Square Knot, as long as possible in the time limit provided. Points are awarded for each rope length attached properly.

TOWN #4 - DALLAS

Indian Attack: Construct rubber band guns (a thick dowel or stick with a clothespin at one end and a small nail at the other) and small Indian cutouts. The boys hide behind their covered wagon and try to shoot down as many indians as possible in the allowed time. A point is awarded for each cutout successfully knocked over. CAUTION: Make sure this is done in a roped off area.

TOWN #5 - DRY GULCH

Panning for Gold: Have a pie tin filled with pennies in the bottom and filled to the top with flour for each Cub. Each cub places his hands behind his back and using his face only digs out the pennies and places them in their wagon. A point is given for each penny placed in the wagon in the allotted time period.

TOWN #6 - DENVER

Log Cabin Building: Each Cub is given a piece of lumber (2" x 4" x 4"), a hammer and nails. The cubs are instructed to place as many nails as they can into the piece of wood in the allotted time. A point is given for each nail that can not be pulled out by hand.

KITE CAPERS

Everyone enjoys flying a Kite and watching it soar. The only draw back here is the elements and the limited time of the year in which you could conduct a Kit Capers Derby. If your pack decides this is to big of a risk to take, your dens might want to do this on their own as a wonderful summertime activity.

Follow these simple guidelines for a successful kite derby.

- * The kite committee should consider the location. An open field away from wires.
- * The layout of the field.
- * If contests are included the "RULES" must be distributed far enough in advance so everyone participating can be familiar with them. Rules should also be clearly posted the day of the event.
- * A starter and a few judges familiar with the rules will be needed and prizes, if any.
- * What other activities for families do you want to consider? Picnic? Non-Cub sibling events? Parent kite contests?
- * A plan "B" in case of bad weather

CLASSIFICATION OF KITES:

1. Bowed or tailless kites.
2. Flat kite or those having tails.
3. Box kites or combination kites.

ENTRY REQUIREMENTS:

The kite derby should have explicit rules to prevent confusion and questions later. Here are some suggestions:

- * All Kites must be parent and son made
- * Each kite should be numbered
- * Only one kite per boy can be entered
- * Each boy must have adult help launching and recovering their kite
- * The kite must fly to be eligible for a prize
- * Kites caught in power lines are lost and may not be recovered. Use this event to teach a little power line safety!
- * Kites may be adjusted or modified anytime

during the derby

- * Cord may be measured at certain intervals to aid the judges in determining height. Cords may also be premarked and distributed to each participant.

RESTRICTIONS:

- No wire or metal flight lines permitted
- No kite fighting
- No glass or metal used in the construction of the kites

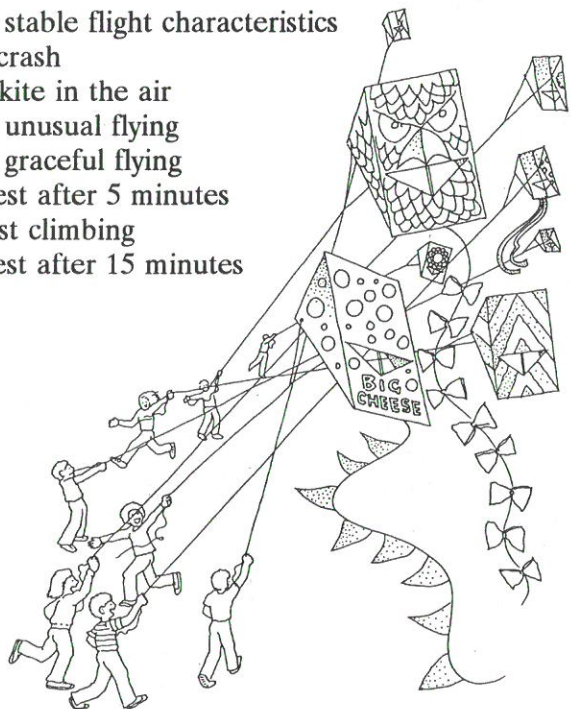
PREFLIGHT JUDGING:

- Best looking
- Most comical
- Biggest
- Most unusual
- Smallest
- Best workmanship

The preflight winners cannot receive their prizes until the kite is proven airworthy. Judges might keep this part secret until after the flights.

DURING THE FLIGHT JUDGING:

- Most stable flight characteristics
- Best crash
- First kite in the air
- Most unusual flying
- Most graceful flying
- Highest after 5 minutes
- Fastest climbing
- Highest after 15 minutes



OTHER PACK ACTIVITIES

FRISBEE GOLF TOURNAMENT

All you need is a frisbee and poles with flags attached. Set up any kind of golf course the area will permit. By team or individual.

HAUNTED HOUSE

This goes with the Halloween month and is a big favorite with packs that do it.

You will need very large appliance boxes preferably refrigerator or freezer size. Arrange these boxes into a twisting confusing maze, with dead ends and trap doors. Music and lighting are very important. Exploration holes in the side walls with strange items on the other side for the boys or their parents to try and identify by feel only.

EXAMPLES:

Cooked spaghetti
Bones
Peeled grapes
Mannequin parts
Raw liver
Hair or a wig

The larger the maze the more fun the pack will have. The hardest thing will be getting everyone out of the haunted house to go home.



OBSTACLE COURSE

You have a starting line and finishing line with obstacles in between. Obstacles might be a balance beam low to the ground. Some type of ball toss, jumping up to ring a bell, wiggle through a narrow space such as several tires and swing on a rope. Maybe include a bucking horse. The choice of events is totally up to the committee's imagination. Keep it simple, make it fun, but don't forget safety.



FATHER / SON CAKE BAKE AND AUCTION

Father and son (or other adult male partner) bake and decorate their own cake with no help from mom or any female at all (THIS INCLUDES CLEANUP). Send out invitations to all relatives and friends, because this is a golden opportunity to make money for the pack. If you happen to know an auctioneer this will lend pizzazz to the show. Besides being a fund raiser, prizes can be awarded for:

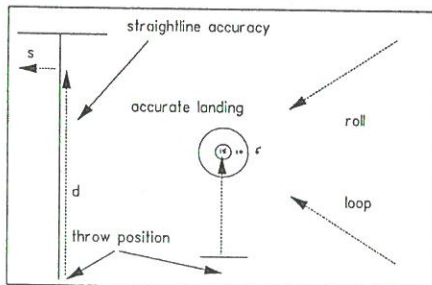
Prettiest
Best scout theme
Funniest
Heaviest
Biggest
Best decorated
Tallest
Smallest

WHITE WING GLIDER COMPETITION

MATERIALS:

- Measuring Tape (100' is good)
- Calculator
- Hoola Hoop
- Extra Glue and Kits (to fix planes)
- Signed participation certificates
- Scorecard

Uses full-sized basketball court.



There are four competitions:

1. Distance - Straightline Accuracy
 - a. Along one end of the Gym mark distance from sideline in feet. (D)
 - b. Measure number of feet that glider is to one side (S)
 - c. Calculate score (D-S)
 - d. Add all scores for total (three tries)

2. Targeting - Landing Accuracy
 - a. Outside large circle = 5
 - b. Inside large circle = 10
 - c. Inside hoola hoop within circle = 15
 - d. Add all scores for total (three tries)

3. Loop - Head goes over tail
 - a. Must bend the horizontal rudder up to cause nose to rise.
 - b. Must aim high and give high initial velocity to loop instead of stall.
 - c. Any successful loop out of three tries gets 15 points.

4. Roll - Airplane has forward motion with wings rotating over the fuselage.
 - a. Training wing edges should be up on one side and down on the other to get roll.
 - b. Any successful roll out of three tries gets 15 points.

The boys are given the glider kits at a den meeting at least a week prior to the competition. The glider (order #1662A) takes overnight to dry the subassembly. We hold the competition on a Saturday just preceding our Monday Pack meeting. The boys may decorate their planes however they like, but they **MUST** put their names on the wings for identification.

Divide group into four by count-off. Each group is assigned to an event instructor who takes the boys' scorecards and witnesses their attempts.

When any boy has completed his three trials or has succeeded in the Loop or Roll, his completed scorecard is returned and he goes on to the next event.

After a boy has completed all four events, he gives his scorecard to the competition chairperson who will add up the scores (using the calculator) to determine the boy's place within the pack and his age group. (We have 1st, 2nd, and 3rd overall, as well as 1st, 2nd, and 3rd within each group: Wolves, Bears, 1st year Webelos, and 2nd year Webelos.)

When all scorecards are in, the final tabulation is made and the awards are presented. Everyone gets a participation certificate.

NAME: _____				
EVENT	ATTEMPT			TOTAL
	1	2	3	
ACCURACY				
STRAIGHT	d			
	s			
LOOP (3 TRIES)	YES <input type="checkbox"/>	NO <input type="checkbox"/>		
ROLL (3 TRIES)	YES <input type="checkbox"/>	NO <input type="checkbox"/>		
TOTAL POINTS				
CUB SCOUTS Whitewings Competition				

COMMUNITY CARNIVAL

Your Pack can put on its own Carnival! Invite the community and have a blast! Involve the Cubs in the planning by assigning each Den a booth to run. The following is a list of ideas your den can choose from.

1. Make a variety of simple games from materials you can find around the home.
2. With the help of Cub Scout parents, prepare a variety of food and simple craft items to be sold at the carnival.
3. Plan and make decorations, signs, and ornaments for the carnival.
4. Involve neighborhood business, political, religious, and community leaders in your carnival plans. Make necessary arrangements to use vacant land, block off a street, decorate and promote your carnival.
5. Promote your carnival. Have Cub Scouts make posters to be placed in store windows, on school and church bulletin boards, and in windows of private homes. Write promotion articles for local newspapers and radio stations.
6. Decide what is to be done with money made from your carnival. You may decide to use it in your pack (paying for carnival expenses and using what is left over for pack items such as badges and books), or donating the money to an agreed-upon charity or community organization. Check with your Cub Scout contact person for information on rules for raising money in Cub Scouts. He or she will help you.
7. Ask parents and older brothers of Cub Scouts to help set up and take down carnival booths and decorations.
8. Plan a puppet show, "side show," musical act, demonstration, or other show as part of the carnival.

Maybe your carnival will be held on a Saturday between 1 p.m. and 4 p.m. Here are the things that must happen:

About one week before the carnival date:

Planning Person(s): Permission obtained for carnival site; for carnival to be fundraising project; working with arrangements person(s) in laying out carnival site.

Arrangements Person(s): Time to lay out carnival site has been decided with the planning person(s); information about tables, chairs, and any special booths obtained from the dens; all requested equipment is available and ready to be set up; method of getting equipment to and from carnival site is worked out; helpers recruited to put up and take down decorations; all signs requested are made. Someone has been asked to supervise parking arrangements (if needed).

Promotion Person(s): All posters should be out, mimeographed notices distributed to each house in the neighborhood, and news notices sent to local radio stations and newspapers.

Neighborly Person(s): Follow-up invitations made to community leaders. Make sure a welcoming committee will be on hand at the carnival to make invited guests feel at home.

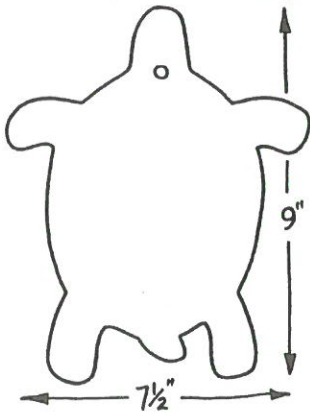
Refreshment Person(s): Follow up on people who are giving food or beverage items. Make sure they know when and where to bring their donations. Provide eating and stirring utensils, napkins, beverage cups, etc. Also provide the means to keep drinks hot or cold. Follow-up arrangements for trash or garbage control. (Plastic trash bags are good for this. Use paper or plastic utensils, etc., to avoid extra cleanup work.)

Hour-by-hour schedule on Carnival Day:

11 am - All tables, booths, signs, decorations up.
 11:30 - Dens arrive with display and sales items. Arrange items in assigned area. Cub Scouts should bring sandwiches, etc., for lunch before carnival begins.
 12:45 pm - Everyone at their assigned area. Begin playing recorded music to attract attention.
 1 pm - Community Carnival officially opens. Games, activities, etc.
 4 pm - Begin taking down the carnival. Remove all booths, tables, chairs, display equipment, and materials. All Cub Scouts should go over the carnival site to make sure it is clean.

Here are some ideas for your Community Carnival:

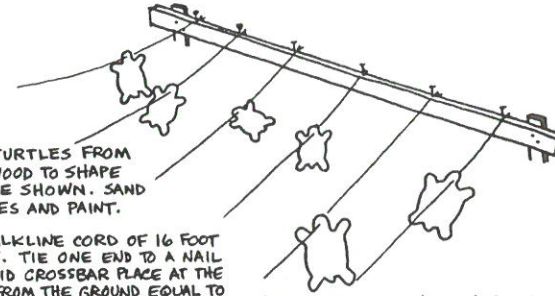
= Turtle Race =



MAKE TURTLES FROM 1/2" PLYWOOD TO SHAPE AND SIZE SHOWN. SAND ALL EDGES AND PAINT.

USE CHALKLINE CORD OF 16 FOOT LENGTHS. TIE ONE END TO A NAIL IN A RIGID CROSSBAR PLACE AT THE HEIGHT FROM THE GROUND EQUAL TO THE LEVEL OF THE HOLE IN A STANDING TURTLE. STRING THE OTHER END OF THE STRING THROUGH THE HOLE. PLAYER HOLDS LOOSE END OF HIS CORD.

START TURTLES AT THE CROSSBAR FLAT ON THE GROUND WITH HEADS TOWARD THE PLAYERS. TURTLE IS MADE TO "WALK" TOWARD PLAYER BY PULLING GENTLY ON THE CORD, THEREBY LIFTING ITS HEAD, WHICH DRAGS ITS HIND LEGS FORWARD. RELAXING THE CORD ALLOWS IT TO SLIP THROUGH THE HOLE. REPEATED TIGHTENING AND RELAXING OF THE CORD "WALKS" THE TURTLE TO THE FINISH LINE.



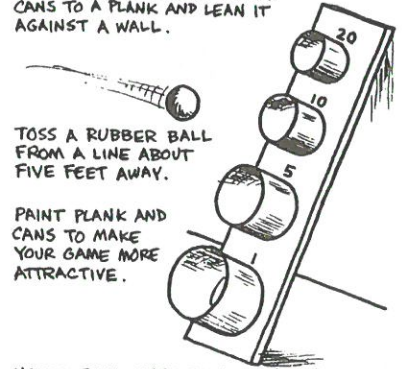
= Ball Toss =

NAIL FOUR DIFFERENT SIZED CANS TO A PLANK AND LEAN IT AGAINST A WALL.

TOSS A RUBBER BALL FROM A LINE ABOUT FIVE FEET AWAY.

PAINT PLANK AND CANS TO MAKE YOUR GAME MORE ATTRACTIVE.

NOTE: BALL MUST STAY IN THE CAN TO BE COUNTED.



= Fish Pond =

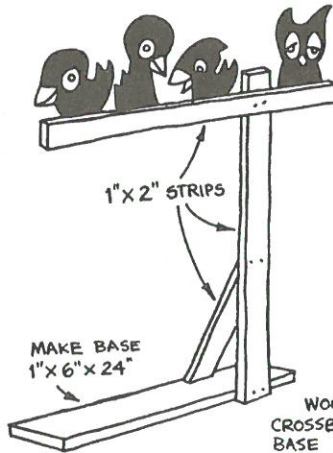
MATERIALS NEEDED FOR THIS POPULAR CARNIVAL EVENT ARE SIMPLE TO MAKE OR GET.

YOU'LL NEED SIX EMPTY ICE CREAM TUBS (ONE GALLON SIZE). ASK YOUR NEIGHBORHOOD STOREKEEPER TO SAVE THEM FOR YOU.

YOU'LL ALSO NEED SEVERAL POLES AND SOME STRING. EITHER MAKE HOOKS FROM COAT HANGER WIRE OR BUY SMALL MAGNETS. IF HOOKS ARE USED, MAKE FISH OF WOOD. FASHION RINGS ON THEM FOR CATCHING.

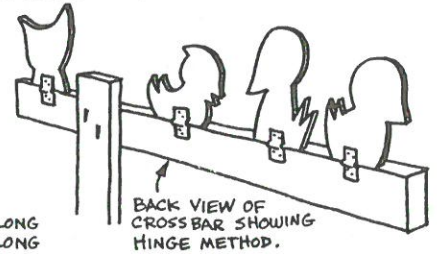
IF MAGNETS ARE USED, ATTACH SOMETHING METAL TO THE FISH OR CUT FISH FROM SHEET METAL.

PLACE THE ICE CREAM TUBS IN A GROUP TO FORM THE "POND." EACH TUB CONTAINS FISH. PLAYERS CAST THEIR LINES FOR SIMPLE PRIZES.



= Shooting Gallery =

CUT "BIRDS" OUT OF HEAVY CARDBOARD OR 1/4" PLYWOOD. PAINT BRIGHT COLORS AND HINGE BACKS TO THE CROSSARM. TOSS BEANBAGS OR SMALL SPONGES TO TOPPLE "BIRDS." MAKE UP YOUR OWN SYSTEM FOR SCORING.

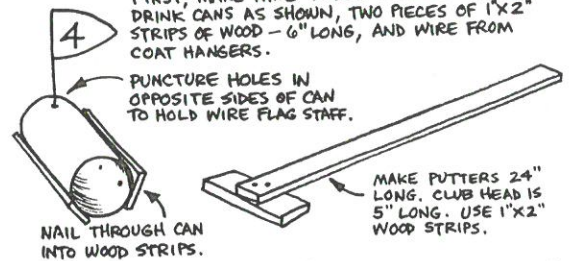


= Carnival Golf =

THIS GAME CAN BE PLAYED ON A CITY STREET OR IN A MEADOW. IT ONLY TAKES A FEW PIECES OF EQUIPMENT AND A LITTLE IMAGINATION TO MAKE YOUR OWN GOLF COURSE.

FIRST, MAKE NINE "HOLES" FROM EMPTY COLD DRINK CANS AS SHOWN, TWO PIECES OF 1"x2" STRIPS OF WOOD - 6" LONG, AND WIRE FROM COAT HANGERS.

PUNCTURE HOLES IN OPPOSITE SIDES OF CAN TO HOLD WIRE FLAG STAFF.

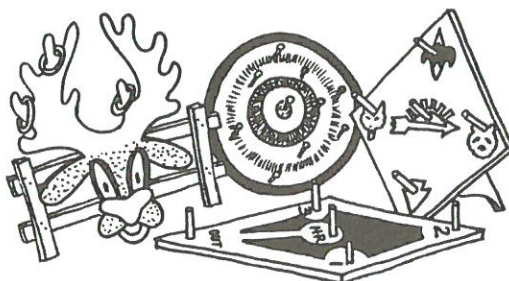


USE A RUBBER (TENNIS-SIZE) BALL. PLACE THE "HOLES" IN VARIOUS LOCATIONS WHICH MAKE IT A LITTLE DIFFICULT (BUT FUN) TO SINK A GOLF SHOT. USE RAMPS, BUSHES, ROCKS, CURBING, WATER AND OTHER "HAZARDS" TO MAKE YOUR NINE-HOLE CARNIVAL GOLF COURSE INTERESTING.

= Ring Toss =

CUT OUT FANCY SHAPES FROM 1/4" PLYWOOD OR GLUE WOOD PEGS IN HOLES BORED INTO A BASE OF SOME KIND. USE RUBBER JAR RINGS FOR PLAYERS TO TOSS. DEVELOP YOUR OWN SCORING SYSTEM.

HERE ARE A FEW RING TOSS GAME IDEAS:



GOD
&
COUNTRY

DUTY TO GOD

Duty to God is a fundamental principle of Scouting. It is a pledge recited by every Cub Scout. From Scouting's earliest beginnings its members have been encouraged to be faithful in the practice of their religion.

Since Scouting is nonsectarian it espouses no creed and favors no faith over another. Instead, it provides programs and ideals that complement the aims of all religions. The result is that nearly half of all Scouting units are chartered to religious organizations.

Among the contributions Scouting makes to the Church are these values:

1. It provides a habit rather than a precept basis for morals. Living the Cub Scout Promise is entirely different from hearing it read and discussed.
2. Its program is built around recreation which is educational. Scouting under church auspices gives the Church a chance to become the "hub" of the wheel of a BOY'S recreation.
3. Scouting offers the Church a seven-day program, but leaves specific religious instruction to the church of the BOY'S choice.
4. It grips the BOY'S interest, holding him to the church by an added and powerful bond. It means more BOYS and later more men in the Church. In the Sunday School it means more BOYS, more regularly, and more permanently.
5. Scout morale and discipline bring a fine constructive tone to Sunday School discipline.
6. Scouting gives the Church an attractive task for holding adults in church work as Cubmasters and other leaders.
7. Scouts were a powerful war-service force recognized by the United States government during both World Wars. These same useful powers await mobilization by the church for various types of church service.

The church has a need of recreational programs for BOYS. The Scout program is planned to fill this need. Through the charter, the authority for responsibility and leadership of a Scout unit connected with the Church is in the hands of the Church itself. This authority enables the Church to use the Scouting program in conjunction with its other programs for BOYS in a way so that there is no conflict of authority with a local council.

One of the unique developments that has emerged from the partnership of Scouting with religious bodies is the Religious Emblems program, which literally belongs to the religious organizations. The various programs have some general characteristics:

1. Requirements and emblems of recognition are developed by each religious body for its own constituents who are in Scouting.
2. No matter where a candidate gets his Scouting, he enrolls in the emblem program of his own faith and is instructed by his own clergyman or other religious counselor.
3. It is recommended that presentation of the emblem be made in a religious service.
4. The Boy Scouts of America recognizes the Scout's achievement by permitting him to wear the religious emblem on his uniform centered above the left pocket flap. BSA has also developed a cloth knot so recognition can be shown without wearing the medallion itself.

Generally, a youth member may start work toward a religious emblem upon joining a unit. However, some religious bodies require that the candidate achieve a certain rank or be in the unit for a minimum period before receiving the emblem.

For a boy to begin earning a religious emblem, contact the service center for a packet of information to be used by the boy and his religious counselor (usually his own clergyman). More information may be obtained by writing directly to the specific religious governing body or to the Religious Relationships Service, Boy Scouts of America, 1325 Walnut Hill Lane, Irving, TX 75038-3096.

Adult recognition emblems are presented upon nomination and approval to deserving men and women who have given distinguished service to children and youth through Scouting in a religious institution. A person may not nominate himself or herself. The award "seeks the individual," the individual does not "seek the award." If you know of someone who might be deserving of this award, please contact that person's clergyman and have them contact the Scout Service Center (455-5522) for more information. BSA has also developed a cloth knot as an alternative to the medallion for wear on the BSA uniform.

When a boy has earned a religious emblem, it is presented to him by his priest, rabbi, or clergyman at his place of worship. It is nice to recognize the boy's achievement at the Pack meeting also. The following is a suggestion for the Cubmaster to acknowledge the BOY:

"As Cub Scouts we promise to do our 'duty to God.' To help him understand what this duty is, (name of Cub Scout) has earned the (name of religious award). (Name of Cub Scout) worked with his pastor (priest or rabbi) (name of clergyman) on special requirements. (Name of Cub) was presented with the (name of award) on (date) at (name of church). Tonight we would like (name of Cub) to come forward with his parents and show his award to us."

When the BOY has come forward he should be congratulated by the Cubmaster and the Pack.

PRAYERS IN CUB SCOUTING

Scouting believes that prayer is important for every boy and adult. Our attitude toward prayer is nonsectarian, and we should take care to respect the religious beliefs of others.

There is an 800 number for prayer. It is 1-800-933-7729 (pray).

Prayers for Pack or Den Meetings:

1. We thank You, God, for Scouting, and all it means to us. We thank You for the fun and things we learn to do; and the opportunities of helping other people, which is our way of trying to serve you.
2. Dear God, You know how hard it is for us to do right. Help us to fight against wrong. Help us to be brave when we are afraid; to be cheerful when we are disappointed; to be pleasant when we feel angry. Help us always to tell the truth, even when it may be difficult for us. O God, You are strong and you are loving. Help us, we pray.
3. Dear God, We thank you for our homes and for all who love and care for us. May we ever be grateful for the good things we enjoy, not taking them for granted, but remembering always to give thanks. Help us to be thankful in all things.

Prayer For Scouting's Birthday:

Dear God, Please bless our Pack (or Den) especially this day when we are celebrating our birthday. Bless all Cub Scouts everywhere. Bless all boys and men who have been Cub Scouts in the past, wherever they are now. May they always remember their Cub Scout Promise and do their best to serve You, as we are trying to do. Bless all who are members of our Pack now and help us to be worthy Cub Scouts, not only of the Pack, but of the world-wide brotherhood of Scouting.

Prayer For Blue and Gold Invocation:

Thou shalt love the Lord thy God with all thine heart. (Deuteronomy 6:5)

I _____ PROMISE TO DO MY BEST TO DO MY DUTY TO GOD.

Blessed is the nation whose God is the Lord. (Psalm 33:12)

I _____ PROMISE TO DO MY BEST TO DO MY DUTY TO MY COUNTRY.

Thou shalt love thy neighbor as thyself. (Romans 13:9)

I _____ PROMISE TO DO MY BEST TO HELP OTHER PEOPLE AT ALL TIMES.

My son, forget not my law: but let thine heart keep my commandments. (Proverbs 3:1)

I _____ PROMISE TO DO MY BEST TO OBEY THE LAW OF THE PACK.

A Cub Scout 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.

When God wants a great work done in the world or a great wrong righted, he goes about it in a very unusual way. He doesn't stir up his earthquakes or send forth his thunderbolts. Instead, he has a helpless baby born, perhaps in a simple home and of some obscure mother. And then God puts the idea into the mother's heart, and she puts it into the baby's mind. And then God waits. The greatest forces in the world are not the earthquakes and the thunderbolts. The greatest forces in the world are home where loving parents raise little boys and girls.

RESOURCE MATERIAL

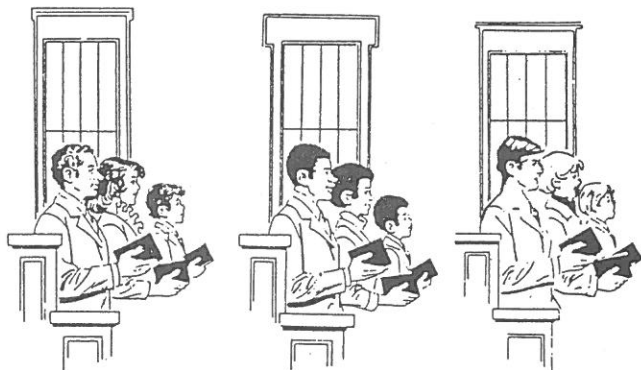
Scouting in the Eastern Orthodox Church
 With Jesus on the Scout Trail
 Scouting in town and Country Churches
 Scouting in Your Parish
 Scouting in National Baptist Churches
 Scouting in the Church's Ministry
 When Scouts Worship
 Scouting, a Ministry to Boys (Episcopal)
 Salvation Army and the B.S.A
 Scouting in the Lutheran Church
 Religious Awards Program
 Religious Emblems for Catholics
 Aleph Program Pamphlet
 Aleph Program Record
 Parvuli Dei Workbook
 Parvuli Dei Packet Certificate
 Parvuli Dei Record Book
 God and Family Student Manual
 God and Family Counselor Manual
 Pro Deo et Patria Counselor Manual

Available from Catholic Relationships, National Headquarters:

Religious Emblem Order Form (Catholic)
 Organizing New Units in Catholic Parishes
 Guidelines for Securing Leadership

Available from Jewish Relationships, National Headquarters:

Jewish Service for Scouts and Explorers
 Hanukkah Suggestions for Cub Scout Leaders
 Boy Scout Sabbath
 Scouting in Synagogues and Centers



A FATHER'S PRAYER

Build me a son, O Lord, who will be strong enough to know when he is weak and brave enough to face himself when he is afraid; one who will be proud and unbending in honest defeat and humble and gentle in victory.

Build me a son whose wishbone will not be where his backbone should be; a son who will know Thee and that to know himself is the foundation stone of knowledge.

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

Build me a son whose heart will be clear; whose goal will be high; a son who will master himself before he seeks to master other men; one who will learn to laugh, yet never forget how to weep; one who will reach into the future, yet never forget the past.

And after all these things are his, add, I pray, enough of a sense of humor so that he may always be serious, yet never take himself too seriously.

Give him humility so that he may always remember the simplicity of true greatness; the open mind of true wisdom; the meekness of true strength.

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



Some of the Religious Emblems Programs available to Cub Scouts are the following (for a complete listing contact the Service Center):

RELIGIOUS ORGANIZATION	TIGER CUB AND CUB SCOUT	WEBELOS	ADULT RECOGNITION (Not Earned)	WHERE TO GET MATERIALS
BAPTIST	God and Me	God and Family	Good Shepherd Application	Service Center or PRAY P.O.Box 6900 St.Louis,MO 63123 800-933-PRAY
CHURCH OF JESUS CHRIST OF LATTER-DAY SAINTS (LDS)	None	Faith in God	On My Honor	Church Distribution Center 1999 W.1700 South Salt Lake City,UT 84104 801-582-6000
EPISCOPAL	God and Me	God and Family	Saint George Episcopal Nomination	Service Center or PRAY P.O.Box 6900 St.Louis,MO 63123 800-933-PRAY
JEWISH	Maccabee	Aleph	Shofar Nomination	Service Center or PRAY P.O.Box 6900 St.Louis,MO 63123 800-933-PRAY
LUTHERAN	God and Me	God and Family	Lamb Nomination	Service Center or PRAY P.O.Box 6900 St.Louis,MO 63123 800-933-PRAY
PROTESTANT (Available to United Methodist, Presbyterian, Christian Church, United Church of Christ)	God and Me	God and Family	God and Service Nomination	Service Center or PRAY P.O.Box 6900 St.Louis, MO 63123 800-933-PRAY
ROMAN CATHOLIC	None	Parvuli Dei	Saint George Roman Catholic Nomination	Service Center or Diocesan Scout Office, or BSA Supply Division 800-323-0732
THE SALVATION ARMY	God and Me (Available through: PRAY P.O.Box 6900 St.Louis,MO 63123 800-933-PRAY)	Silver Crest (Salvationists) God and Family (Non-Salvationists)	Scouter's Award Nomination	The Salvation Army 120 West 14th Street New York, NY 10011 Central Territory, 312-440-4669 Western Territory, 213-541-4721



Silver Crest



Faith in God



Good Shepherd Baptist



God and Family (Episcopal)



Parvuli Dei



God and Family (Protestant)



Aleph

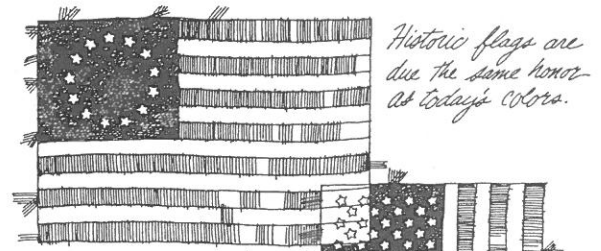


God and Family (Lutheran)

DUTY TO COUNTRY

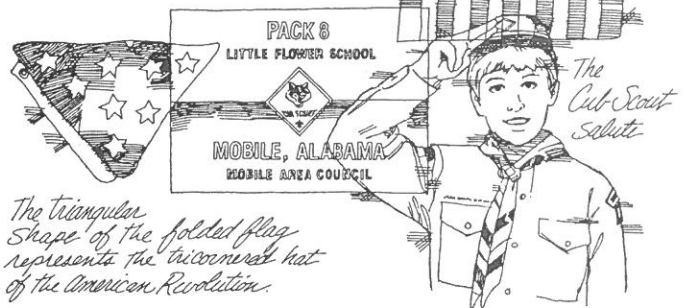
Duty to Country should be automatic within the Scouting community. Most of our ceremonies are based on our loyalty to our country. We should teach our sons to be proud of their country and to respect its symbols. The flag should be flown at every gathering of Scouts. If your den or pack does not own a flag, contact the American Legion. This organization also has speakers who can come to your meeting and give a wonderful presentation on the flag and its history. Here are some other ways to help Cub Scouts learn to appreciate their country:

- * Conduct den or pack elections.
- * Let the boys vote on decisions within the den.
- * Seek out Service Projects for the boys to do for their community, school, or church.
- * Celebrate National Holidays such as Memorial Day, Labor Day, Fourth of July, birthdays of Washington, Lincoln, Martin Luther King, etc.
- * Visit Historical and Governmental locations.
- * Visit Community Service locations such as a fire station, police station, Salvation Army, Goodwill, etc.
- * Conduct flag ceremonies at EVERY den and pack meeting. The more ceremonies the boys do, the more comfortable they will become with the proper treatment of the flag.



Historic flags are due the same honor as today's colors.

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.



The triangular shape of the folded flag represents the tricornered hat of the American Revolution.

The Cub-Scout Salute

FLAG ETIQUETTE

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. Set a good example for the boys; they 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 FOR THE FLAG

- * The American Flag should be flown from sunrise to sunset (in good weather) from public buildings, schools, permanent staffs and near polling places on election days. The flag may be flown at night with a spotlight.
- * The Flag should always be flown on national and state holidays and on those occasions proclaimed by the President. On Memorial Day, the flag should be at half staff until noon.
- * 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 - it should always be free and aloft. It should never be used for carrying or holding anything, or stored in such a manner that it will be damaged or soiled.
- * When the flag is so worn or soiled that it is no longer suitable for display, it should be destroyed in a dignified manner. (Consult the American Legion for details.)
- * When the flag is passing in parade, being hoisted or lowered, all present should face it, stand at attention and salute. Uniformed Scouts give the proper Scout salute (for Cub Scouts the salute is made with the right hand, with the first two fingers extended to touch the cap, or forehead if no cap is worn); others place their right hands over their hearts. Men should remove their hats, holding them over their hearts with their right hands.
- * When the National Anthem is played, 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.
- * The salute is held during the the Pledge of Allegiance as you face the flag.

EXPLANATION OF THE PLEDGE OF ALLEGIANCE

I - me, and 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

OF THE UNITED - together; we have all come together

STATES OF AMERICA - state... individual communities that have united into one country

AND TO THE REPUBLIC - republic; state in which sovereign power is invested in representatives chosen by the people to govern... and the government is the people

FOR WHICH IT STANDS.

ONE NATION UNDER GOD - meaning so blessed by God

INDIVISIBLE - incapable of being divided

WITH LIBERTY - freedom, the right to live without fear or threats

AND JUSTICE - the principle qualities of dealing fairly with others

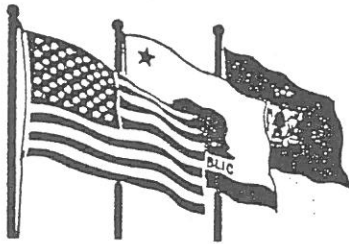
FOR ALL - everyone is included regardless of race, creed, etc.

Often we hear people recite the pledge: "...one 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.

PLEASE TEACH YOUR CUB SCOUTS AND PARENTS TO REPEAT IT PROPERLY!!!

RULES FOR DISPLAYING THE FLAG

- * When displayed with a group of flags (state, local or organizational), the American Flag should always be in the center and higher than the other flags. The U.S. Flag should be hoisted first and lowered last. When flags of two or more nations are displayed, they should be the same size and flown from separate staffs. Custom forbids the flag of one nation to fly over another in peacetime.

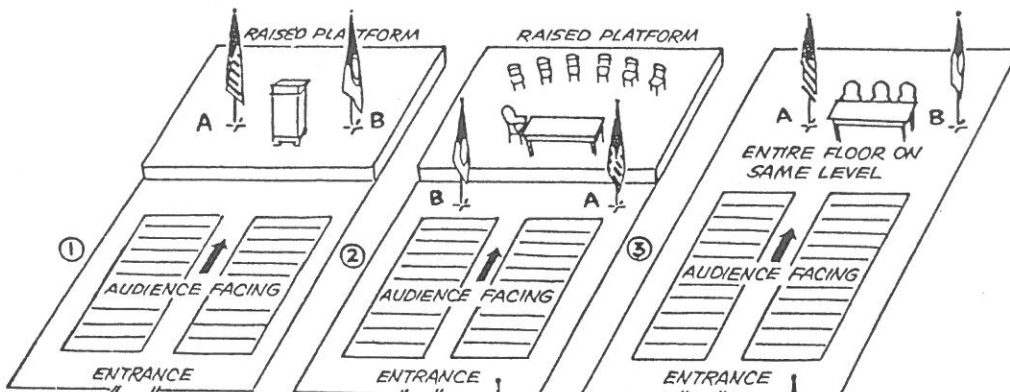


- * If the flag is displayed flat on a speaker's platform, it should be placed behind and above the speaker with the union to his right.



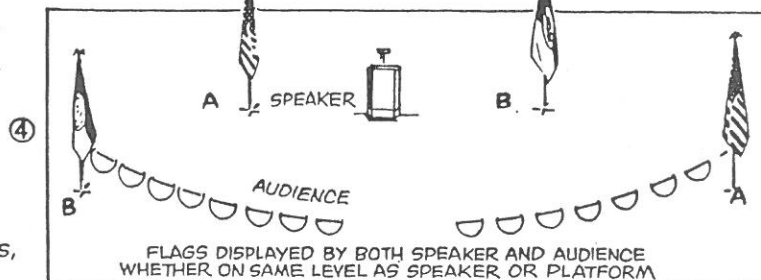
- * When carried in a procession with other flags, the American flag should be on the marching right. If there is a line of other flags it should be front center of that line.

- * When flown from a staff on a stage, the flag should be placed on the speaker's right. If placed below the stage level, the flag should be on the right of the audience as they face the stage.



NOTE: A STANDS FOR THE NATIONAL FLAG,
B STANDS FOR ANY OTHER FLAG.

DIAGRAMS 1-2-3-4 APPLY TO LECTURE HALLS, CLASSROOMS, CLUB ROOMS, CHURCHES, AUDITORIUMS, ETC.



HOISTING THE FLAG

It takes two to hoist the Flag properly. One to secure the Flag to the halyard and hoist it - the other to hold and keep it from touching the ground.



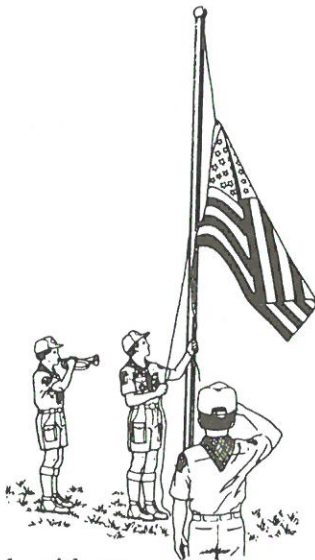
The two flag-raisers march, in step, to the flagpole. Number 1, on the right, carries the folded Flag. NEVER carry the flag in your armpit... carry it in front of you. The flag is always kept folded when stored.

At the flagpole, Number 1 continues to hold the folded Flag while Number 2 unfastens the halyard from a cleat on the pole. He quickly tests the halyard to make sure it is running freely. 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.

Number 1 then loosens the folded Flag and hands the hoist end to Number 2, union first, being careful to hold his end of the Flag so that no part of it touches the ground...

Number 2 fastens the halyard to both grommets on the Flag's hoist, then starts hoisting the Flag briskly hand over hand without a pause. Number 1 keeps it from touching the ground, 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 2 secures the halyard to the pole, steps back a pace and joins Number 1 in the salute. Then both drop their salutes in unison and march off.



LOWERING THE FLAG

The Flag should be lowered slowly and ceremoniously.

TWO-MAN FLAG DETAIL: They march to the flagstaff, un-fasten 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.

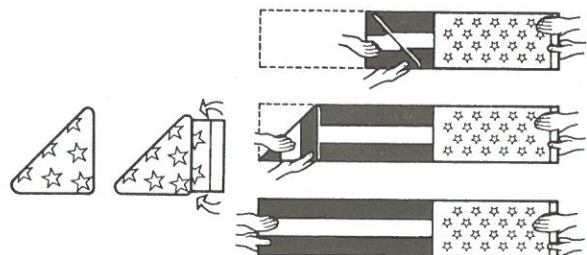
It is very important to fasten the halyard ends back together after removing the flag - or you may find one end of it at the top of the pole the next time the flag is to be raised.

On being detached from the halyard the flag must be folded immediately!

Note: 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.

FOLDING THE FLAG

1. Fold in half lengthwise with the striped half up over the blue field.
2. Fold it in half again.
3. Bring the lower striped corner to the upper edge forming a triangle.
4. Fold the upper point in to form another triangle, continuing until the entire length is folded.
5. When you get almost to the end with nothing but blue field showing, tuck the remaining bit into other folds to secure.
6. The final folded flag resembles a cocked hat with only white stars on blue field showing.

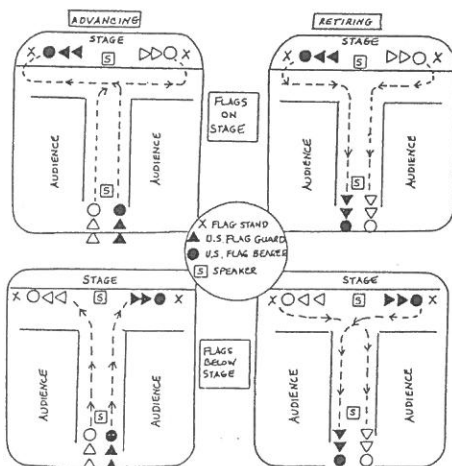


STANDARD FLAG CEREMONY

ARRANGEMENT: 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) The American Flag crosses in front of the pack flag.

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

When the colors are retired at the end of the meeting, the same positions are used, except in reverse order.



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

SETTING: Flag stand are in place at front of room or on stage. Flag bearers and color guards are in position in rear of room. Speaker may be in rear of room or in any convenient place nearby. Cubmaster usually calls the meeting to order and introduces the den who will perform the ceremony. At this time, the speaker advances to the front of the room. (Make certain he speaks loud and clear and can be heard by everyone.)

SPEAKER:

ATTENTION! WILL THE AUDIENCE PLEASE RISE? COLOR GUARD, PRESENT THE COLORS! (or COLOR GUARD, ADVANCE)

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

HAND SALUTE!

He salutes and audience does likewise. Speaker's eyes should follow the American Flag until it is in position in front of the room. Flag bearers and color guards take position in front of the room near flag stands. They stand at attention, facing the audience. The flags are held vertically.

PLEASE REPEAT THE PLEDGE OF ALLEGIANCE WITH ME.

He begins the pledge with audience joining in. At this point, the Pack flag is lowered slightly and full attention is given to the American flag. Take care neither flag touches the floor. 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 then raised again to a vertical position.

TWO! (Salutes are dropped.) COLOR GUARD, POST THE COLORS!

The American Flag is placed in its stand; then flag bearer and color guard salute it and step back into place. The Pack flag is then posted; its bearer and guard salute it and step back into place. (The American Flag is always posted or raised first, and removed or lowered last.)

COLOR GUARD, DISMISSED!

Flag bearers lead procession to back of room, with speaker following last.

HEROES HAVE FOUGHT FOR ME

I am your flag, thirteen stripes of red and white with fifty stars on a field of blue. A lady named Betsy Ross made the first representation of me as the flag you know today. There were only thirteen stars in my field of blue in those days. As each new state was admitted to your nation, one more star was added.

I have lived for more than 200 years and have been part of the struggle and growth of your nation. I have been carried into and through every battle in which your nation has ever been involved. I was at Fort McHenry during the War of 1812 and felt shrapnel tear at my very fabric, but I survived and waved proudly in the rockets' red glare.

With love I have draped my protecting folds around your sons and daughters who gave their last full measure of devotion to the country they loved that you might continue to enjoy the fruits and benefits of freedom.

In more recent decades I went to the moon and am there planted as a monument to the skill, technical ability, and courage of you sons and daughters toward the cause of science and human endeavor.

It saddens me that there are a few citizens of your nation who have so little regard for me and what I stand for that they burn me and spit on me because I haven't been for them all they thought I should be. For those few my true meaning is lost to their selfishness and anger. This is a shame because I am for most Americans a symbol of the democracy they seek to improve upon and work for toward its continued will-being.

Yes, I am you flag, and I fly proudly over you and your nation. I am the visible representation of the land of the free and the home of the brave. Even more than this, I am the beacon of hope lighting the path to freedom for all of the oppressed people of this world.

In view of the grave disservice done me by the Supreme Court of your nation, I would strongly favor protection from desecration and so be retained and preserved as the symbol of freedom and democracy.

I am not just a piece of colored cloth!

CEREMONIES

CEREMONIES

We take ceremonies in our lives for granted...graduation from high school or college, weddings, joining a church, the christening of children...all of these were probably recognized by some type of ceremony. And even the end of our lives will undoubtedly be marked by funeral ceremonies.

So it is in Scouting...the highlights are marked by ceremonies. Joining the Pack, receiving badges, graduation from Cub Scouting to Boy Scouting, the opening or closing of these important events...all of these may be remembered through special ceremonies.

The length of time a boy can concentrate on any one idea is often called his attention span. In Cub Scout age boys...this span is short...so keep your ceremonies short and simple. Include boy-parent-audience participation. Use easy-to-remember lines. Keep props and equipment simple. A part need not always be recited word for word...just get the general idea of what is to be said clearly in the mind of each person so that everything will run smoothly.

A ceremony should have dignity to show parents that Cub Scouting is serious about its principles and objectives. It should be impressive enough to capture the Cub Scout's imagination. Remember that a Cub Scout lives mostly in an imaginary world. Building ceremonies around his interest increases his desire for greater achievements and knowledge.

The ceremony should be planned so as to be easily observed and understood by all present. Don't use complicated stage play, introductions or long speeches. Nothing happens in a ceremony unless you make it happen. The script should be in large type, double spaced and placed where the leader can glance at it quickly and easily during the ceremony. Because he will coordinate everyone's action, he should be familiar with the ceremony so that he can give a cue.

Planning is the key to meaningful ceremonies. Ceremonies in Cub Scouting don't just happen. They require effort in planning and execution. Ceremonies can be short and to the point, and still be impressive through the use of props and equipment and costuming. They are important to the boys...so they should be important to all of us.



Why Do We Have Ceremonies?

- * To establish a regular plan to present awards promptly, as soon as possible after they are earned.
- * To encourage parent involvement by permitting parents to present badges to their sons.
- * To provide high points in the advancement plan.
- * To focus attention on the accomplishments of boys, leaders, and parents for achievement, recruiting, service projects and special activities.
- * To mark the beginning and end of den and pack meetings.
- * To honor leaders.
- * To help develop the monthly theme.

One of the most important reasons for ceremonies is to provide meaningful and memorable highlights in a Boy's Cub Scouting experience. Many men can remember the day they received their Wolf badge or Arrow of Light award.

Never underestimate the power of a simple, but impressive ceremony.

INGREDIENTS:

When an event arrives that no ready-made ceremony will satisfy, build your own. The following are some of the things to be used in building a ceremony.

ACTION: Use as many people as possible. Have them move about the "stage" area.

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

COORDINATION: Plan ahead and practice it a few times. If there is to be audience participation, tell them in advance what is expected of them.

DELEGATION: Rely on your assistants and others; don't try to do it all yourself.

DIGNITY: Allow no horseplay or action that will interfere with the ceremony.

IMAGINATION: Use showmanship and materials easily found. Change the words of ready-made ceremonies to fit the theme. If the Cubmaster feels uncomfortable with a touch of drama...invite one of the parents to help. Recycle some would-be junk items for props. Set the stage. Use lighting, make an announcement, use music, don't spring it on the audience cold.

PARTICIPATION: Get involvement from the parents with their child. Use Den Chiefs and Den Leaders to work with the Boys. Ask community people to help...a doctor, a policeman, an engineer. Get as many people as appropriate to participate in the ceremony.

SIMPLICITY: **KISMIF.....**Keep it simple, make it Fun.

VARIETY: Don't use the same ceremony too often in a pack or den meeting. No matter how well it is received the first time, it may be a bore the second time.

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

PROPER SETTING: Always face the audience. If possible, elevate the center of action so everyone can see what is happening. Make sure everyone can HEAR!

PROPS:

A few attractive props help set the scene for an impressive ceremony. A little "SHOWMANSHIP" along this line shows the boys and their parents that the Pack really cares. Many props can be made from scrap materials. They need not be expensive to be impressive.

TABLECLOTH: A Blue and Gold tablecloth will add color to your head table which holds badges to be awarded and ceremonial candle decorations, Webelos-Arrow of Light boards.... make the cloth from yellow or blue fabric, then trim in the contrasting color.

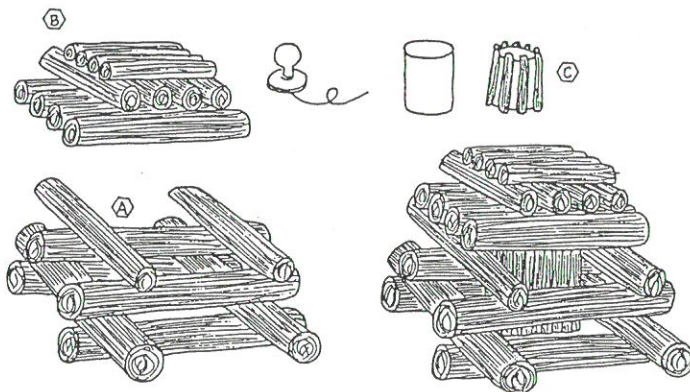
ELECTRIC CANDLES: Use old Christmas lights, run through cardboard tubes which have been covered with blue or gold foil gift wrap.

CAMPFIRE: A log cabin or tepee type fire can be made and nailed to a plywood base for ease of moving. Line the center part with yellow or red cellophane. Use a small string of blinking lights underneath to make a "Fire".

BRIDGE: Build this from scrap lumber, using dowels for poles and white rope to string along the top. Graduating Webelos Scouts look forward to crossing the bridge into Boy Scouting.

ARROW OF LIGHT: Can be made from scrap plywood, painted yellow and mounted on a plywood base. Holes can be drilled to hold candles.

COSTUMES: Sometimes the Cubmaster or advancement chairman will want to wear a costume fitting the monthly theme...such as Santa Claus, Indian, Astronaut, Ghost...discussions concerning these ceremonies at the monthly leaders meeting may bring about suggestions for costumes...where to borrow, how to make, what to be.



PACK CEREMONIES

OPENING: The opening ceremony can make or break the entire Pack meeting. If it is dull and lifeless, the meeting could be in trouble. The opening ceremony definitely "sets the stage". Always include the Pledge of Allegiance or a patriotic song.

ADVANCEMENT: The main goal of Cub Scouting is growth and advancement in a positive direction. Advancement ceremonies are important in creating an incentive to progress. It is so simple to pull a badge out of a boiling witch's cauldron or a pirate's chest...and it means much more to a boy than just receiving it with a handshake. The monthly themes lend themselves to some exciting opportunities for advancement ceremonies.

RECOGNITION: Installation of leaders, recognition of leaders, recognition of den chiefs, recognition or thank-you to boys, leaders, or parents for special services or activities. Adults as well as boys appreciate recognition.

INDUCTION: Bobcat (new family) induction. Webelos Den induction, leaders, etc.

GRADUATION: One of the most important ceremonies of the pack. Make it impressive so it will be an incentive for younger boys and a real "send-off" for Webelos Scouts moving into a Troop.

CHARTER RENEWAL: An impressive charter presentation ceremony strengthens relationships between the Pack and the Chartered Organization.

CLOSING: A sometimes overlooked, but very important part of the Pack meeting. The last few moments are often the longest remembered. An effective way to cause boys and adults to leave with a positive attitude and motivated to do a good job is to precede the closing ceremony with an inspirational Cubmaster's minute...a few words to inspire enthusiasm and dedication.

DEN CEREMONIES

SPECIAL RECOGNITIONS: Boys love to be recognized. Use birthdays, the welcoming of a new den member, the transfer of a Cub Scout to a Webelos den, special events the Boys are participating in outside the Cub den like school or church.

DEN DOODLES: Use a den doodle as an incentive for advancement within the den. Let the boys help construct the doodle. Have a special time at the den meeting that the boys can hang their special signs of achievement.

IMMEDIATE RECOGNITION: This is a motivational device used to encourage each boy to complete the rank for his age. Use a brief ceremony related to the theme or to the den activity for the day.

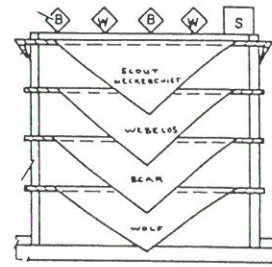
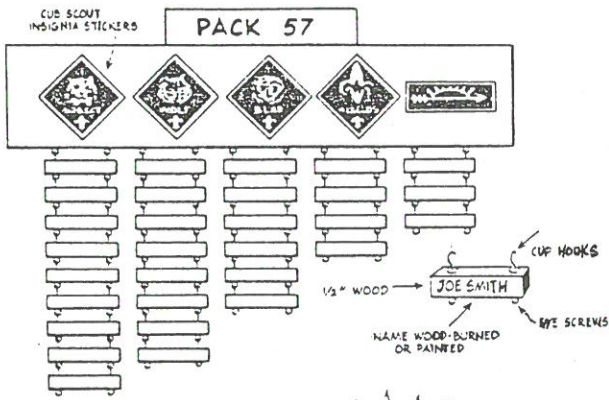
OPENINGS: Den meeting opening ceremonies, as a general rule, are used to give the boys a chance to work off steam and to signal the beginning of the meeting. It introduces the program and sets the tone of the meeting. It can add dignity and importance. Like most other ceremonies, it should help the Cub Scout remember and understand the purposes and ideals of Cub Scouting.

CLOSINGS: Den meeting closing ceremonies set the tone of the meeting that is carried home with the boys. If the closing is a simple "Bye" the boy has no ending to the meeting. Instead, try: "May the Spirit of Scouting and the Light of Akela be with you and me until our paths cross again. Or a Circle Handshake: boys form a circle and give the Cub Scout Handshake, completely around the circle, ending when it has reached the boy who started it. As each boy receives the handshake, he makes a wish, silently, and pledges to do his Best.

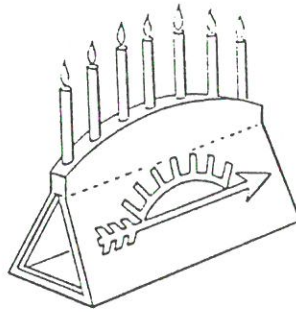
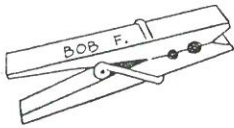
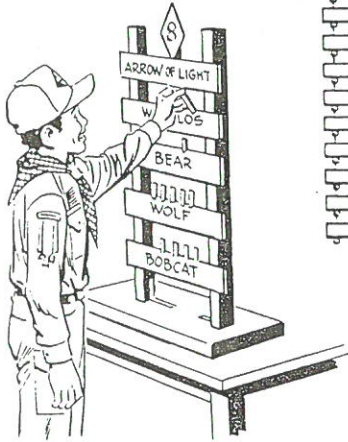
Books, props, atmosphere...these are all important, but don't forget your number one resource...PEOPLE. Draw on the imaginations of Pack Leaders, Parents and Cub Scouts (Listen to what they are talking about...current movies, books, events...think like an 7, 8, 9 or 10 year old boy.)

*YOUR ONLY LIMITATION IS
YOUR OWN IMAGINATION.*

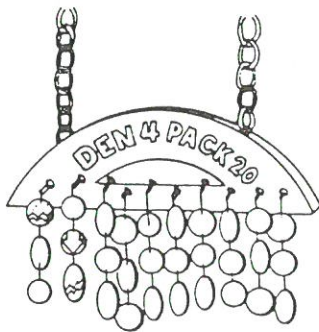
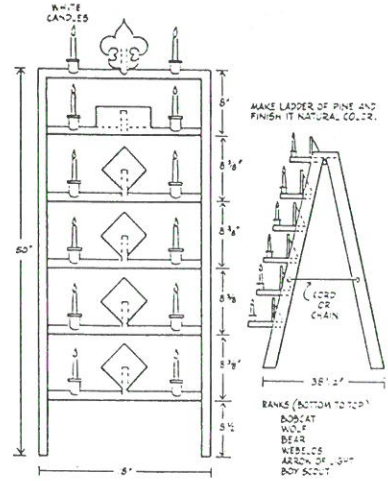
PACK ADVANCEMENT BOARDS



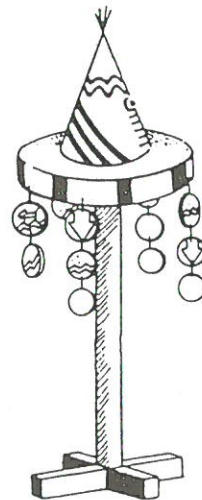
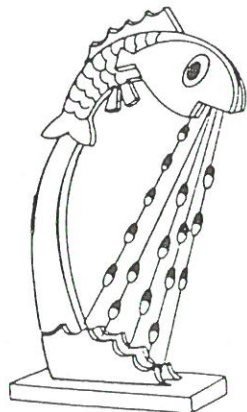
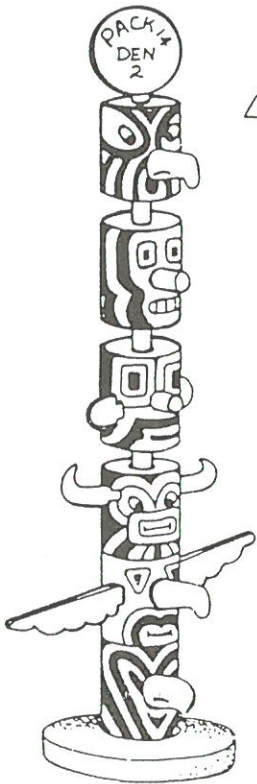
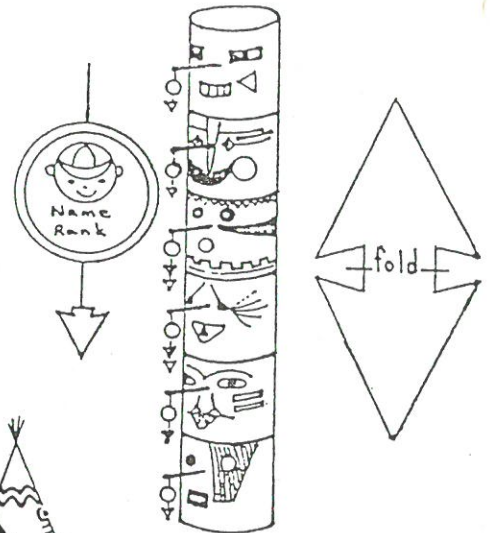
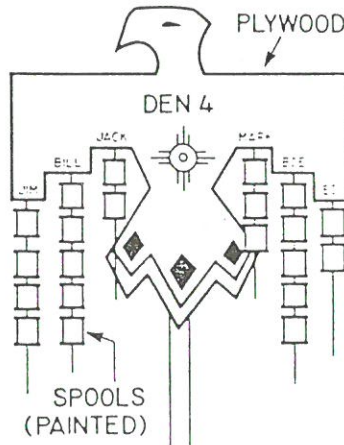
NECKERCHIEF CEREMONIAL PROP



DEN DOODLES



Den doodles can be hung from the ceiling.



THE ART OF SAYING "THANKS"

The very best way to say 'thank you' is to say "thank you" and really mean it. Sounds simple enough, doesn't it? Let's take a look at some things that have probably happened to you.

Were you ever a member of a committee which performed a job then later a gentleman arose from his place at a long table in the front of a large room filled with people, walked to the podium and said: "I wish to thank all the members of the committee, however, time won't allow me to recite all the names, so I'll just say 'thank you' for your efforts". Didn't mean much, did it? Why? Because he didn't thank you - he thanked an unknown committee...and for what? Who knows?

What will you do if the Cubmaster asks you to say thank you to all at your next Pack meeting? Here are some suggestions:

1. Find out if there is enough time to thank each person individually by name.
2. Have something concrete to say 'thank you' for...and say it loud and clear. It can be embarrassing to be thanked for something you didn't do.
3. The mark of a good 'thank you' is when you know your Leader has helped the boys, they know they have helped, the boys know they have helped them...and now you want everyone else in the pack to know. A warm, public 'thank you' is in order.
4. If time does not permit naming each individual involved or giving an explanation of what he or she actually did to be thanked... then probably the best solution would be to thank the

chairman of the committee and ask that he/she personally thank each individual.

You are probably familiar with this situation. You have the cereal, the toast, the jelly, the orange juice and a pitcher of milk on the breakfast table. You call the family to breakfast. They are running behind this morning, so they rush in, one by one, sit down, fill their bowls with cereal and then pass the pitcher of milk around. Your son gets it last, and it is bone dry. With a frown on his face, he says "Thanks a lot!" The point is, the type of 'thank you' we're after should be given in the right context, and said with a smile on your face and warmth in your heart. Anything less will be spotted as artificial.

Between Cub Scout leaders, a sincere, verbal 'thank you' means a lot. But there is another aspect that you might like to consider. You may have something in your Cub Scout file at home, or sitting on your desk that was given to you by someone saying 'thank you'. I have in mind the material object such as a plaque, a certificate, a statue, etc. Every time you look at it or pick it up, that moment is recreated in your mind. This is another way, a more lasting way, of saying 'thanks'.

Finally, there is the 'thank you' that flows spontaneously between two people. It isn't planned in advance. It just happens. It is said at just the right moment with just the right meaning. It is a matter of simple courtesy. And if you miss your chance to say this 'thank you' you'll know it.



NOTES...

SPECIAL AWARDS AND TROPHIES

Cub Scouts like nothing more than receiving recognition for the things they do. An award lets them know they've done a good job. Awards are not just for those who win first, second, or third place -- they are a way of saying "Thank You" for participating or for doing something special. They need not be the largest or the fanciest possible to satisfy -- a simple "You did a Good job" is sufficient.

Trophies can be made from almost any material and need not necessarily be "artfully" done. They are meant as a token of appreciation and as a token it is very acceptable to be very simple. Thus, awards can be made of wood, paper, plastic, plaster, ribbon, cloth or any other material commonly found around the home. An award may be a scrap which has been redone and turned into a treasure for the recipient.

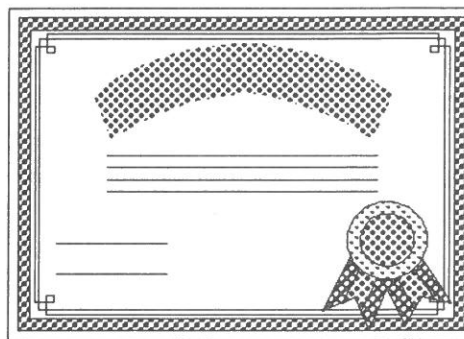
Don't forget that all who participate enjoy receiving awards, including parents and Cub Leaders. Awards are fun for all and bring pleasure to all who receive them. They are the little highlights of life which are put away for another day to bring back pleasant memories of the past.

The key to simple, effective awards is being repetitive. That is, make many identical awards. By being repetitive, the task becomes far more simple and enough awards are created that all have the opportunity to receive at least one.

Make it a rule that sufficient awards are given that most can receive one. If only a few are presented, it is possible that a select few Cubs, because of size, aggressive nature or special skill will receive most of the awards. In a Pinewood Derby, for instance, have a first, second and third place trophy for those who achieve those places, but also have a participation award for each Cub.

The frequent and judicious use of awards can assist you as a Cub Leader to maintain control over your meetings and be a factor in encouraging participation, attendance and a desire to follow through.

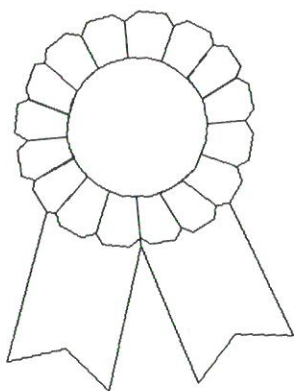
Different types of recognition are:



Certificates: Homemade certificates can be as impressive as those you purchase at a store. Varying the size, shape, type of paper, and writing implements you use can make your certificates truly unique.

Medals: A medal is anything that can be hung on a string, ribbon, inexpensive chain, rope etc., and placed around a boy's neck. A variety of small objects can be used: a leather round either tooled or written on with markers, a wooden circle with wood-burned letters on it, or even a piece of cardboard cut into an interesting shape. A unique idea for medals is to use "shrinking" plastic. Commercially sold as "Shrinky-Dinks", this plastic material can be purchased at hobby or fabric shops. A design can be drawn on and colored in, depicting anything you like. After the design is traced onto the plastic, and cut out, the material is placed into the oven at low heat, where it shrinks into an attractive small picture, suitable for hanging on a string and being used as a small medal. The shrunken design is very detailed and makes an attractive medal.

Plaques: A plaque is a neat way to display pictures, patches, and lettering for recognition. Plaques can be made out of practically anything. Paneling, hardboard, lumber, tree trunk slices, sheet metal, plastic sheets, linoleum pieces, and much more, are all good candidates for plaques. Plaques are versatile, and can be used in many ways. Lettering can be done by carving, woodburning, painting stenciling, using stickers or lettering tape, and many others. They can be stained, decouped, painted, left natural, routed, etc. You can be creative.



Ribbons: Certain kinds of ribbon are not practical to use as awards if you intend to write on them. Satiny ribbons tend to allow inks and markers to run or wipe off easily. Be sure to try writing on your ribbon before using it for awards. You can use ribbon

alone to make awards or combine it with disks and felt in many different ways. Black felt tip markers usually work well for lettering. To make a special award you can use glue and glitter sprinkled on for interesting lettering. Use your imagination!! Ribbons cut out of construction paper or cardboard can make impressive awards too.

Trophies: Trophies are very easy to construct, and can be made from a wide variety of materials. Impressive ones can be made from old trophies and their parts. Most



bowling or sports trophies are pieced together, and they can be disassembled and their various parts reused. Most consist of a base, pedestal, and decorative figure, and the top section can be replaced with any number of items in order to create an appropriate trophy. Miniature cars painted gold, small action figures, carved items and much more can be substituted for those premade figures, and can make very nice trophies. If you do not have access to old trophies (which are often found at swapmeets and garage sales) you can assemble your own simply by using the same basic three parts. Sometimes a trophy will consist merely of a base and figurine. Adding the lettering to personalize it finishes it off.

The decorative figures can be made of paper mache', salt dough, tinkertoys, miniatures of many kinds, etc.



RECOGNITION

There are a lot of adults in our program that do a lot to keep Cub Scouting Fun and active. They do not always hold a specific position within the pack...but they still need to be recognized.

What follows are a few ideas to help you. If you just take a few minutes to observe your volunteers you will see a specific personality or trait that makes this person stand out from the crowd. This is what you use to create a specific award for that individual. These awards are suggested with humor, and are not meant to poke fun at anyone or anything.

It is recommended that you use poster board or cardboard because it is sturdy. Some of the items can be bought at a variety store in the toy section. Be sure to check out the "under \$1 area". Everything else is stuff and odds and ends around the house. Before you start, look around the house, out in the garage and in the yard. Most important of all, HAVE FUN!!!!

Don't forget the kids. Even the little sisters and brothers need recognition, especially if they always have to tag along.

SWEETHEART AWARD: Cut out a large heart from red or pink cardboard or construction paper or fabric. (If you use construction paper or fabric you will have to glue it to cardboard of the same shape.) Now frame the outside edge by gluing either white doilies or purchased gathered lace. On the front, sew or glue a big colorful sucker or Hershey Kiss. Hang by colored ribbon. *Suggested for: Someone very cheerful and happy; someone who provided a lot of treats or especially good ones; a lady who got married; or, the leader who decided the den would make a REAL gingerbread house using real candy.*

RIGHT ARM: Cut from cardboard the shape of an arm bent at 90 degrees at elbow with fingers in Cub Scout or Boy Scout sign, color in. *Suggested for: To be given to a Den Chief, Assistant Cubmaster or anyone who served as the "Right Arm" of someone.*

WISHING YOU WELL: You could purchase a small plastic wishing well and mount to a frame, or draw a wishing well, color, paint or glue pieces to a cardboard and write "Wishing _____ Well". *Suggested for: To give to an adult that is retiring from an active position within the Pack, or if they are moving either to another area or going on to Boy Scouting.*

LETTERS TO EDITOR: Draw or trace at random 10 to 15 letters. Cut out letters and string together. You can make letters from heavy construction paper, cardboard, felt, dough art, etc. Make them colorful! You may string them together in one long strand, or hang like a mobil. *Suggested for: This award can be given to the newsletter editor of the pack. It could also be given to a secretary, or someone who does a lot of writing and organizing for your group.*

EARLY BLOOMER AWARD: This is done several different ways. You could simply present a large artificial flower or you can be creative and make one out of construction paper or felt. *Suggested for: This is good for a Mom who blooms with kindness, love, spirit, smiles or ideas. Or someone who started out low keyed or quiet or shy and is now more vocal or visible.*

CHEF HAT AWARD: Cut a chef hat shape out of cardboard and paint or color white. *Suggested for: For someone who really cooks with ideas or activities or yummy treats.*

THE PATH FINDER: Use a toy compass and map or cut from cardboard a circle. Put N, S, E, and W on the circle. Cut an arrow from paper or cardboard and using a brad attach to circle. Buy a map or simply draw one. *Suggested for: For someone who is never in the right spot at the right time or has a tendency to get lost a lot.*

CLOWN AWARD OR BIG YUK AWARD: Make a clown mask of colored construction paper and elastic or make a clown hat of paper or fabric. Use cotton balls to decorate and make ball at tip of hat. *Suggested for: For the person who is always clowning around with the boys.*

THE MISTAKE PROOF PENCIL: Available at a novelty store...a pencil with an eraser at both ends. Or draw one of cardboard... or take two new pencils and pry the eraser off of one and glue to the unsharpened end of the other. *Suggested for: Could be given to the pack secretary. Also appropriate for a person that does a lot of written organizing or den leader frustrated with keeping track of advancements, dues, attendance, etc.*

THE BIG BUNDLE AWARD: Take one sheet from a newspaper and fold it up until you have a small square bundle approximately 4"x4". Tie a string around it. *Suggested for: This can be given to the paper drive chairman. You could do the same with play dollars and give it to the SME Chairman.*

PRACTICAL WREATH AWARD: Cut a donut shaped circle from cardboard. Attach play money to it either by punching holes in the wreath or stapling the money to it. You also could take monopoly money, crushing each bill in the middle so it looks like a bow tie, then staple it to the donut on one side completely filling in the cardboard. *Suggested for: This could be made for the chairman of a wreath sale. Also, could be given to the SME Chairman or Treasurer only instead of using the donut shape, use (\$) a dollar sign.*

ROCKING CHAIR AWARD: Use a small plastic toy rocking chair or picture of one. *Suggested for: This can be used for a den leader who is retiring or for someone who has been active for "ages".*

