



INDIANHEAD COUNCIL  
MINNESOTA/WISCONSIN



Fiesta Fun  
Pow Wow 1992



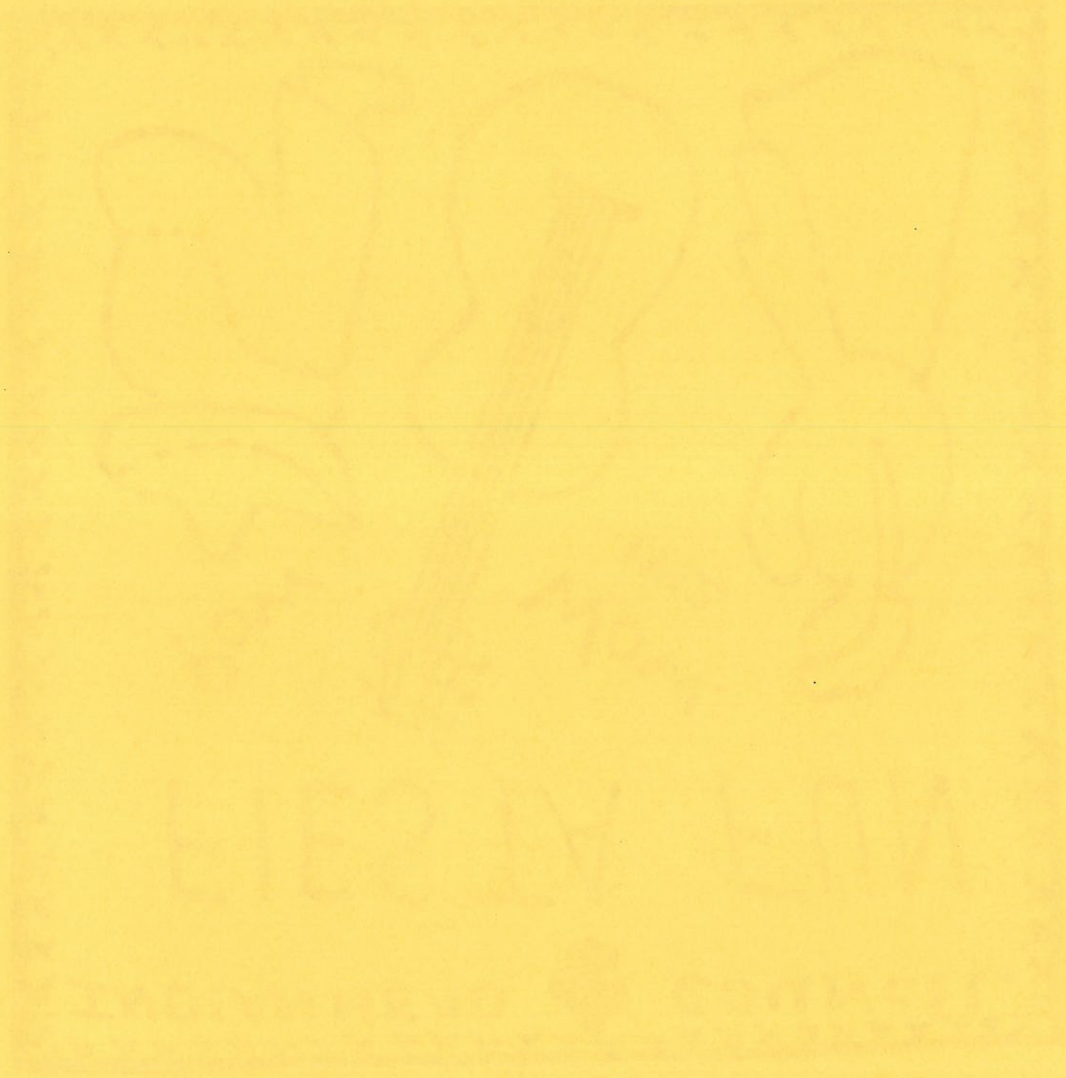
INDIANHEAD COUNCIL, BSA  
393 Marshall Avenue  
ST. PAUL, MINNESOTA 55102  
(612) 224-1891



POW WOW 1992

FIESTA FUN

POW WOW 92 PATCH and BOOK COVER  
Designed by MARGARET BADER, Lake Wanochi District  
POW WOW 92 MUG and Title Illustration  
Designed by DEE KLAWITTER, Lake Wanochi District



POW WOW 92

POW WOW 92

**Boy Scouts of America**  
Indianhead Council

393 Marshall Avenue  
St. Paul, Minnesota 55102-1795  
612-224-1891 Fax: 612-224-7239



Dear Cub Scout Leaders:

Today will surely be one of the high points of your Cub Scout training for 1992. Pow Wow is supplemental training in an ever changing program. Each session is designed to put a sparkle of creativity into your imagination so when you leave here today you will be prepared to offer the Cub Scouts of your den and pack the finest program ever.

It has taken a year of planning and hard work by over 150 volunteers, and their families, to bring Fiesta Fun to life. I have enjoyed working with all the team members of the Fiesta Fun staff and I give them my heartfelt THANKS for a superb job.

As Cub Scout leaders you have said "YES" to the responsibility of molding our future citizens. This can be accomplished with your use of the tools provided by the Cub Scout program.

Please remember Keep It Simple ... Make It Fun!!

Yours in Cub Scouting,

A handwritten signature in cursive script that reads "Linda Popa".

Linda Popa  
Pow Wow Chair

LP:tlh  
pvtb:lr

Traditional programs of Tiger Cubs, Cub Scouts, Webelos Scouts, Boy Scouts, Varsity Scouts, and Explorers.  
Learning for Life in-school programs.  
Serving youth in Minnesota counties of Ramsey, Washington, Chisago, Rice, Scott, Dakota, Lesueur, and Anoka;  
Wisconsin counties of Pierce, St. Croix, Polk, and Burnett.  
Supported by the "Friends of Scouting" and the general public through the UNITED WAY.



Welcome to the Fiesta Fun Pow Wow Book!

You, an Indianhead Council Scouter, are a most important person, one who has an impact on the youth of our area. It is hoped that this book will help make your year more enjoyable as you work with your Tiger, Cub or Webelos Scouts.

This book is designed as a supplement to the many fine Cub Scout resources published by the Boy Scouts of America. Using this book in conjunction with other resources will simplify your life. Please read the description of available books on the following page.

A special thank you to all room presenters who submitted material for this book, to Susan Reese and Barbara Leier for research assistance, and the Jacques Seed Company of Prescott, Wisconsin who graciously let us use their office equipment to prepare the clip art for this book.

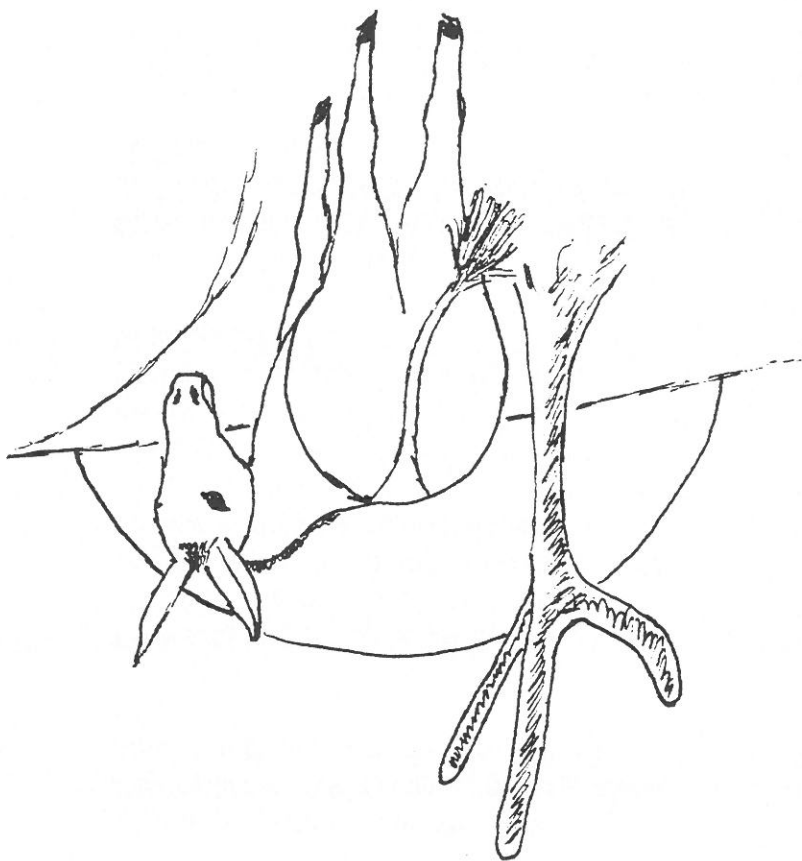
Enjoy this book! Enjoy your Scouts!

Anita Miller

Linda Rawlings

Pow Wow Book Co-Editors

David Asp, Computer Specialist  
Floyd Miller, Illustrator



## BSA PUBLICATIONS TO MAKE YOUR JOB EASIER

No leader in the Cub Scout program should ever feel at a loss for ideas with the wealth of publications available from the Boy Scouts of America. Leaders will find these publications help them do their jobs with the minimum of fuss and frustration. Pack Committees should have copies of the items listed below to be used by their leaders. They are for sale at Scout equipment distributors and the Council Service Center.

### THE BASICS

**Cub Scout and Webelos Scout Program**  
Helps  
Month by month ideas to structure den  
and pack activities around; games, crafts,  
skits, ceremonies.

**Cub Scout Leader Book**

Background for all the Cub Program

areas, leaders responsibilities, rules and  
regulations.

**Cub Scout Leader How-to-Book**

Boy tested ideas, projects, games, crafts,  
nature activities, family fun at pack

events.

**Ethics in Action for Cub Scouts**

Interactive modules for guiding moral

development in Cub-aged boys. Included  
in new edition of How-to-Book.

**Staging Den and Pack Ceremonies**

Props and directions for adding pizzazz to  
advancement landmarks in the Cub

Scout program.

**Webelos Den Activities**

Ideas for den trips, pack demonstrations,  
and hands on projects for each of the 20  
Activity Badges.

**Tiger Cubs, BSA, Group Coach Manual**  
How to begin and maintain enthusiasm  
for the first grader and his family.

### THE BOYS' RANK BOOKS

**Wolf Cub Scout Book**

**Big Bear Cub Scout Book**

**Webelos Scout Book**

**Boy Scout Handbook**

### ADDING FUN AND EXCITEMENT

**Den Chief Handbook**

Stunts, tricks and games to amaze the  
Cubs.

**Cub Scout Songbook**

Favorites for den and pack meetings.

**Group Meeting Sparklers**

Applause stunts, audience participation,  
gathering activities.

**Cub Scout Sports Leader Guide**

Basics for managing a Cub Scouts Sports  
program.

**Cub Scout Fun Book**

Advancement and elective projects for  
Wolf, Bear and Webelos.

**Cub Scout Academics**

Enrichment areas of Music, Literature,  
Art and Science.



**BSA REFERENCES FOR  
POW WOW PROGRAM SESSIONS**

**MOCK MEETINGS** Covered very well in Cub Leader Book (CLB)  
 Committee Meetings  
 Pack Meetings  
 Den Meeting

**LEADER ENRICHMENT**  
 Parent & Family Involvement  
 Recruiting Skills  
 Your Unit Commissioner

CLB 101-104  
 CLB 119  
 CLB 144

**PROGRAM PIAZZZ CRAFTS DEN DIMENSIONS** ALL have extensive coverage in the How-to-Book  
**PACK SUPPORT**

Game	2:1-50	Printing/painting	3:51-56
Songs/sparklers	6:1-16	Tie slides	3:62-64
Skits/costumes	4:1-26	Den Doodles	3:13-14
Puppets	5:1-26	Derbies	3:39-47
Stunts/tricks	6:10-13	Regatta	3:47-49
Puzzles	7:1-14	Newsletters	12:1-2
Woodcraft	3:15-23		
Leathercraft	3:33-36		
Modeling dough	3:45-48		

**OUTDOOR CURBING**

Backyard Camping	How-to-Book 8:34-37
Campfire Programs	How-to-Book 8:45-48
Cooking Simple & Fun	How-to-Book 8:37-44
Hiking, biking & Outdoor field trips	How-to-Book 8:3-34

**CUB SCOUT HELPS**

Ethics in Action supplement to Duty to God in all rank books, Service to Your Community First Aid for Den & Pack Blue & Gold Banquet	How-to-book CLB 58-59 CITIZENSHIP THROUGH SERVICE CLB 97-100 How-to-Book 9:52-62
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**WEBELOS PROGRAM**

Supplemental projects for all 20 Activity Badges covered in Webelos Den Activities

1992 POW WOW

STEERING COMMITTEE

CHIEF LITTLE CROW	LINDA POPA	CHAIR
GREATER EAST SIDE	JIM MOSNER	PROGRAM
CHIEF LITTLE CROW	JOAN BEAUDOIN	REGISTRATION
CHIEF LITTLE CROW	DAN BEAUDOIN	SUPPORT
GREATER EAST SIDE	MARY DEGEL	PROMOTION
SKYLINE	DALE HAAG	PHYSICAL ARRANGEMENTS
LA CROIX	ANTA MILLER	BOOK EDITOR

SPECIAL ASSISTANTS

CHIEF LITTLE CROW	VIRGINIA TRETTER	RECOGNITION
CHIEF LITTLE CROW	PATTI ROSS	SCOURGER
NORTH LAKES	BARBARA HERRMANN	RECORDS
	JON HARTHUN	STAFF ADVISOR
	LINDA RAWLINGS	CUB TRAINING CHAIR

OPERATING COMMITTEE CHAIRS

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LA CROIX	HOWARD KRUSCHKE	FIRST AID
CHIEF LITTLE CROW	TIM KANE	DRINK STATIONS
CHIEF LITTLE CROW	CAROL FORREST	TRADING POST
WACOUTA	KATHY JOHNSON	MIDWAY
CHIEF LITTLE CROW	ROGER SCHWAGMEYER	OPENING/CLOSING

PROGRAM AREA CHAIRS

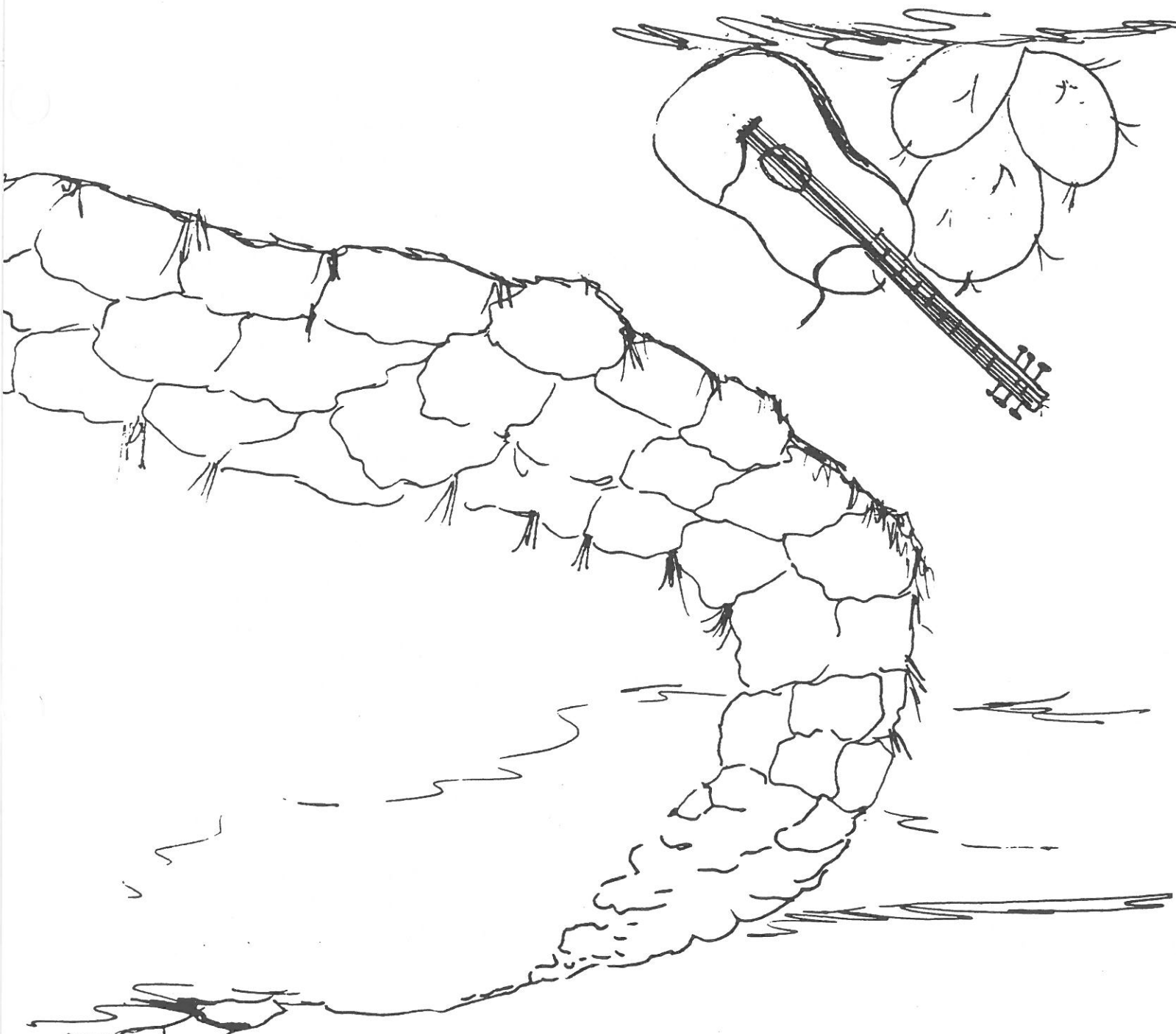
LA CROIX	DAVE SOUCY	CUB SCOUTS THEMES
GREATER EAST SIDE	JERI SMITH	OUTDOOR CUBBING
CHIEF LITTLE CROW	DAN BROTEN	LEADER ENRICHMENT
LA CROIX	TODD MOLDENHAUER	PROGRAM PIZZAZZ
WACOUTA	CAROL MAGNUSON	DEN DIMENSIONS
NORTH LAKES	BILL & MARIE CRAVENS	CRAFTS
GREATER EAST SIDE	BOB KOEPE	PROGRAM SUPPORT
CHIEF LITTLE CROW	LARRY SACHI	WEBELOS PROGRAM

KEYNOTE SPEAKER BRAD WARD

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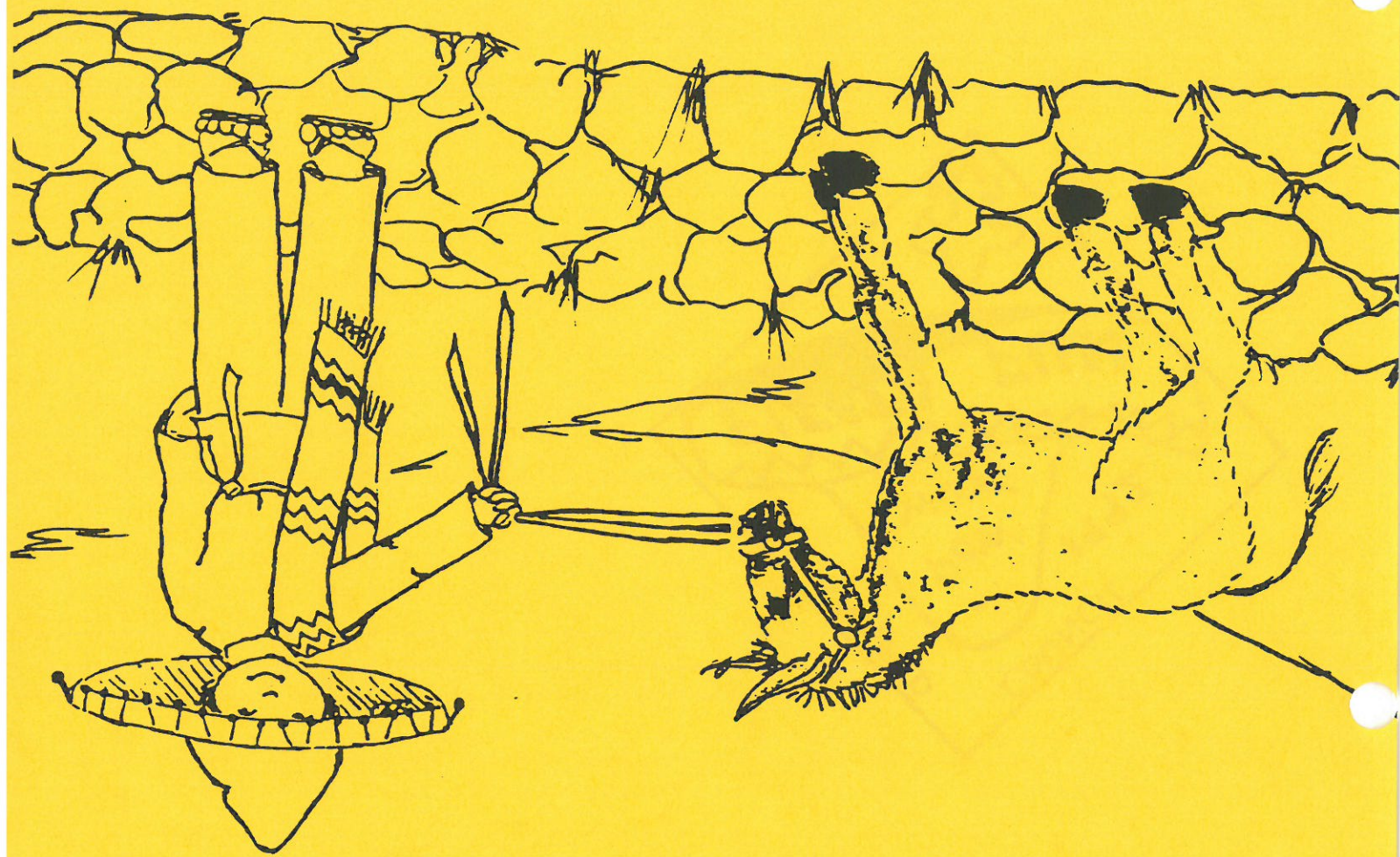
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## WOLF AND BEAR IDEAS



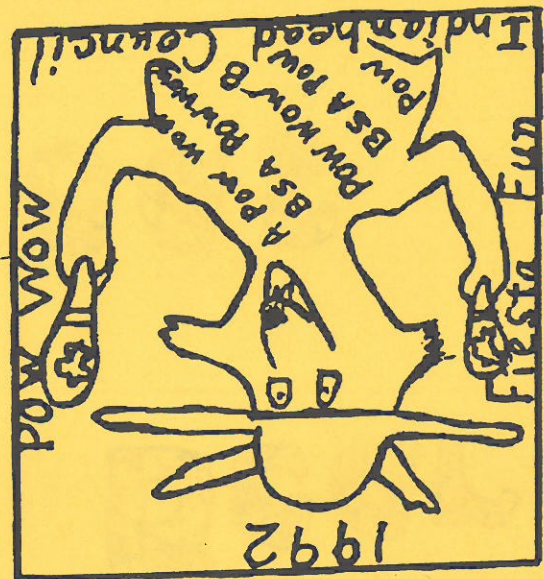
Fiesta Fun

Bound



WOLF & BEAR  
SLEEP

Patch designs submitted by:  
Brett Anderson (top)  
Dee Klawitter (bottom)



## Understanding and Using Monthly Themes

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The Cub Scout program for Wolf and Bear Cubs is organized around monthly themes which are chosen by National BSA. These themes often repeat every two or three years. Using a monthly theme provides a focus for both den and pack meetings. Every den can work on theme related projects (crafts, games, skits, hikes, etc) which may be demonstrated or displayed at the monthly pack meeting which also uses the monthly theme for its focus.

On the following pages Den Leaders will find supplemental activities to add to their weekly meeting plans and Pack Leaders will find ideas to add variety to the monthly meetings. Each month contains suggestions for den crafts, skits, games and songs as well as ideas for pack ceremonies for advancements, openings and closings.

Additional activities to be used any time during the Cubbing year are found in other sections of this book.

### Hints on organizing your Cub Scout Handouts:

Program material for each month's theme is provided in Program Helps, Pow Wow books like this one, Boys' Life and in Roundtable handouts. It is helpful to save your resources to re-use or to pass on to another leader.

Here are some organizational hints many people find helpful. No doubt you will have ideas of your own to share with other leaders at your monthly district roundtables.

1. Three hole punch all material and put it in with the appropriate theme section of this book, labeling the outside with the names of the themes.

2. File all your material in theme related file folders.

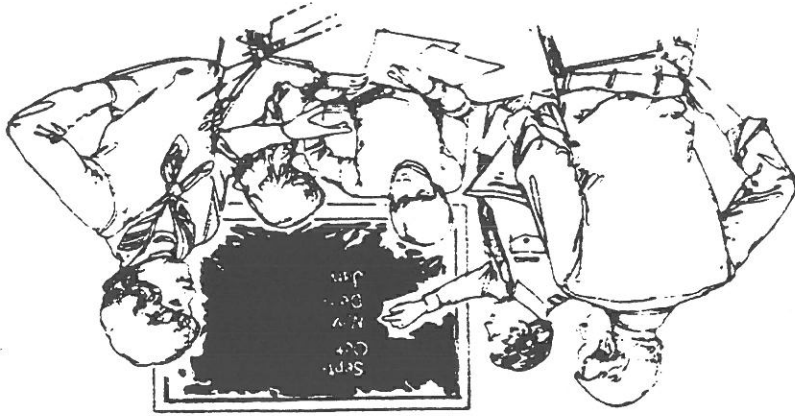
3. File all your material in program area related folders: stunts and tricks, ceremonies, skits, games etc.

4. Be creative and formulate your own way of filing. Pass this information on to others in your pack and district.

## Schedule of Cub Scout Monthly Themes

	1989-90	1990-91	1991-92	1992-93	1993-94
Spt	Our American Heritage	Explore your Neighborhood	Communications	Our Town USA	American Folklore
Oct	Viking Discoveries	Land of Make Believe	Living in the 21st Century	Fire Detectives	Family Hobbies
Nov	Parade of Presidents	Heroes in Books	Pioneer Days	Turkey Day	Under the Big Top
Dec	Custom of Countries	Giving Gifts	Follows, Helps, Gives	To Help Other People	Holiday Magic
	1990	1991	1992	1993	1994
Jan	Invention Convention	Fiesta	Knights of the Roundtable	Pirate Waters	Exploring Alaska
Feb	Mardi Gras	Blue & Gold Traditions	Scouting Around the World	Old Glory	Blue&Gold Traditions
Mar	Achievement Parade	Sea Adventures	Things that Go	Weather Observations	Wheels Wings Rudders
Apr	Mountains of America	Canada, Our Neighbor	The First Americans	Life on Other Planets	Shape Up
May	Under the Big Top	Working with Wood	Bugs & Things	Show Biz	Back to Nature
Jun	Sports Arena	Backyard Fun	Genius Night	Cub Scout Bird Watcher	Strong for America
Jul	Buckskin Pioneers	High Country, USA	Fun in the Sun	Wild & Woolly West	Buckskin Pioneers
Aug	Harbors Stations Airports	Cub Scout Magic	Inside Noah's Ark	Campfire Yarns	Water Fun

This Pow Wow Book covers the monthly themes from December 1992 through November 1993.







**GOOD TURN SKIT**

Den Leader praises Cubs to audience for doing such fine good turns this month. Several boys come in interrupting leader. Some turn around and around in circles, some crawling on all fours in circles, others spinning on their bellies.

Leader says: "Boys! What are you doing?"

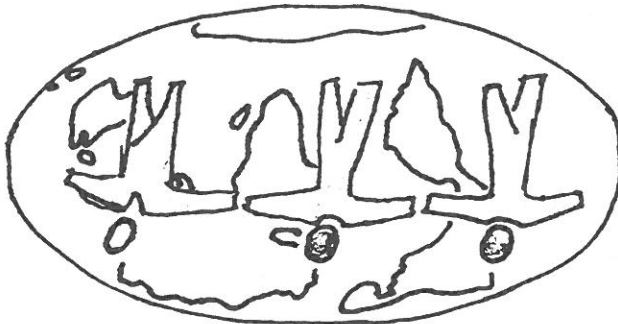
Boys answer: "Don't you know good turns when you see them?" or "We are practicing our good turns."

**SONG: I'D LIKE TO TEACH THE WORLD TO SING**

I'd like to buy the world a home  
And furnish it with love,  
Grow apple trees and honey bees  
And snow white turtle doves.

I'd like to teach the world to sing  
In perfect harmony,  
I'd like to hold it in my arms,  
And keep it company.

I'd like to see the world for once,  
All standing hand in hand,  
And hear them echo thru the hills  
Of peace throughout the land.



**ADVANCEMENT CEREMONY**

Props: 1 small snowflake for each award with the award attached, and 1 larger snowflake for each Cub and parent.  
Visual backdrop or prop: 6 large rank decals overlaying lacy snowflakes arranged on dark blue poster (Tiger, Bobcat, Wolf, Bear, Webelos, Arrow of Light.)

Cubmaster: Snowflakes always appear as six-sided crystals. If you use your imagination just a little, you can see that there are six areas in the climb to the top of the Cub Scout experience.  
Cubmaster calls each group of recipients forward with their parents and presents awards and gives each a snowflake. Have all boys remain at the front of the room until all awards are presented.  
Cubmaster: With this group of Scouts and parents gathered here, we have made a snowstorm out of a lot of small snowflakes. Just as the wind blows snow into a storm, parents provide a force to help a Cub Scout form all facets of his life as he grows into a bigger, stronger person both physically, mentally and spiritually.

CLOSING CEREMONY

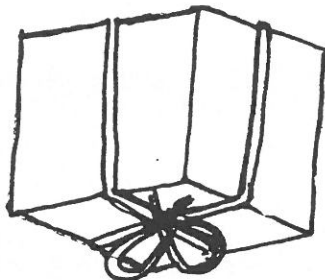
Den of eight Cubs with signs with large letters on front, sayings on back. Each Cub reads his saying in turn or Leader reads all parts as each Cub steps forward holding sign in front of himself.

- G Greeting - a special hello for a special time of the year.
- O Obey - a Cub Scout promises on his honor to obey the Law of the Pack.
- O Over - good turns should be done over and over.
- D Daily - do a good turn daily, don't just think about it.
- T Together - we must all learn to live together.
- U Uniform - you wear a uniform that makes you a special person with special beliefs.
- R Remember - at this special time of year, remember the goodness you receive.
- N Nobody - we need each other, nobody is an island.

HOLIDAY GIFT THE SLIDE

small piece of wood or styrofoam  
gift wrapping paper scraps  
red and green yarn  
tape and/or glue  
plastic curtain ring

Wrap paper around block, giftwrap style.  
The yarn in ribbon fashion, looping through ring on back.



HOLIDAY GIFT FROM CUB SCOUT: BOOK OF COUPONS

Use construction paper for booklet, use any paper for coupons and staple together.  
Some coupon examples:  
good for 1 day of good behavior  
good for shoveling snow (expires April 1)  
good for making supper (expires January 24)  
good for breakfast in bed, any Saturday  
good for washing and drying dishes or filling and emptying dishwasher for a week  
Have boys use their imagination on adding to these suggestions.

DEN GAME: TOILET PAPER ROLL GOOD TURN

Take a roll of toilet paper and have each boy tear off "as much as you think you will need." (That is all you tell them.) After each boy has his amount of paper, have him tear the squares apart and put them in a stack in front of him. Then, he must tell for each sheet what he could do for someone else. He must give one idea for each square and not repeat what others have said.

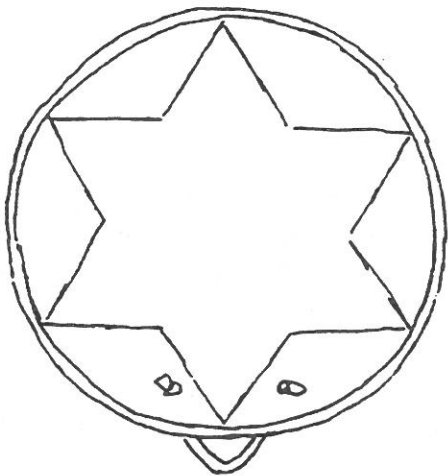
**CRAFT IDEAS**

Star of David Plaque

Materials:

- large clear plastic lid
- paper and pencil
- marker
- glue
- colored aquarium gravel/dyed rice
- string

Trace around lid on piece of paper. Divide circle as shown. Place lid on top of design and trace pattern to lid with marker. Punch 2 small holes in top of lid. Thread string through from front to back, knot in front for hanger. Coat star with glue, cover with gravel. Let dry, repeat for background.

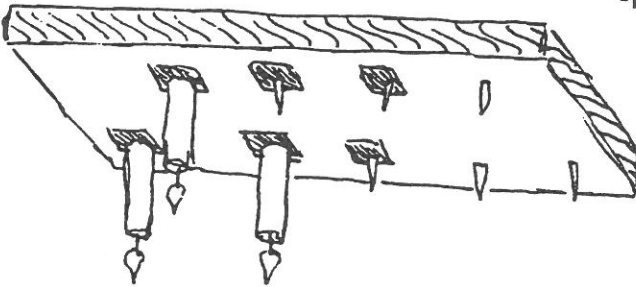


Candleholder

Materials:

- 9"x3"x1/2" wood board
- 9 - 1" nails
- hammer
- colored masking tape
- 9 - candles

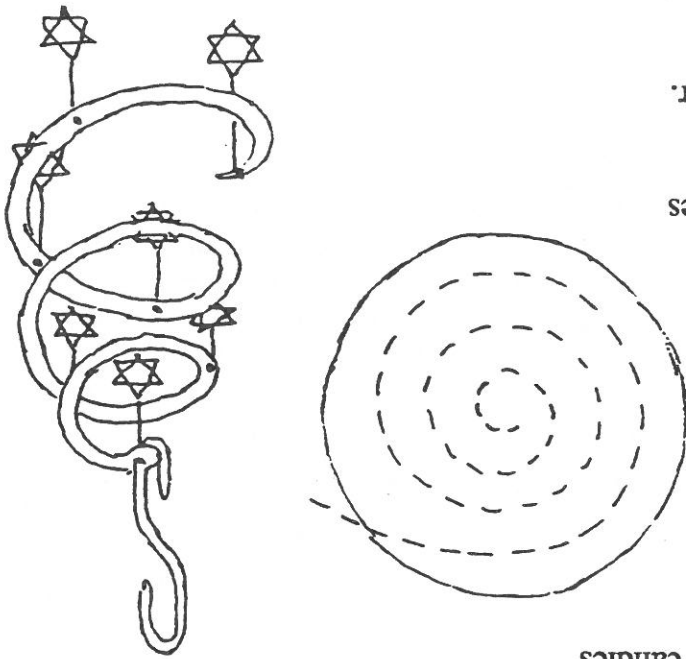
Sand board smooth. Mark location of nails as shown, hammer through board. Cover each nail with small square of tape. Impale candles on the nails.



Hanukkah Mobile

Material: colored construction paper  
paper clip  
scissors  
pencil  
needle and button thread

Trace outline of small plate on paper. Draw spiral in circle as shown and cut out. Cut 7 stars from contrasting color and punch a hole in each. Punch 7 holes in the spiral and tie a star to each. Open out paper clip and push through center hole of spiral, this is your hanger.



31							
24							
17							
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16							
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**IDEAS FOR PACK ACTIVITIES**

Rain gutter Regatta at Pack Meeting.

**IDEAS FOR DEN ACTIVITIES**

Treasure Hunt around den meeting site.

Make pirate costumes to wear at pack meeting.

**PACK GATHERING ACTIVITY**

Spell name in signal flags.

Materials to have on hand:

Several sets of markers, red, blue, yellow, black

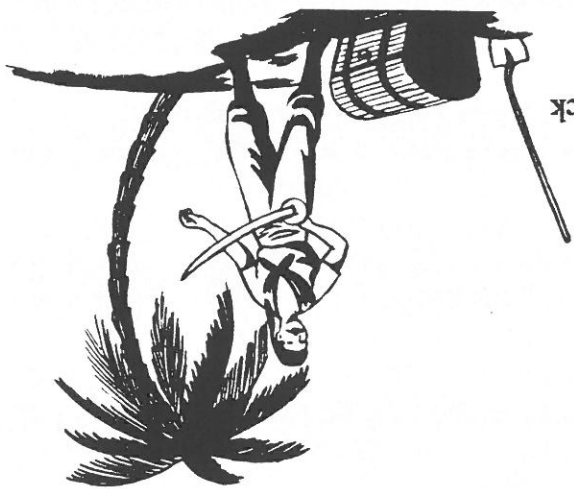
3" squares of heavy white paper,

enough for approximately 5 per person

Copies of flag color guide

twine for finished flags

stapler to attach flags to twine



**FLAG COLORING GUIDE**  
 W = WHITE B = BLUE R = RED BI = BLACK Y = YELLOW

Grid of flag patterns for letters A through Z:

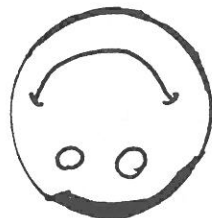
- A:** Vertical rectangle with a notch on the right side. Left half is white (W), right half is blue (B).
- B:** Vertical rectangle with a notch on the left side. Left half is red (R), right half is white (W).
- C:** Horizontal rectangle divided into five equal horizontal stripes: blue (B), white (W), red (R), white (W), blue (B).
- D:** Horizontal rectangle divided into three horizontal stripes: white (W) at the top, blue (B) in the middle, white (W) at the bottom.
- E:** Horizontal rectangle divided into two horizontal stripes: red (R) on top, blue (B) on bottom.
- F:** Diamond shape with a notch on the right side. Top and bottom points are white (W), left and right points are red (R).
- G:** Vertical rectangle divided into seven vertical stripes: yellow (Y), blue (B), red (R), blue (B), red (R), blue (B), yellow (Y).
- H:** Vertical rectangle divided into two vertical stripes: white (W) on the left, red (R) on the right.
- I:** Square with a circle in the center containing the letters "BI".
- J:** Horizontal rectangle divided into three horizontal stripes: blue (B) on top, white (W) in the middle, blue (B) on bottom.
- K:** Vertical rectangle divided into two vertical stripes: white (W) on the left, blue (B) on the right.
- L:** Square divided into four quadrants: top-left is blue (B), top-right is white (W), bottom-left is white (W), bottom-right is blue (B).
- M:** Square with an 'X' shape. The four triangles formed by the 'X' are blue (B), white (W), blue (B), and white (W).
- N:** Square divided into a 3x3 grid of smaller squares. The colors in the grid from top-left to bottom-right are: (W,B), (B,W), (W,B), (B,W), (W,B), (B,W), (W,B), (B,W), (W,B).
- O:** Square with a diagonal line from the top-left to the bottom-right. The upper triangle is white (W) and the lower triangle is red (R).
- P:** Square with a smaller square in the center. The outer square is blue (B) and the inner square is white (W).
- Q:** Square with the letter 'Y' in the center.
- R:** Square divided into four quadrants: top-left is red (R), top-right is white (W), bottom-left is white (W), bottom-right is red (R).
- S:** Square with a smaller square in the center. The outer square is white (W) and the inner square is blue (B).
- T:** Vertical rectangle divided into three vertical stripes: red (R) on the left, white (W) in the middle, blue (B) on the right.
- U:** Square divided into four quadrants: top-left is white (W), top-right is red (R), bottom-left is red (R), bottom-right is white (W).
- V:** Square with an 'X' shape. The four triangles formed by the 'X' are white (W), red (R), white (W), and red (R).
- W:** Square with a smaller square in the center. The outer square is blue (B) and the inner square is white (W).
- X:** Square divided into four quadrants: top-left is white (W), top-right is blue (B), bottom-left is blue (B), bottom-right is white (W).
- Y:** Square with a diagonal line from the top-left to the bottom-right. The upper triangle is white (W) and the lower triangle is red (R).
- Z:** Square with an 'X' shape. The four triangles formed by the 'X' are red (R), white (W), blue (B), and white (W).

**OPENING CEREMONY**

Six Ships of Scouting, p. 55 in the Staging Den and Pack Ceremonies Book would be very appropriate for this theme.

**Thoughts for Life**

Opening by a den of eight Cubs holding cards with underlined slogans printed on the front and speaking lines printed on back. Cubs enter one at a time holding card in front of them. Each moves to the side when finished while next Cub enters and reads his lines.



- 1st Cub: Do your best in everything you do on life's way.
- 2nd Cub: Always be friendly to brighten others' day.
- 3rd Cub: Give away your smiles for 'tis rewarding indeed.
- 4th Cub: Be prepared to help others in their daily need.
- 5th Cub: Be honest and sincere toward others you meet.
- 6th Cub: Be loyal and true - a most commendable feat.
- 7th Cub: Count your blessings being thankful each day, for life's wonderful opportunities that come your way.
- 8th Cub: Welcome to each and every one of you, may these thoughts stay with you through Scouting and your whole life.

**KING NEPTUNE SKIT**

Cubs make appropriate costumes to represent ocean animals described by leader. Props may include waves on cardboard, pirates' chest, nets, trident. Animals come in as described. Leader (draped with netting, holding trident): 'I'd like to introduce to you some of my loyal subjects from the briny deep. There are SHRIMP that are very, very small but are just as important as the big guys. (Cub crawls in all scrunched together.)

Leader: Next come the WHALES that are very, very large, but they know that size is not everything, so they get along fine with the small guys. (Cub with large cutout of whale.)

Leader: We have SHARKS that like to be tough and scary, and sometimes they're down right rude, but they don't really mean it, and they don't mean to hurt anyone. (Cub with shark's fin and large teeth.)

Leader: The SQUIDS have enough legs to be in 50 places at once (Cub with many legs.)

Leader: One of the kingdom's most friendly creatures is the DOLPHIN who is inquisitive, mischievous and speaks a language all its own. (Cub in bright Hawaiian print shirt.)

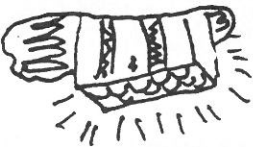
(All creatures "swim" around the leader.)

Leader: As you can see, no matter what the kingdom, land or sea, God's plan for all creatures is the same, always do your best and be ready to help other people as the tide is turning for this world toward calm waters and smooth sailing.

**ADVANCEMENT CEREMONY**  
The Treasure Chest

Cubmaster and two leaders dressed as pirates, stage has treasure chest hidden behind cardboard rocks, plants, sand, etc. Captain (CM) enters looking at treasure map followed by mates (Assistant Cubmaster, Advancement Chair, or Den Leader) carrying shovels.

Captain: Come on you land lubbers, me thinks it's right over here.  
 Mate 1: Are you sure this time Cap'n? We've already dug up half the island.  
 Captain: Of course I'm sure. Didn't I draw up this map after me former mates disappeared? (Mates look at each other nervously.) The winds and tide have changed this island over the years. (Mates dig by hidden chest.)  
 Mate 2: How far down do we have to dig, Cap'n?  
 Captain: Let me see... me thinks the chest will be about three feet lower than Old Scarface.



Mate 1: (picks up skeleton) Must be Old Scarface.  
 Mate 2: (pulls up chest) Looks like the Treasure Chest!  
 Mate 1: What's in the chest, Cap'n? Silver? Gold?  
 Captain: Nay, mates, more valuable than silver and gold.  
 Mate 1: What could be more valuable than silver and gold? Jewels?  
 Captain: CUB SCOUT AWARDS! You can always buy silver or gold or jewels, but you can only earn these awards as a Cub Scout. (Looks into chest) Let's see what valuable awards we have here. Will the following Cubs and their parents come forward? (Read names of Bobcat recipients.) The first rank, Bobcat is like being a cabin boy, he is young, curious and willing to learn. Parents please pin the Bobcat badges on your sons. What other awards do we have mates?

Mate 2: Here ye go, Cap'n. Will the following Cubs and their parents come forward? (Read names of Wolf recipients.)  
 Captain: The second rank, Wolf, is like being an Able Seaman. He is older, experienced in the basics and capable of learning more. Parents, I am privileged to give you the Wolf rank to present to your sons. Me thinks there might be more in that chest.  
 Mate 1: Aye, Cap'n there is. Will the following Cubs and their parents come forward? (Read names of Bear recipients.)

Captain: The next rank, Bear, is like being a First Mate. He is older than the Able Seaman and can almost run the entire ship but needs the guidance of the Captain. Parents, I have the honor of giving you the Bear badge to present to your sons. By chance is there anything left in that chest?  
 Mate 2: To be sure Cap'n. Would these Webelos and their parents come forward? (Read names of Webelos recipients.)

(continued next page)

(Treasure Chest Advancement Ceremony continued)

**Captain:** The Webelos are our leaders, like the Chief Petty Officer, they set standards for the lower ranks. Parents, I pass this recognition to you to give to your sons. Now, tell me mates, do we have any other treasures?

**Mate 1:** Well, shiver me timbers, Cap'n, I spy one final award, will the distinguished recipients of the Arrow of Light and their parents please come forward?

**Captain:** As Captain of our Cub Scouting ship it gives me great pleasure to honor you tonight with the highest rank in the Cubbing program. You have distinguished yourselves through the lower ranks and are ready to advance in your seaman duties by wearing the Arrow of Light badge now and when you transfer ship duties to Boy Scouting. Parents, it is with pride that I give you the Arrow of Light to give to your sons.

**Mate 2:** Ahoy! Let's give all our lads a hearty sailor's cheer. Hip hip hooray! Hip hip hooray! Hip hip hooray!

**SONG: MY BREAKFAST LIES OVER THE OCEAN**

My breakfast lies over the ocean

My luncheon lies over the rail,

My supper lies in great commotion,

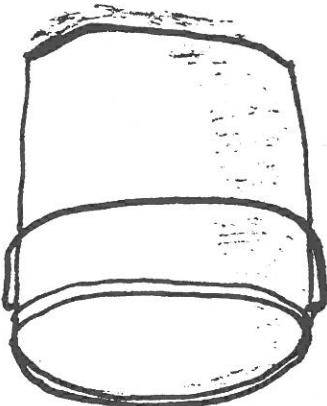
Will someone please bring me a pail?

Please bring, please bring, please bring

A pail to me, to me,

Please bring, please bring, please bring

A pail to me.



**CLOSING CEREMONY**

To the sailor, three things were essential: a compass, a sextant and a flag to tell which way the wind is blowing. To Cub Scouts, these three things are important (show) a badge of rank, a handbook and a candle. The badge tells who you are and where you are going, the handbook tells how to get where you are going, and the candle is a symbol of the light of Scouting which penetrates the darkness of hate, prejudice and distrust. It is a light that must be kept burning in the heart of every Scout.

**PIECES OF EIGHT GAME**

Divide players into two teams in front of table on which eight pennies have been placed heads up for each team. Each team is furnished a spatula and must turn pennies to opposite side using only the spatula.

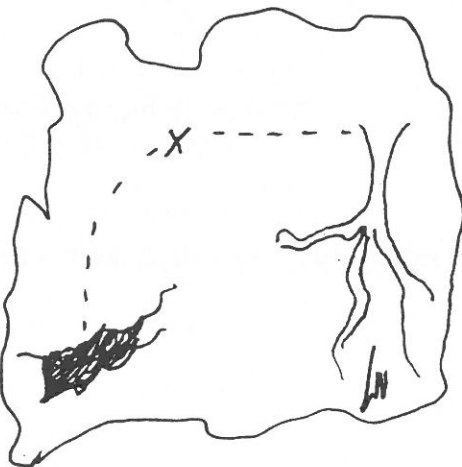


**PIRATE FACE THE SLIDE**  
(Illustration in Tie Slide section)

- large spoon for mold
- Pam to spray spoon before adding plaster
- plaster
- plastic curtain ring
- colored markers
- felt scraps for eye patch, bandanna

**TREASURE MAP OR FLAG THE SLIDE**

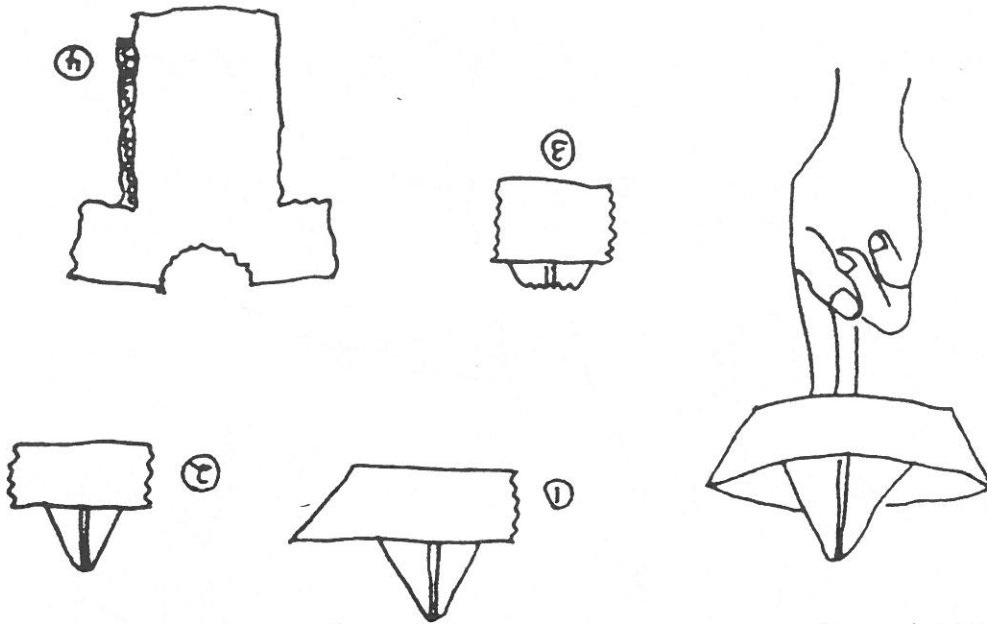
- brown shopping bag, wrinkled then smoothed out
- markers
- candle to singe edge of map or flag
- leather scrap for backing and ring



**THE CAPTAIN'S SHIRT - A STORY STUNT**

Have each boy make a boat from newspaper and follow you in the action.

One day a pirate ship (show it) left to search for buried treasure. The weather was fine and everything went well - at first! But soon black clouds filled the sky and a terrible storm hit the ship. In the darkness it hit a large rock (tear off the front of the boat). Crash, and the bow was gone.(1) The storm grew worse and all the pirates crowded to the stern but - crack! Another rock (now tear off the back of the boat) and another problem. Now the stern had disappeared under the waves.(2) A great blast of wind and the bridge of the boat disappeared (tear off the top of your ship) (3). Poor ship. There was nothing left except the captain's shirt! (Here you unfold the rest of the ship and you should have a torn shirt).(4).



**PEPITO THE WELL-BALANCED PARROT**

**Materials:**

lightweight cardboard  
2 pennies

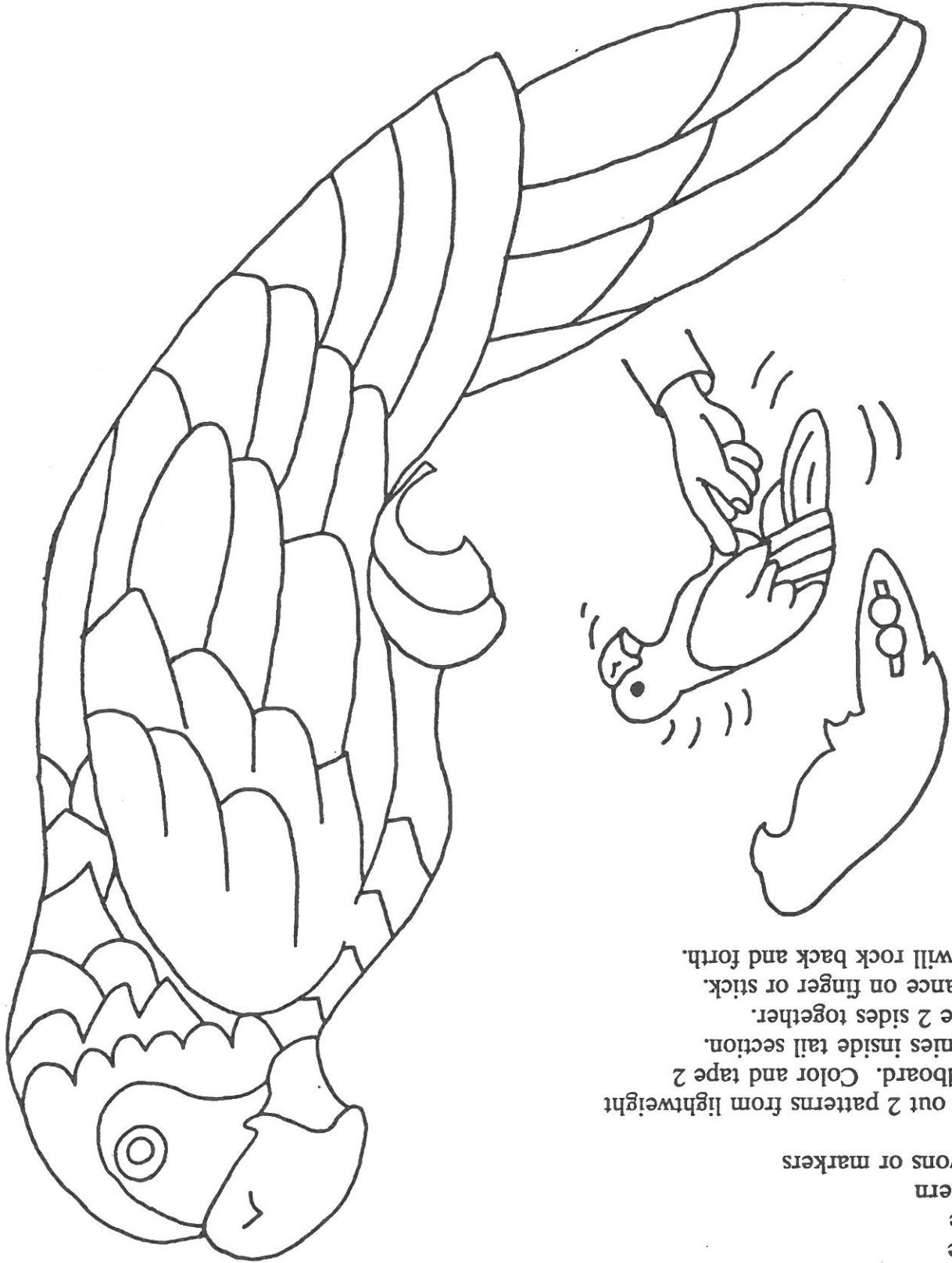
tape

glue

pattern

crayons or markers

Cut out 2 patterns from lightweight  
cardboard. Color and tape 2  
pennies inside tail section.  
Glue 2 sides together.  
Balance on finger or stick.  
He will rock back and forth.



1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28		

**IDEAS FOR PACK ACTIVITIES**

Cubs and families participate in flag presentation on Scout Sunday/Sabbath.

**IDEAS FOR DEN ACTIVITIES**

Establish schedule to raise and lower flag at school.

**PACK GATHERING ACTIVITY**

Red, White, and Blue Bee

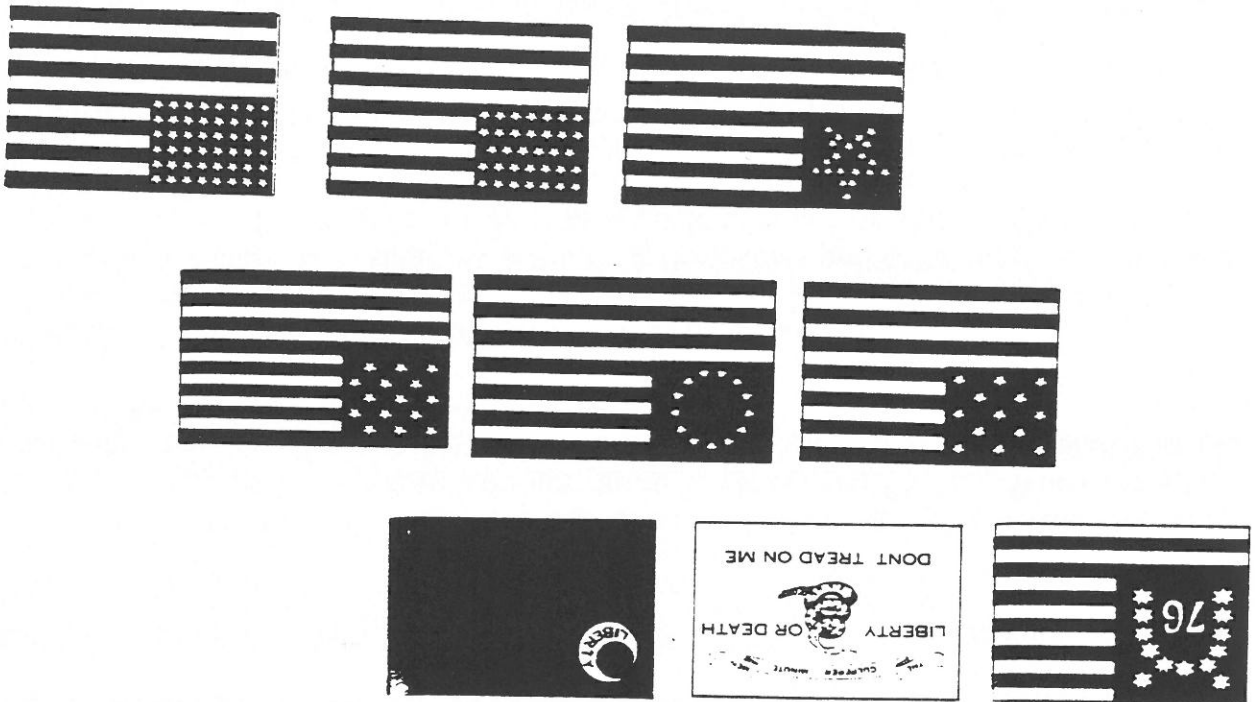
For each den have the following set of LETTERS made and cut apart.  
**R E D, W H I T E, B L U E**

Also have for each den a sheet of paper and pencil.

Objective is to make as many different words out of the letters given. A parent could act as recorder and list the words on the paper.

**PARADE OF FLAGS GRAND ENTRY FOR BLUE AND GOLD BANQUET**

This could be done instead of a skit. All dens select an historic American flag to recreate and carry in. Denner reads short description giving significance and date of the flag. Use library and encyclopedias for references. Examples might include:



OPENING CEREMONY: Standard Flag Ceremony

Personnel: speaker

flag bearers for American Flag and Pack flag

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 guards)

Equipment: American Flag, Pack flag, flag stands, recorded music.

Arrangement: Flag stands are in place at front of room or on stage. Flag bearers and color guards are in position in rear of room. Speaker may be in the rear or any convenient place nearby. Cubmaster calls the meeting to order and introduces the den who will perform the ceremony. At this point the Speaker comes forward.

SPEAKER: ATTENTION! WILL THE AUDIENCE PLEASE RISE?

COLOR GUARD, PRESENT THE COLORS! (or Color guard advance)

(Speaker's commands should be given sharply and loudly)

Color guard advances from rear of room with flag bearers in front, followed by guards. The American Flag is on the marching right in the procession. As procession begins, speaker gives next command:

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

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

SPEAKER: PLEDGE OF ALLEGIANCE, REPEAT! (Begin Pledge with audience joining in.)

At this command the Pack flag is lowered slightly and full attention is given to the American Flag. Flag bearers and color guards do not salute or repeat the Pledge. When Pledge is finished, the speaker gives the next command, which is the signal for all salutes to be dropped. The Pack flag is raised to the vertical position.

SPEAKER: TWO!...COLOR GUARD, POST THE COLORS!

The Pack flag is placed in its stand, then the Pack flag bearer and color guards salute it and step back in place. The American Flag is then posted, its bearer and guards salute it and step back into place.

SPEAKER: COLOR GUARD, RETREAT! (or RETIRE)  
Flag bearers lead procession to back of room with Speaker following.

**POCKET ADVANCEMENT CEREMONY**

**Materials:** A piece of tagboard is cut in the shape of a pocket and covered with blue felt, including a pocket flap and button. The Cub Scout insignia stickers which are available at the Scout Shop and backed with velcro or masking tape. The arrows are made of cardboard and covered with gold and gray felt.

**Narrator:** This is a pocket, a very plain pocket, not very interesting, and it could belong to anyone. But wait, let's give it to a Cub Scout. (Place Bobcat badge on pocket.) Our pocket is turning into something with meaning. It represents a sense of belonging and will soon bring our Cub Scout knowledge, skills, enjoyment and good fellowship. We would like to present the following boys and their parents their Bobcat badge. (Call forward recipients and parents.)

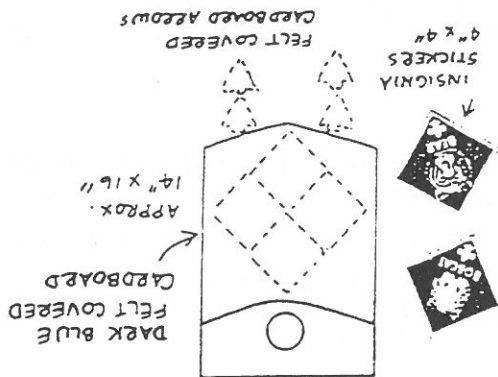
(Place Wolf and arrows on pocket.) With the Wolf rank, our pocket turns into something more special. It proudly displays the first symbol of new-found knowledge of the flag, keeping strong, of tools, of knots, of safety, of books and reading. It means our Cub Scout has mastered feats of skill and has shown his willingness to help in his home and take part in family fun. Tonight we are privileged to recognize the following Cub Scouts who have achieved the rank of Wolf. (Call forward recipients and parents.)

(Place Bear and arrows on pocket.) Adding the Bear badge has increased our pocket's meaning. It shows our Cub Scout is completing increasingly difficult achievements which show he is growing in knowledge and skill. (Call forward recipients and parents.)

(Places Webelos and Arrow of Light badges on pocket.) Now the Webelos and Arrow of Light, the highest award which our Cub Scouts can achieve, has been placed on our pocket. To receive these awards, our Cub Scouts must dedicate themselves to the hard work necessary to complete the required number of activity badges and prove themselves ready to join the ranks of Boy Scouting. Tonight we wish to recognize those boys who have completed activity areas within the Webelos program. (Call forward recipients and their parents.)

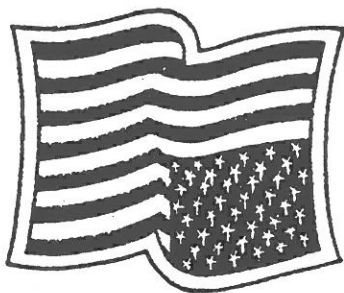
Our pocket is very special now. It is rich in new possibilities. It opens up a whole new world of challenges. Cub Scouting has taken our plain pocket and turned it into a pocket full of adventure, fun and excitement.

Congratulations to all you boys and your parents on your achievements.



**SONG: YOU'RE A GRAND OLD FLAG** by George M. Cohen

You're a grand old flag,  
 You're a high flying flag,  
 And forever in peace may you wave.  
 You're the emblem of the land I love,  
 The home of the free and the brave.  
 Every heart beats true under red, white and blue,  
 Where there's never a boast or brag.  
 But should auld acquaintance be forgot,  
 Keep your eye on the grand old flag.



**CLOSING CEREMONY**

As we close our meeting tonight let's give a thought to what the blue and gold colors of our Cub Scouting mean. Did you know that the blue and gold you see on the Cub Scout uniform was not selected merely because it was attractive? Each color has a definite meaning. Blue stands for truth and spirituality...for steadfastness and loyalty, and for the sky above. Gold stands for the warm sunlight, good cheer, and happiness. As we live the Scouting program may the meaning of these two colors shine forth in our lives.

**OLD GLORY THE SLIDE**

flag sticker on wood  
 vinyl scrap for ring  
 hot glue gun

draw a historic flag on  
 thin piece of wood  
 seal with diluted white glue

vinyl scrap for ring

**RED, WHITE, AND BLUE STUNT**

Two Cubs working as partners against the rest of the group.  
 First Cub leaves the room and the group selects an object they can see. Cub returns and second Cub names several objects. Each time it is the wrong one, at last he names the correct one and first Cub recognizes it.

**THE TRICK.** The second Cub names anything around the room that is not the object and is not red. "Is it this picture?" "Is it this ring?" he asks. Finally he names something that is red and the correct object is the next object named.  
 On the second round, the correct object follows the first white object named.  
 On the third round, the correct object follows the first blue object named.

**DEN GAMES**

**Circle Treat:** Arrange the Cub Scouts in a circle, facing inward. Then start a plate of candy around the circle. At frequent intervals call "stop". The boy holding the plate should try to answer a question about the flag of our country. If he gives the right answer, let him select a piece of candy. Then continue the plate around the circle.

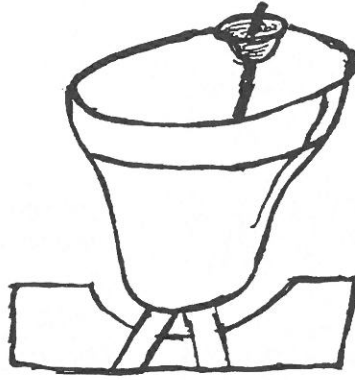
**Paul Revere Relay:** Cubs are divided into two teams and form lines. The first player in each line is given a broomstick horse. He must ride to a marker some distance away, race back, and give the horse to the next player, and so on down each line. The team whose players finish first is the victor.

**Lexington to Concord:** Mark off two roads or lanes with heavy string or rope, tied about 3 feet above the ground. The roads run from Lexington to Concord. Divide the Cubs into two teams. Place about 20 balloons on each road. These red balloons are the Redcoat soldiers. The object is to get from Lexington to Concord without running into any Redcoats. Blindfold team members one at a time and have them march down the road. As balloons are stepped on and broken, they will have to be replaced. Cubs must pick up feet as marching, no fair shuffling feet. When all players have reached Concord, count the balloons each team has broken. The team with the lower score wins.

**Ring the Liberty Bell:** A small dinner bell is suspended on a string between two chairs or other objects if held outside. The players take turns throwing a small ball, trying to ring the Liberty Bell. The winner is the player who rings the bell the most in six throws.

**Drop the Hat:** Make an Uncle Sam hat from a tall round box such as an oatmeal box or ice cream carton. Cover it with black paper and decorate with red and white stripes and a blue band of stars. The players form a circle. One of the players leaves his place and drops the hat behind any player he chooses. That player must pick up the hat and hold it on his head as he races around the circle, attempting to beat the other player to the empty place in the circle.

**Guess Who - Patriotic Charades:** On separate cards write brief descriptions of famous events in our struggle to reach independence. Some suggestions are Paul Revere's ride, the Boston Tea Party, the making of the first flag, the writing of the Star Spangled Banner, Washington crossing the Potomac. Give the card to the Cub and ask him to act out the event using no words, only gestures and facial expressions. The other Cubs try to guess what event he is acting out.



# BURNT MATCH EAGLE

## Materials:

large wooden matches (kitchen size)  
small wooden matches ("penny" size)

flat wooden toothpicks

white glue

paint for beak and claws

graph paper, 1" blocks

corrugated cardboard, wire for hanger

In a well ventilated area, light the

matches and blow out immediately,

so just the tips are burnt.

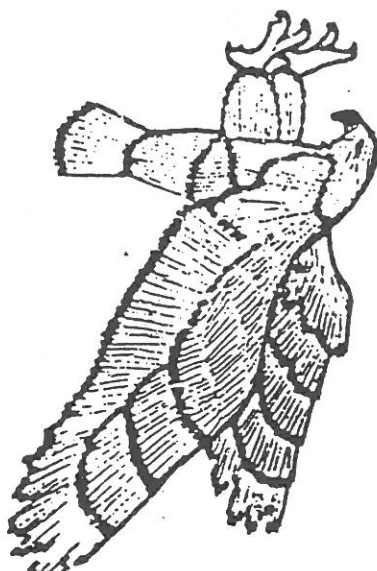
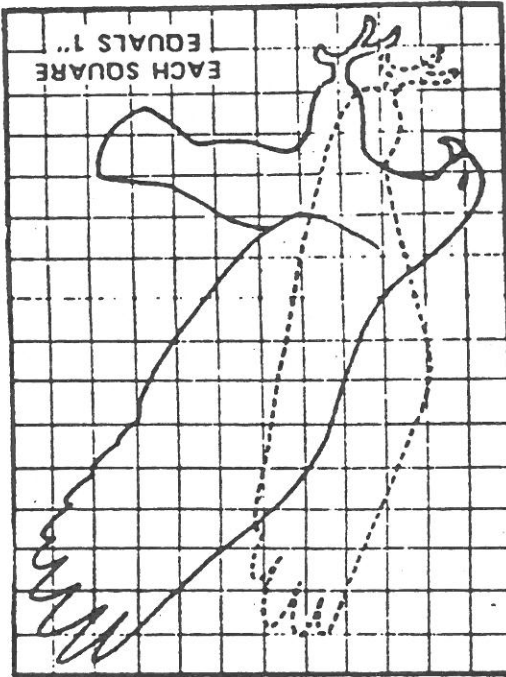
To give dimension, the eagle is made in two layers, a second wing piece is made separately and taped behind the eagle. The two sizes of matches are used on the wings, flat wooden toothpicks for the body and legs of the eagle.

Enlarge the pattern on 1" graph paper. Trace the solid lines of the enlarged pattern onto corrugated cardboard and cut out the eagle. Then trace the enlarged pattern following the dotted lines onto corrugated cardboard (being sure to indicate the solid lines in that section, as area between solid lines remains uncovered). Cut out.

Beginning at the tail, glue a row of matches with the tips extending about 1/4" beyond the edge of the cardboard. Working toward the head, cover the body and head with overlapping rows of flat wooden toothpicks. Trim the toothpicks to fit around the head. Cover the upper leg with toothpicks, beginning at the center and working toward the edge.

Cover the outside right edge of the wing with a row of kitchen matches, letting the tips extend slightly beyond the cardboard. Add two overlapping rows of kitchen matches to the upper part and then one row of penny matches. Fill in wing with toothpicks.

Fill in the second wing piece. Cover the upper leg with toothpicks to the solid line, trim-ming to fit. Starting at the end of the wing, cover with six overlapping rows of the penny matches to the solid line. Tape the second wing piece behind the eagle. Paint claws and beak, glue on a paper eye. Add hanger.





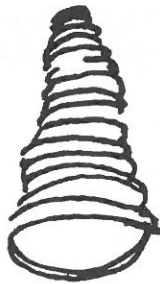
1	8	9	10	11	12	13
2	15	16	17	18	19	20
3	22	23	24	25	26	27
4	29	30	31			

**IDEAS FOR PACK ACTIVITIES**

Visit a planetarium.  
Visit a TV weather room.

**IDEAS FOR DEN ACTIVITIES**

Make weather equipment: barometer, rain gauge, etc.  
Identify clouds visible at each den meeting.



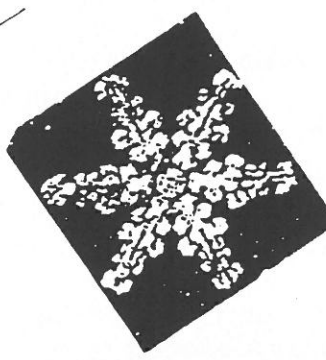
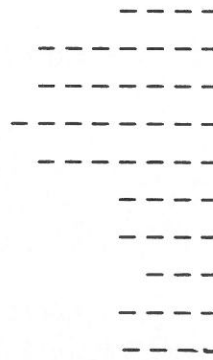
**PACK GATHERING ACTIVITY**

Make copies of Weather Fun and have pencils available.

**WEATHER FUN**

See how many kinds of weather you can find. The last letter of each answer is the first letter of the next answer.

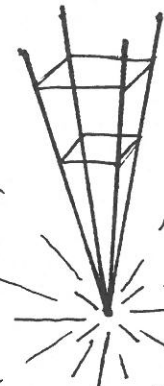
1. Falling crystals
2. Air in motion
3. Early morning moisture
4. Opposite of cool weather
5. Thin fog
6. Twister
7. Cloudy, gray sky
8. Hurricane-like storm in Pacific
9. Gale from the north
10. Droplets from the sky



(snow/wind/dew/warm/mist/tornado/overcast/typhoon/norther/rain)

**OPENING CEREMONY**

This is a test of the Emergency Broadcasting System. When you hear this sound (sound a horn) you will know it is a test of the Emergency Broadcast System. Remember, this is only a test. In case of a real emergency you will hear: **HELP!**



**SONG: SINGING IN THE RAIN**

This is an action song, after verse is sung, a command is given and verse repeats with audience doing the action. Repeat each command as new ones are added. The final result is a strange performance.

**VERSE**

I'm singing in the rain  
 Just singing in the rain  
 What a glorious feeling  
 I'm happy again.  
 (Commands given here,  
 verse repeats 7 times)

**COMMANDS**

1. chin up
2. shoulders back
3. chest out
4. stomach in
5. rear out
6. knees together
7. tongue out



**CLOUD WATCHING SKIT**

Arrangement: 5 Cubs, one walking up to boys and asking questions, 4 laying down in various positions looking up at the ceiling.

Walking Cub: Hi (name of Cub laying down). What are you doing?  
 Cub 1: I'm finding shapes in the clouds. Look over there (pointing up, not too high) I see a TIGER in the jungle.

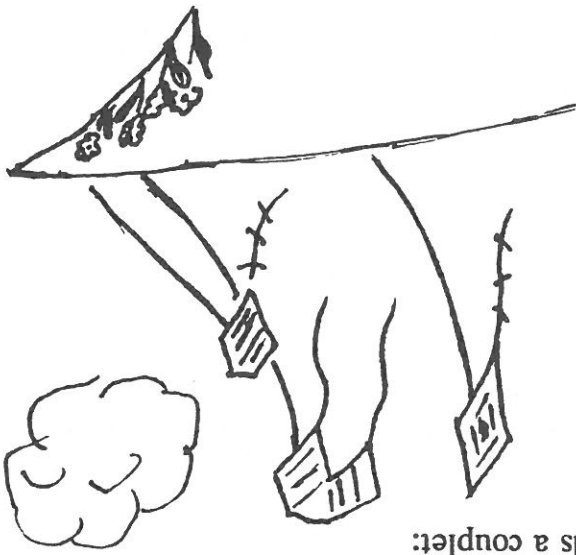
Walking Cub: (to second Cub) What do you see?  
 Cub 2: That cloud formation a little higher looks like my BOBCAT badge.  
 Walking Cub: (to third Cub) This is getting exciting. Have you found any shapes in the clouds?

Cub 3: Yes, almost overhead is that big cumulus cloud shaped just like a jolly BEAR.

Cub 4: Way up high at the top of the sky, I'm seeing a cloudy WEBELOS arrow moving across the sky,  
 (All Cubs jump up and say)  
 All: Our imaginations are caught by the Scouting Life.

**IT'S SPRINGTIME SKIT**

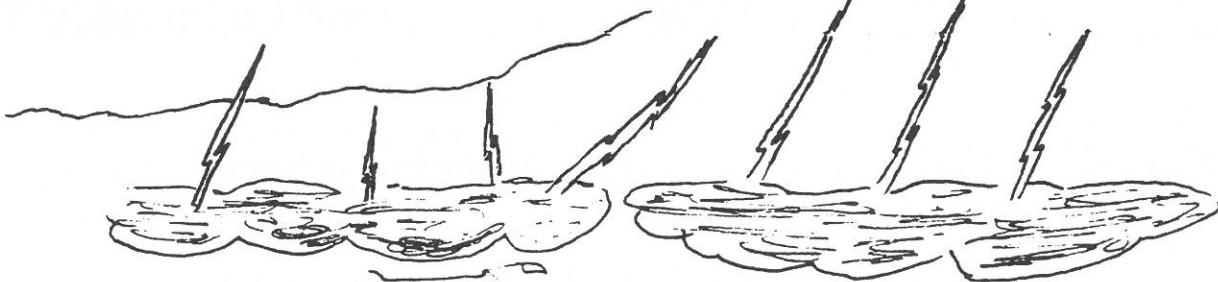
5 Cub Scouts, each with simple props, each reads a couplet:



- CUB 1: It's windy, warm, blue-sky time;
- CUB 2: It's kites-a-flying-high time.
- CUB 3: It's budding-blossom-bloom time.
- CUB 4: It's daytime-getting-long time;
- CUB 5: It's birds-all-sing-a-song time.
- CUB 6: It's happy-as-a-lark time!
- CUB 7: It's picnic-in-the-park time.
- CUB 8: It's seasaw, slide and swing time;
- CUB 9: I'm glad because it's springtime.

**APPLAUSE STUNTS**

The Chilly Cub Scout Applause: Wrap arms around self and say "Brr, Brr, Brr."  
 The Rain Applause: Twiddle your fingers like falling rain and walk in place saying "Slosh, slosh, slosh, slosh."  
 The Lightning Applause: With finger trace a jagged path in air saying "shh shh" on each jag then one loud clap of the hands in unison.



**ADVANCEMENT CEREMONY**

Props: Large size cloud chart showing kinds of clouds and their altitude as shown in Bear Book, Weather Elective. Rank badge decals with tape on back. Badges to be arranged step fashion over different cloud formations as they are mentioned in ceremony.

Cubmaster: Every day the heat of the sun evaporates tons of water from oceans, lakes, and rivers into the air. When the humidity laden air gets cooled, some of the moisture condenses into droplets and clouds are formed.

There are several ways of classifying clouds just as there are ways of ranking Cub Scouts. Tonight we'd like to recognize several Scouts as they climb through the atmosphere to ever higher levels of Cub Scouting.

TIGER CUBS are like the STRATUS clouds hanging close to the earth and just beginning on the Cubbing trail. Tonight we have some Cubs who have earned their BOBCAT badge and have taken their first step to CUMULUS clouds. (Boys and parents called forward and presented badges.)  
 Rising higher on the air currents are the STRATO-CUMULUS and our WOLF candidates are well on their way too. (Boys and parents called forward and presented badges.)

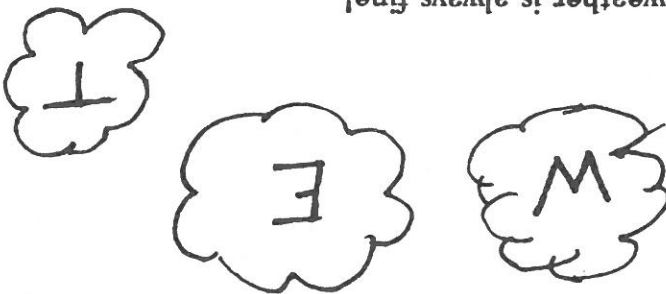
Middle level ALTO-CUMULUS clouds represent our BEARS who are half way through their Cubbing climb. (Boys and parents called forward and presented badges.)  
 Some of the biggest cloud formations are the CUMULO-NIMBUS which symbolize our WEBELOS SCOUTS very well. These clouds clump together and produce some of our biggest storms just as our Webelos have stayed together and earned many Activity Badges. (Boys and parents called forward and presented badges.)

Finally, the highest level clouds with feather-like patterns are the CIRRUS. Our ARROW OF LIGHT recipients fly the highest of all our clouds and we salute them as they now wear their Arrow of Light badges on their Boy Scout uniforms.

CLOSING CEREMONY

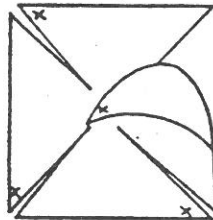
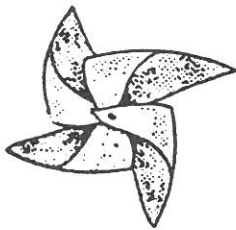
Seven Cubs with poster board cutouts of clouds with letters printed on the front, speaking lines on the back. All enter from the right, stand in line and step forward when reading their part.

- W Winning with Scouts
  - E Experiences with Scouts
  - A Action with Scouts
  - T Thrills with Scouts
  - H Happy with Scouts
  - E Excellence with Scouts
  - R Rewards with Scouts
- All: Rain or shine our Scouting weather is always fine!



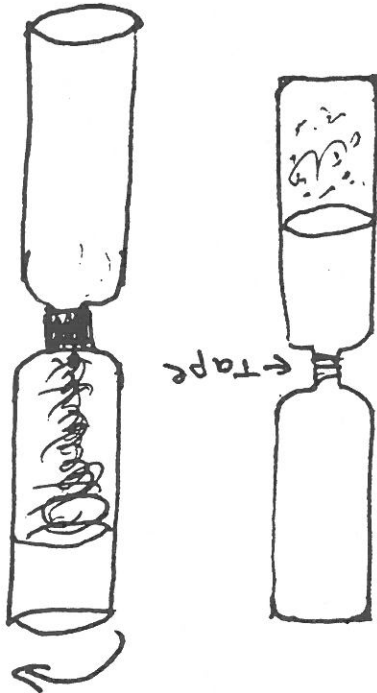
PIN WHEEL THE SLIDE

colored paper or light weight plastic  
 small block of wood  
 leather loop  
 hot glue gun  
 small brad  
 Cutout paper or plastic as shown.  
 Bring the four alternating tips to center, tack with brad to small piece of wood. Glue leather loop to back of wood.



TORNADO CONTAINER

two 16oz or 20oz plastic pop bottles  
 duct tape  
 glitter  
 food coloring  
 water



Remove black bottoms, caps and labels from bottles. Fill one bottle 3/4 full with tap water. Add a few drops of food coloring and about a teaspoon of glitter. Tape other bottle on top, opening to opening. Seal with duct tape.

To make the tornado, turn the container upside down quickly and rotate the top clockwise. Watch as glitter swirls in the water.

CLOUD FRAME

Black paper and tape. Cut out center of paper, leaving 2" border as edges of the frame. Stick it to a window and look at the clouds. Notice how quickly the clouds pass by.



**IDEAS FOR PACK ACTIVITIES**

Saturday clean-up project at local park or waterway.

**IDEAS FOR DEN ACTIVITIES**

Visit Science Museum archeology exhibit.

**PACK GATHERING ACTIVITY**

Flying Saucer Take-off:

Materials needed: paper plates, stapler, colored markers

Everyone makes a flying saucers by stapling around the edges of 2 paper plates with right sides facing inward. Decorate top with markers. Objective is to toss the flying saucer so that it lands on a table some distance away. Be sure to have parental supervision so saucers stay in designated area. As saucers get knocked off table time can be called to retrieve and relaunch them.

**OPENING CEREMONY**

Would you like to ride in a star ship or a planet hopper, to walk on the moon or float through space, or be a part of a space station crew? These may be some things we will be doing some day. We can't be sure, but one thing is certain, the world will need good men and women in the future. And we can be sure we will fill that need if we remember to follow the Cub Scout Promise. Let's think about that as we stand and say the Promise.

**SONG: DOWN BY THE LAUNCH PAD**

(Tune: Down by the Station)  
 Down by the launch pad,  
 Early in the morning,  
 See the Saturn booster  
 Waiting in its place.  
 Hear the engines rumbling,  
 On our way to Saturn.  
 Boom, Boom, blast off!  
 Into Space!



**SONG: I VISITED PLUTO**

(Tune: On Top of Old Smokey)  
 I visited Pluto,  
 My fortune to seek,  
 And while I was there  
 My spaceship did leak.  
 It dripped on past Jupiter,  
 To Venus and Mars,  
 But when I reached Saturn,  
 I had to trade cars.  
 While stopping on Mercury,  
 I found no one there,  
 So I put it in high gear,  
 Plotted a course for no-where.



1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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**ADVANCEMENT CEREMONY**

Staging: Cubmaster and volunteer dressed as a space traveler or Extra-terrestrial.

CM: Tonight we are to talk about traveling to other planets, but I don't know anything about it.

ET: (walks on stage) Hello, you called?

CM: (acts surprised) I called?

ET: You did want to know something about life on other planets?

CM: Yes, I did, but who are you and how did you know?

ET: I am a space traveler and I have been out there! A galactic time warp brought me here.

CM: You have traveled to other planets?

ET: Yes, I have. There are many delightful planets to visit in this galaxy, and especially in this solar system.

CM: Oh, boy! I can hardly wait to go!

ET: Before you get all excited, you must have all the necessary training and skills.

CM: What training and skills?

ET: Well, you must undertake an intensive training program that utilizes skills, crafts, tests, accomplishments and fun.

CM: We have such a program right here. It is called Cub Scouting.

ET: We will need some new recruits that are not afraid of the unknown, that are brave and willing to learn.

CM: We have those right now. Will the following boys please come forward. (Read names of Bobcats, if no new Bobcats, skip to Wolf presentation.)

ET: How do you know these Cub Scouts are suitable to be recruits?

CM: These Cub Scouts have achieved the Bobcat rank and they were not afraid of the unknown, they were willing to learn and have accomplished their goals. I am pleased to present them their Bobcat badges as a symbol of their achievement and ability to accomplish things on any planet.

ET: In the galaxy we will need young men that have gone a little beyond being recruits, they must have more experience and skill.

CM: We have such young men right here. Will the following Wolf recipients come forward? (Read names.)

ET: What have these young men done to show they are suitable for travel to other planets?

CM: These Cub Scouts have gone beyond the Bobcats and have earned the Wolf rank, the second rank in Cub Scouting. Their accomplishments are greater because their challenges were greater. They have shown ingenuity, intelligence and skills as proof of their abilities for space travel. I am proud to present these Cub Scouts their Wolf badges.

(continue likewise for Bear and Webelos ranks)

ET: Well, I see you have a good training program and all the trained young men necessary for travel to other planets. So I will now say good-bye, good luck and good Scouting.

ASTRONAUTS ON VENUS SKIT

First astronauts arrive on Venus and find it so hot that they cook breakfast on rocks and walk on tipoes. They meet a Venusian and invite him into their spacecraft. He finds it so cold that he freezes stiff and the astronauts have to take him out to thaw. Exit line, "WOW! WHAT A HOT NUMBER!"

LIFE ON OTHER PLANETS SKIT

In den meetings, boys make costumes and make up a sentence to EXPLAIN them to the audience.

Announcer: The earth is where we are from, the planets are where we are bound. The life we find could look like this on: Mars, Venus, Pluto, Jupiter, Saturn, etc.

(As planets are named the Cubs come forward and show their costumes and say their lines.)

APPLAUSE STUNTS

Robot Applause: Walk in place stiff legged, stiff armed and say "Does not compute" in sing song fashion.

Man in the Moon Applause: Circle face with hands and say "I eat green cheese."

Apollo Applause: Count down "10, 9, ...1, blast off" Blast off with your hand, gain orbit and say "beep, beep, beep."

CLOSING CEREMONY

Cub Scouts, it wasn't long ago that we heard some people say: "The sky is the limit." That meant that a man could make anything of himself that he wanted...at least on earth. Well, that limit is now off. There is almost no limit to what you can aspire to do, either on earth or in space. Our astronauts have shown us that.

Colonel "Buzz" Aldrin, the second person to walk on the moon, was a member of Troop 12 in Montclair, New Jersey. He said to a group of Scouts: "Set your goals high and settle for nothing less than accomplishment. Don't settle for mediocrity."

How well you perform as an adult will depend on you accept the new challenge which says, "The sky is not the limit." A Cub Scout who does his best in everything he undertakes now is preparing himself for that new challenge. If you want to aim for the stars, you must remember that you are building your launching pad right now by your willingness and initiative in every task you tackle . . . at home, in church, in school and in Scouting.



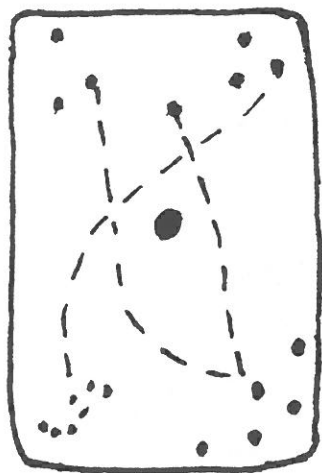
**PLANETS THE SLIDES**

reference books for pictures of planets  
ping pong balls cut in half  
plaster  
plastic curtain rings  
marking pens  
pipe cleaners for Saturn's rings

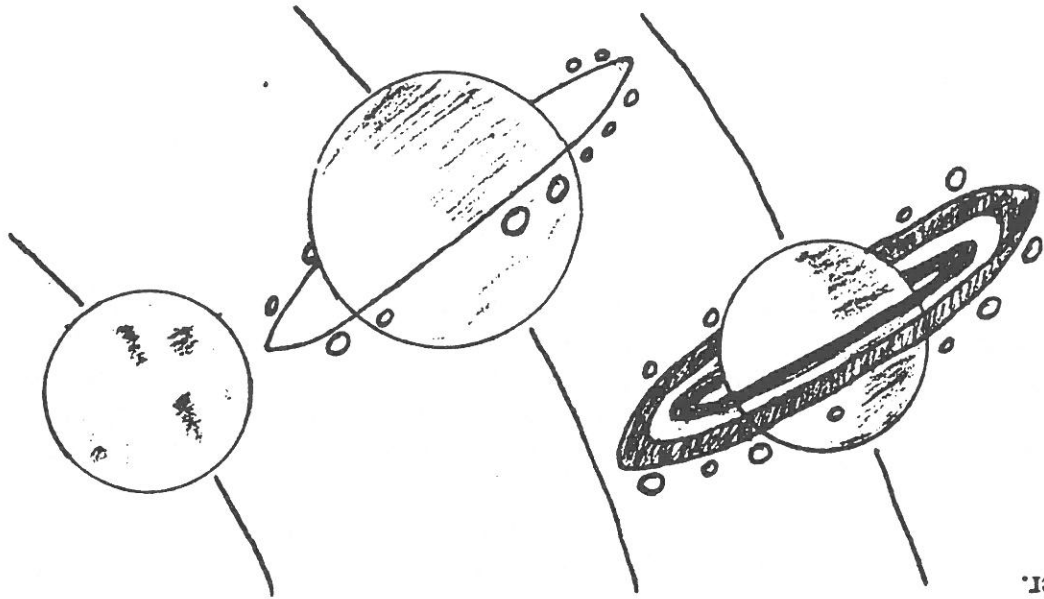
Cut ping pong balls in half, fill  
with plaster, insert curtain ring  
while plaster is soft. Let harden.  
Decorate to resemble a chosen  
planet. For Saturn bend pipe  
cleaner around ping pong ball and  
anchor ends in soft plaster.

**GAMES**

**Black Hole:** Use a foam meat tray 8"x10" to make this game. Cut a "black hole" in the center a little larger than your marble. Use carpet tacks and magic markers to indicate the constellations. Blast off your marble spaceship from any corner port. Trying to keep off the dotted lines, cruise along the galaxies from one port to another without falling into the most feared occurrences in the universe, the black hole which goes nowhere forever!



**Space Race:** Have two balls of different colors for "space craft". The boys form a circle and number off 1,2,1,2....around the circle. The two space craft start from opposite sides of the circle, one held by a One the other held by a Two. At "blast off" the space craft orbit the circle, one to ones, two to twos. The object is for one space craft to overtake and pass the other.





**CRAFTS**

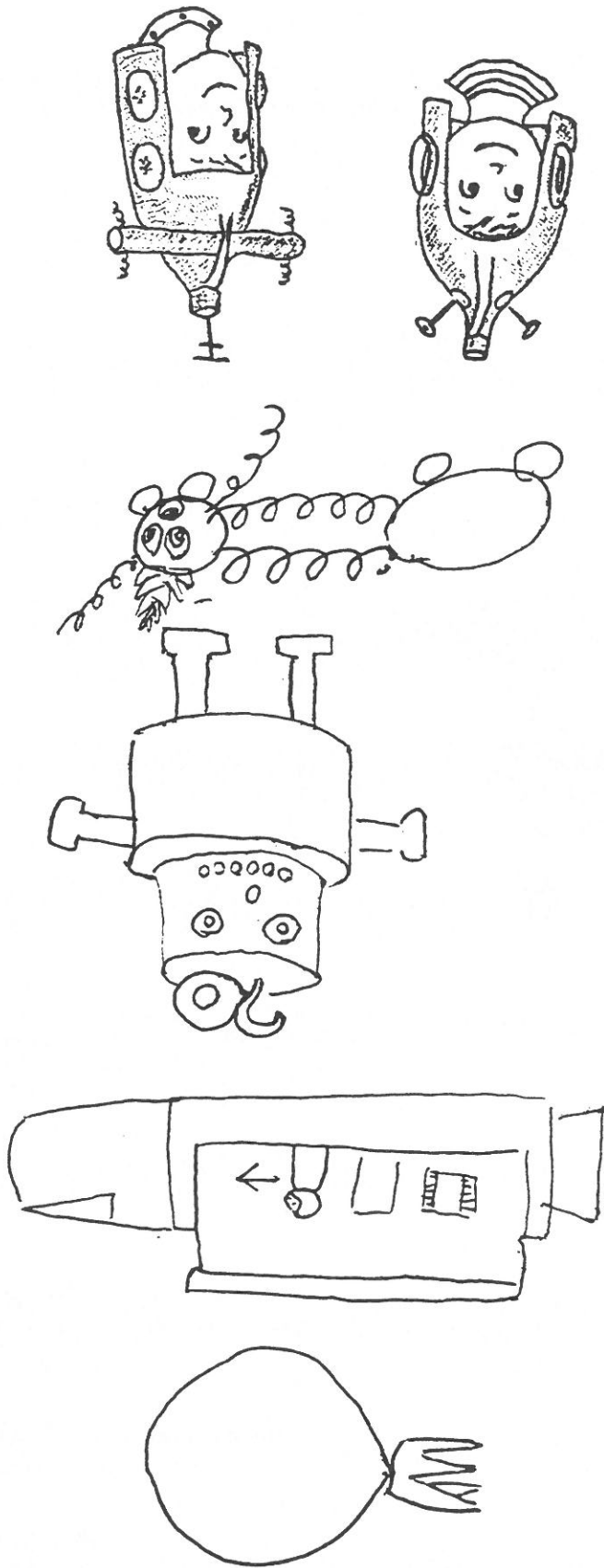
**Comet:** cut a plastic foam or paper drinking cup down to about 2 1/2" high. Cutting to within 1/2" from bottom, make 6 points around the cup. Cut a slot in the center bottom. Invert the cup and insert the neck of an inflated balloon through the slot. To fly, release balloon.

**Space Shuttle 1:** Potato chip can for the body, 8oz plastic, foam or paper cup for the nose cone. Cut a triangle in the side of the cup, cover with plastic wrap making a window. Draw symbols representing the inside of the space shuttle.

**Hardware Robot:** Have the Cub Scouts bring an assortment of tuna cans, juice cans, spray can caps, nuts and bolts, screws, washers and anything else from their junk drawers. Assemble in usual robotic shapes. Name them.

**Alien Space and Planetary Creatures:** Use up all your leftover craft scraps, pine cones, rocks, pipe cleaners, wire, and pompons. Anything goes into the making of a space creature. Cub Scouts can name each creation and make up a story about their aliens.

**Space Helmet:** Use a commercial, round ice cream carton for each helmet. Invert the carton and cut an opening for the face. Paint the helmet with metallic paint or cover with aluminum foil. Decorate with spiraled pipe cleaners, bottle caps, egg cartons, hardware or other scraps.



**SPACE SHUTTLE II (GLIDER)**

Recycle foam meat trays into spacecraft models that fly.

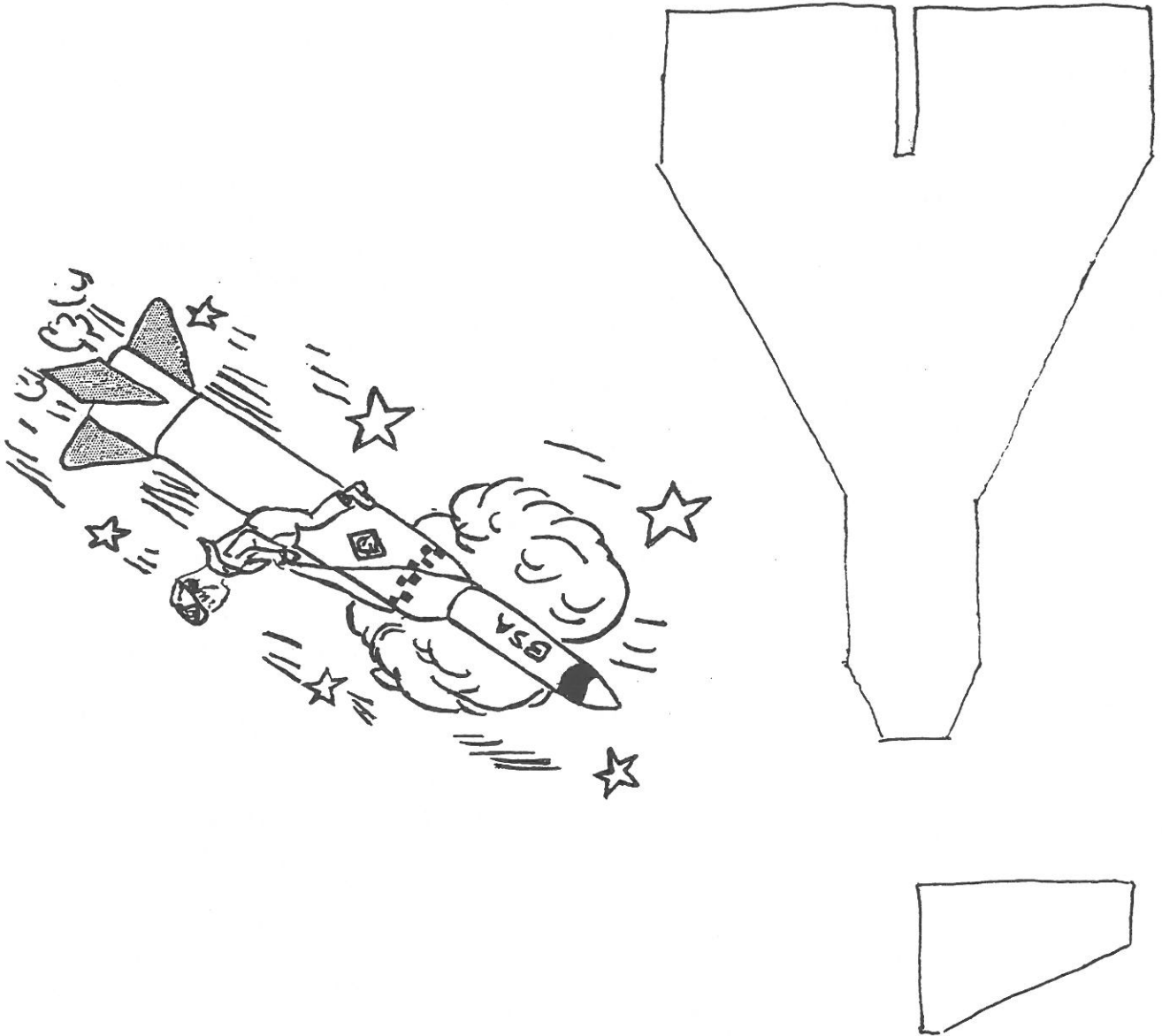
Materials:

foam tray, paper clip, colored tape

ruler, paper, glue

hobby knife or scissors

Make a paper pattern of the glider. Cut edges off tray. Cut out parts using pattern for guide. Decorate with black tape or colored paper glued onto parts. Assemble. Put paper clip on the nose.



1	8	15	22	29
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5	12	19	26	
4	11	18	25	
3	10	17	24	31
2	9	16	23	30

**IDEAS FOR PACK ACTIVITIES**

Hold a pack variety show with all dens involved in an act. Plan pack show around a specific kind of show:

- puppets
- commercials
- old time radio
- movies
- game shows
- comedy hour
- sports show
- tv shows
- musical

**IDEAS FOR DEN ACTIVITIES**

Make Mother's Day gifts and present them to residents in nursing homes. Make hand puppets, give a short skit with them at a Child Care center, give them the puppets.

Visit a costume or novelty shop.

Visit a children's theater, arrange for backstage tour.

Make musical instruments.

**PACK GATHERING ACTIVITY**

Play charades by den. Ideas in How-to-Book, page 4:2



**OPENING CEREMONY**

"It's Showtime" and the house lights are on for the big show. Recorded music, appropriate for the show and each act should be played throughout the performance. Two Scouts, carrying flags, lead all acts in and stand at attention in center of stage while Cub Scouts and audience say Pledge of Allegiance. All Cubs exit until their act comes on. Flags are posted to the side. The Announcer comes on with "Laaaaadies and Gennntlemen, welcome to a reallllyy biiiiiig shoooooow! We will start with Den 1 and a magic act" (or whatever they are doing) continue with all the dens' acts and finish with the Awards Presentation Act.

**SONG: WE'RE GLAD TO SEE YOU HERE**

(Tune: Farmer in the Dell)

We're glad to see you here,  
 It gives us joy and cheer.  
 Sure, it's true, we say to you  
 We're glad to see you here.



VARIETY AND OTHER SHOW IDEAS

1. All Cub Scouts make homemade musical instruments and each den plays a tune. A grand finale with everyone joining in.
2. Each den presents their own jokes and riddles. Den Leader or Cubmaster holds up audience prompt signs: "who" "what" "who's there"
3. Have tumbling mat on the floor. Each den demonstrates acrobatics or other exercises. Cubs make simple costumes and name their activity with a silly name.
4. Animal acts are popular with the Cubs. Cubmaster acts as animal trainer with each den in costume and performing a different act.

JOKES AND RIDDLES

Each Cub delivers a joke with audience supplying the intervening question. The last page of Boys' Life always has many boy level jokes.

Why did the surfboard cross the ocean?...To get to the other side.  
 What happened after the two snakes got into a fight?...They hissed and made up.  
 Why did Humpty Dumpty have a great fall?...To make up for a terrible summer.  
 Why didn't Batman go fishing?...Because Robin ate all the worms.  
 Why did the elephant sit on the marshmallow?...Because he didn't want to fall in the hot chocolate.

ANIMAL TAMING ACT

Den Leader with whip, Cubs with masks and cardboard boxes as cages.

DL: Ladies and gentlemen, introducing my wild animals of Den \_.

(Cubs enter)  
 DL: Alight, Bobcats, come out of your cages. (Cracks whip) These wild Bobcats came all the way from the dark hill of \_ (your city). These are the smartest creatures alive! Listen as they say the Cub Scout Motto. (Boys hiss and paw the air then say "Do Your Best")

DL: Wasn't that great? Next you'll see those magnificent animals captured in the woods of \_ (boys' street or school). Hold on to your seats and don't be afraid! Wolves! Come forward. (Cracks whip) Wolves, say the Cub Scout Promise. (Boys growl and howl, say promise.)

DL: And last but not least, Ladies and Gentlemen, here are those magnificent beasts captured from the caves of \_ (your county). Bears come forward! Let's hear the Law of the Pack. (boys roar, eventually say Law).

DL: Ladies and Gentlemen, don't you agree that these are the smartest creatures alive? Let's give them a big hand. (Pulls out stuffed "arm" made from an old shirt with rubber glove attached. Boys all start howling and chase Den Leader who runs off with "arm" in hand.)



**ADVANCEMENT CEREMONY**

Setting: TV news studio, ANNOUNCER as newscaster, helper holding camcorder to simulate a live broadcast.

ANNOUNCER: Ladies and Gentlemen, we are about to witness one of the greatest events in history and Scouting and YOU ARE THERE!

(CUBMASTER calls forward all boys advancing and their parents, can be one rank at a time or all boys advancing depending on number. CM presents badges to parents who present them to their sons.)

CM: Cub Scouts, raise your right hands and repeat the Cub Scout Promise.

(Cubmaster then shakes each boy's and parent's hands in the following manner: CM's left hand to Cub, right hand to parent)

CM: I have shaken each Cub's and his parent's hands together to symbolize the everlasting bond between Cub Scouts, parents and Cub Scouting.

ANNOUNCER: You were there, ladies and gentlemen, and what an event, this is your announcer returning you to our regular programming.

**APPLAUSE STUNTS**

Wolf Applause: Give a wolf howl four times, each time making a quarter turn so that you end up making a full revolution.

Bear Applause: Growl like a bear twice and make a 1/2 turn each time.

Elephant Applause: Let your arm act as a trunk, wave it brokenly in front of your face, raise it and say "Peanuts, peanuts, peanuts anyone?"

**CLOSING CEREMONY**

**BOYS** (one poet's observations)

If it weren't for boys, I wonder if God would have made frogs,

Or hills to climb, or cans to kick, or even puppy dogs.

There would be no reason for rusty nails and fishing worms,

To put in their pockets to feel them wiggle and squirm.

Think how many baby birds in this world would be lost,

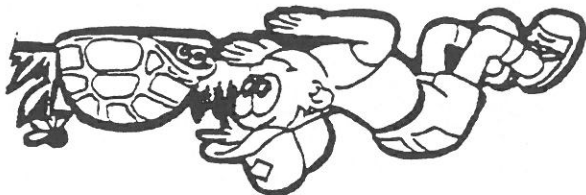
Without boys to put them back in their nest at any cost.

Think of all the Grandpas in this world there would be,

That would only learn to play with dolls, and balance tea cups on their knees.

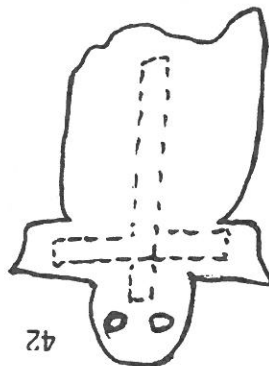
I wish that boys would never see that thing called "growing old,"

For like they are, without a doubt, they're worth their weight in gold.



**PUPPET THE SLIDE**

- popcycle stick
- heavy plastic
- vinyl scrap
- glue gun



**SPOON BAND GAME**

The players form a circle with a leader in the center. The leader has a large tin can for a drum and a pencil for a drumstick. Each of the players in the circle has two teaspoons. To play the spoons, the player holds the two spoons with his thumb on top of the handles, his index finger underneath. By hitting the spoons on his thigh, the bowls of the spoons will hit together making a clicking sound.

Play a recording of some lively music or have the boys sing a favorite song with a lot of verses such as "Found a Peanut" and the leader beats on the drum with a pencil and then points to one of the players in the circle. The chosen player must:

1-click the spoons on his left thigh

2-touch the spoons to his right shoulder

3-click the spoons on his right thigh

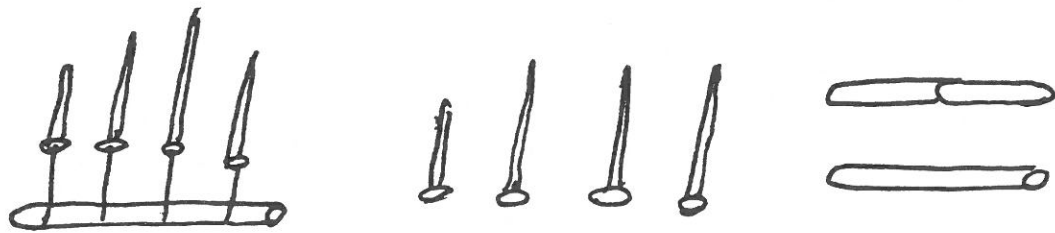
4-touch the spoons to his left shoulder.

Each of these actions is done after a beat of the drum. Other players in circle can keep time by clicking spoons on the palm of their hand.

If the band leader decides to point to another player in the middle of the sequence, this player then takes up where the previous player left off and continues until the leader points to another player. Any player missing his cue or not playing his spoons in the proper order drops out (or alternately becomes the leader.)

**MUSICAL INSTRUMENTS TO MAKE**

**Nail Chimes:** Materials needed: string, small stick, 4 large nails of different sizes, dull knife. Tie the string around the heads of the nails. Tie the other ends of the string around the stick, about 1" apart. Have the string no longer than 6". Hold the stick in one hand, the nails dangling, strike the nails lightly with the dull knife. They will give you a bell like sound.



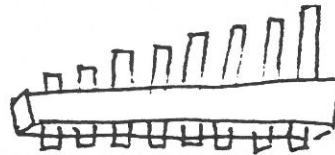
**Xylophone:** You will need seven pop bottles or other tall glasses, water, food coloring and tape. Pour the water into the bottles at varying depths until you have a musical scale. When you have the scale, mark the water level on each bottle with the tape, so that you don't have to re-tune every time that you get out the instrument. The food coloring is added to the water to help you see the depths better and to help you remember which level is which note.

**Flute:** You will need a mailing tube or any cardboard roll; wax paper, paste, scissors and crayons. Cover the top of the mailing tube with a piece of wax paper glued or pasted over the opening. Decorate the tube with crayons. With a pencil or any other pointed article, punch holes down one side of the tube from the top to bottom, making holes less than one inch apart. Sing or hum into two or more holes, to get different sounds. Try singing into the opposite end of the tube, too. Flutes of different lengths will give different sounds.

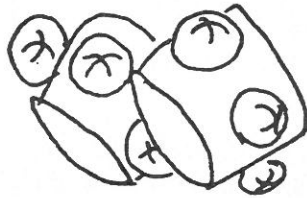
**Soda Straw Pipe Organ:** Cut a strip of corrugated cardboard (with large corrugations) 8" long and 1 1/2" wide. Cut 8 straws into the following lengths:

8 1/2"	7"	6"	4 1/2"
7 3/4"	6 3/4"	5 1/4"	4 1/4"

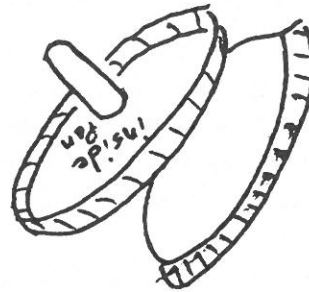
Push the straws between the corrugations of the cardboard, beginning about 1 1/2" from one end and leave 4 empty corrugations between each straw. The shorter the vibrations, the higher the pitch.



**Wrist Ringer:** Make a 2" wide oilcloth or felt wrist band for each wrist. Sew on jingle bells. Closures of velcro make putting ringers on an easier job.



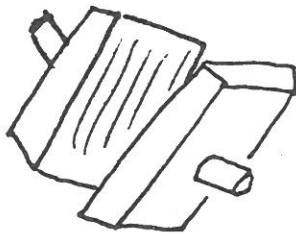
**Cymbals:** Use two foil pie pans. Nail on a 4" length of broom handle to each pan.



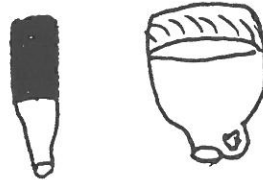
**Toolet:** Use 8" length of cardboard roll. Cover one end with a tissue paper, secured with a rubber band. Punch holes in tube. Hold fingers over different holes and blow in open end.



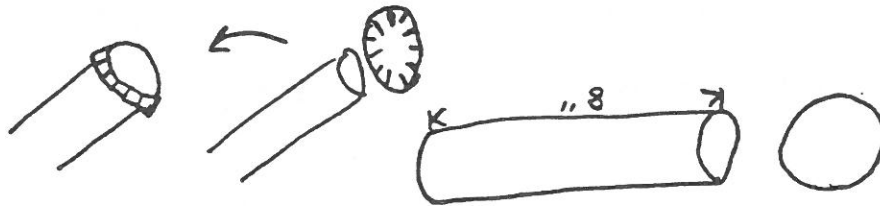
**Shuffle Blocks:** Cut 2 pieces of wood 5"x2"x4". Nail a 4" length of broom handle to each. Glue on sand paper.



**Whistles:** Whistles in all tones can be obtained by blowing across the mouth of narrow bottles and jugs. To adjust pitch, fill with varying amounts of water.



**Rattler:** Cut 8" length of cardboard roll. Fill with beans, corn, etc. Cut two cardboard circles slightly larger than roll. Cut slits around edges and tape to ends. Paint or cover with paper.



**DON'T STOP** with these instruments. Look around your home and see what other sounds you can make. Clap two jar lids together for castanets or turn two buckets upside down and beat with your hands for bongo drums. Almost anything that makes a sound can be used...bicycle horns, sirens, bird calls, whistles, etc. Don't forget the boys who take music lessons, they should be able to get some real tunes out of these instruments.



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**IDEAS FOR PACK ACTIVITIES**

Have Saturday get together at State/County Park.  
 Arrange for Naturalist/Ranger to give bird demonstration.

**IDEAS FOR DEN ACTIVITIES**

Take an evening nature hike to listen to sounds, end with a marshmallow roast.  
 Record bird songs on a day hike, use field identification books and list birds seen.  
 Visit raptor rehabilitation program at Carpenter Nature Center, Hastings, MN.  
 Boys make scrapbook of birds.  
 Construct bird picture mobile.

**PACK GATHERING ACTIVITY**

Make copies of "You Can Fly Through this One" maze, found on next page. Have pencils available for tracing pathway.

**OPENING CEREMONY**

Leader: The Great Master who made us all, gave humans other creatures to share the earth with. Besides the creatures of the seas, and animals that walk the land, we have creatures with wings.

Cub 1: Some birds live near man,

Look around and see them if you can.

In your yard or on the street,

Listen and you can hear them so sweet.

Cub 2: The peacock, the pheasant, some others, too,

Are birds of beauty for us to view.

Displaying a magnificent rainbow

As they put on a beautiful strutting show.

Cub 3: The farmer raises birds for us to eat,

The chickens, ducks, turkeys are a treat.

Besides, how could we have scrambled eggs and more,

If these birds didn't do their laying chore?

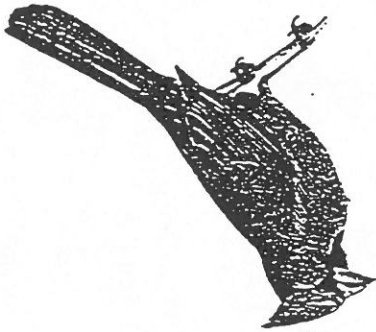
Cub 4: There are many different kinds of birds in our land,

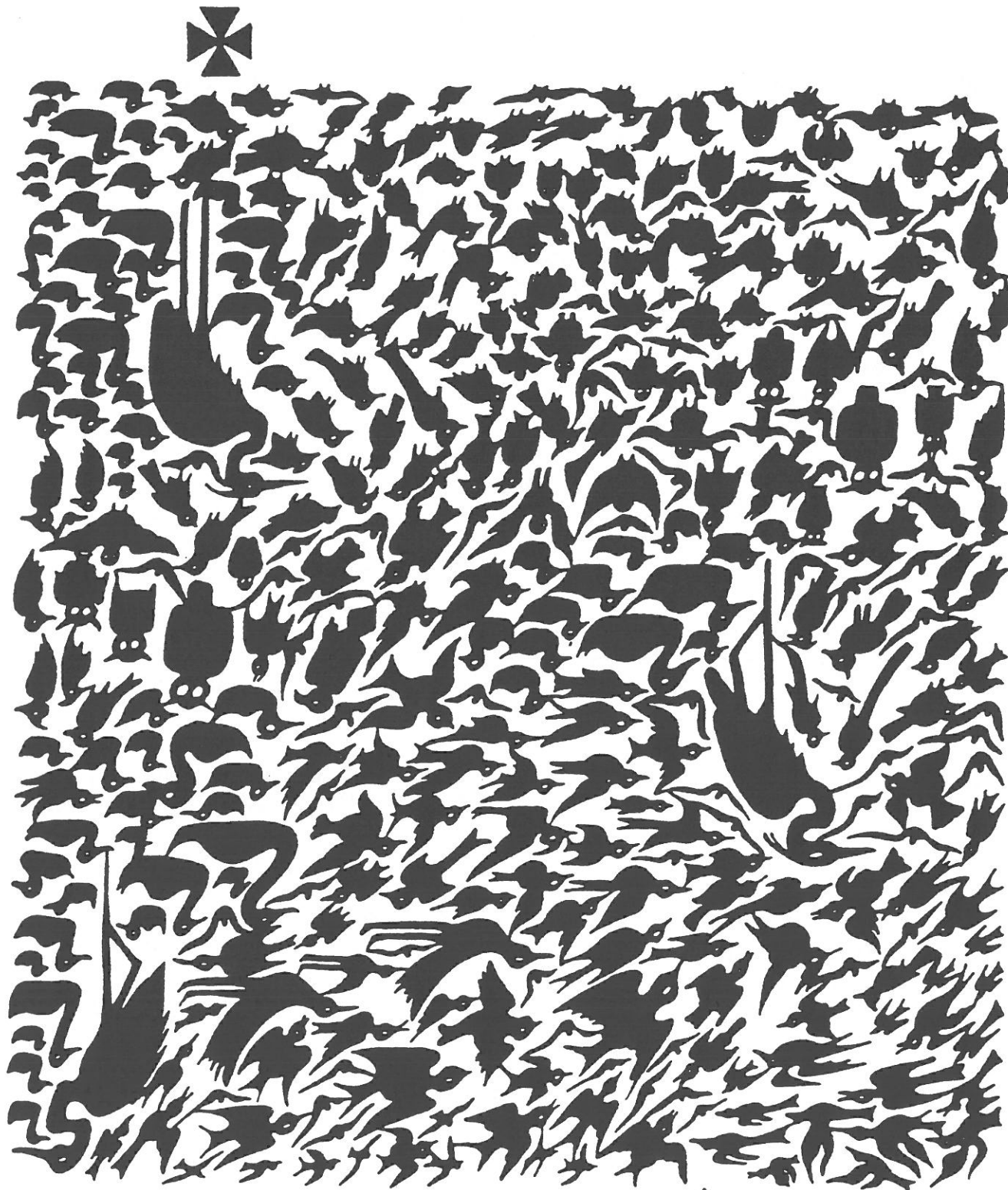
If you wish to see them, look to the sky or the sand.

Over the mountains, cities, farms, valleys, and lakes.

To see them, just keep your eyes open, that's all it takes.

Leader: Now as we begin our pack meeting, with our pledge to the flag, remember one of our symbols of America is the eagle. Will everyone please stand and join me in the pledge.





You can fly through this one ↗

**SONG: I HAD A LITTLE CHICKIE**

Tune: Turkey in the Straw

Oh, I had a little chickie  
 And it wouldn't lay an egg,  
 So I poured hot water  
 Up and down its leg,  
 The little chickie cried  
 And the little chickie begged  
 And little chickie laid  
 Me a hard boiled egg.

Oh, I had a little chickie  
 That went scratching in the dirt,  
 And he scratched so hard  
 That his little feetie hurt.  
 So we bandaged them up  
 From thigh bone to his toe,  
 And you should have seen that  
 Chickie do the do-si-do.



**OUR FEATHERED FRIENDS SKIT**

Characters: Robin, Blue Jay, Mockingbird, Song Sparrow, Woodpecker, Goldfinch, Woodthrush, Cardinal. (All birds wear plastic bottle masks. Adjust number of birds to fit number of boys in den.)

Setting: Outdoor scene with trees and bushes. Birds enter one by one, fitting around, flapping arms. Each boy can speak his own lines or narrator can read script. (Be sure boys can be understood behind masks if they speak their own lines.)

Audience can be asked to identify birds or boys can hold signs with their names to be revealed at the appropriate time.

**ROBIN:** Before the spring has time to wake, and daffodils are yellow, my black and russet red appears. I'm quite a cheerful fellow. Who am I?  
**BLUE JAY:** I make a sound like tinkling bells or raise by crest and scold; my blue coats trimmed with black and white, I'm a handsome robber bold. Who am I?

**MOCKINGBIRD:** Demurely dressed in grey and white, my nature's one of fun; I love to tease my feathered friends, and mimic them one by one. Who am I?  
**SPARROW:** My cousins chirp in city streets, but I dislike the town; in spring you hear me sing, and see my dark breast streaked with brown. Who am I?

**WOODPECKER:** Rat-tat-tat. Rat-tat-tat. I bear a loud tattoo. My back is black, my front is white, my red cap's in full view. Who am I?  
**GOLDFINCH:** For me, no cage inside the house, as I dart there and back; I wear the tint of precious ore, smartly trimmed in black. Who am I?

**THRUSH:** I hide among the shrubbery, with spice-brown colored coat; and poets praise my evening song, that springs from spotted throat. Who am I?  
**CARDINAL:** My name suggests great dignity, my colors the brightest hue. In summer or in winter, I bring Christmas red to you. Who am I?

ADVANCEMENT CEREMONY

Birds are warm blooded animals, with internal skeletons and bodies partially or totally covered with feathers. Their young are hatched from eggs. Most birds are capable of flight. Birds come in all shapes and sizes just like Cub Scouts. Birds and boys can be fascinating to watch.

Tonight we have some boys who need watching, as they make us proud to know them for the hard work they have put into their efforts toward advancement.

(Call forward Bobcats and parents.)  
Tonight we are here to congratulate our new Bobcat on his accomplishment of rank. He is new to our Cub Scout program as the egg is new to the world of birds. Both our egg and Bobcat are emerging into a new and different world.

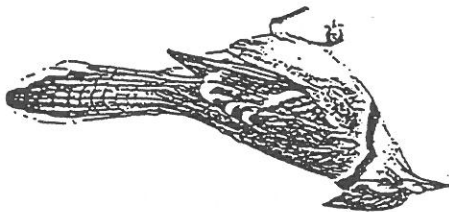
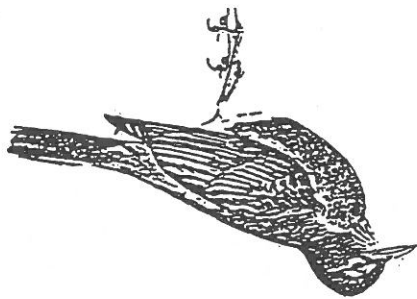
(Call forward Wolves and parents.)  
Next we have several boys who have earned Wolf rank. They can be compared to baby birds in the next which are still depending on their parents for nourishment and protection. Most of all they are still in need of guidance. Our Wolf can find his guidance from his family and his Cub Scout Leaders as well as from his school and church. Congratulations on your new rank.

(Call forward Bears and parents.)  
The rank of Bear is like that of our young bird who is testing his wings. He is taking new steps in directions of adventure and experimenting with his own strength and abilities. Congratulations on a job well done.

(Call forward Webeles and parents.)  
Our Webeles have worked hard for this new rank. He is our adolescent bird who is just waiting to leave the nest. He is ready to conquer and explore the world in which he is to live. Our Webeles will be prepared for his new exploring only through guidance he receives from his parents and leaders in the stages of his development. Congratulations, go forward and explore.

CLOSING CEREMONY

Tonight our theme was "Bird Watchers". It is our duty as Cubs, as parents, as Americans, to appreciate the beauty of birds. Let us conduct ourselves so that we may pass on the beauty of birds to our children and our children's children. The greatest enemy of most birds is pollution. Let us always try to prevent pollution and do our part to keep America beautiful.



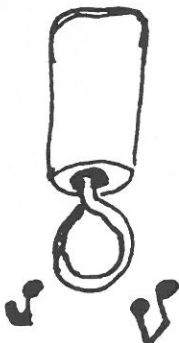
**BIRD WATCHER THE SLIDE**

bird sticker or draw with marker  
juice can lid  
leather scrap for ring  
hot glue gun



**HOW TO MAKE A BIRD CALL**

2" piece of close-grain hardwood  
(rock maple or mountain ash)  
large screw eye  
rosin powder  
drill

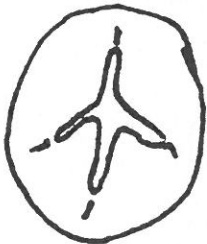


Drill a hole slightly smaller than screw threads in end of block. Turn the screw eye into it, unscrew and add a little rosin powder in hole. As screw eye is twisted back and forth very slowly, a chirp-chirp or trill can be produced.

With practice a variety of bird sounds can be produced. Paint or decorate as desired.

**PLASTER CAST OF FOOT PRINTS**

Plaster of Paris, water,  
throw away container and stick for mixing  
cardboard bent into circle for form



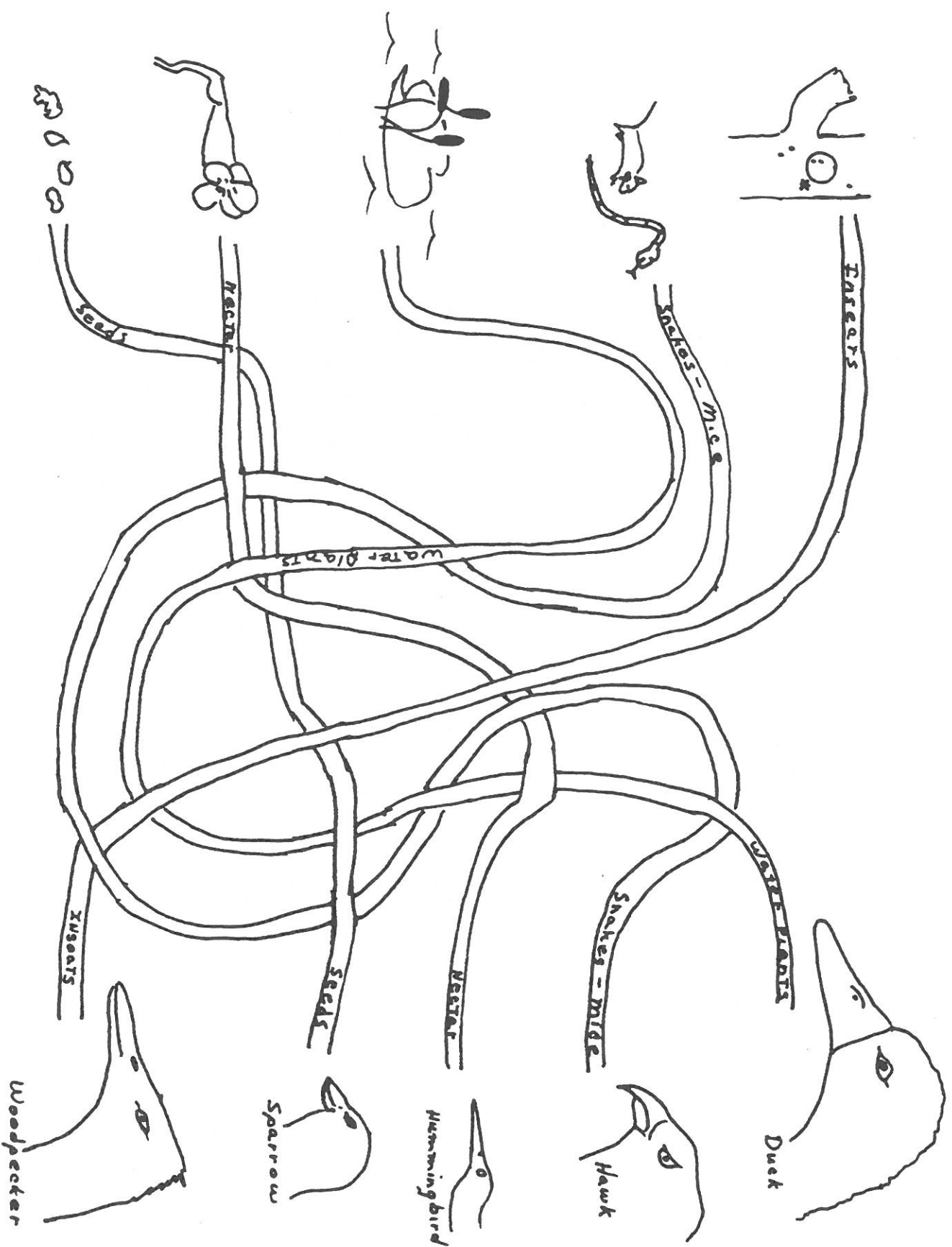
Fill container half way with water adding plaster while stirring all the while until you have a thick paste. Place cardboard ring around print of a bird's foot, pour mixture over print and let set for 10 minutes. When hard, lift plaster off ground, turn over and observe foot print.

**ATTRACTING BIRDS WITH FOOD**

String unshelled, unsalted peanuts using darning needle and yarn. Hang where squirrels can't reach it, maybe from middle of clothes line.  
In cool to cold weather make "Bird Pudding" by melting lard or other fat and pour over chopped peanuts and other food scraps. Place scraps in mesh bag, place in small container, pour melted fat over scraps, let harden, remove from container, hang outside.

**FOOD FOR THE BIRDS MAZE**

Cubs will trace which food source is preferred by which bird. Let boys speculate as to why certain birds eat the foods that they do. Suggest that they consider the birds' beak and feet, and the characteristics of the food that might make it difficult for certain birds to eat it.



3	2	1	7	6	5	4
10	9	8	14	13	12	11
17	16	15	21	20	19	18
24	23	22	28	27	26	25
31	30	29				

**IDEAS FOR PACK ACTIVITIES**

Family camp with everyone dressing as cowboys.  
Have a Saturday family picnic with "rodeo" events.  
Have a "barn dance" invite caller to teach simple square dances.

**IDEAS FOR DEN ACTIVITIES**

Visit an historic farm or county museum.

**PACK GATHERING ACTIVITY**

Everyone helps set up rodeo events to be held after regular pack ceremonies.

**OPENING CEREMONY**

Cubmaster dressed as cowboy: I'm the rootiest, shootiest, hombre you ever did see. And I'm here to tell you about the biggest event of our times. We're about to open one of the wildest, woolliest, rodeos you tinhorns ever did see. Hang on to your hats 'cause here they come, those ridin, roughin, ropin Cowboys from Pack \_\_\_\_\_.  
(Enter Cub Scout cowboys on broomstick horses making a wild ride around and through audience, ending in front with Cubmaster)  
Let's all stand and say the pledge.

**SONG: HAPPY TRAILS** by Dale Evans

Happy trails to you until we meet again.  
Happy trails to you; keep smilin' until then.  
Who cares about the clouds when we're together?  
Just sing a song and bring the sunny weather.  
Happy trails to you till we meet again.



**WILD WEST MOB SCENE**

Divide group into three sections. Each group will continue to repeat their chants at the direction of the leader.  
First group: ROOTIN' TOOTIN' COWBOYS! ROOTIN' TOOTIN' COWBOYS!  
Second group: WHERE'S THE SHERIFF? WHERE'S THE SHERIFF?  
Third group: WATCH OUT LADIES! WATCH OUT LADIES!  
Practice with each group, then have all begin together softly. As you raise your hand, the volume should become louder until everyone is shouting at the top of their voice.

**ADVANCEMENT CEREMONY**

Arrangement: Boys who are to receive awards are held in cardboard corrals or chutes until time to receive their awards. At that time, a pack committee member escorts the boy and his parents to the front.  
 Cubmaster: Cowboys must practice and work to become the best in the rodeo world. Cub Scouts must work and learn to advance up the Scouting trail. Tonight we will honor some boys who have worked hard to reach a higher level on that trail.

We have some new Cub Scouts here tonight who have never ridden in the Cub Scout arena before. But they are brave and ready to try. They will prove themselves now. (Call forward Bobcat candidates and parents.) Please repeat the Cub Scout Promise with me. (Present Bobcat badges and cards to parents who present them to their sons.) Congratulations! You may now ride with our pack and earn your spurs by climbing the Cub Scout ladder.

The following boys have worked hard and lassoed the 12 achievements required to become Wolf Cub Scouts. (Read names, Cubs and parents come forward.) We congratulate you Cub cowboys for your fine work. (Present badges and cards to parents who present them to Cubs.)

These boys rode hard and rounded up 12 more achievements and corralled the Bear rank. (Read names, Cubs and parents come forward.) I congratulate you Cub cowboys and your parents. (Present badges and cards to parents who present them to their sons.) I challenge you to ride even harder and earn arrow points as you prepare to become Webelos Scouts. The Webelos Scouts who have bulldozed the requirements for activity badges are... (read names.) You have roped and tied your way through the Cub Scouting ranks. Now may you have easy riding toward the Arrow of Light and Boy Scouting beyond. (Present activity badges and cards to parents who present them to their sons.)

Congratulations to all of our Cub Scouts and Webelos Scout cowboys.

**SIX-SHOOTER APPLAUSE**

Point finger in the air and say "Bang-bang, bang-bang, bang-bang" then blow smoke from end of "gun".

**WILD MUSTANG APPLAUSE**

Raise arms forward and over head like a rearing horse and "whiny" several times.

**CACTUS APPLAUSE**

Pick cactus spines out of backside saying "Ouch, oo-ee, ouch!"





**RODEO EVENTS FOR PACK MEETING**

Really go western this month, give your pack an honest-to-goodness ranch name. "Brand" all new Cubs as part of an induction ceremony and brand boys who have been members for a year or more. Use a rubber stamp and washable ink to brand their wrists.

Each den should be responsible for setting up a rodeo event, staff with parents. Use a loud cap gun to start and end all contests. For a little showmanship, pop a blown-up paper sack as a starting signal.

Cubs and their siblings go through the events in a round robin fashion with each den staying at a particular event for a specified time. Everyone changes events at the same time.

**Pony Express Relay:** Team members are stationed around the area where stick horses receive new riders and the pony express bag is transferred to the new rider. Use signs such as St. Joseph, Missouri; South Pass, Wyoming; Salt Lake City, Utah; Carson City, Nevada; and Sacramento, California to mark their trail.

**Bucking Horse Contest:** The bucking horse is a pogo stick with Horse head made of a stuffed sock. Riders count how many jumps they can make without touching feet to the ground.

**Chuck Wagon Contest:** Divide group between two chuck wagons. Each wagon has one "horse" (cub with paper bag mask) to pull wagon around course. Have equal number of pots and pans, bags of flour (sand), barrels of pickles (ice cream pail with rocks) and assorted eating utensils for each wagon. Wagons start empty, on signal from leader, teams load their wagons, yell "wagons ho!" when full and wave arms madly as horses dash off to race around the pre-set course. If items fall out of wagon one of the team's cowboys must retrieve it.

**Branding Contest:** Divide group in half. Everyone in one group ties a balloon to one ankle while the other group, on signal, tries to see how many balloons they can burst in a given time by stomping on them. A burst balloon is a branded critter. Then reverse groups.

**Skin the Snake Relay:** Divide group into two teams and line up behind each leader. Each player extends left hand backward between legs and at the same time grasps, with right hand, the left hand of the player in front of him. On signal, players start moving backward. The rear player lies down on his back, still holding hands with the player in front of him. The second rear player, after moving backward by straddling the last player, lies down, still holding on with both hands. The backward movement continues until all players are lying on their backs. Then leader arises, and straddling prone players, moves forward, pulling second player to his feet. Action continues until all players are standing.

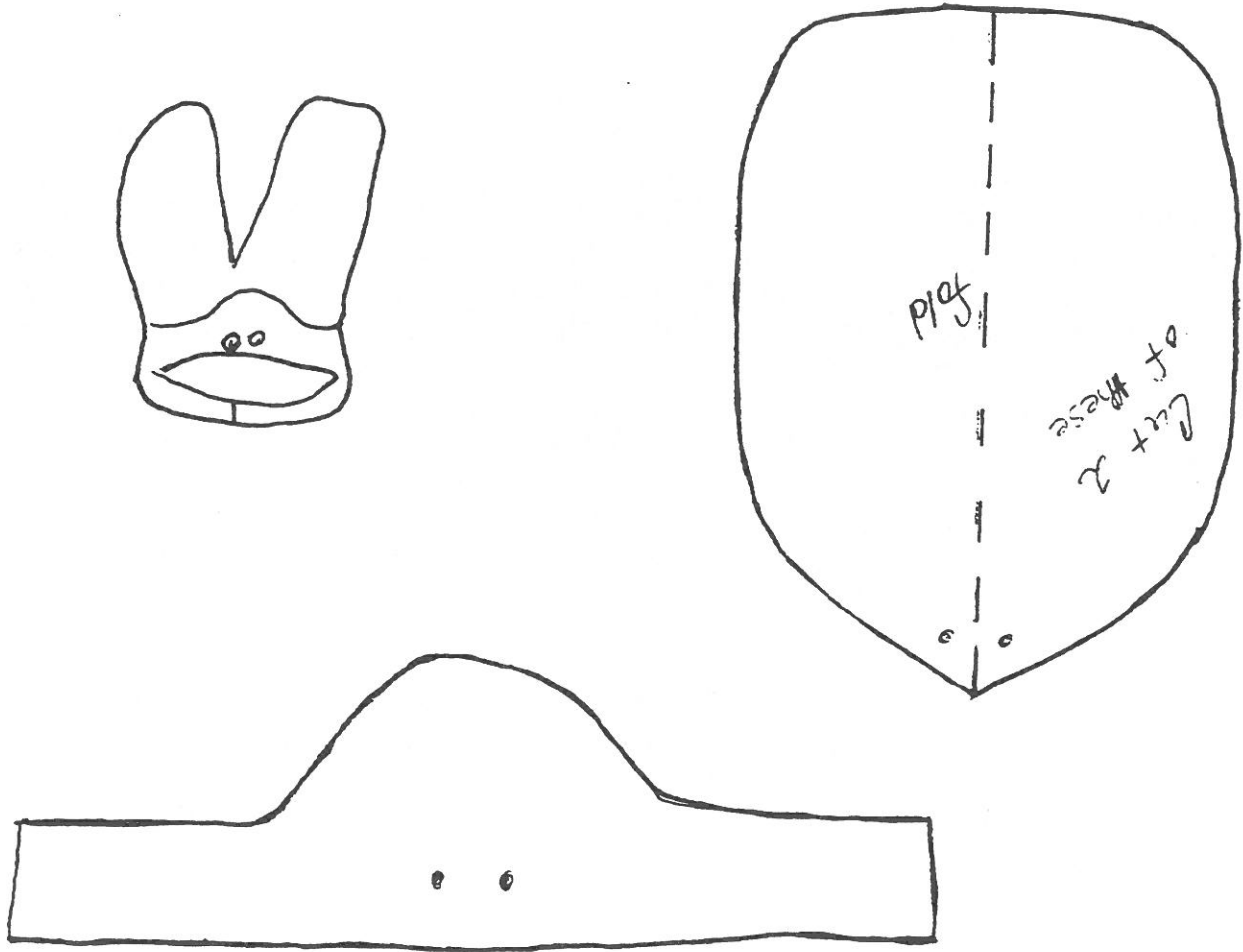
CLOSING CEREMONY

Rodeos started with cowboys competing in their everyday work to see who was the best at a particular job. Later, purses were gathered to make it more interesting. It has grown into a huge national sport, and some of the contestants are still working as cowboys. They work together and help one another to grow. It is the same with Cub Scouting. We must help each other cheerfully, if we expect our pack to grow. Will you all please stand and repeat with me the Cub Scout Promise.

COWBOY CHAPS TIE SLIDE

leather scraps  
brass paper fasteners  
hot glue gun

Cut three pieces from leather scraps.  
Punch holes as indicated.  
Fold leg pieces in half lengthwise,  
attach to waist band with small  
fasteners.



**COVERED WAGON THE SLIDE**

leather

1/2" wooden dowel 1/2" long (2 per slide)

Trace 4 wheels out of leather,

use nickel for size.

Stamp leather of wagon before assembly

if you wish to add den number or design.

Assemble wagon by folding top in half,

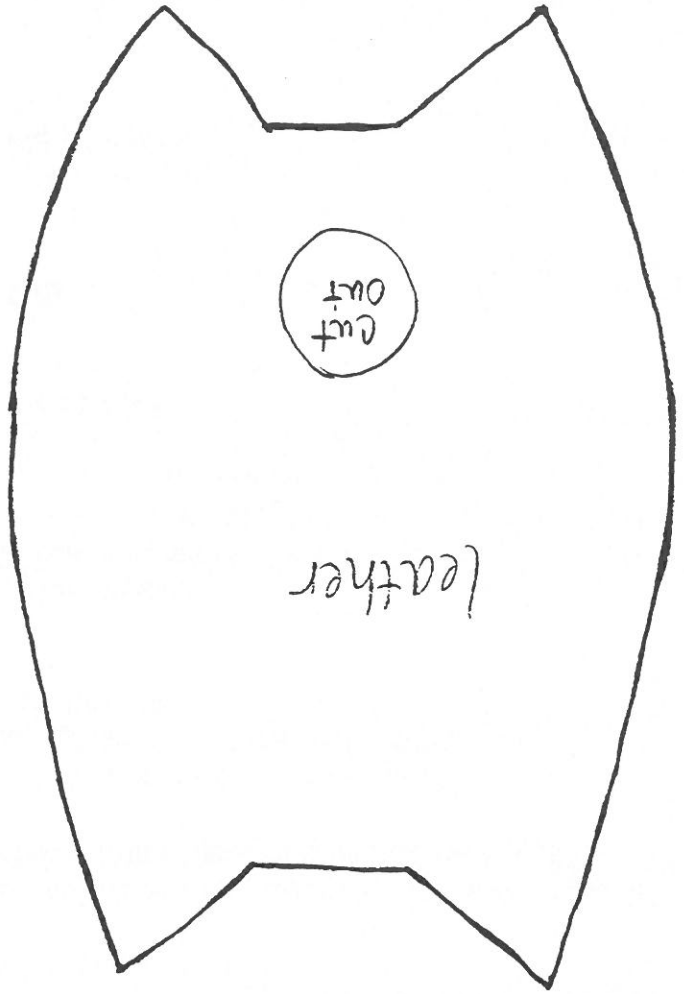
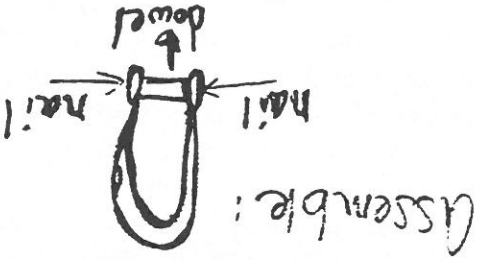
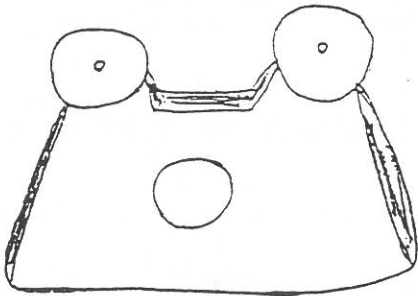
glue dowel axles between leather,

glue leather wheels outside.

Small nail may be used to strengthen

wheel attachment.

Thread neckerchief ends through  
hole and out bottom.



Cowboy Bingo

R	O	D	E	O
brand	saddle	chuck wagon	bunk house	bronco
spurs	barbed wire	chaps	mustang	lasso
cattle	trail drive	cowboy	rustler	holster
roundup	horses	boots	stampede	Chisholm Trail
longhorn	bandanna	branding iron	hat	cattle prod

Each Scout can make a card of his own, placing the words wherever he chooses. Each of the words is printed on a small card that can be placed in a large cowboy hat for drawing. Have boys mark their squares with plastic poker chips or pieces of paper.

Definitions of the words can be written on small cards, definition is read when card is drawn, if Cub has word that matches the definition that square is covered on his card.

- BANDANNA colorful scarf worn around neck to keep dust out of mouth
- BOOTS high topped foot coverings, with high heels to keep them in stirrups
- BRAND A mark placed on cattle for identification
- BRONCO Spanish word meaning wild horse
- BUNKHOUSE sleeping quarters
- CHAPS protective leather pieces worn over trousers
- CHISHOLM TRAIL route from Texas to Kansas used move cattle to railhead
- CHUCK WAGON covered wagon, drawn by oxen, for food preparation on the cattle drive
- CATTLE PROD long pointed poles to hurry cattle into train car
- HOLSTER carrying device for gun
- LIASSO rope used to capture animals running free
- LONGHORN kind of cattle brought from Spain by early explorers
- MUSTANG wild horse
- RODEO a contest or show of cowboy skills
- RUSTLER cattle thief
- SADDLE device used to make riding a horse more comfortable
- SPURS sharp metal prongs worn on boots
- STAMPEDE uncontrolled running of cattle or horses

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

**IDEAS FOR PACK ACTIVITIES**

Hold family pot luck picnic with large bonfire to close.  
 Invite families to attend district kick offs.

**IDEAS FOR DEN ACTIVITIES**

Backyard camp as a den.  
 Invite a storyteller to demonstrate how to make up tall tales.



**PACK GATHERING ACTIVITY GAME: CABBAGE, BUG, SPRAYER**

Divide group into two teams, each with a captain. Each team quickly huddles and secretly decides whether they will be "cabbages" "bugs" or "sprayers".  
 Then the two teams line up facing each other about 5 feet apart. When the leader says "go" each team imitates the object they have chosen.  
 Cabbages hold arms over head to form a circle.  
 Bugs hold hands at head and bend at waist.  
 Sprayers pretend to use a hand pump sprayer.  
 One point is scored for each victory as follows:  
 Sprayers defeat Bugs,  
 Bugs defeat Cabbages,  
 Cabbages defeat Sprayers.

Any number of people can play as long as there are two sides. Sides need not be equal. With many people present, as at a pack picnic, this can be used in several smaller groups with the groups changing so as to act as a mixer.

**OPENING CEREMONY**

If Pack Meeting is being held outside Cubmaster lights campfire, if inside, plug in light of artificial campfire.

**CAMPFIRE YARNS SKIT**

Props: campfire with Cubs sitting around campfire.  
 1st Cub: (YAWNS)  
 2nd Cub: (YAWNS)  
 3rd Cub: (YAWNS)  
 All Cubs: (ALL YAWNING AND EXAGGERATED STRETCHING)  
 Leader: (walks in) Hey, boys, what are you doing?  
 Cubs: We're having campfire yawns.  
 Leader: (looks puzzled) Boys, that's not campfire yawns, it's CAMPFIRE YARNS.  
 Welcome to our Pack Meeting.

**ADVANCEMENT CEREMONY AT A PICNIC**

CM: We have several Cub Scouts to honor today for the hard work they have done since our last meeting. With the paper plates, we have Bobcats. (Call forward Bobcats and parents. Pull bobcat pin/badge attached to paper plate from picnic basket. Present awards and give congratulations.)

(Present other badges in similar manner: Wolf badges on napkins, Bear badges on paper cups, Webelos badges and activity badges on plastic forks, arrow points on spoons.)

CM: You have seen all of the things that help make a picnic meal fun, except the food. These young men and their parents represent the things that make the pack grow and thrive. They are as important to a pack as food is to a picnic. Let's wish them well as they continue on their trail to Boy Scouting.

**CLOSING CEREMONY**

Life never stands still. If you don't advance, you recede. In Cub Scouting you have many opportunities to learn and to advance as you do achievements and electives. Do them well so that you are proud of the badge you wear.

**SONG: EACH CAMPFIRE LIGHTS ANEW**

Tune: Auld Lang Syne (modified to fit)

Each campfire lights anew  
The flame of friendship true-ue-ue,  
The joy we've had in knowing you  
Will last our whole life through.

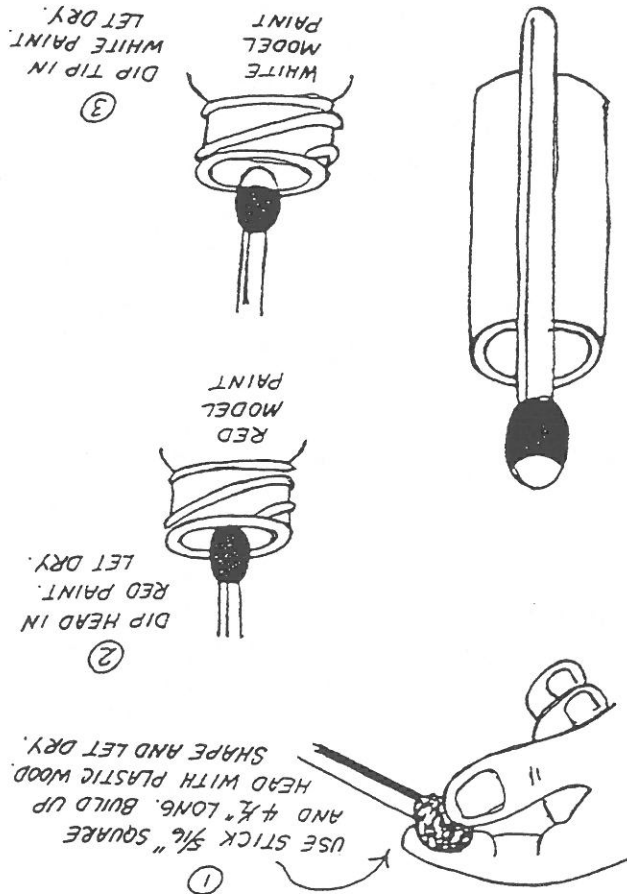
And as the embers die away,  
We wish that we might always stay,  
But since we cannot have our way,  
We'll come again some other day.

**MATCH THE SLIDE**

5/16" dowel or stick  
plastic wood  
5/8" PVC pipe for loop  
hot glue gun  
red paint, white paint

**CAMPFIRE THE SLIDE**

small sticks or 1/4" doweling  
white glue  
Arrange sticks in criss-cross  
fashion gluing each layer.  
Thread neckerchief ends through middle.



**CHARCOAL CHIMNEY**

**Materials:**

2lb coffee can

soda can opener

**Directions:**

1. Use can opener to punch rows of holes around can as shown.

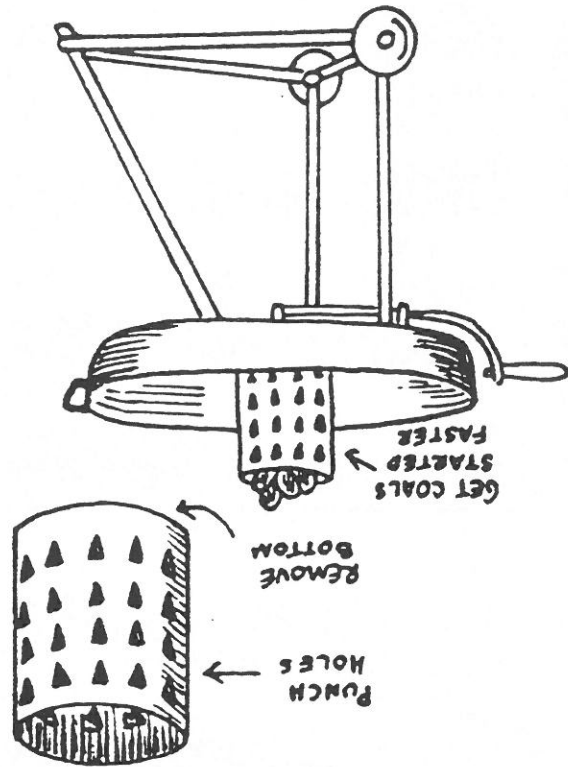
2. Be sure to wear gloves when handling the can. Metal edges can cut.

3. With a screwdriver or other hard implement, flatten down the metal inside the can.

4. Cut bottom out of can.

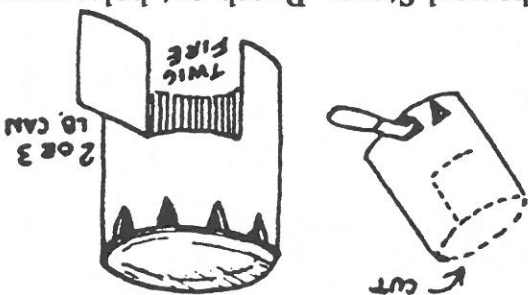
5. Set charcoal chimney in charcoal grill. Use wood coals and crumpled newspaper or electric starter at bottom of chimney.

6. When charcoal pieces are burning evenly, remove the chimney with pliers and spread the coals for cooking.

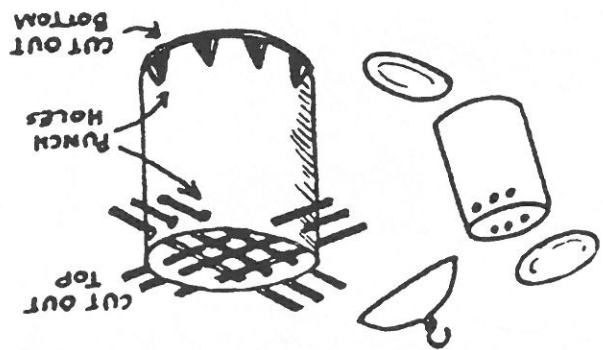


**BACKYARD TIN-CAN STOVES**

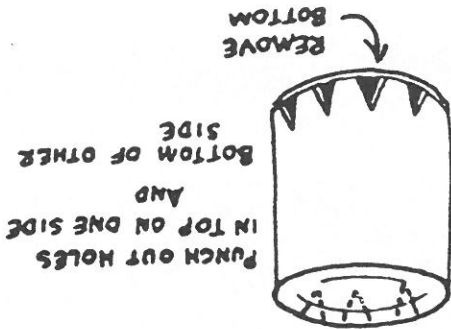
**Twig Stove:** Punch out holes in bottom of tin can as shown. Cut door. Invert. Fill with twigs. Add more twigs through the door. Cook right on top. (Be sure to clear ground area where stove will be set.)



**Charcoal Stove:** Punch out holes around top of tin can. Punch holes in sides and insert coat hanger wires to make grill. Set pots or pans can be set on this grill. Set stove over pile of charcoal.



**Hobo Stove:** Punch out holes as shown. Cook on top. Use buddy burner as fuel source. (Corrugated cardboard strips rolled tight, soaked in paraffin, set in a tuna can.)



**"DRUGSTORE WRAP"**

Use heavy foil three times the width of the food. Fold over and roll up the leading edges. Then roll sides for a steamproof seal.

**QUICK START FOR CHARCOAL**

Make a charcoal fire starter from a large fruit juice can. Cut out the top and bottom. Place the can on the perforated charcoal pan. Half fill it with twigs. Then add the number of briquets you will use. Start the fire from below the pan. When all charcoal is glowing, remove can with a pair of pliers.

**HAND THERMOMETER.** Hold palm at place where food will go: over coals for broiling, in front of reflector oven for baking. Count "One-and-one," "Two-and-two," and so on, for seconds you can stand to hold your hand. Move your hand to find the temperature you want.

Temperature	Heat	Hand removed at count	1 or less
120°C-175°C	Slow	6 to 8	2 to 3
175°C-200°C	Moderate	4 to 5	Very hot
250°F-350°F			
350°F-400°F			
200°C-230°C	Hot		
400°F-450°F			
230°C-260°C			
450°F-500°F			



Leader: This month we have studied American Folklore. What do you think of when you hear that term? We'd like to tell you about some of the people we have talked about.

This should be conducted by Cubs who have made costumes of their characters. Cubs come on stage after leader has made introductions and each gives a short sentence about his character.

**OPENING CEREMONY**

Set up a series of games from pioneer times. Each den could host a specific game. Rope walking: These contests were often held in the Virginia colonies. Use a 20 foot rope or clothes line, laid on the floor with the ends taped down. Blindfold the contestant and have him walk the rope without shoes on.

Spoon relay: Two lines of boys each having a spoon. First boy in each line is given 2 beans in his spoon. Objective is to pass the 2 beans from spoon to spoon down the line. On signal all run to the middle blindfolded, and try to pick out their own shoe, return to the chairs and put on shoe. Boys continue until everyone has their own shoe.

**PACK GATHERING ACTIVITY**



Make popcorn balls.  
Make a divining rod or fork.  
Dip candles.  
Make a tin lantern.

Make tombstone rubbings in old sections of local cemetery.

**IDEAS FOR DEN ACTIVITIES**

- Paul Bunyan
- Pecos Bill
- Buffalo Bill
- Icabod Crane
- Casey Jones
- Daniel Boone
- Lone Ranger
- Babe the Blue Ox
- Jesse James
- Davy Crockett
- Mike Fink
- Brer Rabbit
- Mickey Mouse
- Johnny Applesseed
- Rip Van Winkle
- Betsy Ross
- Calamity Jane
- Tom Sawyer
- Batsy Ross
- Paul Revere
- Pocahontas
- John Henry
- Hiawatha

Dress up as a favorite folk character.  
Have a campfire and singest.  
Have a wiener roast and hayride.

**IDEAS FOR PACK ACTIVITIES**

5	6	7	8	9	10	11	18	25
12	13	14	15	16	17	18	18	25
19	20	21	22	23	24	25	18	25
26	27	28	29	30				

(OPENING CEREMONY CONTINUED)

Uncle Sam is the symbol of the United States government.  
 Johnny Applesseed was a friendly man who dreamed of filling the countryside with apple trees.  
 Rip Van Winkle slept for 20 years, his clothes fell to rags and he grew a long white beard.  
 Hiawatha was a Native American boy who learned the habits of the woodland creatures from his grandmother.  
 Paul Bunyan was a fabulously strong lumberjack that towered above everyone and went around with his friend, Babe the Blue Ox.  
 (And any others that the boys have learned about)

Leader: All of these folks have been a part of America's growing up, we're glad you are here to participate in another growing experience, Cub Scouting.

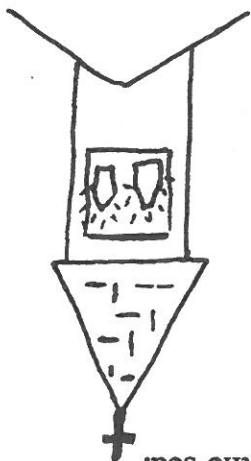
AUDIENCE PARTICIPATION READING

Leader divides audience into six sections and instructs them on how to respond when they hear their specific parts.

PAUL REVERE	stand up shout "The British are coming"
MIDNIGHT	with pendulum motion "gong, gong, gong"
RIDE	hands slapping on legs to sound like horses
BRITISH	swing arms, marching style "March men, march"
LANTERN	finger in air sing "this little light of mine"
MINUET MEN	shooting action "bang, bang"

Listen my Cubs and you shall hear of the MIDNIGHT RIDE of PAUL REVERE.

On the 18th of April in '75, this little tale became very alive.  
 It seems the BRITISH were out on the tide when PAUL REVERE decided to RIDE.  
 The signal it was a LANTERN to be - one by the land and two by the sea.



He rowed across the bay to stay  
 Until the BRITISH made their play.  
 Up went the two LANTERNS in the church steeple high.  
 PAUL REVERE'S RIDE began without even a "good bye".

As MIDNIGHT struck, his RIDE began,  
 PAUL REVERE seeking out the MINUET MEN.

The MINUET MEN were waiting all over the land  
 For PAUL REVERE to give the command.

"The BRITISH are coming" PAUL REVERE did shout  
 "Gather all the MINUET MEN, be up and about."

The MINUET MEN were ready when the BRITISH arrived,  
 And this is how our country survived.

So, good little Cubs never forget the story of how PAUL REVERE'S MIDNIGHT RIDE helped our glory.  
 For the LANTERN hung alerted the MINUET MEN, that the BRITISH were coming and therefore they were up and ready.

**DAVY CROCKETT AND MIKE FINK MEET CHIEF SITTING BULL**

Characters: Announcer

Davy Crockett

Mike Fink

2 or more Indian braves

Chief Sitting Bull

Props and scenery as desired by the Cubs

Announcer: Davy Crockett and Mike Fink are walking through the forest.

Mike Fink: Seems mighty quiet here, Davy.

Davy Crockett: Too quiet, Mike.

(Suddenly several Indian braves jump out of the forest and capture Davy and Mike.)

First Brave: Wow! What a prize catch!

Second Brave: Our Chief will be very pleased.

(Braves drag Davy and Mike away.)

Announcer: We are now at Chief Sitting Bull's camp. The Chief and his Braves are sitting around their campfire.

First Brave: We found these trespassers in the forest.

Chief Sitting Bull: You did well Braves. Speak up captives! Who are you?

Davy Crockett: I'm Davy Crockett, King of the Wild Frontier, I can lick any man or bear alive!

Mike Fink: I'm Mike Fink, King of the River Boats, I can lick any man or crocodile alive. Chief: (jumping up and clapping hands) Davy Crockett! Mike Fink! Looks like we've caught the boldest and proudest frontiersmen around!

Mike Fink: Now see here Chief, we're your friends.

Davy Crockett: That's right, Chief, we're just a couple of Scouts.

Chief: Scouts? We're all Scouts too!

(Gives the Cub Scout Sign and all the Braves gather around the fire and give the Cub Scout promise.)

**SONG: I'M A YANKEE DOODLE DANDY by George Cohen**

I'm a Yankee Doodle Dandy, a Yankee Doodle do or die!

A real live nephew of my Uncle Sam's

Born on the Fourth of July...

I've got a Yankee Doodle Sweetheart,

She's my Yankee Doodle joy.

Yankee Doodle came to London just to ride the ponies,

I am a Yankee Doodle boy!



**GRANDMOTHER'S TRUNK ADVANCEMENT CEREMONY**

Equipment: Flashlight, old trunk, braided rug, old fashioned hat, lamp, radio, rocking chair, or whatever you have to give a feeling of yesteryear; and for each boy receiving an award, a baby or family photo and his award attached to an old fashioned tie, shoe, hat, etc.

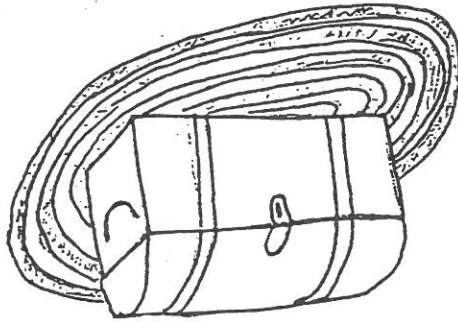
Arrangement: Have trunk sitting on braided rug with other old furniture. The awards for each boy should be in the trunk. Spotlight the trunk and have all Cub Scouts seated around the trunk.

Cubmaster: This is Grandmother's trunk. There are old and wonderful surprises in this trunk: fancy dresses, lacy hats, faded letters, old pictures, all bring back memories of days gone by. With each treasure there is a special event that helps us to remember Grandmother and Grandfather, our aunts and uncles, our family and the stories that have been passed down to us.

Remember the past, treasure the memories of your youth and your family. For these memories are your awards when you are older.

Let's look now and see what awards this old trunk holds. (Cubmaster opens trunk and pulls out hat with a picture of a Cub Scout with his award attached. Cubmaster passes hat among Scouts and asks the boy to stand who can remember anything special about the person or event in the picture. Have Cub tell about the picture and then Cubmaster presents award.)

(Cubmaster continues to draw items, pictures and awards out of trunk and passes them around in the same manner until all awards have been presented.)  
Cubmaster: We have made our own memories today and we are proud of the achievements of the Cub Scouts of Pack —.

**CLOSING CEREMONY**

In the days of old, the paths that lead to knowledge, excitement and rewards held many obstacles. If you were prepared like many of our American folk heroes were there was little that could harm you. Life is somewhat like that today. You will travel many paths to gain knowledge, excitement and rewards, but there are also dangers to consider. Be aware that there are villains that will try to side track you with illegal things. Cub Scouting can be a help in strengthening character, building skills and principles that will help defeat present day hazards and make heroes of you all.

**JOHNNYCAKE AND SYRUP**

This is a fun, old-time recipe that the boys will be able to make at a den meeting and then eat and enjoy like Paul Bunyan or Johnny Applesseed.

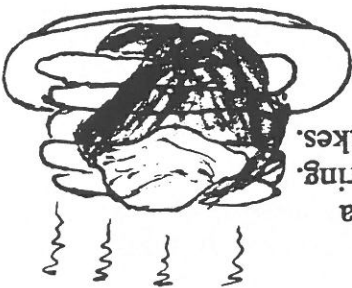
- 1 1/2 cups cornmeal
- 1 tsp salt
- 1 Tbsp flour
- 2 Tbsp vegetable oil
- 1 tsp soda
- 2 eggs, beaten
- 1 1/2 cups milk

Mix and fry like pancakes.

**Maple Syrup**

- 1 cup water
- maple flavoring
- 1 1/2 cup white sugar

Bring water and sugar to a rolling boil and add flavoring. Let cool, drizzle on pancakes.



**PAUL BUNYAN'S TOOTH PICK THE SLIDE**

short thick stick

leather loop

hot glue gun

Boys whittle ends if stick,

leaving bark in middle.

Glue loop to back.



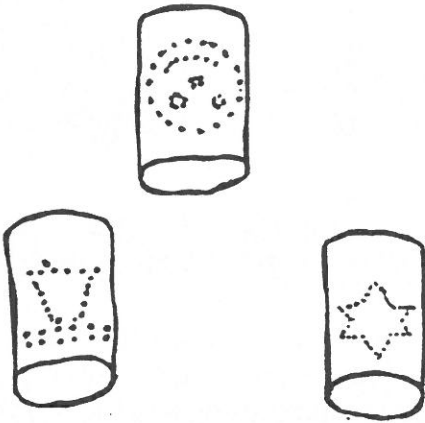
**TIN CAN LANTERN**

Use any size tin can. Fill with water to 1/4" below top rim. Place in freezer until frozen. Cut a piece of heavy paper big enough to fit around can and draw a design on the paper. Fasten paper to can with duct tape.

Place can on old folded towel.

Using hammer and nail, punch holes into can along lines of design. If ice starts to melt before finished, put in freezer again.

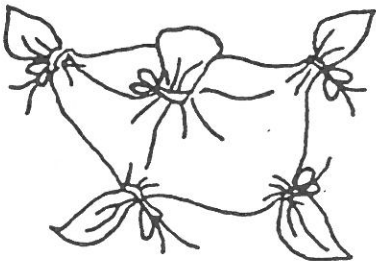
Place small candle in can when completed.



**THE-DYED BANDANNA**

Hem a 23" square of white cotton or muslin for each Cub. Have them gather up some of the material and wrap rubber band tightly around base of each gather. Do this in several places. Put bandannas into a pot of hot dye, following mixing directions on box.

After bandannas are dried, have Cubs use them in any of several ways.



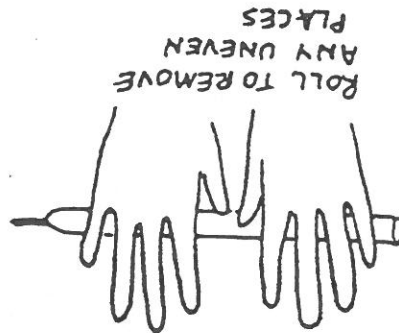
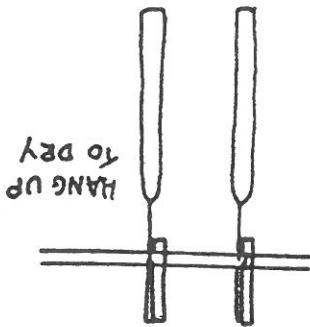
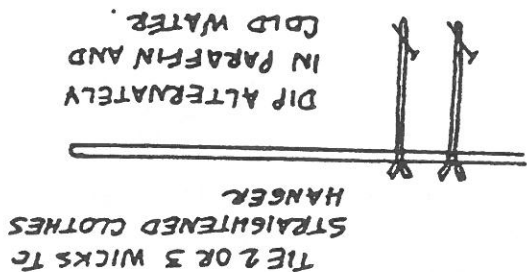
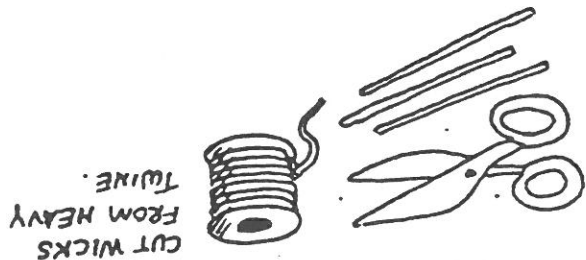
- carry lunch on a hike
- bring home trail treasures
- wear as neckerchief
- use as cowboy mask
- make a hand puppet
- use as emergency bandage

**CANDLE DIPPING**

Cub Scouts will need adult help with this project. Use a double boiler in which to melt paraffin. Never melt paraffin over direct flame.

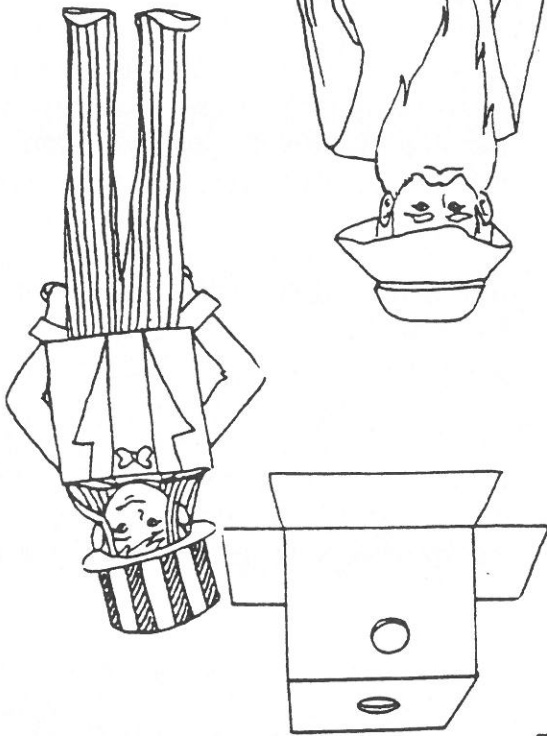
Pioneers used wicks made of rolled cotton, silky down from milkweed, or tow string. You can use heavy cotton twine cut into lengths. Be sure to allow extra length for tying the wick to a rod for dipping.

Tie a nail (for weight) on the end of the string where the base of the candle is to be and dip the string into melted paraffin. Continue dipping and cooling until the candle builds up to the desired thickness. A metal tennis can makes a good container for melting paraffin in.



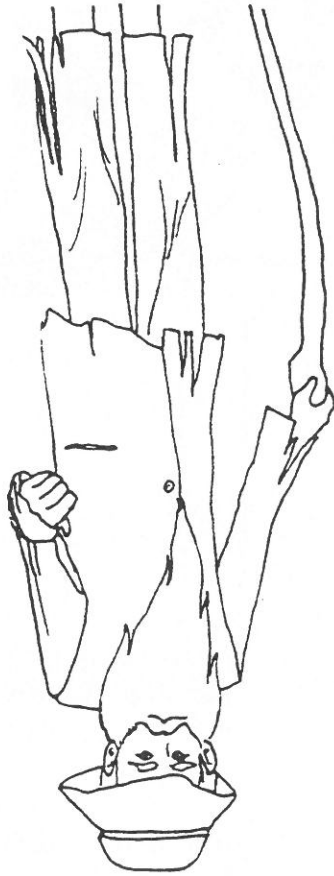
**COSTUME IDEAS FOR FOLK CHARACTERS**

**Uncle Sam:** Hat from ice cream tub, decorate with red and white stripes, blue band with stars. For jacket use a box that covers boy from shoulders to hips. For sleeves wear long sleeve blue shirt. Make cuffs from construction paper. Wear red and white stripe pajama bottoms. Fringe white crepe paper for beard.

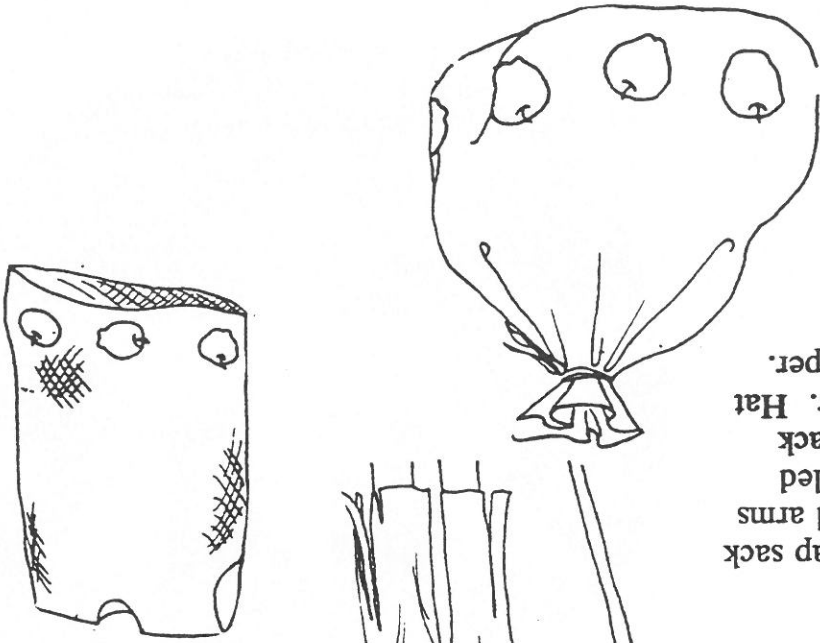


**Hiawatha:** Make leather like clothes from large brown shopping bags. Wrinkle the bags then smooth them out. Cut out arms, neck, and split up the front to make a vest. Cut fringe for outside seam of pants.

**Rip Van Winkle:** Because this fellow slept for 20 years, his clothes fell to rags and he grew a long white beard. Wear torn pants and ragged jacket. Fringe white yarn for a beard, carry a walking stick, wear old felt hat.



**Johnny Appleseed:** Wear burlap sack with holes cut out for head and arms as a shirt. Wear blue jeans rolled to knees, belt of rope. Carry sack filled with crumpled newspaper. Hat could be soup pot or folded paper.



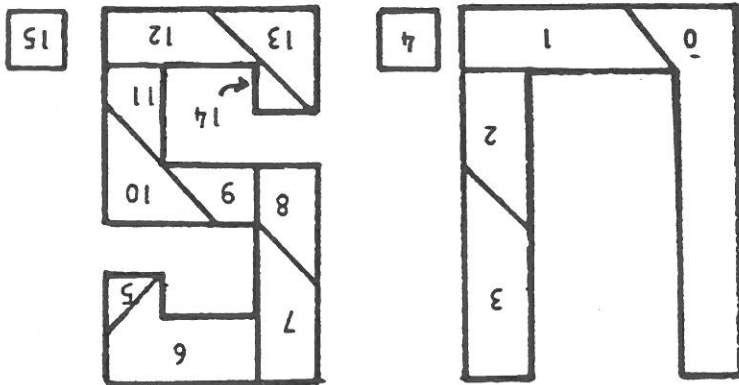
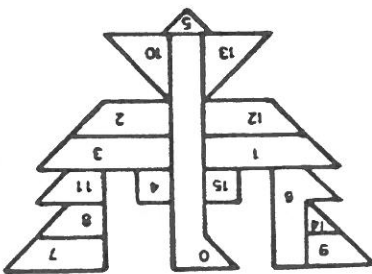
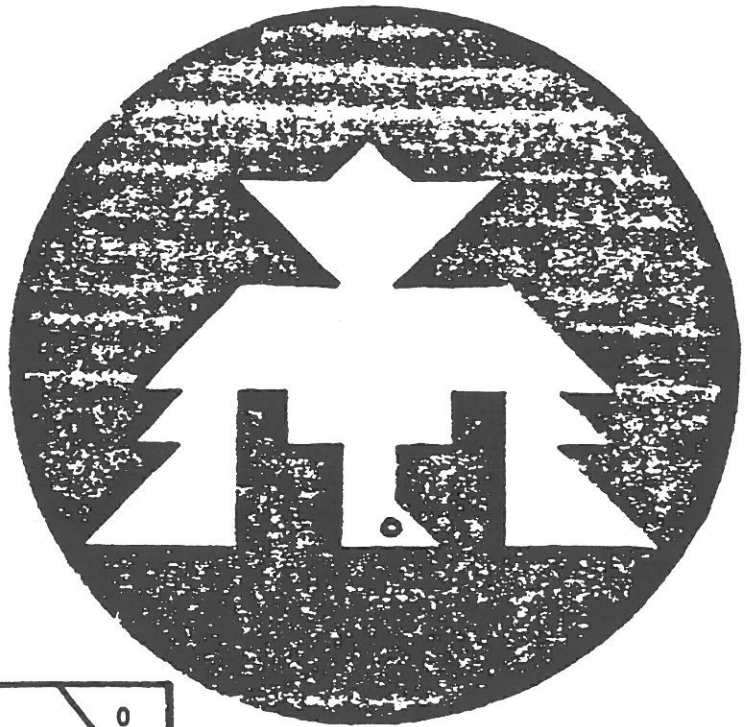
**EAGLE JIGSAW PUZZLE**

Materials:  
Lightweight cardboard  
Scissors

Below is the emblem of the United States, the eagle; and the letters U.S. The letters are divided into 16 parts numbered from 0 to 15.

Paste the letters US on a piece of cardboard, cut them along the dividing lines to get the 16 pieces for the jigsaw puzzle.

The trick is to place the 16 pieces on the eagle picture below in such a way the eagle's silhouette is completely covered. The solution is also included.





1	2	3	4	5	6	7	8	9	16	23	29	30																	
2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31

**IDEAS FOR PACK ACTIVITIES**

Hold cleanup party at local park or waterway.

Families show their special collections a pack meeting:

- antiques
- autographs
- badges/patches
- comic books
- buttons
- scorecards
- masks
- pocket knives
- rubblings
- valentines
- wheels
- whistles
- fishing lures
- key chains
- theater stubs
- match books

**IDEAS FOR DEN ACTIVITIES**

Visit local recycling center.

Rake leaves for community center or school.

Parents share their special talents or hobbies with den.

Build a newspaper bundling box.

**PACK GATHERING ACTIVITY**

View family collections set out on tables.

**OPENING CEREMONY: The Cubmaster's Charge**

This solemn ceremony, appropriate for the beginning of the school year, can be presented by the Unit Commissioner, Assistant District Commissioner, or the Committee Chair. Reproduce the "Cubmaster's Charge," found on the following page, and present it to the new Cubmaster at the end of the ceremony.

Presenter: Tonight Mr/Ms \_\_\_\_\_, as we begin a new school year, let us review the seven points of the Cubmaster's Charge.

(Read Cubmaster's Charge.)



## The Cubmaster's Charge

With the position of Cubmaster you accept these seven charges, one for each ray of the Arrow of Light.

**RESPONSIBILITY.** for great will be your responsibilities as our leader.

**KNOWLEDGE.** for knowledge of the best procedures of Cub Scouting will help you guide us to work with you for the success of our Pack.

**HARD WORK.** for that is one of the foremost qualities of success.

**ENTHUSIASM.** for nothing great was ever accomplished without enthusiasm.

**GRATIFICATION.** for that will be the reward of your efforts.

**ADMIRATION.** for never has there been a worthy chief who was not admired by all his tribe.

**OPPORTUNITY.** for few things will bring you a chance to work with and learn to know the fine families of our community as will your job as Cubmaster.

**DAD'S WORKBENCH SKIT**

Characters: Narrator, Dad, Mom, Cub Scout, Hammer, Saw, File, Screwdriver.  
 Narrator: As our scene opens, we find Dad looking for his hammer.

Dad: Has anyone seen my hammer?

Mother: No dear, did you look on your bench?

Hammer: No, I'm not on the bench. I'm over here behind the door where he used me to drive the door hinge pins down and left me here.

Dad: Now where in the world is my saw?

Mother: Look on your bench, it should be there.

Saw: Here we go again. I'm lost because he didn't clean me and put me back after I was used on the garage roof to spread tar.

Dad: Good grief, now where is my file?

Narrator: Do you suppose the file could answer this?

File: I thought he had forgotten that he left me out in the yard when he sharpened the lawn mower last week. He'll find me when I get caught in the lawn mower.

Dad: I can't find my screwdriver now and I just had it. Did you borrow it Son?

Cub Scout: Yes, Dad, but I gave it back to you.

Narrator: Now where could that screwdriver be?

Screwdriver: Here I am, right in his big pocket where he put me. Why can't people remember to put things back where they belong?

**SONG: LITTERBUGS BEWARE!**

Tune: Auld Lang Syne

We are the folks who hunt the bugs

That litter up our streets

With papers, bottles, old tin cans,

And wrappers off their sweets.

We want to keep our playgrounds clean

Without a lot of fuss,

Let's start today to do our share

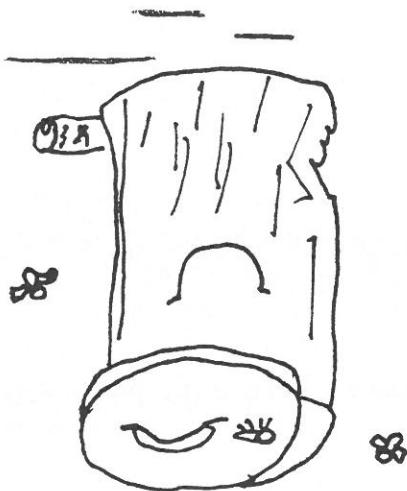
No litterbugs for us!

No litterbugs, no litterbugs,

No litterbugs for us

Let's start to do our share

No litterbugs for us!



**ADVANCEMENT CEREMONY**

**"Witch" Award do You Get?**

Personnel: Narrator and someone (CM) dressed as a Witch to pantomime story.

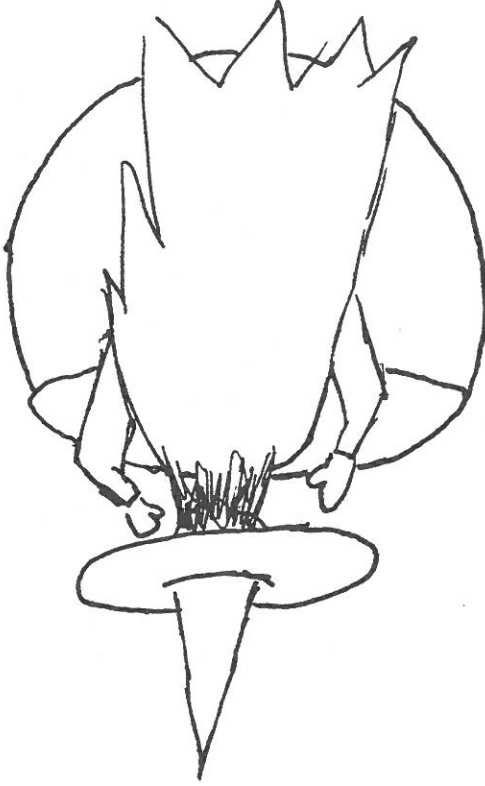
Narrator: Let us now watch for a few minutes as Olga, the wicked witch of Cub Scouts, prepares an evil, nasty brew for Halloween. See how she stirs this nasty mess, smiling and looking all around with an evil eye.

What's this? Olga looks perplexed. She stops stirring and looks at her recipe book. Yes, she nods her head, she has put in the two quarts of sewer sludge, 5 eyes of newt, 7 wings of bat and everything else nasty she could think of. Still, it will not bubble like it should. She stirs slowly again.

What? Olga peers into the kettle. Her eyes widen. She raises her head and slowly looks around. Olga walks toward (name boys to receive Bobcat awards.) She takes them from their seats to her pot of nastiness. She reaches in the pot and takes out the Bobcat Badges. Olga scolds the Cubs, telling them that all the good and nice work they have done to earn this award has spoiled her slimy mess. Olga sends them back to their seats and smiles as she returns to the vat, starts stirring and spies something else in the pot. Again she casts her evil eye on (name boys receiving Wolf.) Olga gets (name) and takes him over to the vile vat. Reaching in she takes out a gold arrow. She shakes her head and tells (name) that by being such a nice bou, such a good Cub to earn his gold arrow, he helped to pollute her potion. (Add parts for all achievements earned.)

After returning all the Cubs to their seats, Olga claps her hands and skips back to the vile pot, confident that it will work now. As she start to stir again, she starts to cry. Her pot of evil has now dried up and she is unable to finish her nasty potion.

Olga picks up her kettle, ruined she says by kindness, and walks away muttering to herself about how hard life is for a wicked witch these days. She can't even prepare a brew of evil because all the goodness and niceness of Cub Scouting takes away her bad and nasty deeds.



**CLOSING CEREMONY**

Family hobbies help build memories and relationships, let's take a few minutes to think about what these activities can mean for our children with this poem.

The Worth of a Boy  
 How do you measure the worth of a boy  
 With his hair all tousled and curled?  
 You either see him through the eyes of God  
 Or through the eyes of the world.

The world says, "Educate him well.  
 All knowledge to him impart."

But God says, "That's not where it's at,  
 I think I'll look on the heart."

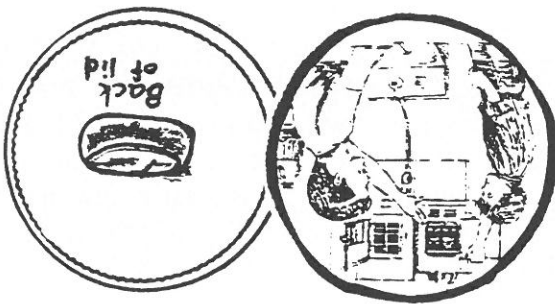
Encourage your son to trust in God's word,  
 To know of its value and worth.

Better to be great in the sight of God,  
 Than applauded by men on earth.

Let your life be his constant example,  
 Teach him to know the "Perfect Plan",  
 For a little boy is the only thing  
 God can use to make a man!

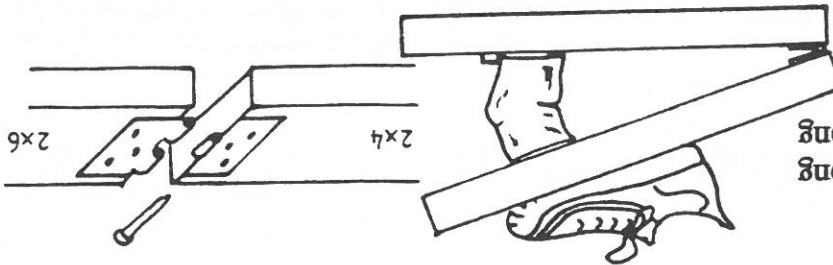
**MY FAMILY THE SLIDE**

- small photo of Cub's family
- metal lid from juice can
- clear contact paper
- leather loop
- hot glue gun



**CAN CRUSHER**

- 1 piece 2x6 lumber 2 feet long
- 1 piece 2x4 lumber 2 feet long
- 1 heavy duty door hinge
- 6 flat head screws 1.5" long
- 1 lag bolt .25" x 1.5"

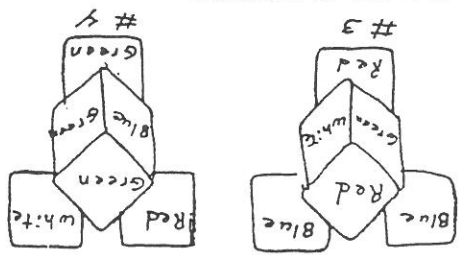
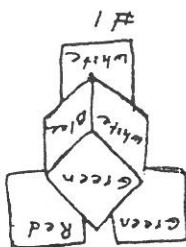


Position each hinge plate on the boards as shown, note the hinge pin loops extend beyond edges. Be sure the countersunk screw holes are facing up. Mark the holes, remove plate, predrill holes. Align plates, screw in place. Drill 5 holes down center of base board (2x6) for the lag bolt. Start holes 7" from hinge and space 1" apart. The purpose of the lag bolt is to prevent can from sliding out when pressure is applied.

**INSANITY PUZZLE BLOCKS**

4 wooden cubes of desired size (1" or 2" blocks are good)  
 acrylic paint: red, green, white, blue  
 Paint cubes as described.

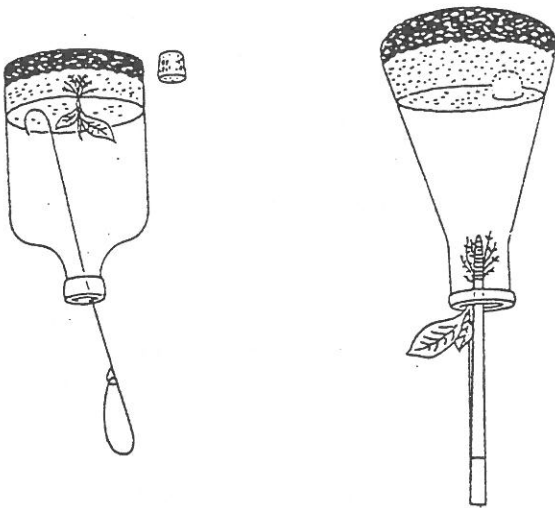
Try to stack so colors match on all sides.



**BOTTLE GARDEN**

narrow necked glass bottle  
 porous soil

drainage material, charcoal or pebbles  
 slow growing plants  
 paper funnel  
 bent coat hanger

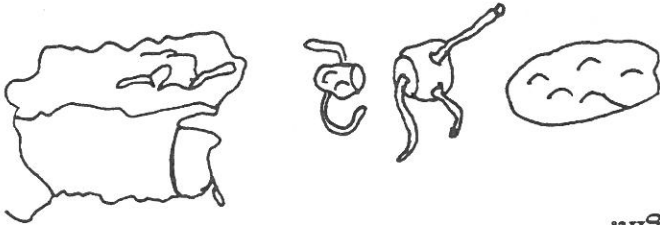


Be sure bottle neck is wide enough to push a small plant through. Clear or lightly tinted glass is best. Put 1" layer of drainage material in bottom of bottle, add 2" to 3" of soil. A narrow funnel made of paper or aluminum foil may be helpful in adding plants to bottle. Use bent coat hanger to make depression in soil, carefully insert plants wrapped in your funnel, use coat hanger to tamp soil around roots.

Because the bottle has only a small opening, it retains moisture and will need very little watering. Do not place in direct sunlight.

**INDOOR POTATO GROWING**

opaque plastic trash bag  
 soil to fill bag  
 potato, already sprouting



Pack soil in trash bag until it's almost full. Select a potato already sprouted and cut it into pieces having two or three sprouts on each section. Plant three cuttings in bag, setting each one about 5" down into the soil. When leaf growth reaches at least 4" in height, pick the biggest plant to save; cut off any remaining ones. Leave the sack open at the top.

Place the mini potato farm in a warm, sunny place and water sparingly. Keep the soil just moist but not soggy. After 5 - 6 weeks, gently reach into the soil to see if you can feel the new potatoes, they should be growing right above the roots, just as they do in the vegetable garden.

1	2	3	4	5	6
7	8	9	10	11	12
14	15	16	17	18	19
21	22	23	24	25	26
28	29	30			

**IDEAS FOR PACK ACTIVITIES**

Invite members of a Clown Club to give face painting demonstration at pack meeting. Cubmaster dresses as Ringmaster and dens do circus events:

- The Fat Lady
- The Giant
- The Sitting Giant

- The Tattooed Man
- Two-headed Cub
- Bearded Lady
- Rubber-haired man
- Sword Swallower
- High-wire act
- Clown band
- Strong man acts
- Sharpshooter



- on a chair
- two Cubs, one on other's shoulders
- plenty of pillows, mop wig
- decorated with colored pictures
- two Cubs in one coat
- yarn on face
- inner tube
- tries, but today he has a weak stomach
- rope on ground
- real or toy instruments
- cardboard weights, bends bar (rubber hose)
- cap gun, assistant breaks crackers

**IDEAS FOR DEN ACTIVITIES**

Make props for circus events.

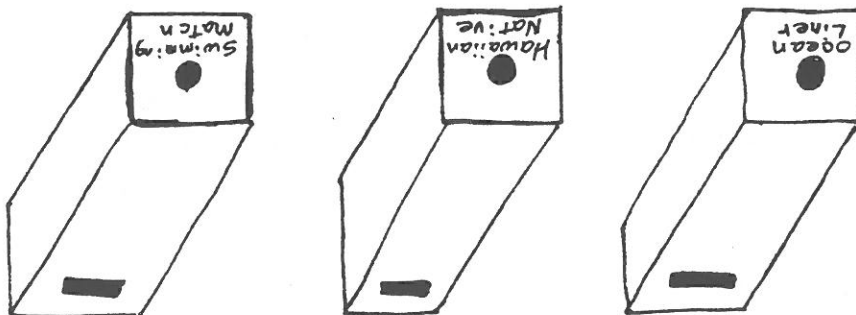
Make peep show boxes using shoe boxes with 1/2" slots in top at far end to let light in. String Christmas lights over them, cut eye hole in near end, decorate inside and label as indicated. Set up at pack meeting at boys' eye level.

- Invisible fish
- Hairless dog
- Swimming match
- Knight of Bath
- Ancient Instrument of Torture
- Ruins of China
- Hawaiian Native
- A Prehistoric Garden
- Strongest Head in the World
- A Diamond Pin
- Ocean Liner
- Wild Baboon
- Frankfurter
- match floating in water
- sign reading "Saturday"
- hairbrush
- broken dish
- small coconut
- lump of coal
- hammer head
- a dime on a pin
- sand
- mirror



**PACK GATHERING ACTIVITY**

View peep shows.



**OPENING CEREMONY**  
 Cubmaster dressed as ringmaster comes on stage and welcomes everyone to the greatest show ever produced and it stars the Cub Scouts of Pack \_\_\_\_\_. Then he announces the first act.

**FLEA CIRCUS SKIT**

A group is laying on their stomachs in a small circle watching something. Nothing is said. Someone crosses the stage reading a newspaper and steps in the place that they are watching and continues across the stage. The group says nothing but all get up and brush off and stretch.

1st actor: Boy, what a good flea circus!  
 2nd actor: What a smashing finish!

**SONG: FOUND A PEANUT**

(Tune: Clementine)

Found a peanut, found a peanut,  
 Found a peanut just now.  
 Just now I found a peanut,  
 Found a peanut just now.

It was rotten, it was rotten,  
 It was rotten just now.  
 Just now it was rotten,  
 It was rotten just now.

Continue in a similar manner with:

Ate it anyway . . . . .  
 Went to heaven . . . . .  
 Went after it . . . . .  
 Back in heaven . . . . .  
 Kicked an angel . . . . .  
 Died anyway . . . . .  
 Got sick . . . . .  
 Called the doctor . . . . .  
 Forgot my teddy bear . . . . .  
 Found a peanut . . . . .  
 It was rotten . . . . .  
 Threw it away . . . . .  
 Went the other way . . . . .





**ADVANCEMENT CEREMONY**

Ringmaster (CM): Ladies and gentlemen, you are about to see a parade of achievements like you have never seen before!

For our first act tonight we have trained Bobcats and their trainers (parents). They will be in the center ring and will perform for us showing what feats they have mastered. (Bobcats and parents come forward and go through the Bobcat requirements with the Cubmaster. Badges are presented.) Notice how these Bobcats have been trained well by their trainers. Let's have a fine round of applause for this fine act we have just seen performed before our very eyes!

And now we have for our second colossal act of achievement this evening, a fine trained Wolf act. The Wolves in this act are (read boys' names receiving Wolf badge or arrow points under Wolf badge.) Here come those Wolf cubs and their trainers into our center ring! (Boys and parents come forward. Go through similar type circus talk to cover some of Wolf requirements.)

(Repeat for the Bear badge recipients and Webelos Scouts.)

Let's give all our performers a big round of applause. (Choose one of the following applause stunts.

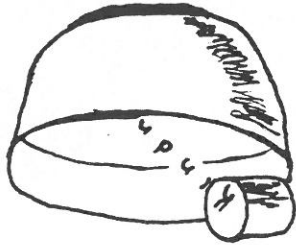
**APPLAUSE STUNT**

Barker's Applause: Yell "Show time, show time."  
Lion Tamer Applause: Simulate having a chair and big whip. Hold the chair out and crack the whip while saying "back, back."

**CLOSING CEREMONY**

At the close of our happy event, I'd like you to keep in mind the recipe for a wonderful day, it works all year around;

- 1 cup friendly words
- 2 heaping cups understanding
- 2 cups milk of human kindness
- 2 heaping tablespoons of time and patience
- 1 dash gentle humor
- 1 pinch spice of life
- 1 drop warm personality



Measure words carefully; add cups of understanding to milk of human kindness. Sift together three times. Cook with gas on the front burner. Keep temperature low so it never boils over. Season with gentle humor, warm personality and spice of life. Serve in individual molds. Works best with a good mixer.

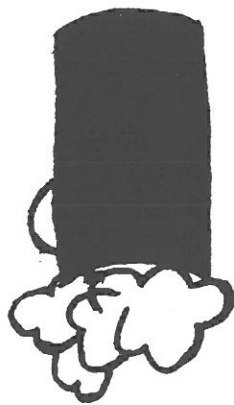
**CLOWN FACE THE SLIDE**

large metal spoon for mold  
plaster  
plastic curtain ring  
paint or markers  
yarn, felt or fabric pieces



**POPCORN NECKERCHIEF SLIDE**

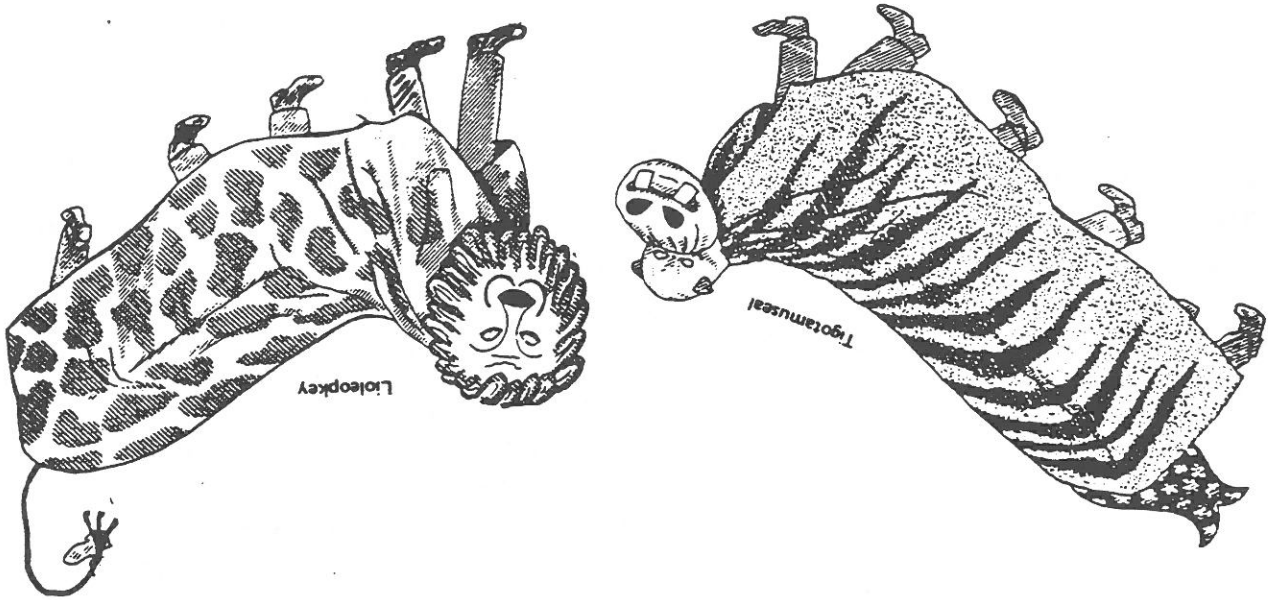
35mm film can  
pipe cleaner for loop  
red or white adhesive vinyl  
white adhesive tape  
felt tip pen  
cotton balls  
plaster  
popped corn  
clear acrylic spray



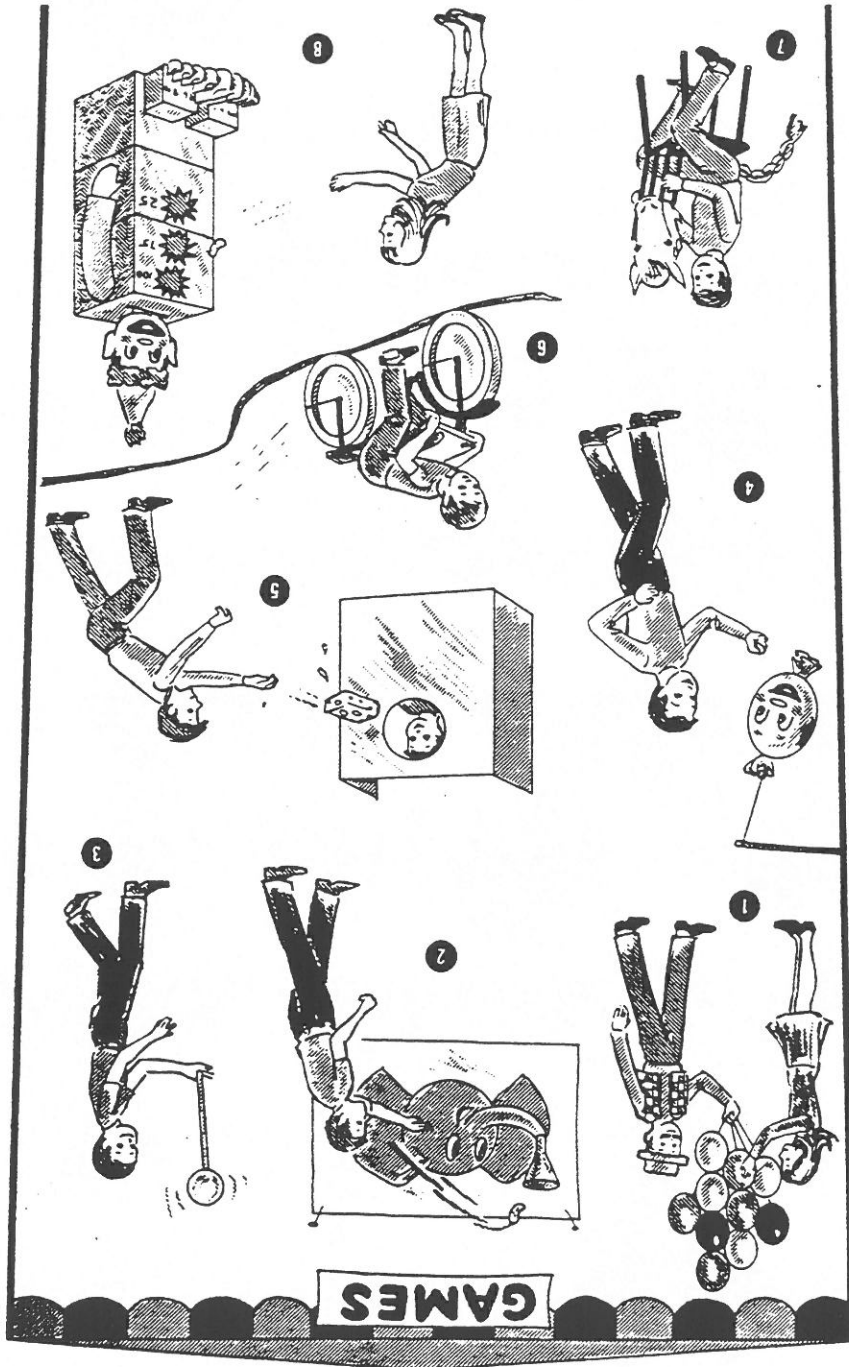
Make two small cuts in back of can, insert pipe cleaner, form into loop. Cover can with adhesive vinyl. Print "popcorn" on white tape and fasten to can. Put cotton balls in can, pour small amount of plaster over them for weight. When plaster is dry, glue popped popcorn in the top part of the can. Be sure to use sufficient glue so that popcorn will stick. When dry, spray with clear acrylic.

**FANCIFUL ANIMAL ACTS**

Cubs can use their imaginations in making wild combinations for their animal acts for Under the Big Top.



QUICK AND EASY SIDE SHOW EVENTS



1. BALLOON VENDER

2. FEED THE ELEPHANT PEANUTS

3. BALANCING THE BALL

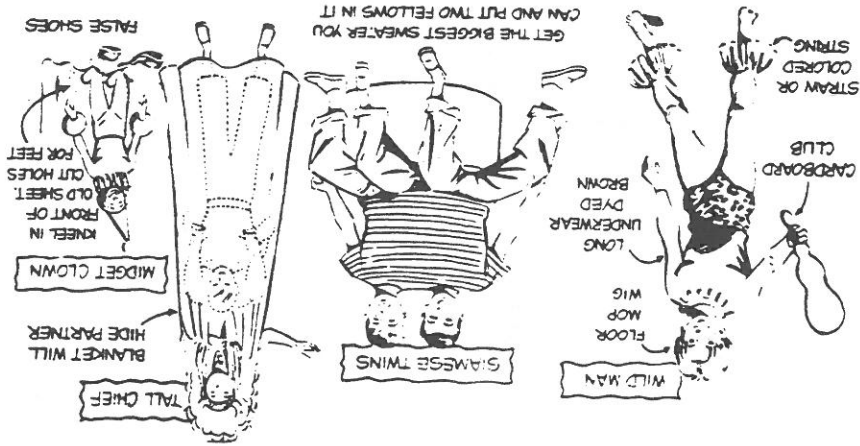
4. CLOWN PUNCHING BAG

5. WET SPONGE TOSS

6. HIGH WIRE ACT

7. BUCKING BRONCO

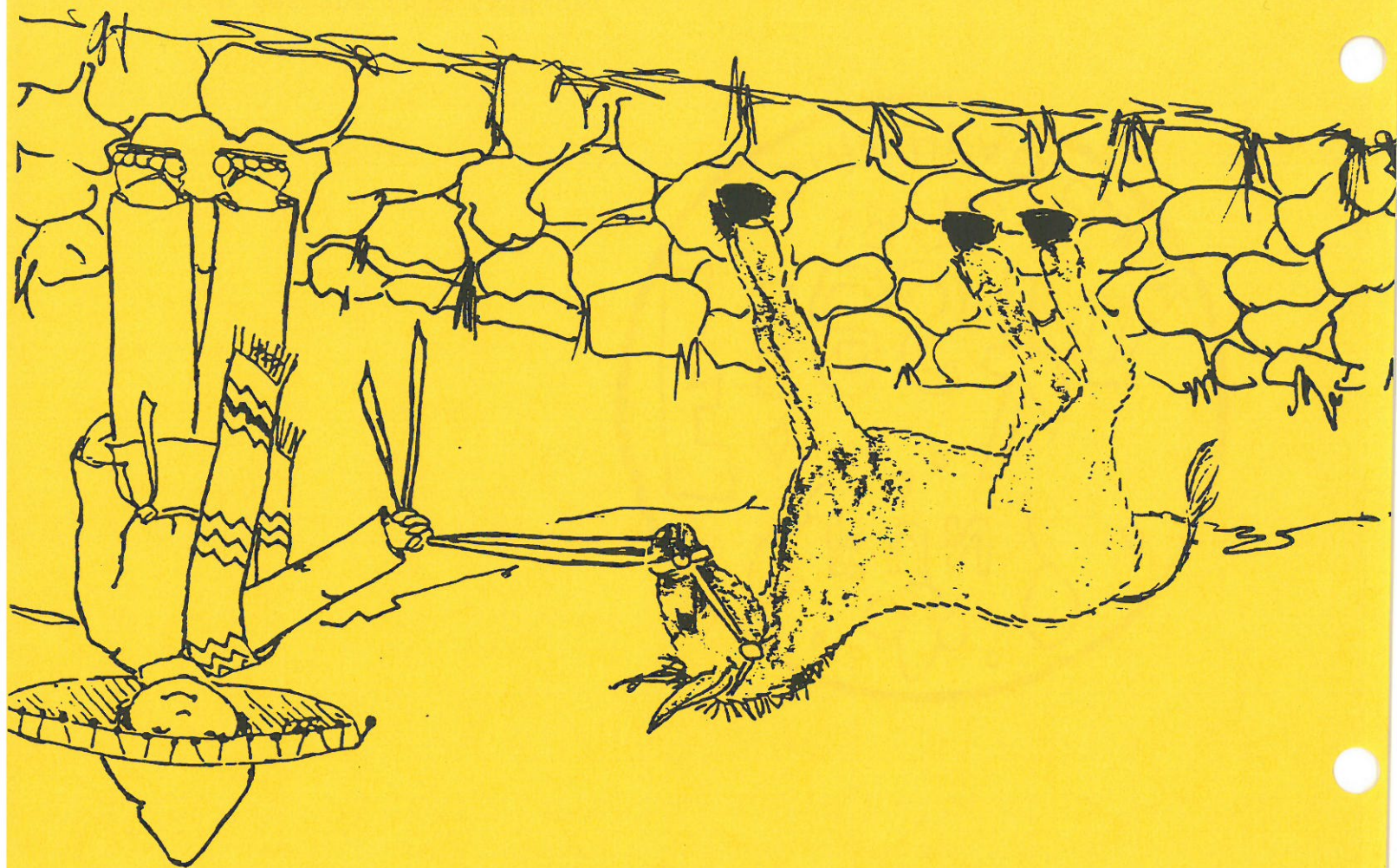
8. CLOWN TOSS



Carnival Events

MONTHLY THEMES

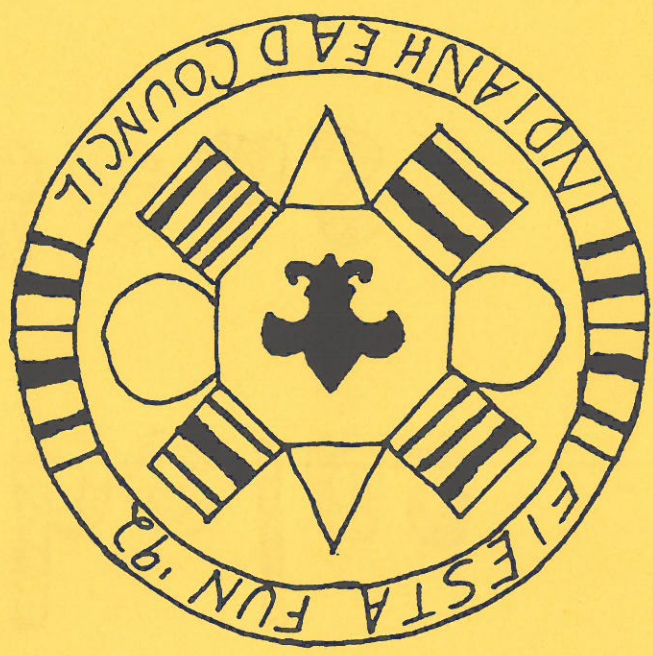
UNDER THE BIG TOP



Wapiti

Wapiti

Patch designs submitted by:  
Barb Matthews (top)  
Carol Monsaur (bottom)



Although Webelos Scouts are still an integral part of Cub Scouting, with the same purposes, it is a transitional program. It is moving the boys from a family based program in which the parents approve work, to a unit leader led program where the Webelos den leader must approve advancement. It is a transition from the simpler Cub Scouting program and ideals, to the more challenging program of Boy Scouting and the more complex ideals of the Scout Oath and Laws. It is a transition from the home and neighborhood based Cub Scouting to the wider world of Boy Scout camping, hiking and the wilderness.

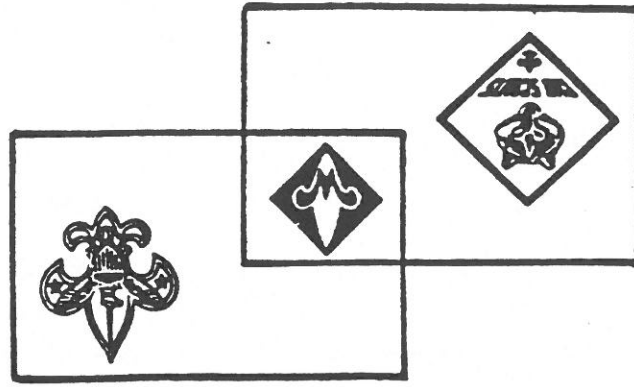
Cub Scout Dens                      WEBELOS PATROLS                      Boy Scout Patrols

lead by Den Leader	lead by Webelos Leader	lead by Scouts
family centered	patrol activities	patrol and individual activities
family camping	Webelos/parent camps	troop camping

**HAVING A SUCCESSFUL WEBELOS EXPERIENCE**

Understanding the YEAR AND A HALF Webelos Program

The program is developed around exploration of twenty activity badge areas plus preparation for the Boy Scout joining requirements. The Webelos program runs from the end of the boys' third grade through 4th grade and most of 5th grade when the Webelos are graduated into a Boy Scout Troop in February or March. There are two summers (after 3rd and 4th grades) in which the boys should be doing portions of the Webelos program. Since the Webelos advance through specific badges and requirements it is best to structure the dens by grade level. First year Webelos work on the Webelos rank and should achieve it by Blue and Gold of their 4th grade year. Second year Webelos work on Arrow of Light requirements and should receive it in December or January of their 5th grade year. Cross over to Boy Scouting is accomplished in February or March of their 5th grade.



February Graduation of the Webelos into Boy Scouts

February graduation gives the new Scouts and their parents time to get to know and be comfortable with the Scoutmaster and older Scouts. This enables the new Scouts to be prepared for a good first time summer camp experience.

Ways to help WEBELOS become comfortable with the Boy Scout Program

1. Webelos Leader develops contact with Scout Troop through the Troop Webelos Resource person by the middle of the 4th grade year.

2. Request a Den Chief from a neighboring Scout Troop work with the Webelos Patrol.

3. Webelos Patrol attends district Boy Scout functions such as Camporee and Klondike Derby with a Scout Troop.

4. Webelos Patrol participates with a Troop in a learning activity. Scouts working on First Aid merit badge help Webelos with Readyman.

5. Attend a Troop's Court of Honor as a prospective patrol.

**THE OUTDOOR PROGRAM**

Outdoor activities, especially camping, are encouraged in the Webelos program. Many districts offer special encampments in the spring and there is Webelos Summer Camp at the council's Boy Scout Camp. Fall brings Camporees with the Troops and a chance to have first hand experiences with Boy Scouts.

Other outdoor experiences can include hikes, nature study, and practice in outdoor skills, such as fire building, knots, and cooking. Recruit as many parents as possible to share in the fun and responsibilities.

**TRAINING OPPORTUNITIES FOR LEADERS**

Monthly Roundtable meetings are held in each district for the benefit of all adult Scouters. Leaders share experiences and have a chance to talk with others about program areas. Webelos Leader Outdoor Training is held by the Council in the fall and spring. This overnight camping experience introduces the leader to the level of outdoor activities that they can expect to have with the boys.

The following pages in this Webelos Section are meant to give the Webelos Leader options in presenting the Activity Badges. Your primary sources of information will be the

Webelos Handbook  
Webelos Den Activity Book  
Program Helps  
Cub Scout Leader Book



**Advancement along the trail to Boy Scouts**

**WEBELOS RANK**

The Webelos Scout must earn the Fitness activity badge plus two others from different activities areas.

**ARROW OF LIGHT**

An additional 5 more activity badges which must include Citizen and Readyman and a representative from each of the activity areas are required for the Arrow of Light.

**ACTIVITY BADGES**

The 20 activity badges are grouped for the purpose of classification, but you won't present them in that order. The time of year and availability of resources and Activity Badge Counselors will determine much of your scheduling.

Physical Skills Group

\* Aquanaut: develop and improve water skills.

\* Athlete: emphasis on physical fitness.

\* Fitness: emphasizes good diet and avoiding harmful substances.

\* Sportsman: participate in individual and team sports.

Mental Skills Group

\* Artist: develop skills in the graphic arts.

\* Scholar: practice study skills, encourage excellence.

\* Showman: develop skills in the performing arts.

\* Traveler: build awareness in public transportation.

Community Group

\* Citizen: citizenship, flag courtesy, government study.

\* Communicator: practice communication skills.

\* Family Member: develop family awareness and appreciation.

\* Readyman: basic first aid skills.

Technology Group

\* Craftsman: using tools to work with wood, leather, clay.

\* Engineer: study the methods and varieties of engineering.

\* Handyman: develop skills in simple household repairs.

\* Scientist: study simple physics through experiments.

Outdoor Group

\* Forester: study trees and their uses.

\* Geologist: learn about rocks and earth science.

\* Naturalist: basic studies in plants and animals.

\* Outdoorsman: camping and other outdoor living skills.

The following two pages give one possible schedule for the Webelos Program when it is started with boys as they finish the 3rd grade.

FIRST YEAR WEBELOS SAMPLE SCHEDULE

Month	Den Meeting Focus	Other Activities	At Home Projects	WEB LDR to do List	Other Notes
April of 3rd grade		graduate to Webelos den		hold parents meeting	plan May/Oct schedule select act. bdgs.
May	Naturalist Scout oath	parent/son hike			
June	Fitness outdoor code	day camp	swimming lessons	encourage nonswimmers to take lessons	
July	Geologist scout law		Traveler		
August	Sportsman		club sports pin work		
Sept start 4th gr	Communicator Web. Badge				
Oct	Craftsman			parents mtg, plan Nov-April	
Nov	Craftsman	product sales for camp fees			
Dec	catch up Rel. Emb.		Artist		
Jan	choice finish details	Web. Badge at Pk mtg	Scholar		
Feb	Showman				
March	Scientist				

SECOND YEAR WEBELOS SAMPLE SCHEDULE

Month	Den Mtg Focus	Other Activities	At Home Projects	WEB LDR to do List	Other Notes
April	Advancement catch up			hold parents mtg to confirm leader team	plan May/Oct mtgs
May	Readyman		Athlete		
June	Outdoorsman knots	backyard campout pick patrol name cheer, yell, etc	Aquanaut swim lessons on own	boys elect PL	
July	Outdoorsman cookout knots	family campout Web Camp TSR	Handyman		
Aug	Forester mem. oath	Web. den campout		elect PL	
Sept	Citizen mem. law	Fall camporee with troop		parents mtg SM invited	set date camp promo mtg
Sept	Readyman motto, slogan		Family Member	elect PL	
Nov	Engineer	visit troop mtg		camp promo mtg, SM	
Dec	Engineer BS uniform		decision summer camp	elect PL	
Jan	final adv. catch up	receive Arw/Light at Pk mtg			
Feb	review oath law motto sign salute outr code	Graduate into Boy Scout Troop		elect PL WL becomes patrol adv	on this plan Webs have opt to earn 20 act.bdgs
March	patrol begins mtg with Troop as Scouts				

**PHYSICAL SKILLS GROUP**

The activities for the Physical Group should be just that: Physical. Be sure this group is kept as fun as it is meant to be.

**AQUANAUT**

You may have Webelos that have not had any previous swim training. Inviting the parents to register their sons in a local Red Cross swim instruction would give the den a summer activity to do together as well as prepare them for this activity badge. The swim lessons would also help them earn the Cub Scout Sports Pin for swimming which would help them earn their Sportsman Activity Badge.

Outing idea: hospital tour with First Aid instruction including rescue breathing on a mannequin. This would help the Webelos earn Readyman as well as elaborate on water rescue methods needed for Aquanaut.

**ATHLETE**

This activity badge could quite possibly be the most enjoyable of the Physical Group. Requirements 3-9 can be done in a "Cub Olympic Games" atmosphere as a Pack Summer Activity. During bad weather Webelos could learn what it means to be physically healthy, for fun some flexibility exercises could be done then. A "newspaper gym" is also an option; both are explained in the Webelos Den Activities Book. Outing idea: a high school track meet.

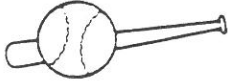
**FITNESS**

The Physical Fitness Sports Pin requires a regular exercise program for a 90 day period. This would more than qualify the Webelos for requirement 2 of this activity badge as well as fulfill requirement 2 for the Athlete. This method of "dovetailing" is the key to a successful Webelos program. The discussion portions of the Fitness badge shouldn't be very difficult for the Webelos, considering the instruction on these subjects in most schools. While we gather activity: work on drug abuse puzzle. (Directions included act.bdg.section)

**SPORTSMAN**

To successfully complete this badge the Webelos will need to practice patience and perseverance. If he is on 2 sports teams then requirement 2 is all but earned. The Physical Fitness Sports Pin which is required for req.2 for the Athlete (which would then cover req.2 for the Fitness badge) would leave only one individual sports pin to earn for req.3.

The second individual sport could be obtained by organizing a "marble league" with the Webelos and their parents, or a "bowling league." Maybe a family with a table tennis set could host the den for a "meet".



## MENTAL SKILLS GROUP

The process of planning and carrying out a project is the focus of each of the activity badges in this group.

### ARTIST

For many people, art can be intimidating. Just like in music, sports, writing, cooking or carpentry, we all have varying degrees of talent. A positive attitude by the Webelos Leader can give the Scouts the needed confidence to try a new medium for a creative outlet. With the projects involved here the Webelos should develop an understanding of how artists work and express themselves and have FUN too. A visit with a professional in graphic arts would be a good lesson in career exploration for the Webelos who may not have any ideas as to how this badge may relate to their future job choices.

### SCHOLAR

This badge is most often done as an optional one by the Webelos Scout at home in conjunction with his school activities. As an introduction for this badge the Webelos patrol could visit the school's superintendent's office or other school official that the boys do not generally come in contact with and discuss the value of a good education (req.3). By treating the requirements for this badge as seriously as any of the others, the Webelos Leader is emphasizing the importance of a good foundation for learning as a life long activity.

### SHOWMAN

The Showman activity badge has something for every Webelos Scout. For the "ham" there's drama; for the shy boy, puppetry; and music for nearly everyone. Each boy selects whichever set of requirement he feels most comfortable with and works to perfect a performance. By being part of the pack planning team, the Webelos Leader can decide the most appropriate pack meeting for presenting the "acts" developed by the patrol. Additional performances could be given by the Webelos to various community groups, such as day care centers or hospitals.

### TRAVELER

While this badge won't add many miles to the world travelers in your patrol it will provide them the means to learn about trip planning and scheduling. 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 prepare the boys for travel experiences but also enables them to get the most out of a trip and to learn more about our great country. Notice that the two trips listed in the requirements are family trips and not Webelos patrol activities.



**COMMUNITY GROUP**

The theme that runs through this group of activity badges is interaction by the Webelos with others, his community, family and friends.

**CITIZEN**

The Citizen Activity Badge is related directly to developing responsible citizens, one of the primary purposes of Cub Scouting. This badge is one of the requirements for the Arrow of Light.

This is a good badge to start with the new Webelos Scouts since the written requirements and readings can be done at home with parental help. This continues the importance of parents' involvement in the Webelos Den. The Webelos Leader must plan carefully so the boys get a feeling for citizenship through service without spending a lot of time studying. Find ways to practice "good turns daily."

**COMMUNICATOR**

We often consider communication as the expression of our thoughts or feelings through speech, gestures, print and electronic devices. The Webelos can experience all these activities in this badge while learning that there must be a message sent as well as received for communications to exist. Recruit local resources to add interest to your activities from members in Toastmasters or Rotary clubs. Local school systems often have computer specialists who might share some time with your patrol.

**FAMILY MEMBER**

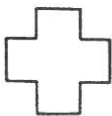
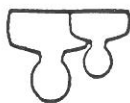
Use this badge as a bridge to reinforce contact with the parents of your Webelos. The badge may be completed almost entirely at home, but you can highlight it at meetings by having the Webelos tell about how they have fulfilled certain requirements.

**READYMAN**

In mastering the requirements for the Readyman Activity Badge the Webelos will learn what it means to "Be Prepared". This is one of the three required activity badges for Arrow of Light, with it the Webelos will be well on their way toward basic first aid knowledge.

This is a good badge to use as interaction between your Webelos and a Boy Scout Troop. With the aid of the Troop resource person, arrange a time for your patrol to visit the troop when the Boy Scouts will be reviewing the basic first aid requirements. This can also be accomplished at a weekend outing with the Scouts mentoring the Webelos on several scout skill areas.

The Red Cross or local Emergency Medical Service persons may be able to give on site demonstrations of CPR and safe swim requirements.



## TECHNOLOGY GROUP

Each of the badges in this group entails extensive hands-on activities and an opportunity to call on parents to help in areas they may have some experience in.

### CRAFTSMAN

Webelos Scouts who have spent a year or two in a Cub Scout den will have had some craft experience. They may have worked with simple woodworking tools, but chances are, they will not have had much experience with leather or tin craft projects. This is a good opportunity for a boy to gain some knowledge in these skills. To earn the badge, a boy must complete 10 craft projects. There is no way these can all be completed at den meetings, so involve the parents! Let the boys select their own projects from a group you have pre-outlined. Try to keep a mix of survival, useful and fun projects.

### ENGINEER

One of the great things about being a Webelos Leader is the opportunity to learn many things along with the boys. You may feel intimidated by some of these projects but by collecting all necessary materials before starting and doing a dry run before involving the boys, you can guide them through some very exciting meetings.

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. Through projects in electricity, bridges, and simple machines the boys will illustrate these laws.

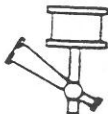
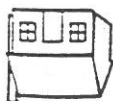
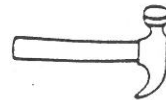
### HANDYMAN

This 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. The requirements involving bicycle maintenance and repair can be worked into a meeting featuring a bike rodeo. The automotive section could be handled at a pack car wash fund raiser.

### SCIENTIST

No doubt your Webelos Scouts are studying science in school. They have probably done some experiments in class, so this badge will not be totally new. Let them demonstrate some of the experiments and scientific tricks at a pack meetings.

If the boys' school has a science fair or other project oriented science program this badge could be introduced about two months before the project is due. This will give the boys some time to think about what they learned and use the information for a project. Check with the principal as to if and when a science fair is to be held.



## OUTDOOR GROUP

Most boys join Scouting because of the lure of camping and outdoor adventure. While limited camping experiences are available to even the youngest Cub Scouts, Webelos expect and should be offered frequent meaningful outdoor challenges and learning opportunities.

## FORESTER

A forester deals with the care and growing of trees, and a Webelos Scout working on this 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.

As a service project your den might consider planting seedlings for a county or state forest project. Contact your local parks department or county extension service. A nearby Scout Troop may have a similar project scheduled that your Webelos could assist on.

## GEOLOGIST

Most boys, at one time or another, have a rock collection of some sort. As a Webelos leader you can turn a slight interest into a hobby. With the help of a "rockhound", the Webelos can learn how the earth is formed, how rocks and minerals are used and how a geologist works.

Field trips to gravel pits, river beds, or limestone cliffs should provide ample opportunities for specimen collecting. Be sure to get permission to enter commercial gravel pits and file your TOUR PERMIT.

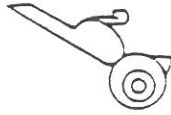
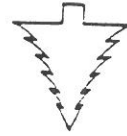
## NATURALIST

Most Webelos age boys are fascinated by wild creatures. Working on this badge gives the boy a chance to develop his natural curiosity and may begin a lifelong habit of observing things around him.

No matter where you live, there is a world of undiscovered secrets of nature still waiting to be explored by eager minds. Enlist the help of parents who are bird watchers or amateur naturalists to share their enthusiasm of the outdoors with the Webelos. Schedule this badge so as to take advantage of the time when insects, small animals, and plants are most abundant.

## OUTDOORSMAN

The optimum time to work on this badge is during the month before the first overnight campout is planned for the Webelos and their adult partner. They will be preparing for the experience of setting up camp, fixing their own meals, and enjoying camp life. Remember that this may be the first outdoor camping experience that some of the Webelos may have had. Equipment should be kept simple and minimal, with emphasis on planning and having fun.





AQUANAUT

Swimming Skills through several levels of Scout Program

WOLF	BEAR	WEBELOS	SWIM'G	Mt Bdg
			Merit Badge	
Kickboard	15 steps			
Swim	60 ft	100 ft	164 yds	440 yds
Elementary Backstroke	30 ft	50 ft	55 yds	
Sidestroke			55 yds	
Jellyfish float	4 min		10 min	
Float on back	1 min	1 min	1 min	
Surface dives		do	do	4
Dive from edge			do	
Race dive from edge	do		do	
Low board dive			do	
Snorkeling		50 ft		for search
Safety rules	know buddy sys	explain buddy sys	for group	group search
Rescue methods	explain	know 3	show	show
Small boat safety	know	know handle rowboat		use in rescue
Rescue breathing				show
Bring up object			do	3 times
Clothing inflation			w\50yd swim	w/100yd swim
Undressing before rescue			do	20 sec



ARTIST

Design Projects

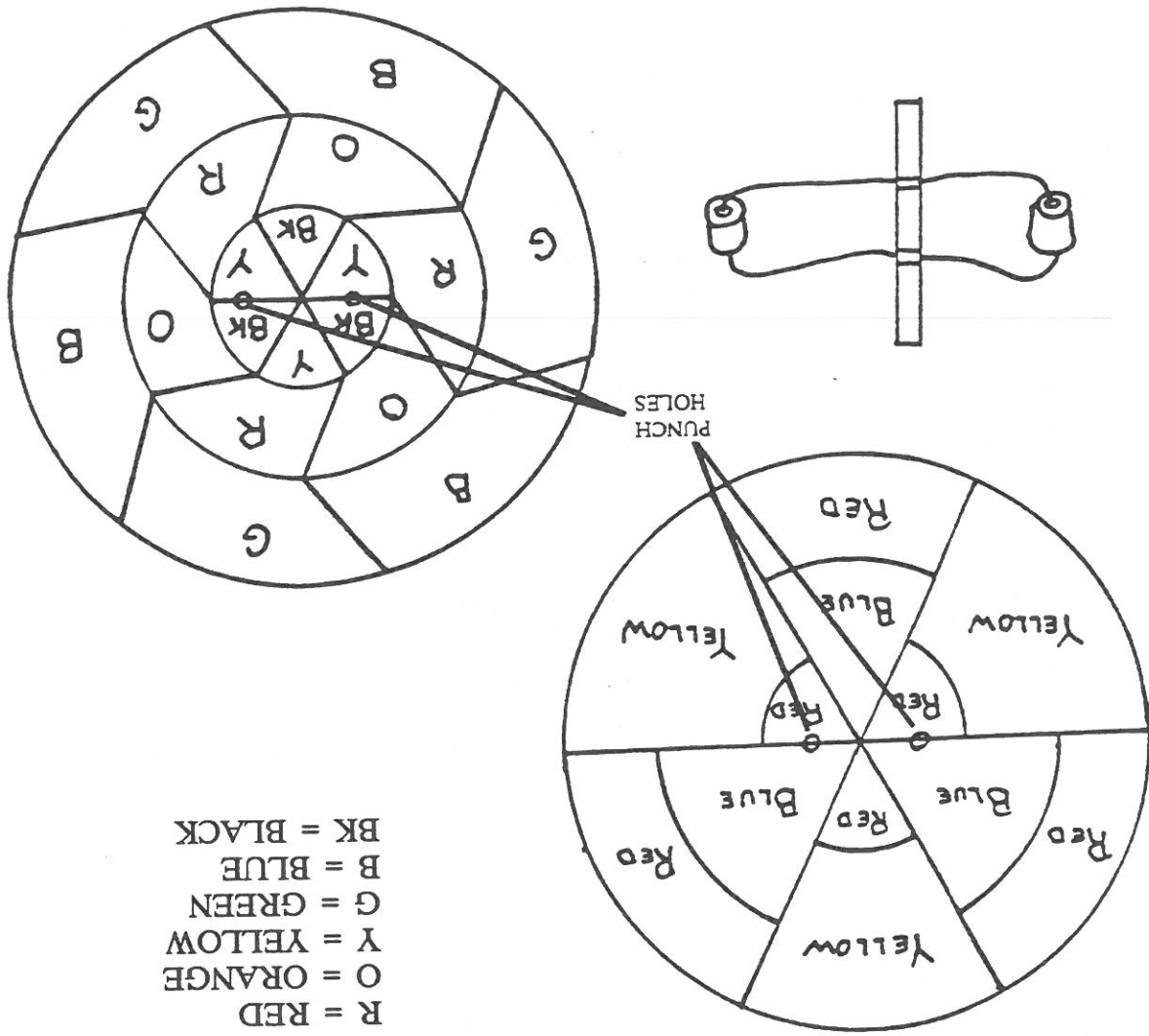
For an activity, tell the boys that they are graphic designers and that they have been hired to design a company logo, give them the information they need such as, the name of the company and what it sells.

Next have them design wrapping paper, the design should be simple so that it can be drawn on stenciled onto paper. Stencils can be made from many kinds of material, potatoes, poster board, erasers, or sponges.

Other design projects may be a book cover; a greeting card, for an upcoming event; a den flag or something that makes no sense but is fun and pleasing to the eye, like a paper pizza. Have on hand: round cardboard pizza backs, colored construction paper, scissors, paste. Have each boy design his own pizza collage.

Spinning Color Wheel

Trace pattern on cardboard. Paint all sections with color indicated. String as in diagram. Hold by beads and whirl around several times. Pull string tight with a snap, and disc will spin.



R = RED  
 O = ORANGE  
 Y = YELLOW  
 G = GREEN  
 B = BLUE  
 BK = BLACK

## ATHLETE

Individual and duel contest games add variety to physical fitness activities. Try new ones with your patrol.

### MEASURING WORM WALK

With hands flat on the floor and arms straight, players stretch out their legs behind them. They rest on hands and toes. Keep hands still. Keep legs straight. With tiny steps, they walk their feet forward, as close to the hands as possible. Then they make their hands walk forward, keeping the feet still. Like a measuring worm, they measure off the ground.

### SQUAT JUMPS

This is a test of coordination and leg muscle strength. Feet are spread apart approximately 4-6" with the heel of the left foot opposite in line with the toe of the right foot. Squat down with the weight of the body supported on the balls of the two feet. Hands rest on top of head with elbows to either side of head. Spring up so that entire body is straight and feet clear the ground completely. Now reverse position of feet and go down to the squat position again. Two squat jumps should be attempted by each boy.

### ONE LEG BEND

Raise your right leg and bend your left leg until you reach a stooping position with your right leg still straight. Get up again without touching the floor with your hands. Repeat with left leg straight and bending the right leg.

### DUCK FIGHT

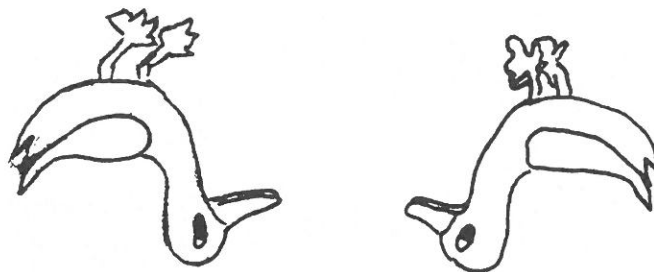
Opponents, facing each other, squat about four feet apart. Each one grasps both ankles with his hands and tries to bump the other over or make his opponent release his hands.

### HEEL SPRING

Place your heels against the line on the floor or ground, bend down and grasp your toes with the fingers of both hands. Lean forward to get a start. Then jump backwards across the line keeping hold on toes.

### STRETCH OUT

Each contestant toes a mark. In one hand he holds a broom handle or stick, in the other a piece of chalk. The contest is to see who can make a mark the farthest distance from the starting line without touching the floor or ground in front except with the stick which is used for support. Feet must not move.



CITIZEN

Pack Meeting opening ceremony suggestion:

PREAMBLE TO THE CONSTITUTION IN SIGN LANGUAGE

We the People of the United States in order to form a more perfect Union, establish Justice, insure Domestic Tranquility, provide for the Common Defense, promote the General Welfare, and secure the Blessings of Liberty for ourselves and our posterity, do ordain and establish this Constitution for the United States of America.

WELFARE (hand over heart),

AND SECURE (right hand grasping in air)

THE BLESSINGS OF LIBERTY (right arm high in Statue of Liberty pose)

FOR OURSELVES (hand to chest)

AND OUR POSTERITY (lift right hand stair step fashion to indicate different heights),

DO ORDAIN (laying on of hands)

AND ESTABLISH (outstretched hands pressing down)

THIS CONSTITUTION (simulate unrolling a scroll)

FOR THE UNITED STATES (fingers of both hands interlocked)

OF AMERICA (arms outstretched simulating an eagle in flight).



WE (right thumb pointing to chest)

THE PEOPLE (arms outstretched)

OF THE UNITED STATES (fingers of both hands interlocked),

IN ORDER TO FORM (hands held as though molding something)

A MORE PERFECT UNION (fingers interlocked palm to palm),

ESTABLISH (outstretched hands pressing down)

JUSTICE (turn hands over and simulate balancing of scales),

INSURE (cover left thumb with right hand as protection)

DOMESTIC TRANQUILITY (folded hands to cheek simulating sleep),

PROVIDE (open hands moving outward as though offering something)

FOR THE COMMON DEFENSE (fists doubled in posture of defense),

PROMOTE THE GENERAL (military salute)

### COMMUNICATOR

EZ DOES IT! Can U read these? Some R EZ, and some R crazy!

1. IV, LC, LN, KT, and RT 8 cand B4 dinner.

2. LC wants 2 B N avE8R.

3. Cats N K99 R NMEE.

4. R U N OT boy?

5. F U R MT, eat N apl.

6. POT 0000000 grow big N IOA.

7. Who is this and where does he live?  
Hill  
John  
Me.

8. The restaurant owner said:  
"I C U O 4 U 8 0"

9. XQQ me 4 Tsig U.

### ANSWERS

1. Ivy, Elsie, Ellen, Katy, and Artie ate candy before dinner.

2. Elsie wants to be an aviator.

3. Cats and canines are enemies.

4. Are you a naughty boy?

5. If you are empty, eat an apple.

6. Potatoes grow big in Iowa.

7. John Underhill, Andover, Me (Maine)



\* Six slippery snakes slide slowly South.

\* A cup of proper coffee in a copper coffee pot.

\* Fred fetches fresh fish each Friday.

\* A big black bug bit a big black bear.

\* Two treetoads tied together tried to trot to town.

\* Red leather, yellow leather.

\* Kick six sticks quick.

### TONGUE TWISTERS

Dissolve the lemon juice in a small amount of water and dip the swab into it. Then use the swab to write a message on ordinary white paper. When it dries the writing will be invisible. When you want to read the message, heat the paper by holding it near a light bulb and your message will appear on the page in black!

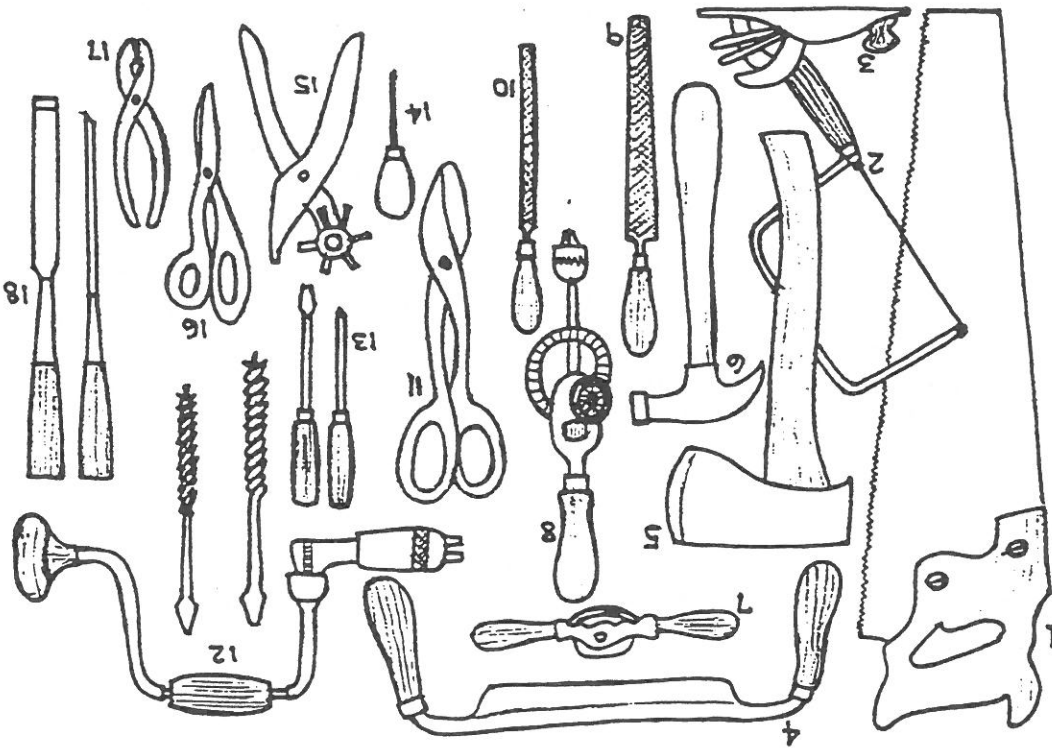
Materials needed: Juice of half a lemon, a Qip, a lamp, white paper.

### INVISIBLE INK

9. Excuse me for teasing you.

8. I see you owe nothing for you ate nothing.

# NAME THE TOOLS



ANSWERS:

- |    |            |     |             |     |               |
|----|------------|-----|-------------|-----|---------------|
| 1. | Hand saw   | 7.  | Spoke shave | 13. | Screw driver  |
| 2. | Coping saw | 8.  | Hand drill  | 14. | Awl           |
| 3. | Plane      | 9.  | Flat file   | 15. | Leather punch |
| 4. | Draw knife | 10. | Round file  | 16. | Shears        |
| 5. | Hatchet    | 11. | Tin snips   | 17. | Pliers        |
| 6. | Hammer     | 12. | Brace & bit | 18. | Chisels       |

ENGINEER

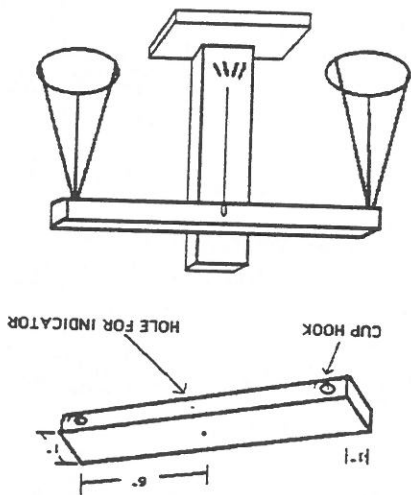
MAKE A BALANCE

A balance is not a weight scale, but a device used to compare the amount of one item to another.

Materials:

- 1" x 4" - 12" long board
- 1" x 1/2" - 12" long slat
- 1/2" x 3" x 3" plywood for base

- 2 cup hooks
- (1) 2 1/2" bolt with washer and nut
- (2) 1/2"x3" diameter plywood circles
- 6 lengths of 6" chain



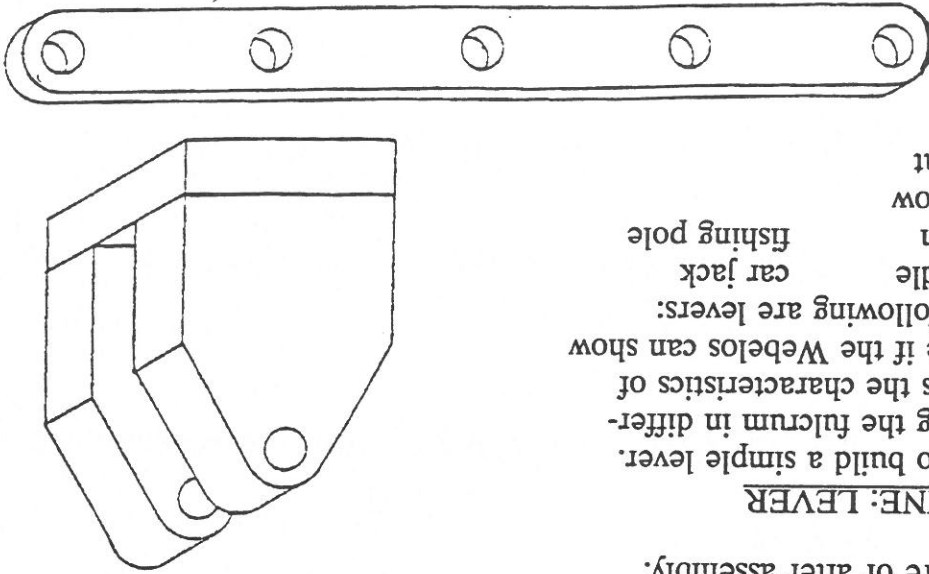
Assembly:

1. On the 1x1/2 carefully measure and find the centers for a hole in the middle, equal distant from both ends and from both edges. Drill it. Put cup hooks in bottom of board 1" from both ends. On bottom, equal distance from both ends, drill hole big enough to put a piece of coat hanger in.
2. On the 1x4 drill a hole 2" from top and equal distance from both sides on the 4" side of the board.
3. Attach the 1x4 to the center of the 3x3 base.
4. Cut a straight section of the coat hanger about 6" long, glue it into the hole on the 1x1/2.
5. Bolt the 1x1/2 to the 1x4. You want enough play so the 1x1/2 moves freely but not sloppy.
6. On the 3" diameter circles find 3 points equal distance around edge and tack a length of chain to each point, then attach the three chains to the cup hooks.
7. If all works well, the coat hanger should lay on the centerline of the 1x4. If this doesn't happen, weights (bent nails) can be hooked over the lighter arm and moved back and forth until balance is gained.
8. Paint before or after assembly.

SIMPLE MACHINE: LEVER

Use the pattern to build a simple lever. Show how, placing the fulcrum in different holes, changes the characteristics of the machine. See if the Webelos can show how each of the following are levers:

- Pump handle
- car jack
- human arm
- wheel barrow
- baseball bat
- fishing pole



**FAMILY MEMBER**

Everyone should feel comfortable enough in the kitchen to make nutritious meals. Boys, if expected to and given the opportunity, can create great dishes. To encourage the Webelos in cooking projects try some of these den meeting suggestions.

- \* Have a "taste it you may like it" party where unusual foods are served. Each boy could bring something.
- \* Have boys bring a favorite family dish, everyone gets a taste, have them make a recipe book from their choices.
- \* Practice recipes for campouts.

**Quick Easy Recipes**

Breakfast Granola Bars

- 2 cups granola (make your own)
- 2 eggs beaten
- 1/4 tsp vanilla

Combine and pat into a greased 8" square pan. Bake at 350° for 15 minutes. Cut into bars. Spread with jam, honey, or peanut butter.

Breakfast Quicke

- 1 cup milk
- 1 egg
- 1/2 cup fresh fruit (frozen cantaloupe pieces are great)

Blend in blender on low speed until smooth. Top with a sprinkle of nutmeg if desired.

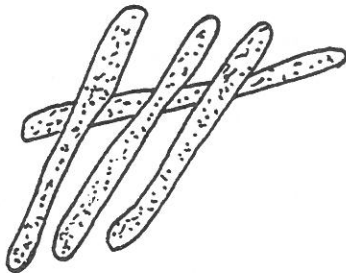
Friendship Soup

Also known as Hobo Stew

Each boy brings a can of soup, do not use any of the cream styles as they make for a "muddy" consistency. All cans are opened and emptied in to a large pot, add about half a can of water for each can of soup used. Heat, stir well, serve with crackers. This is a great meal for a day hike.

Super Speedy Seedy Bread Sticks

- 7.5 oz can Refrigerated Buttermilk Biscuits
- 1/2 cup rice crispy cereal (slightly crushed)
- 2 tsp salt
- 1/2 milk
- sesame or poppy seeds



Heat oven to 400°. Cut each biscuit in half, then roll into 5" sticks. Dip each stick into milk then roll in cereal and salt mixture to coat. Place on cookie sheet then sprinkle with poppy or sesame seeds. Bake 8 to 10 minutes. Makes 20 sticks.



FITNESS

FACT OR FICTION  
DRUG AWARENESS PUZZLE

Boys select pieces  
and put together  
the two bottles.

Enlarge "pill bottle" puzzle  
on heavy stock poster paper.  
Make 2 sets. On one set of  
pieces write the FACTS on the  
other write the fictions.

TOBACCO IS  
A DRUG  
\ tobacco  
is not a  
drug

DRUGS  
DONT  
SOLVE  
PROBLEMS  
\ drugs  
solve  
problems

PEOPLE WHO ABUSE  
DRUGS MAY HURT OTHERS  
AS WELL AS THEMSELVES.  
\ people who abuse  
drugs only hurt themselves.

WHETHER A DRUG  
IS SAFE FOR YOU  
DEPENDS ON MANY  
PERSONAL FACTORS.  
\ if a friend takes  
a drug and says it  
is ok, then it must  
be safe for me.

THE NUMBER  
ONE DRUG OF  
ABUSE IN THE  
US IS HEROIN.  
\ alcohol,  
caffeine,  
cigarettes,  
marijuana and  
minor tran-  
quilizers are  
more widely  
abused than  
heroin.

COFFEE IS  
A DRUG.  
\ coffee  
is not a  
drug.


SOMETIMES A LITTLE  
BIT OF A DRUG CAN BE  
GOOD, BUT INCREASING  
THE DOSAGE CAN LEAD TO  
UNDESIRABLE AND SEVERE  
SIDE EFFECTS.  
\ if a little bit of  
a drug is good then a  
lot is better.

DRUGS ARE  
NEITHER GOOD  
NOR BAD.  
\ drugs are  
bad.

ASPIRIN CAN BE  
HAZARDOUS.  
\ aspirin is a  
safe drug.

FORESTER






NOTE: THE LARGE 'C' IS THE FIRST LETTER OF THE MESSAGE BELOW. THE OTHER LARGE LETTERS FOLLOW IN SEQUENCE.






EXAMPLE:  ALSO CALLED CANOE BIRD.






1. PAPER BIRCH






IDENTIFY EACH LEAF IN THE SQUARES BELOW IT. SPELL OUT A MESSAGE WHEN WRITTEN IN THE SQUARES ON THE BOTTOM OF THIS PAGE. THE CLUES SHOULD HELP YOU!

Leaf Quiz  
Can you recognize TREES by their LEAVES?

<p>6. SEEN 'RED'</p> 	<p>5. ONE VARIETY IS SLIPPERY</p> 	<p>4. WHAT'S LEFT OF A FIRE</p> 	<p>3. LIKE IN BALES, MAN</p> 	<p>2. ...FROM LITTLE AORNS GROW</p> 
--	---	---	---	---

<p>11. LIKE GETTING UP ALL DRESSED</p> 	<p>10. ITS FLOWERS RESEMBLE THE DUTCH KIND</p> 	<p>9. SOCRATES DRANK IT—HIS LAST DRINK</p> 	<p>8. TALLEST TREE IN THE WORLD! RELATED TO THE GIANT SEQUOIA</p> 	<p>7. ALSO CALLED SPADBUSH. HAS RED BERRIES.</p> 
--	--	--	--	--

<p>16. ALSO CALLED TUPELO AND PEPPERIDGE</p> 	<p>15. ITS NUTS ARE GOOD TO EAT</p> 	<p>14. HAS THREE DIFFERENT-SHAPED LEAVES ON EACH TREE. ROOTS USED TO MAKE A TEA</p> 	<p>13. ALSO CALLED PLANE TREES</p> 	<p>12. A CUPRESS—SOUNDS LIKE A WOOD USED FOR MODEL PLANES</p> 
---	--	--	--	--

<p>21. THIS THE BLACK VARIETY. THE WHITE IS CALLED BUTTERNUT</p> 	<p>20. WHAT SCOUTS ARE CALLED QUAINING ASPEN! (WITHOUT A U)—ALSO</p> 	<p>19. ALSO CALLED AMERICAN BASSWOOD</p> 	<p>18. THINK OF WAFFLES AND PANCAKES</p> 	<p>17. ALSO A BIBICAL PLAGUE</p> 
--	--	--	---	--

- ANSWERS:
- 1. PAPER BIRCH
  - 2. OAK
  - 3. REDWOOD
  - 4. ASH
  - 5. ALN
  - 6. RED CEDAR
  - 7. SERVICEBERRY
  - 8. HICKORY
  - 9. HICKORY
  - 10. HICKORY
  - 11. SPRUCE
  - 12. BALGAM FIR
  - 13. SYCAMORE
  - 14. SYPHONIA
  - 15. WALNUT
  - 16. BIRCH
  - 17. LOCUST
  - 18. SAGAR MAPLE
  - 19. LINDEN
  - 20. POPLAR
  - 21. WALNUT

MESSAGE: \_\_\_\_\_

HERE'S \_\_\_\_\_

Reprinted from BOYS' LIFE No. 26-011

GEOLOGIST

Crystals

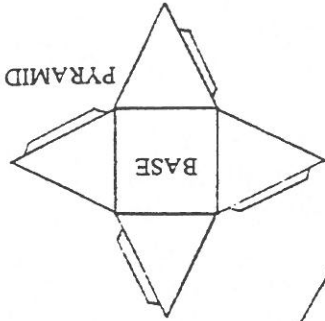
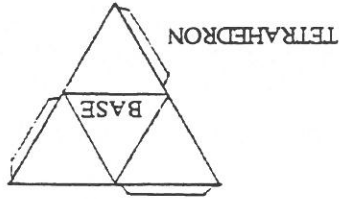
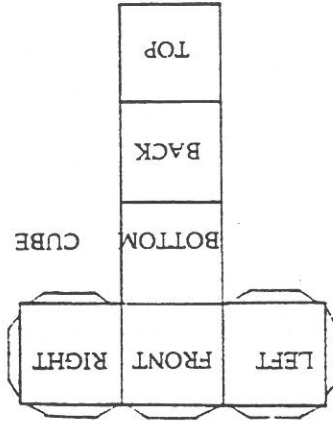
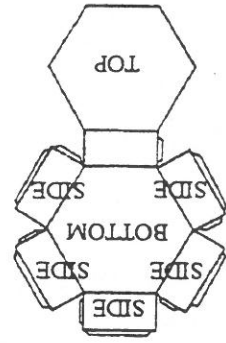
Webelos can "grow" their own crystals in a variety of ways. These are all fragile and will not stand up to heavy handling but they are interesting to observe and study.

Most soluble salts will form crystals if dissolved in water and then evaporated. Dissolve the salt by stirring in into room temperature water until some stays on the bottom of the jar. Bend a pipe cleaner so it hangs down the center of the liquid and let the water evaporate.

Another method is to pour the solution into a shallow pan. You will need something in the pan for the crystal to form on. rocks or nails or paper should work for this. Rain water or distilled water will work best because it is free of minerals that would "poison" the crystals. Try these salts:

- table salt
- Epsom salts
- copper sulfate (from plumbing supply store)
- potash alum
- potassium chloride (salt substitute)

Food coloring can be added to the clear solutions.



"Coal Garden Plant"

This old fashion project can still amaze boys. The biggest problem is finding bluing, this is a laundry product so look in the cleaning section of a hardware or grocery store.

- Materials:
- porous material like coal, brick, or cinder block
  - table salt
  - Bluing
  - ammonia
  - food coloring
  - glass dish

Procedure:  
 Day 1: Place pieces of brick in bottom of glass dish. Sprinkle with 2 tablespoons of salt. Add 2 tablespoons of Bluing and 1 tablespoon of ammonia. Individual drops of various food colorings can be added. Let sit undisturbed.  
 Day 2: Sprinkle 2 Tbsp salt over bricks. Let sit.  
 Day 3: Add 2 Tbsp salt again. Let sit.

Paper Crystal Models

Crystals can be simulated by transferring the accompanying patterns to colored construction paper, then fold and glue. Use a photocopier to enlarge these patterns.

HANDYMAN

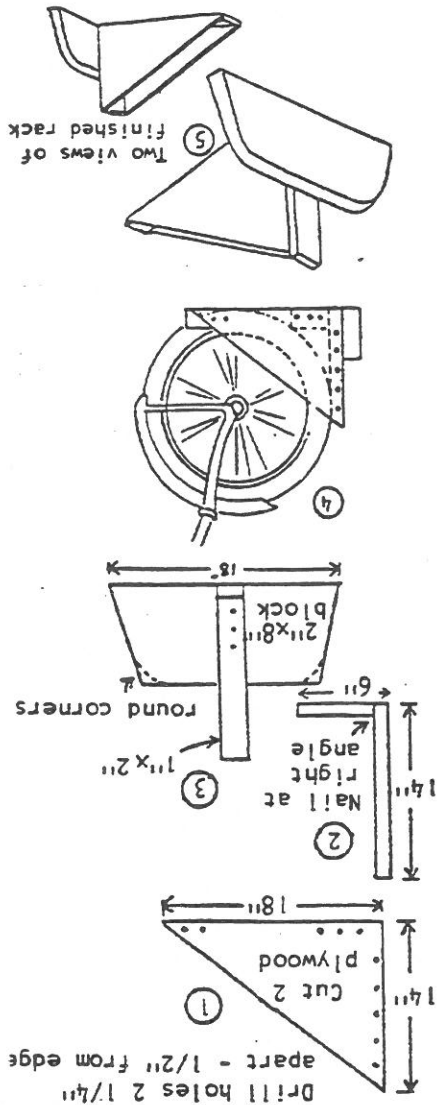
Personal Bike Rack  
 Could be made as a den project  
 and used at a Pack Bike Rodeo  
 inspection station.

Materials:

- 1/2" plywood 14" x 18"
- 20" of 1" x 2" wood
- 18" of 2" x 8" wood
- No.6 flathead screws 1 1/4"
- six-penny nails
- glue
- screwdriver, hammer, drill
- saw, varnish

Assembly:

1. Cut plywood triangles. (fig.1)
2. Drill holes as shown with 5/32" drill.
3. Paint or varnish the inside of the plywood now. It will be difficult to do after the rack is assembled.
4. Cut the 1"x2" piece into 14" and 6" pieces. Nail the two pieces at right angles. (fig.2)
5. Round corners on the 2"x8" piece.
6. Attach the nailed 1"x2" angled piece with screws to the 2"x8" board from the inside. (fig.3)
7. Paint or varnish the 1"x2" now.
8. Fasten the plywood triangles in place with screws through the pre-drilled holes. Do not forget the small piece of 1"x2" that joins the tips of the triangle. (fig.4)
9. Sand or complete paint or varnish job. (fig.5)





# Tricks of Tracking!

## OUTDOORSMAN



BE CAREFUL IF TRACKS ARE FRESHLY MADE THE ANIMAL COULD BE JUST AHEAD OF YOU!

BE ALERT! MARK YOUR OWN TRAIL, AND REMEMBER LANDMARKS SO YOU WON'T GET LOST!

IF YOU COME TO A DEAD END, PUT YOURSELF IN THE ANIMAL'S PLACE, WHERE WOULD YOU GO?

IF YOU LOSE THE TRACK, MARK THE TRACK, THEN CIRCLE AROUND UNTIL YOU FIND IT AGAIN!

MEASURE AND SKETCH THE TRACK TO HELP REMEMBER IT, THEN LOOK AHEAD AS YOU FOLLOW IT!

STUDY THE TRACKS UNTIL YOU CAN PICTURE IT IN YOUR MIND!

A TRACK THROUGH THE GRASS LOOKS LIKE A STREAK, BECAUSE BENT AND BROKEN BLADES REFLECTS LIGHT DIFFERENTLY!

TRACK AGAINST THE SUN IF POSSIBLE, THE SUN WILL CAST SHARPER SHADOWS, WHICH REVEAL MORE DETAILS.

DOG	FOX	WINK	CAT	RAT	DEER MOUSE
HIND	HIND	HIND	HIND	HIND	HIND
FORE	FORE	FORE	FORE	FORE	FORE
OTTONAIL	RABBIT	OTTER	SQUIRREL	SKUNK	FAOON
HIND	HIND	HIND	HIND	HIND	HIND
FORE	FORE	FORE	FORE	FORE	FORE
PORTUPINE	BADGER	SHEEP	MOUSE (WOOD)	DEER	
HIND	HIND	HIND	HIND	HIND	
FORE	FORE	FORE	FORE	FORE	
WOODCHUCK	MUSKRAT	OPSSUN			
HIND	HIND	HIND			
FORE	FORE	FORE			

READYMAN

As the Webelos complete this activity badge have them try the following quiz.  
 1. The first thing to do for an accident victim is check for bleeding.  
 2. When giving mouth to mouth resuscitation, continue until:

- T F a. the person starts breathing on own
- T F b. someone else relieves you
- T F c. a doctor pronounces the victim dead
- T F d. you are absolutely to exhausted to continue
- T F 3. A compound fracture is when two or more bones are broken and do not puncture the skin.
- T F 4. Always rub a frostbitten hand or foot with snow.
- T F 5. Hypothermia is a lowering of the body's inner core temperature.
- T F 6. A person's brain begins to die after 3 to 5 minutes without oxygen.
- T F 7. For a person having a seizure:
- T F a. Always restrain the person
- T F b. you should force a spoon between his teeth.
- T F 8. When poisoning is suspected,
- T F a. the first thing to do is read the label of container
- T F b. have victim drink water to dilute, seek medical help
- T F c. by lye, acid, or kerosene do not make victim vomit.
- T F 9. Always remove a person from a car wreck.
- T F 10. For cuts and scratches:
- T F a. let it bleed a little
- T F b. don't worry about it, it's not serious
- T F c. wash with soap if you can
- T F d. if a small cut gets red and swollen after a day or two it means it is getting better.

11. For burns:

- T F a. you should put cream or grease or ointment on them
- T F b. if a burn blisters it is more serious
- T F c. do not break burn blisters.
- T F 12. For bites and friction blisters:
- T F a. a foot blister should be drained and banded
- T F b. use baking soda and water paste to take away pain from mosquito bites and hornet stings.

13. If bitten by a scorpion or poisonous spider you should:

- T F a. put ice water or ice in a cloth on the bite
- T F b. tie string around arm or leg, not teal tight
- T F c. don't get medical help, it's not serious
- T F d. raise arm or leg above head.

14. With something in your eye:

- T F a. don't rub it, you might scratch your eyeball
- T F b. make tears flow by blinking

TRUE ANSWERS: 2abcd,5,8,10ac,11bc,12ab,13ab,14ab

SCHOLAR

Have the Webelos "stretch" their brain cells by encouraging them to bring math games and brain teasers to the den meeting. Some examples are given below.

Math Puzzle 1

Arrange the numbers 1 through 9 in a three-by-three box so that the totals for each column and row are equal. Each number may only be used once. Can you calculate what each row and column are going to equal before you solve the puzzle?

ANSWER:

1	8	6
5	3	7
9	4	2



Math Puzzle 2

Can you solve the puzzle using 0-8? (Hint: add the digits  $0+1+2+3+4+5+6+7+8=$  , divide the sum by 3, this is the total for the numbers in the rows and columns.)

ANSWER:

(Hint, look at the pattern in puzzle #1)



Math Puzzle 3

Arrange the numbers 1 through 16 in a four-by-four box so that the totals for each column and row are equal.

ANSWER:

1	10	8	15
6	13	3	12
11	4	14	5
16	7	9	2

Brain Teaser 1

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 nickels in a quarter. (ANSWER: 20)

Brain Teaser 2

Take the number of toes on both feet. 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)

Brain Teaser 3

Two cars start driving from Stillwater to Camp Tomahawk, 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 minutes is one hour and 20 minutes)



SCIENTIST

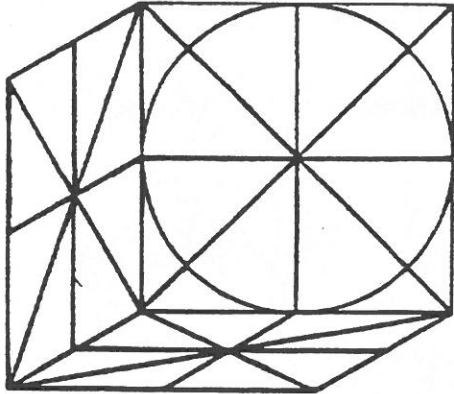
**TRICKY TUNNEL**  
Which looks wider, the exit A or the entrance B to this black beetle's tunnel?



B may appear wider, but in fact, both are the same width. The illusion is caused by the inner walls of the tunnel, which grow narrower toward the top. This tapering fools your mind into seeing the exit as smaller even though it is not.

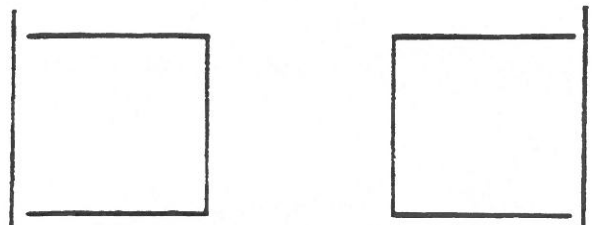
**CRAZY CUBE**

Is this cube higher and wider in the back than in the front?



No. The back side simply seems larger because we expect any object to diminish in size the further it is from our eyes, and in this case the back has been deliberately made the same height and width as the front.

**THE 3 SQUARES**  
Here are three incomplete squares. You can see three sides of the ones on the left and right, but only two sides of the one in the middle. Which square is the smallest?



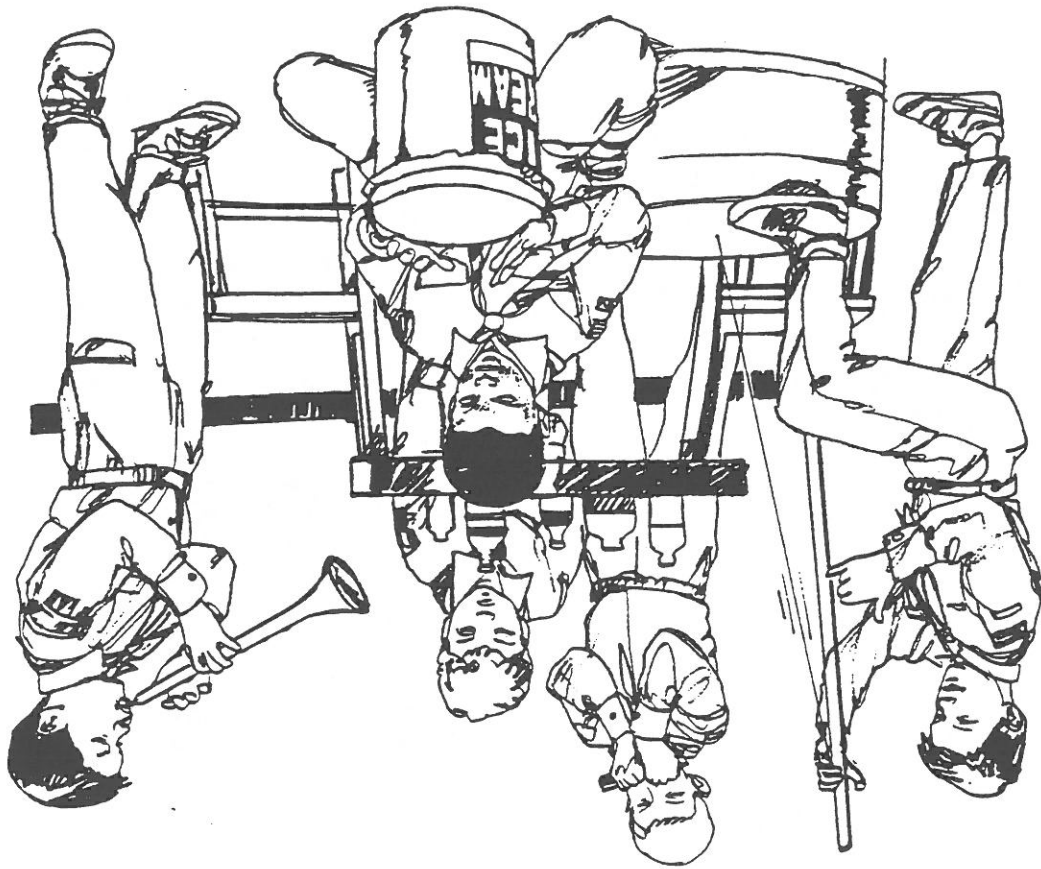
They are all the same size, even though the middle square looks smaller. It appears to be taller and narrower because it is made of vertical lines only.

**PUZZLING PIE**

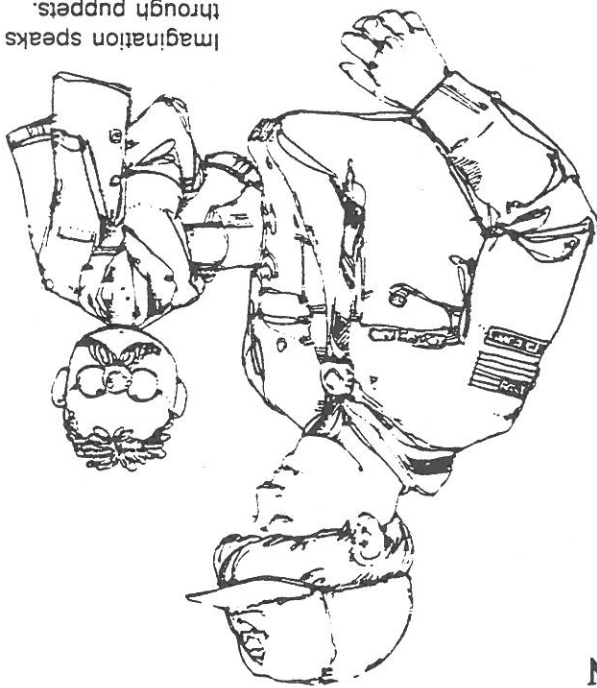
This drawing shows a pie minus one slice. But what does it look like if you view it upside down?



It's the missing slice of pie by itself in a circular dish! When the drawing is flipped, why doesn't it simply look like an upside down pie minus the slice? It's all a matter of perspective. When you look at the pie right side up, you see a wedge shaped slice removed. But when you flip the picture over, the sides that once formed the inside of the remaining pie now form the sides of the slice itself.



Imagination speaks through puppets.



SHOWMAN



BUTTERFLY



BOG

GOAT

CAT

SPORTSMAN

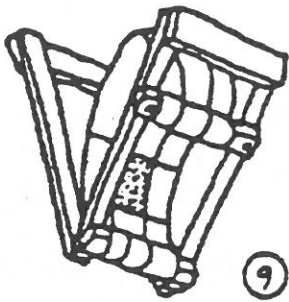
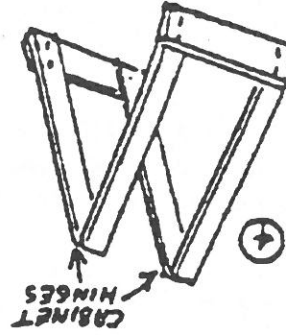
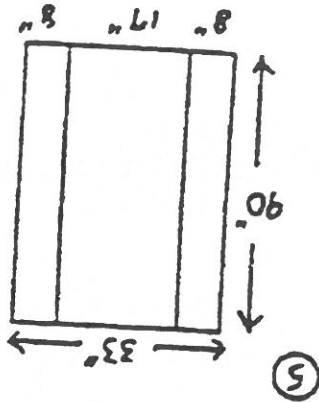
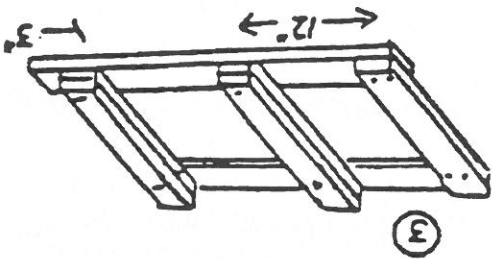
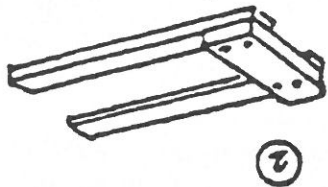
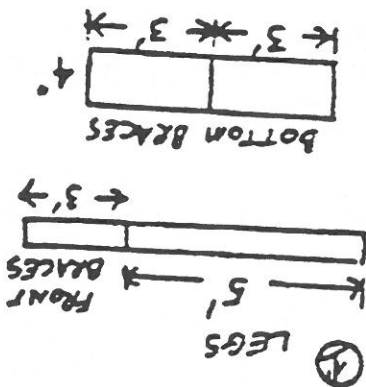
Build a Baseball Catcher as a den project.

Materials:

- (4) 1"x2"x8" pine furring strips
- (1) 1"x4"x6" white pine board
- (8) 1 1/4" wood screws
- (4) 3/16"x3" stove bolts
- (2) 1 1/2" cabinet hinges
- (1) 33"x90" cloth
- wood sealer
- paint

Assembly:

1. Cut furring strips and pine boards.
2. Screw pine boards to legs as bottom braces.
3. Hold front braces in position on legs. Drill 1/2" hole through brace and leg as same time.
4. Join front and back halves with cabinet hinges.
5. Cut old bed sheet to size. Make strike zone on cloth with felt-tip pen.
6. Clamp ends of sheet between upper and lower front braces. Bolt braces to frame with stove bolts and wing nuts.



**TRAVELER**

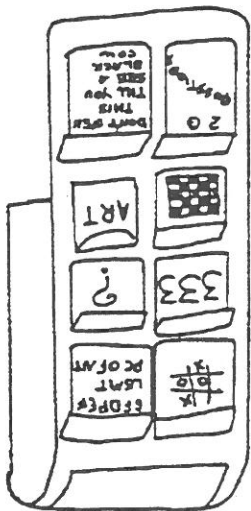
Car First Aid Kit

Prepare an adequate first aid kit for the family car. It takes only one emergency to make its worth appreciated. Suggested contents:

- roll of 2" gauze bandage
- sterile gauze dressings
- cravat bandage
- sunburn ointment
- insect repellant
- soap
- baking soda
- tweezers
- small scissors
- jackknife
- candle
- matches

Shoe Bag Game

Webelos can help prepare a shoe bag game kit to keep smaller children entertained in the back seat of the car. The bag is made from a piece of cloth long enough to hang over the front seat and provide six or more pockets containing surprises like: paper and crayons  
magnetic checkers  
small games  
deck of cards  
20 questions game  
333-not to be opened until someone sees three 3's  
Players put away contents of one pocket before opening the next.



License Listings

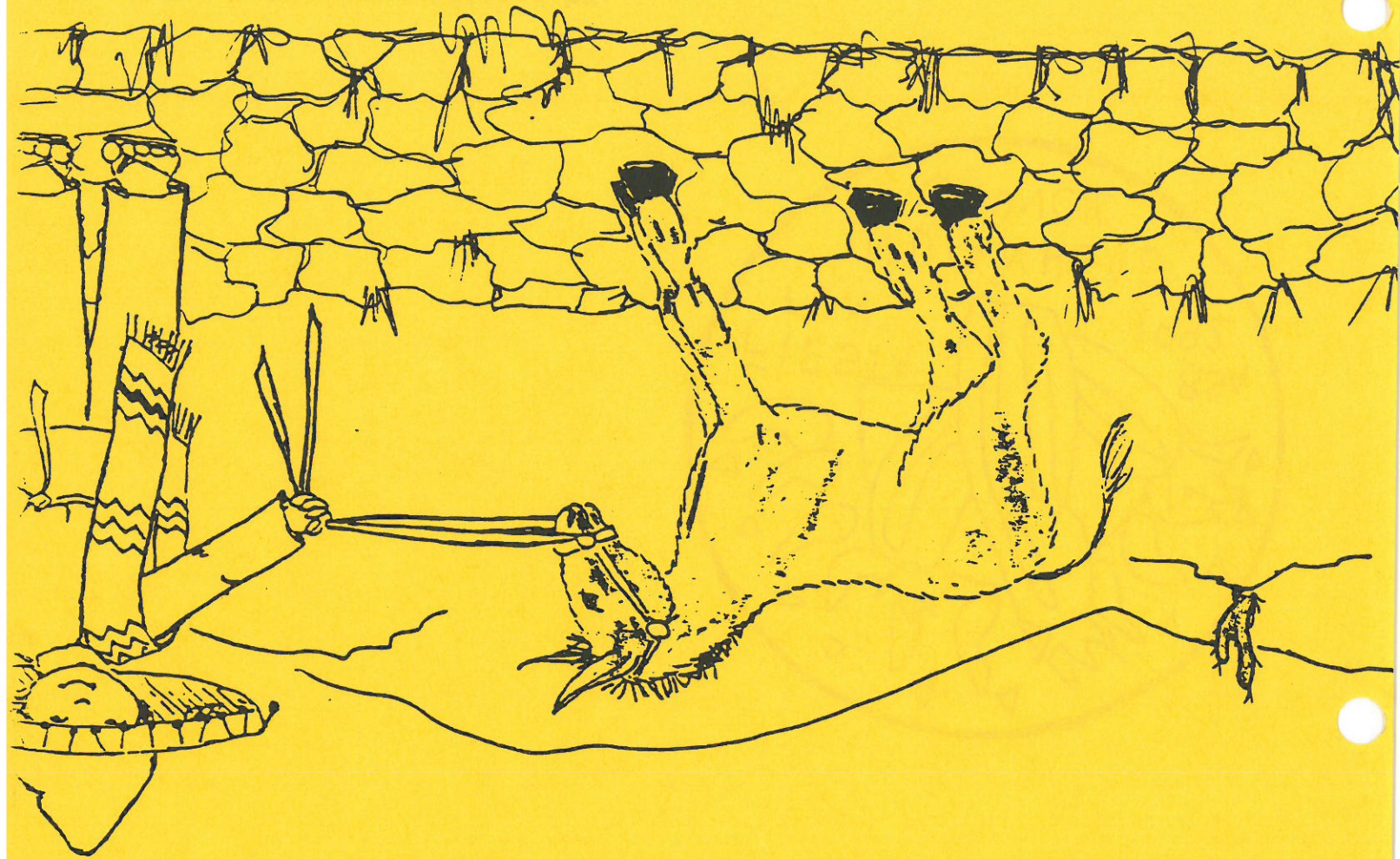
Make a list of license plates spotted while on a trip. See if anyone can name the state capitals. If prepared ahead of time, graph off at least 50 rectangles on heavy poster board, bring colored pencils and fill in blocks as different states' plates are spotted. Fifty blocks may not be enough, trucks and farm machinery often have different colored plates than cars of the same state.

Road Sign Bingo

Have Webelos make up bingo cards to be used on their next family trip. Use poster board cut into 6"x6" sheets. Divide the cards into 2" squares so that there are 3 rows and 3 columns. Draw a road sign in each block such as stop, yield, railroad crossing, curve ahead, etc. Boys can play game with siblings on their trips.

Tim Action

The Pack



Patch designs submitted by:  
Chuck Clausen (top)  
Margaret Bader (bottom)



OPENING THOUGHTS

What are Parents?

(each paragraph might stand on its own as a short opening)

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

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

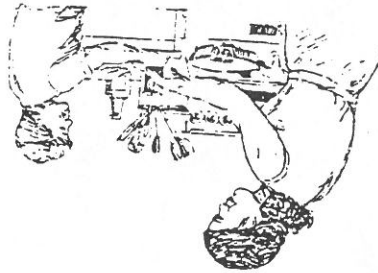
Parents must learn to slide on a roller skate on the steps, trip over a toy car left in the driveway, step on a Lego in the middle of the night and show no homicidal intent.

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

Parents are magical creatures. They can have the most beautiful house on the block, drive the newest car, or have the best job at the office; but if you want to see pride at its fullest, watch their eyes when they say, "that's my boy!"

Buckskin and Homespun

They were clothed in buckskin and homespun. They had lots of strength, courage and patience. Mile after mile they pressed westward. They crossed rivers, prairies and mountains, carrying rifles, kettles and faith. Many had left family and comfort far behind them for a future they thought would be good. They took little money and lots of faith along with their courage, patience and vision. These were the things that really mattered most. They were the pioneers.



Cub Scouting is Many Things

(Good to be used early in the Cubbing year as an orientation for new parents and Cubs. Each of 12 parents holds a candle which is lit as message is given. Lights in room are dim.)  
Cub Scouting is a BOY. He is somewhere between 7 and 11 years old. He is just an average boy...energetic, inquisitive, noisy and eager to explore the world around him.  
Cub Scouting is a DEN LEADER with an open home and heart for this boy and 5, 6, or 7 others just like him so they may learn to do things in a group rather than individually and learn to share the limelight with others.

Cub Scouting is a DEN CHIEF... a Boy Scout who works into his busy schedule a time for the younger boy so that he may encourage him to stay on the Scouting trail for many years.  
Cub Scouting is a CUBMASTER who gives spare time and sometimes much more to provide a program that will bring Cub Scouting to this boy.

Cub Scouting is a COMMITTEE made up of interested parents who back up the Cubmaster and who will serve willingly to carry out the pack goals.

Cub Scouting is a NATIONWIDE ORGANIZATION, a program provided by the Boy Scouts of America for the 7 to 10 year old boy.

Cub Scouting is FUN for the boy, his parents and his leaders.

Cub Scouting is FELLOWSHIP with the boys in your class at school, your neighborhood, and other people you might meet except through Cub Scouting.

Cub Scouting is CITIZENSHIP...teaching the young boy respect for God and Country. He learns his moral obligations to himself and others.

Cub Scouting is ACHIEVING by boys and parents as they work together on advancement in the boys' book. Leaders achieve as they carry out the den and pack programs successfully. As you can see Cub Scouting is many things...each one important and shining forth in its own way. If we keep these lights burning brightly in our pack, our radiance will be seen by many people. This is Cub Scouting.





**ADVANCEMENT IDEAS**

Fiesta: A Celebration of the Seasons  
 Equipment: Sun dial with 4 positions

CM: In Mexico there is a strong heritage based upon many symbols of life, for which we can thank the Aztecs and their staple of life, Maize, or as we know it corn. We will borrow from the symbols of Mexico to show the growth of a Cub Scout from Bobcat to Webelos. We will use the Aztecs' "calendar of seasons". With this they planned their planting, growing and harvesting cycles for their maize. As each of these seasons pass, you will see how the Scout and maize both grow and mature.

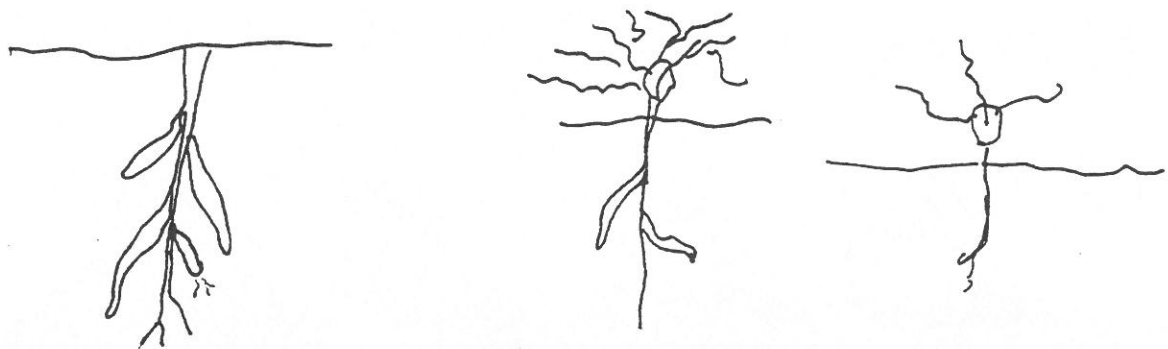
(Call forward those boys who have earned their Bobcat badge along with their parents.)  
 CM: With spring we have the planting of the seed. The rain and the sun help the seed to sprout and take root. The roots reach out, searching and taking hold. The new Cub Scout is taken in hand and carefully taught the beginning ways of Scouting. His den leader and parents are the sun and rain, his roots are the Cub Scout Promise, The Law of the Pack, and the Cub Scout Motto. (Present badge and congratulate each one.)  
 (Call forward Wolf recipients and parents.)

CM: The roots have taken firm hold. The sprout has turned into a sturdy stalk. With each passing summer day, a new leaf and tassel add to its strength. As with each new leaf, the Cub now finds new achievements, growing stronger in mind and body with the completion of each requirement. (Present badge and congratulate each Cub.)  
 (Call forward Bear recipients and parents.)

CM: In the fall the plant is full grown, the leave many, the tassels long, the roots firm, the kernels ripened, a time for harvesting. Our Cub Scout finds himself now using his knowledge to round out the final steps before passing on to the last phase of Cub Scouting. His mind is enriched, his body strong, a time to harvest, to draw upon his achievements. (Present badge and congratulate each one.)  
 (Call forward Webelos recipients and parents.)

CM: The crop is harvested. Winter is a time to reflect upon the bountiful fruits of one's labor, to take the knowledge we have learned within this past season and start planning for the planting of the next season and many seasons to come with the seeds of our achievements from the past. So it is with the Webelos Scout. He too will reap the fruits of his labor, take the knowledge he has gained from his many achievements and use them to complete his Arrow of Light and become a Boy Scout. (Present activity badges and Webelos badges, congratulate all.)

CM: Congratulations to all of you, let us all continue to grow and mature, drawing upon not only one individual achievement but also on the ideals of those around us.



Space Shuttle Awards  
 Flannel board with Rank Decals arranged in orbital fashion around sun labeled "Scouting,"  
 cutout of Shuttle to be flown to the various ranks during the ceremony.

CM: Who knows what the future might be like? (discuss 2 or 3 of the responses) No one really knows what will happen but the future looks bright for some of our Cub Scouts who have worked hard and earned another rank in their Cub Scouting Orbit. Perhaps we will travel to other planets by space ships.

We have some Tigers Cubs who have advanced to Bobcat level on their way to other cubbing planets. (Call boys and parents forward, award Bobcat badge, move Shuttle along path on board)

We have some boys who were in the Bobcat orbit and now have advanced to the Wolf on their way to other planets. (Call Wolf candidates and their parents forward, award badges, move Shuttle).

(Repeat procedure for Bear and Webelos)

Congratulations to all who have earned an award tonight in Pack \_\_\_\_\_. I'm sure that soon all of you will be prepared for life on other planets in our Scouting universe.

Walking the Plank

Cubmaster is dressed as Pirate, a 2x10 board is placed on floor. Cubmaster stands at one end of plank and explains to boys the meaning of "walking the plank" in pirate days.

CM: But tonight, Cub Scouts who have earned another rank will be asked to walk the plank to receive their award and then jump off into working on a new rank with new and different activities as well as exciting fun and adventures.

The parents who have been with their sons and helped them along are asked to accompany their sons and walk the plank also. (Cubs called forward one at a time, walk plank, award presented to parent who gives it to son as he reaches end of plank.) Congratulation to ALL.



Christmas Tree Lights

Equipment: Plywood tree or real evergreen. Strings of lights that can be turned on one level at a time.

CM: As we look at our tree we see that it is dark, with only one light on, (switch on top light) this is the light that represents the Arrow of Light, the highest award in Cub Scouting. Tonight we will light many small lights as the Cub Scouts move up the ranks in Cub Scouting.

(Call forward Bobcats and parents, light lowest level of Lights on tree.) These boys have just started on the Scouting trail, they have learned the Cub Scout Promise and the Law of the Pack. With their parents they are adding to our twinkling lights and learning that advancement means family participation. (Present awards, give congratulations.)

Once a boy has become a Bobcat he is ready to work on the next string of lights that will lead to Wolf. (Call forward Wolves and parents.) Some of the 12 achievements that these Cubs have mastered include knowledge of our Flag, keeping strong, practicing safety, and being helpful to the family. (Light next string of Lights, present awards, give congratulations.)

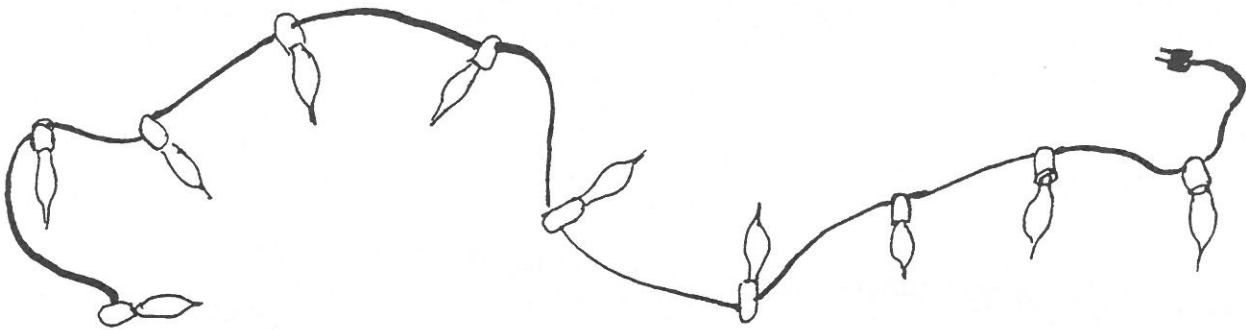
As the Cub grows older he is stronger and more able to climb higher. Just as it is more difficult to reach the upper branches, so the achievements are harder for Bear rank. (Call forward Bears and parents, light next string of Lights, present awards, give congratulations.)

Nature decorates its evergreens with cones and snowflakes, we add lights and ornaments to signify the promise of a coming spring. (Call forward Webelos and parents.) Our Webelos are striving toward their springtime too, when they will be ready for Boy Scouting. Tonight we recognize their further climb along the limbs of Scouting's tree of life. (Light top string of Lights, present the Webelos and Activity Badges, offer congratulations.)

These Cubs and Webelos have helped light our tree, but it is still not bright enough. Since these boys received help from their parents and leaders, let's turn on lights for them also. (Turn on rest of lights.)

Now our tree is complete. As you have seen, it has taken the boys plus their parents and leaders to complete it. With the same effort you have shown before, keep working on the highest rank in Cub Scouting, the Arrow of Light.

Congratulations to you and your parents for the work you have done.



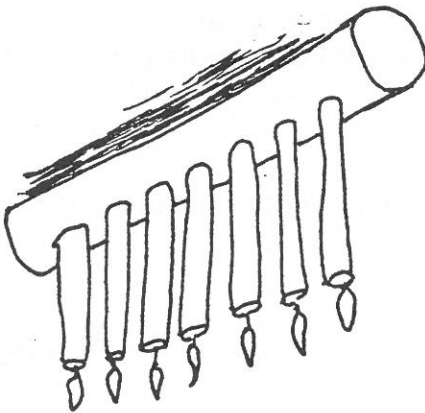


Arrow of Light Candle Lighting Ceremony  
Equipment:

- 4 red candles
- 3 white candles
- birch log with 7 holes for the candles
- Arrow of Light Award

Arrangement:

Cubmaster to the left of the candles  
 Webelos Scouts and parents to the right



Cubmaster:  
 Tonight we are honoring these Webelos Scouts and their parents as they have demonstrated their qualifications for the Arrow of Light Award.

We light the red candles to represent the Cub Scout ranks that these boys have passed through, the Bobcat, the Wolf, the Bear and the Webelos ranks. All mean progress along the trail toward Boy Scouting.

We light the white candles to represent the ideals we strive to impart to our youth in the whole Scouting program: citizenship, physical development and spiritual growth.

We now have seven candles burning like the seven rays on the Arrow of Light Award. Let this patch which you will wear on your Boy Scout uniform remind you of the paths you have taken in Cub Scouting and the paths that you will chose as you advance down the Scouting trail.

Crossing the Bridge

Equipment: bridge, Scout neckerchief

Personnel: Cubmaster, Scoutmaster, Scouts, Webelos, parents

Arrangement: Cubmaster, Webelos and parent on one side of bridge, Scoutmaster and Scout on other side of bridge.

Cubmaster to parents:

During the years you and your son have been working in Cub Scouting, we have had numerous opportunities to work together along the trail. Now your son has reached the time to leave the pack and enter Boy Scouting.

As a symbol of the growth of your son and his entrance into Boy Scout, may I ask that he stand before me where you will divest him of his Webelos Scout neckerchief. He will then cross the bridge into Boy Scouts, to be welcomed by Scoutmaster \_\_\_ of Troop \_\_\_, who will present him with the Boy Scout neckerchief.

CLOSING THOUGHTS

At a campfire:

The spirit of Cub Scouting burns brightly here, just like this campfire, and it also burns brightly in the hearts of Cub Scouts everywhere. May it continue to burn brightly in your heart throughout this busy summer, wherever you go and whatever you do, and may its light bring you to our next pack activity of the summer.

In the Scouting/Astronaut Way

Many a Cub Scout I'm sure

Has dreamed of becoming an astronaut,

And we should always remember

That these dreams are not for naught.

Most of our present astronauts

Were Scouts when they were young.

The training that this program gives

Has praises to be sung.

Just as the men in space exploration

Tackle their jobs with courageous, firm hand,

We should tackle our earthbound problems

To make this a better land.

As we preserve our environment

By increasing our knowledge each day,

Using courage and imagination

In the Scouting/Astronaut way.

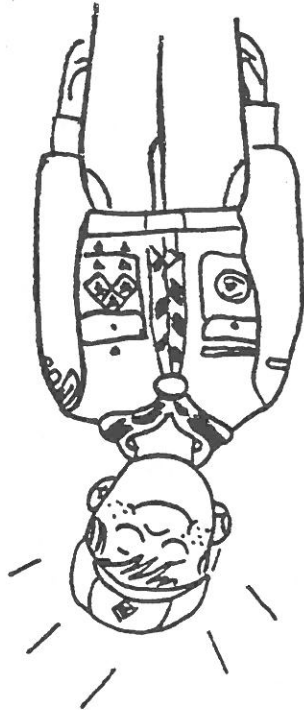
Loving and Giving

It is in loving, not in being loved

The heart finds its quest;

It is in giving, not getting

Our lives are blest.



Giving and Forgiving

What makes life worth living

Is our giving and forgiving.

Giving tiny bits of kindness

That will leave a joy behind us,

And forgiving bitter trifles

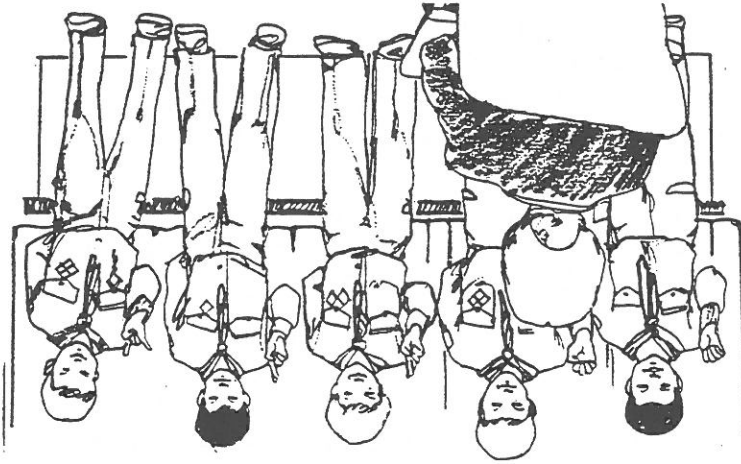
That the right word often stiles.

For the little things are bigger

That we often stop to figure

What makes life worth the living

Is our giving and forgiving.

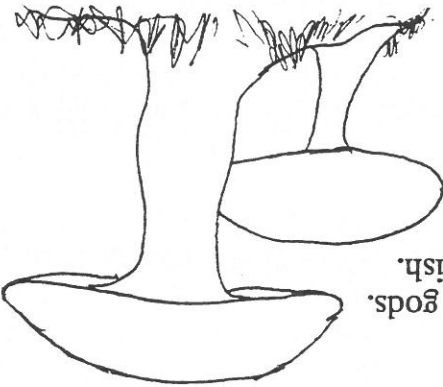


A Time for Every Purpose

Take time for work...it is the price of success.  
 Take time to think... it is the source of power.  
 Take time to play...It is the secret of youth.  
 Take time to be friendly...it is the road to happiness.  
 Take time to read...it is the foundation of wisdom.  
 Take time to dream...it is hitching your wagon to a star.  
 Take time to love and be loved...it is the privilege of the gods.  
 Take time to look around...it is too short a day to be selfish.  
 Take time to laugh...it is music to the soul.

When You Walk Through the Woods

When you walk through the wood, I want you to see  
 The floating gold of a bumble bee,  
 Rivers of sunlight, pools of shade,  
 Toadstools sleeping in a mossy jade,  
 A cobweb net with a catch of dew,  
 Treetops cones against the azure blue,  
 Dancing flowers, bright green flies,  
 Birds to put rainbows in your eyes.



When you walk through the woods, I want you to hear  
 A million sounds in your little ear,  
 The scratch and rattle of wind tossed trees,  
 A rush, as a timid chipmunk flees,  
 The cry of a hawk from the distant sky,  
 The purr of leaves when a breeze rolls by,  
 Brooks that mumble, stones that ring,  
 And birds to teach your heart to sing.



When you walk through the woods, I want you to feel  
 That no mere man could make this real,  
 Could paint the throbb of a butterfly's wing,  
 Could teach a woodthrush how to sing,  
 Could give the wonders of earth and sky,  
 There's something greater than you and I.  
 When you walk through the woods and birches nod,  
 Son, meet a friend of mine named God.

Den Leader's Minute

Every Cub Scout should accomplish something worthwhile every day. And each day's accomplishments should be a little better than the previous day. Tonight, stand at your window and look out into the darkness of night, and ask yourself: "Have I done my best today?" Then, each day, promise to do better than the day before.

The Value of a Badge

A badge in Cub Scouting is a piece of embroidered cloth. If you were to try to sell one of these badges, you'd find that it wouldn't bring much money. The real value of the badge is what it represents...the things you've learned to earn it..how to keep healthy, how to be a good citizen, good safety practices, conservation, and many new skills. Does your badge truly represent all these things? Were you prepared to meet each test at the time you passed it, or did you try to get by? Maybe you were prepared when you passed the test, but through laziness and neglect, you have forgotten the skill now. If this is true, then the badge you wear has little value. Don't wear a cheap badge. Wear one that has real value...one that represents what you can really do and know.

Is This Your Child?

TO WIN HIM is to hug him so he feels your love is strong.  
 TO LOVE HIM is to scold him when he persists in doing wrong.  
 TO UNDERSTAND HIM is to correct him when he rebels against the right.  
 TO GUIDE HIM is to keep him close every day and every night.  
 TO STRENGTHEN HIM you must trust him a little more each day.  
 TO ENCOURAGE HIM you must praise him in his work or his play.  
 TO KNOW HIM you must hear his every word he has to say.  
 TO KEEP HIM is to show him he's never in the way.

America's Promise

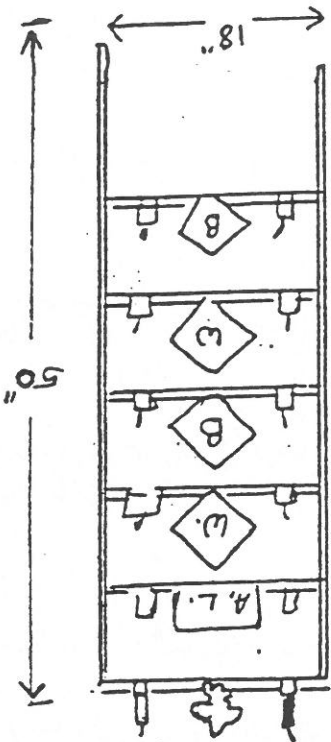
America promises us freedom to worship, to learn, to assemble and to debate any issue. It is a land where people from other coun-tries can find a home, where there is work to do, where we can ex-press our opinions and where we are free to come and go as we please. Our wonderful heritage, earned for us by our forbearer, is sometime taken for granted. Unless we cherish this legacy and use it wisely, it may be lost to future generations. People working together with imagination, vitality and persistence have produced marvelous inventions and wonders of technology beyond any-thing our ancestors might have dreamed of. Working together, we can preserve and protect our beautiful land for future generations.

Do You Just Belong?

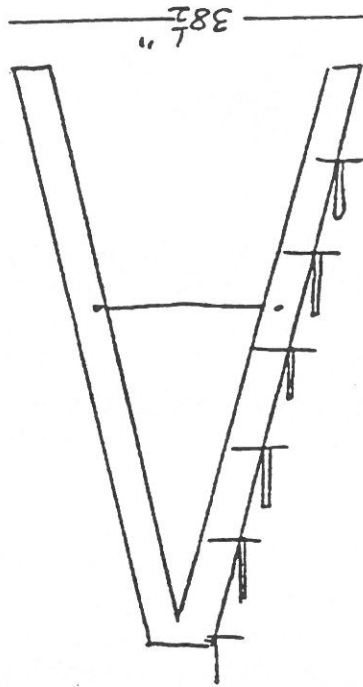
Are you an active member, the kind who should be missed?  
 Or are you just contented that your name is on the list?  
 Do you attend the meetings and mingle with the folk?  
 Or do you stay at home and criticize and joke?  
 Do you take an active part to help the Pack along?  
 Or are you satisfied to be among those who "just belong"?  
 Do you work on committees, to see there is no trick,  
 Or leave the work to just a few, and complain about the clique?  
 So come to all the meetings, and help with hand and heart,  
 Don't just be a member, but take and active part!  
 Think it over friends... You know right from wrong.  
 Are you an active member, or do YOU just belong?



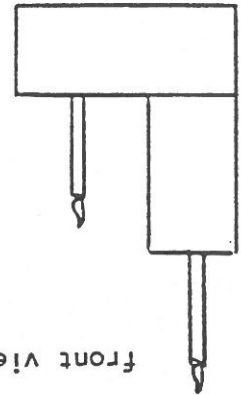




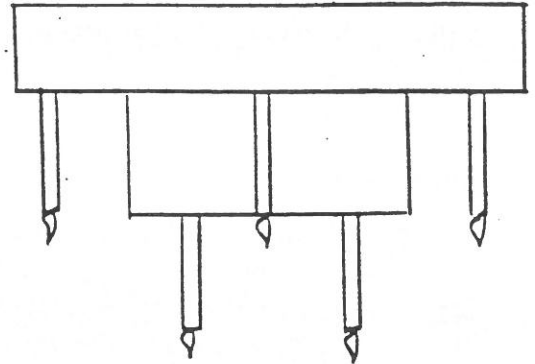
Advancement Ladder



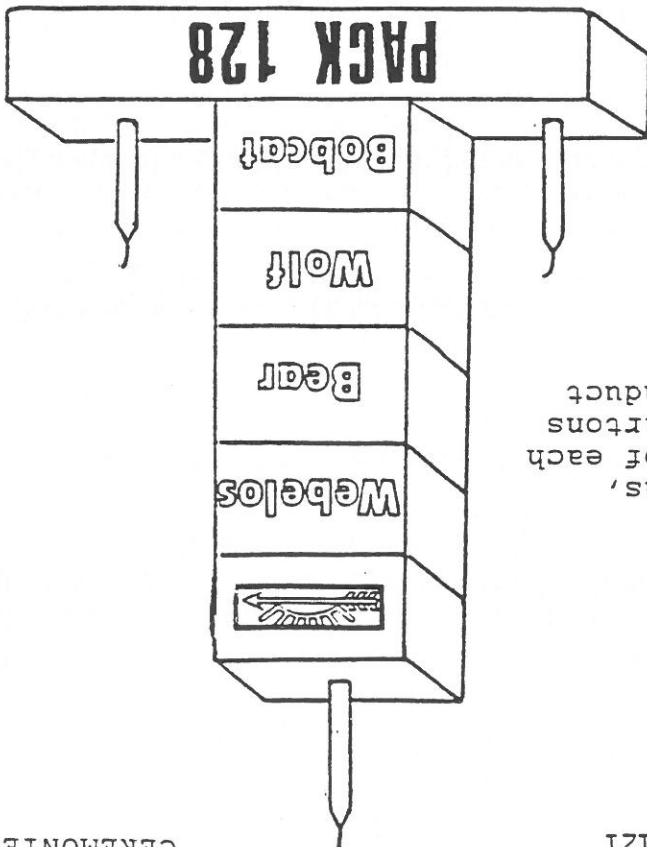
side view



front view



Recognition Candles



CEREMONIES

Stencil ranks on front of cartons,  
cut out. Cut out holes in back of each  
carton for flashlights. Glue cartons  
together. Paint flat black. Conduct  
ceremony in darkened room.  
Candles represent:  
Cub Scout Promise  
Law of the Pack  
Spirit of Cub Scouting

Materials:  
8 1/2 gal. or gal. milk cartons  
black paint  
5 small flashlights  
3 candles

Pack Ceremony Totem

CEREMONY PROPS



## INDIANHEAD COUNCIL CAMPS

122

**Fred C. Andersen Scout Camp**  
This 260 acre camp is located on the St. Croix River, 4 miles north and east of Stillwater, Minnesota, near Somerset, Wisconsin. It has facilities for year-round camping with 16 winterized cabins and many campsites for tent camping. There is a remote backpack camping area with a 1 mile hike into the site. The newly expanded training building has a full service kitchen and indoor bathroom facilities with shower. Many districts hold Webelos Woods here. Cub Scout Day Camp takes place here during July and early August.

**Cannon River Scout Reservation**  
This 450 acre Scout reservation is located on the south shore of the Byllesby Reservoir, 3 miles west of Cannon Falls, Minnesota. There are 8 winterized shelters and many beautiful campsites available for tent camping. The conference center has room for up to 32 participants, with the family camping area having sites for tent and camper camping and private showers. This is the site of the Cub Scout Day Camp during June.

**Kiwanis Scout Reservation**  
The 100 acre Scout reservation located 12 miles north of Stillwater on the St. Croix River at Marine-on-the-St. Croix is unique to Indianhead Scouting's outdoor facilities. It's especially suited to Cub Scout Camping. During the winter, the camp capacity is 90 (Oct-April), summers 120. There is a dining hall with full kitchen, 6 sleeping cabins, fellowship hall, tennis, basketball, volleyball, softball diamond and swimming pool (June-August).

### Tomahawk Scout Reservation

Tomahawk Scout Reservation is located on Long Lake in northern Wisconsin, 20 miles north of Rice Lake. It encompasses 2000 acres with 8 miles of shoreline. Navajo Webelos Camp, new in 1991, opened at Tomahawk exclusively for Webelos. Campsites and activity areas have been developed and Webelos eat in a dining hall. This is the camp most often used by the Council Boy Scout Troops for their week long summer camp.

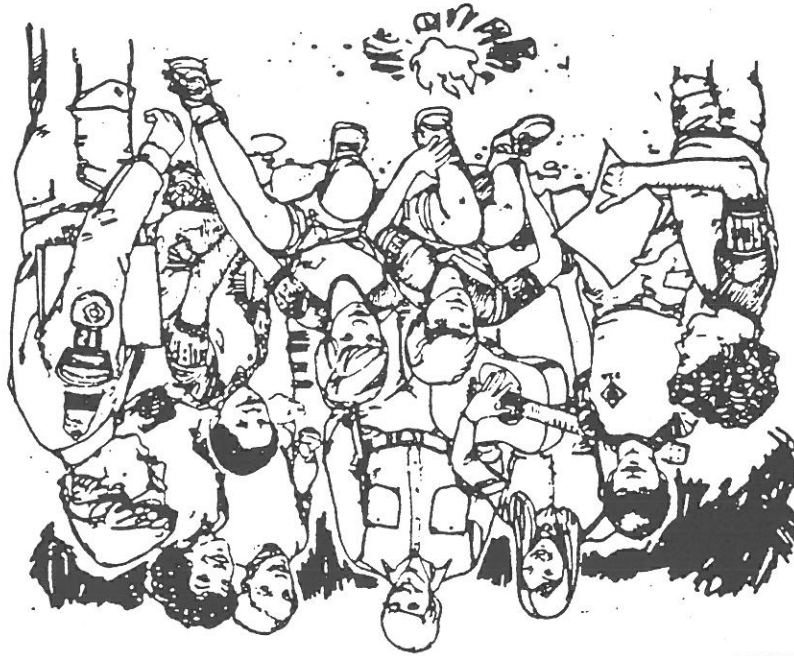


## SUMMER CAMP OPPORTUNITIES FOR CUB SCOUTS

124

**Cub Scout Day Camp**  
This is two days of fun, activity, and adventure for Cub Scout dens and packs. Activities include BMX bikes, archery, BB guns, crafts, games, nature and obstacle course. A new theme is selected each year such as Tom Sawyer Days, Under the Big Top, and Cub Frontier to name just a few. Day Camp is conducted at Cannon River Scout Reservation during June and Fred C. Andersen Scout Camp during July and early August. The two day format provides different events on even and odd days.

**Camp Akela**  
This is the name given for resident camping for Cub Scouts and adults. This is a pack activity for graduating Tiger, Wolf and Bear Cubs (Webelos attend Navajo Webelos Camp). Cubs and adults stay in cabins. A 1 to 1 Cub Scout/adult ratio is required. In situations where no adult is able to attend with a boy, a 1:2 adult/child ratio will be allowed at the pack's option. Camp Akela is a unique opportunity for adults and their Cub Scouts to spend quality time together working on advancement, enjoying recreational activities and learning about camp. Activities include nature, crafts, outdoor skills, swimming, games and much more during the weekend.



## Navajo Webelos Camp

For Webelos who will be entering 5th grade in the fall, Navajo Webelos Camp introduces second year Webelos to the basics of Boy Scouting. This camp is held at Tomahawk Scout Reservation. Webelos and adults live in camp supplied wall tents with canvas cots. A two to one Webelos/adult ratio is required. Activities include work on Webelos activity badges, nature, swimming, archery, BB gun target shooting and more. Campers eat in a dining hall. Nine sessions are offered throughout the summer.

# SCOUTING'S OUTDOOR PROGRAM—EVER-INCREASING CHALLENGE OUT-OF-DOORS

		DEGREE OF CHALLENGE									
		TIGER	WOLF	BEAR	WEBELOS	BSA	VS	EXPLORER			
GRADE	FIRST	SECOND	THIRD	FOURTH AND FIFTH	SIXTH	SEVENTH	EIGHTH	NINTH	TENTH	OLDER SCOUTS AND EXPLORERS	
	Boy-parent Excursions	Day Camp	Day Camp	Day Camp	Day Camp	Day Camp	Day Camp	Day Camp	Day Camp	Day Camp	
	Resident Overnights	Resident Overnights	Resident Overnights	Resident Overnights	Resident Overnights	Resident Overnights	Resident Overnights	Resident Overnights	Resident Overnights	Resident Overnights	
	Field Trips	Field Trips	Field Trips	Field Trips	Field Trips	Field Trips	Field Trips	Field Trips	Field Trips	Field Trips	
	Outings	Outings	Outings	Outings	Outings	Outings	Outings	Outings	Outings	Outings	
	Sports	Sports	Sports	Sports	Sports	Sports	Sports	Sports	Sports	Sports	
	Backyard Overnights	Den Walks	Den Walks	Den Walks	Den Walks	Den Walks	Den Walks	Den Walks	Den Walks	Den Walks	
	Hikes	Hikes	Hikes	Hikes	Hikes	Hikes	Hikes	Hikes	Hikes	Hikes	
	Adventure	Adventure	Adventure	Adventure	Adventure	Adventure	Adventure	Adventure	Adventure	Adventure	
	Activity	Activity	Activity	Activity	Activity	Activity	Activity	Activity	Activity	Activity	
	Badge	Badge	Badge	Badge	Badge	Badge	Badge	Badge	Badge	Badge	
	Parent-son	Parent-son	Parent-son	Parent-son	Parent-son	Parent-son	Parent-son	Parent-son	Parent-son	Parent-son	
	Resident Camp	Resident Camp	Resident Camp	Resident Camp	Resident Camp	Resident Camp	Resident Camp	Resident Camp	Resident Camp	Resident Camp	
	Webelos	Webelos	Webelos	Webelos	Webelos	Webelos	Webelos	Webelos	Webelos	Webelos	
	Resident Camp	Resident Camp	Resident Camp	Resident Camp	Resident Camp	Resident Camp	Resident Camp	Resident Camp	Resident Camp	Resident Camp	
	Day Camp	Day Camp	Day Camp	Day Camp	Day Camp	Day Camp	Day Camp	Day Camp	Day Camp	Day Camp	
	Short-term Camps	Short-term Camps	Short-term Camps	Short-term Camps	Short-term Camps	Short-term Camps	Short-term Camps	Short-term Camps	Short-term Camps	Short-term Camps	
	Camporees	Camporees	Camporees	Camporees	Camporees	Camporees	Camporees	Camporees	Camporees	Camporees	
	Boy Scout Camping I	Boy Scout Camping I	Boy Scout Camping I	Boy Scout Camping I	Boy Scout Camping I	Boy Scout Camping I	Boy Scout Camping I	Boy Scout Camping I	Boy Scout Camping I	Boy Scout Camping I	
	Jamborees	Jamborees	Jamborees	Jamborees	Jamborees	Jamborees	Jamborees	Jamborees	Jamborees	Jamborees	
	Boy Scout Camping II	Boy Scout Camping II	Boy Scout Camping II	Boy Scout Camping II	Boy Scout Camping II	Boy Scout Camping II	Boy Scout Camping II	Boy Scout Camping II	Boy Scout Camping II	Boy Scout Camping II	
	Theme Camping	Theme Camping	Theme Camping	Theme Camping	Theme Camping	Theme Camping	Theme Camping	Theme Camping	Theme Camping	Theme Camping	
	Weekend Campouts	Weekend Campouts	Weekend Campouts	Weekend Campouts	Weekend Campouts	Weekend Campouts	Weekend Campouts	Weekend Campouts	Weekend Campouts	Weekend Campouts	
	Boy Scout Camping III	Boy Scout Camping III	Boy Scout Camping III	Boy Scout Camping III	Boy Scout Camping III	Boy Scout Camping III	Boy Scout Camping III	Boy Scout Camping III	Boy Scout Camping III	Boy Scout Camping III	
	High Adventure	High Adventure	High Adventure	High Adventure	High Adventure	High Adventure	High Adventure	High Adventure	High Adventure	High Adventure	
	National High Adventure	National High Adventure	National High Adventure	National High Adventure	National High Adventure	National High Adventure	National High Adventure	National High Adventure	National High Adventure	National High Adventure	
	Council High Adventure	Council High Adventure	Council High Adventure	Council High Adventure	Council High Adventure	Council High Adventure	Council High Adventure	Council High Adventure	Council High Adventure	Council High Adventure	
	Wilderness and Back Country	Wilderness and Back Country	Wilderness and Back Country	Wilderness and Back Country	Wilderness and Back Country	Wilderness and Back Country	Wilderness and Back Country	Wilderness and Back Country	Wilderness and Back Country	Wilderness and Back Country	



OLDER SCOUTS AND EXPLORERS

BOY SCOUTS AND VARSITY SCOUTS

CUB SCOUTS

TIGER CUBS

STAFF SUPPORT

FAMILY CAMPING

The best all-around source of ideas for field trips is found in a little book entitled Exploring the Twin Cities with Children by Elizabeth S. French. Originally published in 1975, the author has been regularly revising and updating the book. While available from many libraries, it is well worth it for every pack to own a copy. Mrs. French includes phone numbers and other pertinent information for many interesting places to visit around the Twin Cities area.

Another valuable source for field trip ideas is the parents of your Cub Scouts. Visiting Mom or Dad's place of business is an exciting opportunity for the Scouts. In addition don't be afraid to ask local businesses, historical societies, libraries and other local sources for tours. Most are delighted to help.

Some specific suggestions for tried-and-true successful den trips:

#### Minnesota State Capitol

Tour reservations can be made by calling the Minnesota Historical Society (612/296-2881). Another way to do it is to call your local representative's or senator's office (numbers available from your local library).

#### Minnesota Zoo, Apple Valley

Visiting a zoo can complete Bear achievement 5d or a Webelos Naturalist requirement. Check with your Cubs to see if any of their families have membership at the zoo so that you might take advantage of the reduced admission charge for "guests". There are plenty of walking paths and a spot to have a picnic lunch. Call ahead if you want to meet with a member of the zoo staff for a portion of you trip. (612/431-9200)

#### Cannon Valley Trail, Cannon Falls to Red Wing

This is a fine recreational trail which has been developed over the past several years. It is a 19.7 mile paved trail which follows an old railroad bed, connecting Cannon Falls, Welch, and Red Wing. It is mostly level and offers great scenery. The biking is great. You can access the trail in any of the three communities and there are picnic areas available in each. User fees are charged for bikers 16 years and older (\$2 daily, \$7 annual in 1992). The trail is used heavily on weekends during the summer, but is much less crowded on weekdays. It makes for a great pack or den outing.

You might consider a family campout at Cannon River Scout Reservation in conjunction with the biking trail. Cannon River is just 5 miles from the start of the trail in Cannon Falls, and offers a great family camping facility between Memorial Day and Labor Day. (Camp fee in 1992 was \$6 per family per night. Call Scout Office 612/224-1891 for reservations).

Detailed informational brochures on the trail are available at the Scout Camp or by calling the trail office at 507/263-3954.



ST. PAUL AREA PARKS AND WILDLANDS

Afton State Park, Hastings, MN 612/436-5391  
 Battle Creek Park, Maplewood, MN 612/777-1707  
 Bethel Wildlife Management Area, Wyoming, MN 612/464-2860  
 Black Dog Scientific and Natural Area, St. Paul 612/297-3288  
 Blackhawk Municipal Park, Eagan MN 612/454-8100



Boot Lake Scientific and Natural Area, Anoka County, 612/297-3288  
 Cannon River Wilderness Area, Faribault, MN 507/334-2281 ext 260  
 Carl Johnson County Forest, Buffalo MN 612/682-3900 ext 182  
 Carlos Avery Wildlife Management Area, Forest Lake, MN 612/296-5200  
 Carpenter St. Croix Valley Nature Center, Hastings, MN 612/437-4359  
 Cleary Lake Regional Park, Prior Lake, MN 612/447-2171  
 Coon Lake Park, Anoka, MN 612/757-3920  
 Cottage Grove Ravine Regional Park, S. Wash. Co., 612/731-3851  
 Cranberry Wildlife Management Area, Cambridge, MN 612/689-2832

Crosby Farm Nature Area, St. Paul, MN 612/292-7400  
 Dalbo Wildlife Management Area, Cambridge, MN 612/689-2832  
 Dodge Nature Center, West St. Paul, MN 612/455-4531  
 Esker Wildlife Management Area, Lonsdale, MN 507/455-5841  
 Falls Creek Park, Faribault, MN 507/334-2281 ext 260

Fort Snelling State Park, St. Paul MN 612/726-1961 or  
 612/726-9247 (interpretive center)

Frontenac State Park, Lake City, MN 612/345-3401  
 Grass Lake Regional Park, Shoreview, MN 612/777-1707  
 Harry Larson County Forest, Monticello, MN 612/682-3900 ext 182  
 Hastings Scientific and Natural Area, Hastings, MN 612/297-3288  
 Hay Creek Recreation Area, Red Wing MN, 612/345-3216

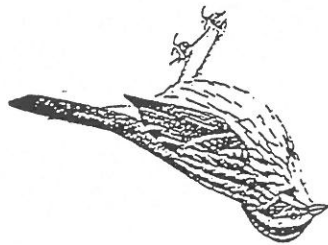


Hidden Falls Park, St. Paul, MN 612/292-7400  
 Interstate Park, Taylors Falls, MN 612/465-5711  
 Johanna Lake-Schmidt Park, Arden Hills, MN 612/777-1707  
 Joy Park, Maplewood, MN 612/777-1707  
 Katherine Ordway Nat'l Hstry Stdy Area, Inver Grove Heights, MN  
 612/455-6204

Lake Elmo Park Reserve, Lake Elmo, MN 612/731-3851  
 Lakefront Municipal Park, Prior Lake, MN 612/447-4230  
 Lamprey Pass Wildlife Management Area, Forest Lake, MN 612/464-2860  
 Lebanon Hills Regional Park, Apple Valley, MN 612/437-6608  
 Lilydale Park, St. Paul, MN 612/292-7400



Long Lake Regional Park, New Brighton, MN 612/777-1707  
 Loveland Park, Newport, MN 612/459-5677  
 Maplewood Nature Center, Maplewood, MN 612/738-9383  
 Minnesota Zoological Garden, Apple Valley, MN 612/432-9000  
 Mississippi Gorge Reg. Park, St. Paul, MN 612/292-7400



Nerstrand Woods State Park, Nerstrand, MN 507/334-8848  
 Oakdale Park, Oakdale, MN 612/739-5086  
 Ojibway Park, Woodbury, MN 612/739-5972  
 Otter Lake Regional Park, Maplewood, MN 612/777-1707  
 Patrick Eagan Municipal Park, Eagan, MN 612/454-8100

Paul Hugo Farm Wildlife Mgmt Area, Forest Lake, MN 612/296-5200

Fig's Eye Island, St. Paul, MN 612/292-7400  
 Pine Point County Park, Stillwater, MN 612/731-3851  
 Phalen Lake, St. Paul, MN 612/292-7400  
 Rice Creek Chain of Lakes Reg. Park Reserve, Lino Lakes, MN 612/757-3920

Richter Wood County Park, Le Center Mn 612/364-5000

Ritter Farm Park, Lakeville, MN 612/469-4431  
 Riverbend Nature Center, Faribault, MN 507/332-7151  
 Riverside Park, St. Paul Park, MN 612/459-9785

Robert E Ney Memorial Count Park Res., Maple Lake, MN 612/682-3900

Roseville Central Park, Roseville, MN 612/490-2200

Rush River State Wayside, Jordan, MN 612/492-6400

Sakatah Lake State Park, Waterville MN 507/362-4438

Spring Lake Park Reserve, Hastings, MN 612/437-6608

Tamarac Nature Center, White Bear Lake, MN 612/429-7787

Tamarac Nature Preserve, Woodbury, MN 612/739-5972

Thomas Lake Park, Eagan, MN 612/454-8100

Townsend Woods, Morristown, MN 612/297-3288

Valley Park, Mendota Heights, MN 612/452-1850

Valley Municipal Park, Inver Grove Heights, MN 612/457-2111

Warner Nature Center, Hugo, MN 612/433-2427

Wild River State Park, Center City, MN 612/583-2125

William O'Brien State Park, Marine-on-St Croix, MN 612/433-2421



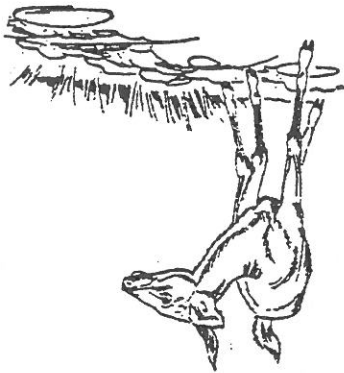
**FIELD TRIPS IN WESTERN WISCONSIN**

Cheese Factories

Cady Cheese, Wilson, WI 715/772-4218  
 Crystal Lake Cheese Factory, Comstock, WI 715/822-2437  
 Eau Galle Cheese Factory, Durand, WI 715/283-4276  
 Ellsworth Co-op Creamery, Ellsworth, WI 715/273-4311  
 Knapp Creamery, Knapp, WI 715/665-2266  
 Nelson Cheese Factory, Nelson, WI 715/565-4059

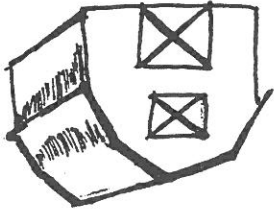
State and County Parks

Crex Meadows Wildlife Area, Grantsburg, WI 715/463-2899  
 Cylon Wildlife Management Area, Baldwin, WI 715/684-2914  
 Eau Galle Lake, Spring Valley, WI 715/778-5562  
 Ice Age Interpretive Center, St Croix Falls, WI 715/483-3747  
 Gandy Dancer Trail, Centuria, WI 715/646-2300  
 Glen Hills Park, Glenwood City, WI 715/265-4613  
 Grantsburg Visitor Center, Grantsburg, WI 715/629-2148  
 Kinnickinnic State Park, River Falls, WI 715/425-1129  
 National Scenic Riverway, St Croix Falls, WI 715/483-3284  
 Nugget Lake Park, Pierce County, WI 715/639-5611  
 Oakidge Waterfowl Production Area, Baldwin, WI 715/684-2914  
 Trego Visitor Center, Trego, WI 715/635-8346



Historic Sites and Buildings

Willow River State Park, Hudson, WI 715/386-5931  
 Wisconsin Interstate Park, St Croix Falls, WI 715/483-3747  
 Burnett County Historical Museum, Webster WI 715/866-8263  
 Clear Lake Area Historical Museum, Clear Lake, WI 715/263-2157  
 Fort Folle Avoine, Webster WI 715/866-8890  
 Heritage Center, New Richmond, WI 715/246-2431  
 Museum of Woodcarving, Shell Lake, WI 715/468-7100  
 Octagon House, Hudson, WI 715/386-2654  
 Polk County Museum, Balsam Lake, WI 715/485-3161 ext 269  
 Windmill Visitors' Center, Baldwin, WI



Fun With a Purpose

Cascade Falls, Osceola, WI  
 Crystal Cave, Spring Valley, WI 715/236-CAVE  
 Fawn-doe-rosa Animal Park, St Croix Falls, WI 715/483-3772  
 Phipps Center for the Arts, Hudson, WI 715/386-2305  
 Star Prairie Trout Farm, Star Prairie, WI 715/248-3633  
 State Fish Hatchery, St Croix Falls, WI

After an extensive study and evaluation of the Tiger Cub program, the basic program objectives and structure of Tiger Cubs, BSA, have been strongly reaffirmed.

- \* SHARED LEADERSHIP, with the adults in the group taking turns planning and conducting the group meetings and activities.
- \* AN ADULT PARTNER, usually the boys' parent, who registers with the boy and participates in all Tiger Cub meetings and activities.
- \* AN INFORMAL PROGRAM, without a high degree of structure, as is appropriate for first-graders.

- \* The GROUP COACH, appointed by the pack and trained in his/her responsibilities, organizes and orients the group and is responsible for its continuing success.
- \* Participation in PACK ACTIVITIES by the Tiger Cub group is LIMITED to those activities that will give the boy and his adult partner a preview of what will be available to them in the exciting world of Cub Scouts when the boy is eligible.
- \* The Tiger Cub uniform, made by using the iron-on emblem or the orange shirt from National Supply Division, is the official uniform of the program. The blue Cub Scout uniform is not worn by Tiger Cubs.
- \* While RECOGNITION for participation is desirable and currently part of the program, a formalized ADVANCEMENT program with requirements and badges is simply NOT APPROPRIATE for first-graders and is not part of the Tiger Cub program.

Although the basic objectives and format of the Tiger Cub program continue unchanged, several relatively minor improvements are planned for implementation over the next year or two. Some of these include:

- > An updated Tiger Cub Family Activity Book with more information on planning and conducting meetings and activities.
- > Tiger Cub participation in some council activities, especially Scout Shows.
- > Council activities designed exclusively for Tiger Cubs.
- > An option for either one or two group gatherings each month.
- > Expanded Tiger Cub group Coach training opportunities and better training for pack leaders in how to operate the Tiger Cub program.
- > An option for selection of a coordinating adult by the group.
- > Elimination of the separate registration status of the Tiger Cub group, with the Tiger Cubs and their adult partners being included on the pack charter. This will also eliminate the need for any paperwork to move the boy from Tiger Cubs to Cub Scouts.

As a result of these changes, the Tiger Cub program will be able to more effectively serve first-grade boys and their adult partners with a program that is easy to operate and appropriate to the age of the boys involved. Watch for more information in Scouting Magazine concerning these updates to the Tiger Cub Program.



Gumball Racer

Materials:

- 4 small gumballs
- 1 plastic straw
- 2 round tooth picks
- 1 spring clothespin
- 2 gumballs (for chew glue)

First, pop the two "chew glue" gumballs into your mouth and start chewing.

Cut two pieces of the straw, about 1" long. Using the toothpick, poke a hole all the way through the center of each small gumball. Press slowly and carefully.

To make an axle, poke a toothpick through one of the straw pieces. Poke each end through the hole in one of the gumballs and out the other side. (You might have to snip the straw pieces to make them shorter if there isn't room for the wheels.)

Clamp on axle into the front end of the clothespin. Tape the other axle under the clothespin near the back.

Wet your fingers and break off small balls of chewed gum. (You are chewing those gumballs, aren't you?) Mold them to the ends of the axles to keep the wheels on.

Edible Campfire

This is a great group activity. As the boys "build" their campfires, talk about why each step is important. After the "fire" is built, enjoy eating this special treat.

Ingredients:

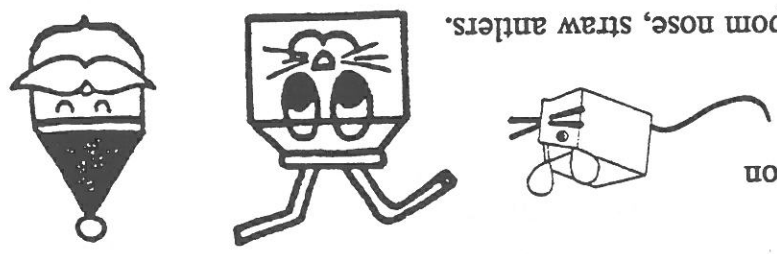
- napkin (cleared area)
- small paper cup of water (bucket of water to put fire out)
- miniature marshmallows (fire circle surrounding cleared area)
- shredded coconut (tinder, burns fast to get fire started)
- Fritos and skinny pretzels (kindling to keep fire going)
- cheese sticks (fuel)
- candy corn (flame)



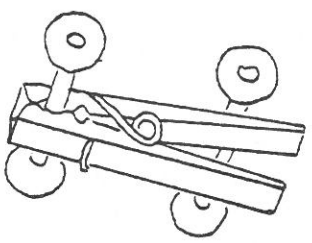
Follow up with a picnic or fishing trip where the boys can actually assist with building a campfire.

Holiday Half-pints

Christmas mouse: turn closed carton on its side. Use felt ears, straw whiskers, yarn tail.  
Santa: red felt hat, cotton beard.  
Reindeer: painted eyes, red pom-pom nose, straw antlers.



Tiger Cub Crafts



Songs for Tiger Cubs

Tiger With Me

Tune: This Old Man

My ole Dad

Can't you see

Wants to be a Tiger with me

With an orange shirt and a book in his hand

We are searching all the land.

My ole Mom

Can't you see

Wants to be a Tiger with me

With an orange shirt and a book in her purse

We are discovering this earth.

Sister and brothers

Can't you see

Want to be Tiger Cubs with me

With our go and see it

We are on the run

Tiger families are so much fun.

T-I-G-E-R-S

Tune: Mickey Mouse Club

Come along and sing a song and join our family,

T-I-G-E-R-S Tigers! They're for me!

Tiger Cub! Tiger Cub!

Forever let us hold our banner high

High! High! High!

We're the ones who start it all

We're where the Scouts begin.

T-I-G (Gee, we're having fun)

E-R-S (S because we're Scouting)

Tigers, we're the one.

Tiger Cubs, Tiger Cubs

Tune: Jingle Bells

Tiger Cubs, Tiger Cubs

We have lots of fun.

Big Ideas for everyone,

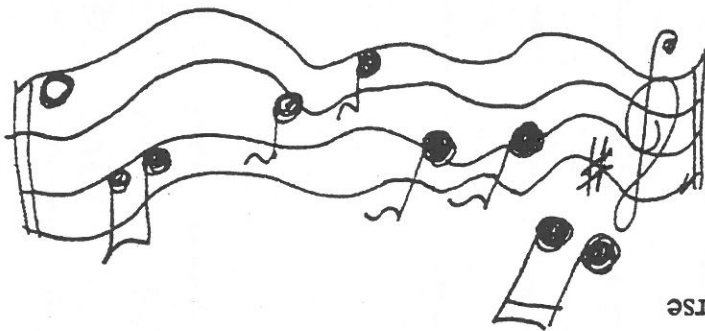
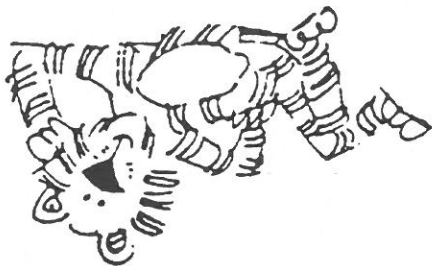
That is how it's done.

Learn the promise and the motto

Search, Discover, Share.

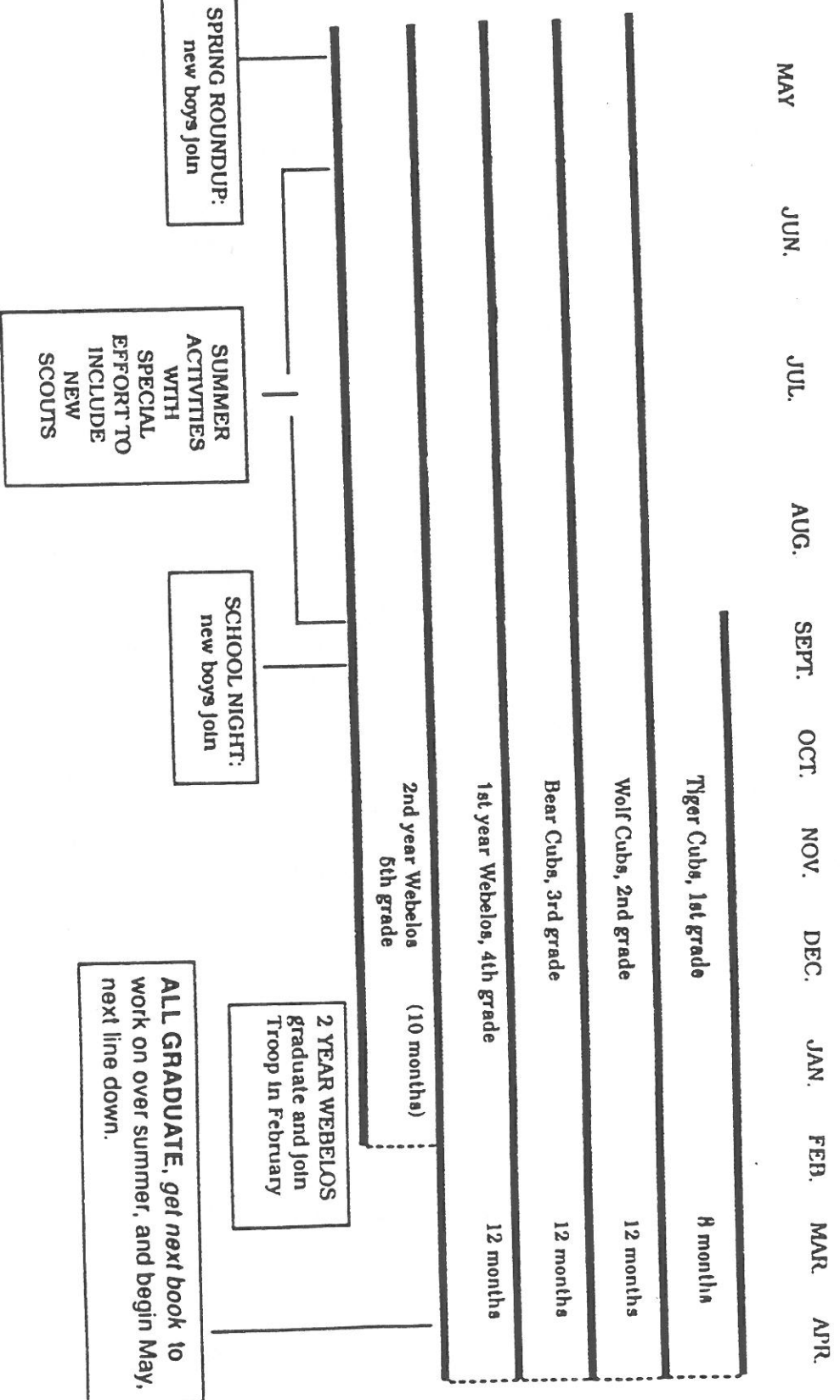
Oh what fun it is to be

A Tiger Cub like me.



# THE CUB SCOUT CYCLE

## with February graduation of 2nd year Webelos



## THE CUB SCOUT CYCLE with February graduation of 2nd year Webelos

This provides a written explanation of the chart. Both tell the same story.

**TIGER CUBS:** May join Tigers any time after starting their first grade school year. Usually they join during the fall School Night for Scouting, their first grade year.

**WOLF CUB SCOUTS:** May join as a new Cub Scout during Spring Roundup of their first grade year, or anytime thereafter.

**BEAR CUB SCOUTS:** May join as a new Cub Scout during Spring Roundup of their 2nd grade year or anytime thereafter.

**FIRST YEAR WEBELOS:** May join as new Webelos during Spring Roundup of their 3rd grade year or anytime thereafter.

**SECOND YEAR WEBELOS:** May join as new, 2nd year Webelos during Spring Roundup of their 4th grade year, or anytime thereafter.

**BOY SCOUTS:** May join as a new Boy Scout during February of their 5th year, or anytime thereafter.

**IMPORTANT NOTE:** \*\* A boy's age should usually be disregarded, and they should graduate together, by grade, in April, to their next book. They can then begin working on a new, exciting book during the summer.

## CUB SCOUTS WITH SPECIAL NEEDS

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Since 1911, the Scouting program has been a proven method for enhancing the moral, mental, social and physical development of young people.

Youth who benefit from this development through Scouting often include individuals who vary in physical, mental and emotional abilities.

The Scouting program has assisted thousands of youth, throughout its eight decades to become wholesome, contributing members of society. Since its conception, if a youth met the basic entrance requirements the Boy Scouts have established, a youth could experience all that Scouting programs have to offer.

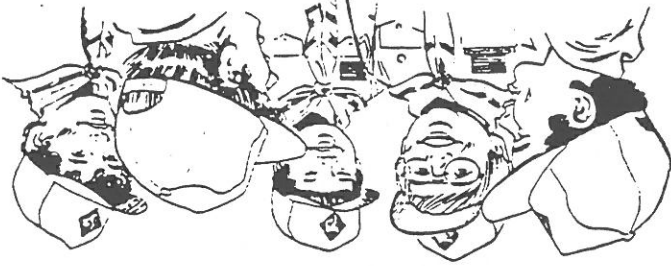
Scouts with special needs make up 8% percent of the total youth the Scouting program has served in the past 80 years. Throughout the years, special packs, troops, and posts were developed to serve individuals with a variety of disabilities. Although this segregated program was successful, in many regards, it is being proven today that children with special needs can be successfully included in neighborhood packs, troops, and posts that include youth without disabilities.

Both children with and without disabilities benefit from working and cooperating together. Currently, in the Indianhead Council, there are approximately 1,000 youth with disabilities involved in traditional Scouting programs. That is, these youth with special needs are included in and benefiting from the Scouting program, just like children without disabilities.

Through the caring and hard work of trained and dedicated volunteers, these youth have gained a variety of skills to better prepare themselves for adulthood.

The adaptation suggestions on the following page are designed to further include youth with disabilities in the Scouting program.

For additional program suggestions contact the Special Needs Division of Indianhead Council at 612/224-1891.





**Small Changes Make a Big Difference**

Each Scout in every den, troop and post is special. Each has unique needs that leaders must consider as they plan activities that assist Scouts to learn and advance in rank.

Adaptations and modifications to the traditional Scouting program can be used to assist the special needs Scout to be more involved in the Scouting experience. As you begin to include special needs Scouts in your program, consider these principles and techniques:

1. Only adapt when necessary. Adapt enough to increase participation success and enjoyment.
2. View any changes or adaptations as temporary. The goal is to teach the youth, if possible, how to participate in activities in a standard manner.
3. Make adaptations on an individual basis. Adaptations should be based on the very specific needs of the individual.

ACTIVITY	SITUATION	ADAPTATION
Baseball	Youth in wheelchair	1. Boy hits ball off an orange cone, instead of being pitched to. 2. A fellow Scout pushes him to the bases.
Whittling	Scout has little hand strength.	1. Use soap bar vs wood. 2. Have another Scout whittle and youth sand the wood.
Instructions to an activity	Scout has difficulty in remembering verbal information.	1. Written instructions for youth, or keep verbal instructions brief. 2. Show, don't tell. 3. Give youth chance to show his understanding.
Reading	Scout has difficulty in decoding the written language.	1. Another Scout reads to him. 2. Necessary requirements recorded on cassette tapes.
Memorizing Cub Scout Promise	Memorization is very difficult.	1. Memorize one line of Promise a week. 2. Youth signals by hand when Promise is said correctly. 3. Youth learns first line, rest of den chimes in to complete the Promise.

Developed by M. Tipton Ray, consultant and Scout volunteer

Primary source: Schleen, S.J. and Ray, M.T. Community Recreation and Persons with Disabilities = Strategies for Integration, Baltimore, Paul H. Brooks Publishing, 1989.

## CONSIDER YOUR FAMILY

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Your time is a precious commodity, pulled in different directions by family, job, civic duties, personal interests, hobbies and other responsibilities. So why divide your time one more way by volunteering in Scouting? Some valid reasons would include: to spend quality time interacting with your children and others their age, to become involved in your community and local scouting family, and for personal achievement in your life.

A Scout's commitment to scouting can enhance family relationships and increase personal happiness.

## MARRIAGE AND SCOUTING

Your marriage is one of the most important things in your life. It's a way of communication, trust and cooperation you live by, with other relationships balancing around it. A steady, growing relationship at home enables you and your spouse to branch out in other directions.

Use the "Our Growing Marriage" work sheet as a guideline to measure how well your marriage is growing. Think about the energy, time, and commitment you use in your relationship with your spouse. Let down ideas that work well for you and make note of areas you need help with. Experts say a growing, finely tuned marriage will add to your success as an individual and a Cub Scout leader.

## The "C" Word - COMMUNICATION

Communicating with words and actions is the way we interact with those around us. To make our needs known we have to express our ideas and expectations clearly, in a way others can understand. Studies have shown that we learn and communicate in three different ways:

Visual - by seeing

Auditory - by hearing

Kinesthetic - by touching

You may be much better at one form than another.

Think for a moment about how you might give (or receive) instructions for tying a knot. A visual person will get a book and look at drawings. An auditory person will need to listen to the instructions, perhaps talking out loud. The kinesthetic individual will have a rope in hand and be practicing. Teachers use all three methods to reach out to the entire class. You also must use all three forms when communicating with your family and in scouting.

When leaving for a scout meeting, say good-bye to everyone, leave a written note saying where you'll be, give a kiss or a hug good-bye, all three get your message of leaving to everyone. Also be specific about your wants and needs when using words. Don't make it a guessing game. Do as you say you are going to, so your words and actions agree. Don't give off mixed signals. Communication is the key to organization within the family. When its working, all members are aware of what and why things happen.

OUR GROWING MARRIAGE

Work sheet

Parts of Marriage      low needs growth      1      2      3      4      5  
Rating      high growing area  
Comments

Communication					
Commitment to marriage					
Consideration of each other					
Parenthood					
Time for each other					
Expressing appreciation					
Showing interest in each other					
Finances					
Supporting each other in:					
community activities					
place of worship					
business					
family					
Scouting					
Service to others					
Sense of humor					
Common values and goals					
Stress management					
Expressing anger					
Getting along with in-laws					

**ORGANIZATION - TIME MANAGEMENT**

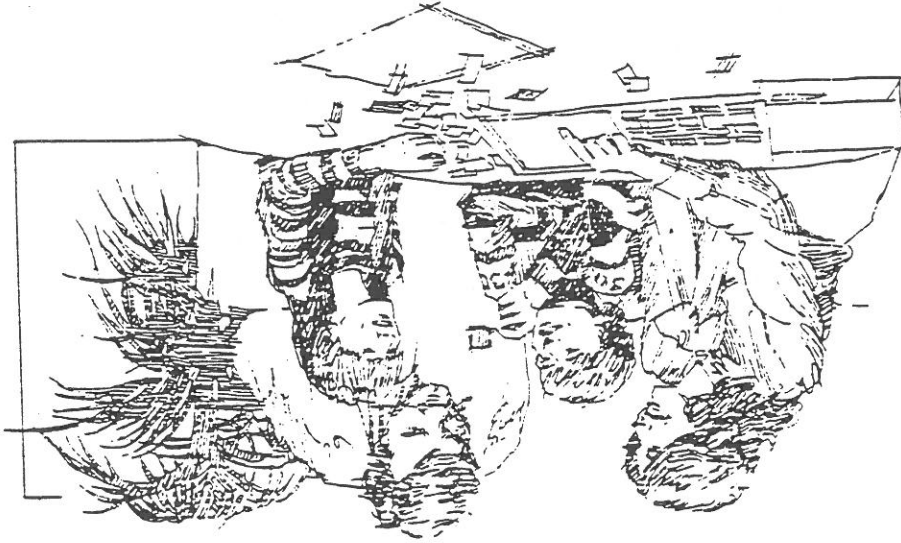
A dictionary definition for *organize* is: to arrange, so as to be ready for service. Below are some tips to help you manage your time.

Have a household calendar. The entire family should record upcoming events and commitments to show the whole picture for the next day, week or month. Get in the habit of checking the calendar daily to avoid missing an event. Of course other things will come up and two or more things may occur at the same time - decisions will need to be made on activities and attendance.

Make a list of jobs to accomplish. Putting tasks to be done on paper can give you a different perspective. Which ones need to get done first - set some priorities. Do you have to do each one yourself, delegate or enlist some help; give your assistant den leader specific responsibilities or turn one task into a family fun project. Combine jobs or trips to eliminate wasted time.

Have family meetings. Plan and share upcoming events and tasks. Involve the family and listen to all members' concerns and expectations.

Know your commitments and set priorities. You know what's expected at your job, examine your family commitments - school activities, birthdays, swim lessons, sport groups, baby sitting with young children, family outings - these all need to be juggled on your calendar. Learn your scouting responsibilities: a weekly den meeting, a monthly pack meeting, roundtable, committee meeting, planning time. Schedule what has to get done and SAY NO to extra duties you can't make time for. Be involved in things you enjoy doing, they will give you immense satisfaction and fulfillment.



**GOLDEN NUGGETS**

Golden Nuggets are ways units can recognize spouses and families. Please add your own ideas to use within the family as well.

1. Use a spouse appreciation certificate (wallet size) or the Scouter's Wife/Husband Award, or a "thank you" pin.

2. At unit, district, and council functions, select one spouse to represent all and present flowers, candy, plaque, poem or song.

3. At recognition dinners, place a card, poem or flower near each plate.

4. Ask the Scout Executive or committee chair to send a thank you letter to each spouse.

5. Recognize spouses at all events and activities.

6. Have a Scouter testimonial for the spouses.

7. Conduct an annual spouse recognition day, BBQ, picnic, or other activity.

8. Schedule a spouses' day at camp.

9. Plan a special spouses' program.

10. Have unit provide household services for spouses and Scouters. Units could sing, give a gift, wash the car, mow the lawn, paint the house, tend the children, tell the spouse how much he/she is appreciated. Pack committee could: provide a night out: dinner, a movie, party, or baby sitting service.

11. Feature stories in the pack newsletter, council newsletter and local paper about the services of Scouters and support of spouses.

12. Recognize Scouters in front of spouses and send letters or notes of appreciation.

- 13.
- 14.
- 15.
- 16.
- 17.

## CUB SCOUT ACADEMICS PROGRAM

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In 1992 an academics component was added to Cub Scouting, providing Cub Scouts and Webelos Scouts an opportunity to become more proficient in four academic subjects. The program includes a scholarship emphasis and encourages the boy to "do his best" while involving a parent whenever possible. The program encourages youth to pursue a learning process on their own, in the den and pack or community, and to have fun at the same time.

The academic subjects are art, science, music and communicating. There are books, belt loops, pins and trophies similar to the Cub Scout Sports program. Each of the subjects has its own requirements for awarding participation points but all emphasize hands-on experiences and the presentation of a final project.

### ART

Drawing is more than a pleasant way to pass the time; it is a learning experience and a tool that can be used to aid the teaching of other subjects. To learn the drawing process several visual exercises are outlined that are appropriate for the Cub Scouts. General concepts of line and shape are demonstrated with the detail interpretations to be added by the individual child. Several different media are presented for the youth to practice creative expressions: pencil and crayon drawing, painting, paper making, printing, stenciling, block prints, and lettering. A culminating activity of developing an art exhibit is suggested and outlined.

### COMMUNICATING

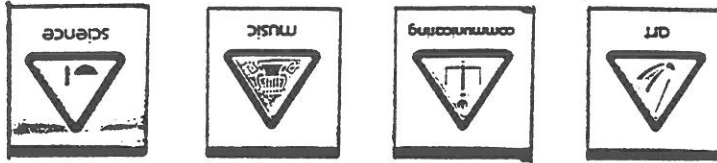
The joys of reading and using the library are detailed in several small group and individual activities. The Cub Scout explores the many treasures hidden in books and gives expression to new found characters through verbal and pictorial communications.

### MUSIC

Through the activities in this book the Cub Scout will experience music in its many forms: singing, playing an instrument, body movement, conducting, creating, listening and performing. There are several simple small group activities that can be used in the den in preparation for a pack presentation.

### SCIENCE

While this booklet can be used by any interested parent and Cub, it is very helpful to the Cub or Webelos Scout in upper elementary or middle school, who wants to conduct a science fair project. The steps from initial ideas, to choosing a project, to researching it, to conducting the project and then displaying it are concisely presented. There are several examples of suitable science fair projects included.



To be worn on Cub Scout uniform belt.

## RECRUITING LEADERS

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### What motivates adults to become leaders?

1. Their sons are scouts.
2. They are former scouts who want to help.
3. They are veteran scouters.

From these areas as well as other areas, whatever motivates an adult to be a leader is a possible source as to how and where we can recruit new leaders.

### Where can you find and evaluate prospective leaders?

1. Joint Tiger Cub/Pack events.
2. Pack campouts.
3. Event Planning Committee Meetings.
4. National Eagle Scout Association.
5. Order of the Arrow.
6. District Office.
7. Referrals from leaders, neighbors, church or charter partner.
8. Explorer Posts/Ships.

### How do you recruit adult leaders?

Now that we know what motivates a prospective leader and where to locate prospective leaders, how do we get the signature on an application form? Take it step by step and use the resources available to you.

1. Ask in person, face to face, avoid the telephone.
2. Be honest.
3. Let them know that they are not alone, that help is available.
4. Do not insist on a long term commitment.
5. Do not pressure.
6. Follow up.

### What resource materials are available?

1. Adult Registration Application
2. Family Talent Survey Sheet
3. Telephone Reference Checklist
4. Selecting Cub Scout Leadership
5. Join Us (poster)
6. Membership in the Pack
7. Cub Scouts, Your Son and You (Indianhead Council form)
8. So You're A New Pack Committee Member
9. Fast Start Videos
10. Many other materials and videos are available.

Check with your unit leaders, District Executive, Scout Shop literature rack, and the resource room at the Council Scout Office.

When the leader signs the Application Form, that leader is agreeing to abide by the policies and regulations of the Boy Scouts of America, the organization they are joining.



Who do we recognize?

parents  
community leaders  
chartered organizations  
supporters

Why do we recognize?

special achievement  
job well done  
service above and beyond duty

Where do we give the recognition?

pack meetings  
telephone calls  
committee meetings  
news media  
community program  
chartered organization meeting

How do we recognize?

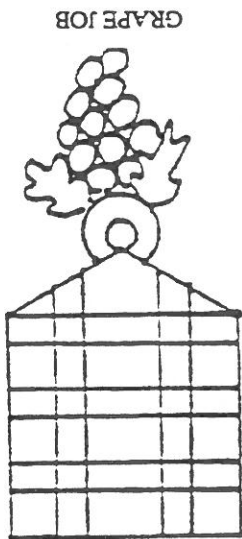
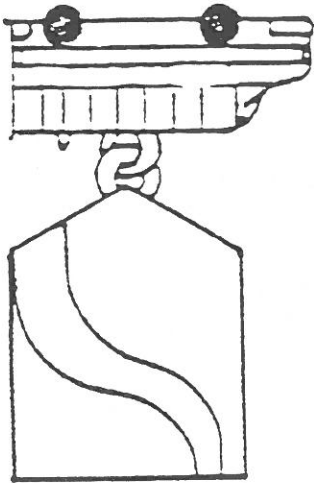
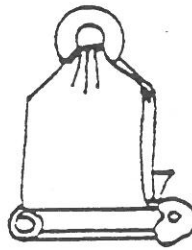
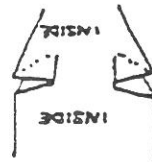
serious awards  
BSA supplies  
plaques  
medals  
certificates  
trophies  
not-so-serious  
ribbons  
sticker  
home-made items  
puns and fun  
materials on hand  
funny items  
play on words

Thanks and recognition goes a long way in getting people to return for a second job. The recognitions included here are of the "puns and fun" variety and should be used generously throughout the Cubbing year. Highlight the special events with recognition of those who make them happen.

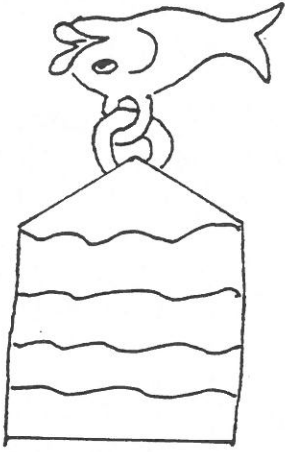
Medals

Using a large safety pin, wide ribbon, a washer, and appropriated charm you can make a variety of "special decorations."

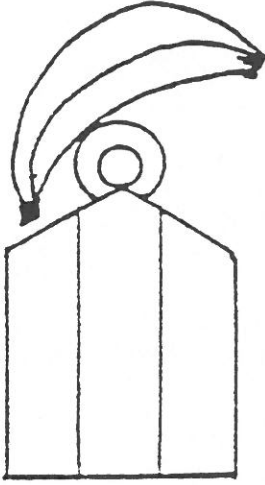
Wide cloth ribbon - 3 1/2" or longer



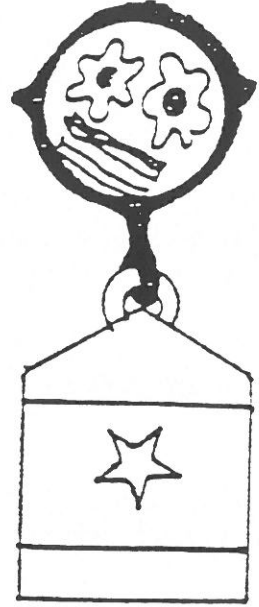




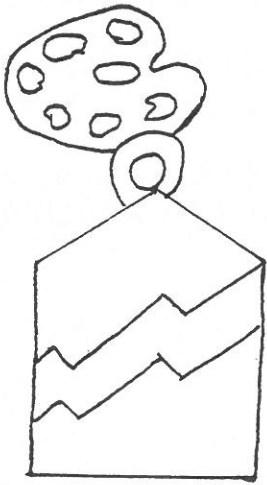
Great Swimmer



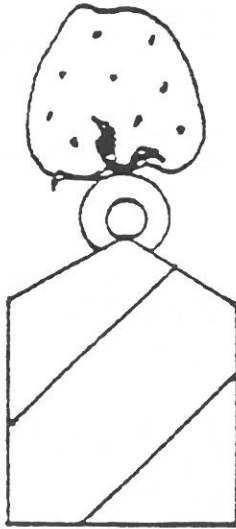
Top Banana



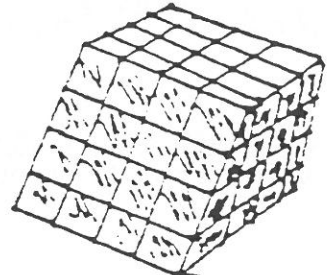
Star Cook



Great Artist



Berry Good



RUBIK'S CUBE

Gets-it-Together

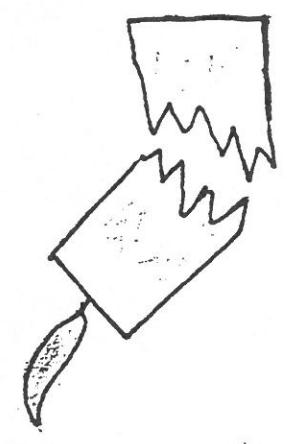
Examples of Puns and Fun Awards

These homemade awards are often the most fun to give and receive.

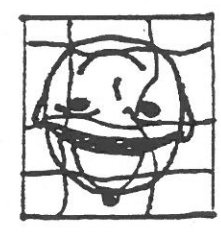
1. SUPER CLEANER: person who always sticks around to clean up (a tattered washcloth and bar of soap with Cup decal, or broom painted blue and gold)
2. STICKY AWARD: person that always gets you out of sticky situations (a cactus or bubble gum)
3. TIMER AWARD: for the referee (mounted egg timer or magnifying glass)
4. PEAR AWARD: for a terrific team (mounted plastic pear)
5. CRUTCH AWARD: for the person you lean on (set of play crutches)
6. KEY TO SUCCESSFUL SCOUTING: for those who make the program work (giant key, painted gold with blue ribbon)
7. GOOD EGG: for that person that doesn't crack under pressure (spray a Legg's egg)
8. MEASURE UP: their performance sets the standard (tape measure)
9. ORDER OF THE BEAR: those who did a "bearly" good job making things "bearable" for the "bearly" best (any type of bear)
10. WHALE AWARD: for the person who does a whale of a good job (toy or cardboard whale)
11. PUZZLE AWARD: person who makes the pieces fall into place (event)
12. REACH OUT AND TOUCH SOMEONE: for that person who is always making the phone calls (oversized telephone receiver)
13. FIRECRACKER: for the person who did a "bang up" job (small fire cracker made from chenille sticks)
14. HELPING HAND AWARD: for the person willing to lend you his (surgical glove filled with flour, tied shut with special ribbon)
15. BASKIN-ROBBINS AWARD: for the person who can lick any job (ice cream cone mounted on a base)
16. TOP BANANA: for the chairman of an event (plastic banana or banana sticker)
17. LIFE SAVER: for the person who saved the day (roll of life saver candy on plaque)
18. "YDG" AWARD: "ya done good" (cut letters from vinyl or leather)
19. GOPHER AWARD: for the one who always runs the errands or provides transportation (toy car or stuffed gopher)
20. RAISE IN PAY: for the long time volunteer that's always available for a project (small box of raisens)



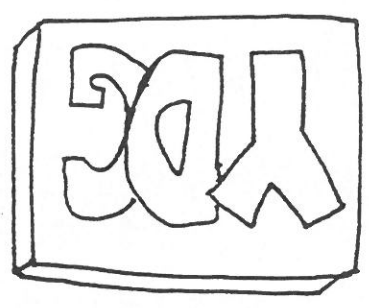
Helping Hand



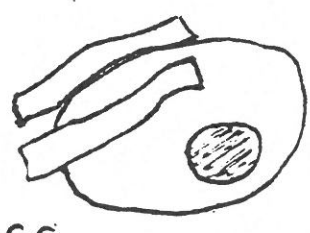
Firecracker



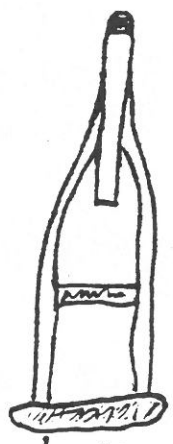
Puzzled



Ya Dun Good



Good Egg



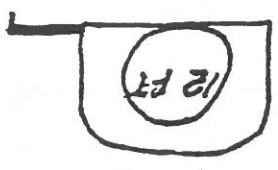
We lean on you



Baskin-Robbins



Stick with us



Measured up

ONE HUNDRED  
YEARS FROM NOW  
IT WILL NOT MATTER  
WHAT MY BANK  
ACCOUNT WAS,  
WHAT SORT OF  
HOUSE I LIVE IN,  
OR WHAT KIND OF  
CAR I DROVE.  
BUT THE WORLD  
MAY BE DIFFERENT  
BECAUSE I WAS  
IMPORTANT IN THE  
LIFE OF A CHILD



Cup Scouting

Hamp - om

Patch designs submitted by:  
Pat Ross (top)  
Karen Brophy (bottom)



Use games in your den meetings to give a change of pace to the activities. After Cubs have been sitting for a while try an action or relay game, when they have been noisily practicing a skit or song try a quiet game. Check the Monthly Theme Section of this book for additional games.

### Games Using Common Objects

#### Calendar Checkers

Place a used page from a large calendar on the floor. Give each Cub 3 checkers to toss on to the calendar from about 6 feet away. Each boy totals his score by adding up the dates that his checkers land on. Checkers could be pre-marked with tape and colored pens by the Cubs so all can checkers remain on the calendar until end of round.

#### Toothpick Cabin Building

Each Cub is given 10 flat toothpicks. Cubs take turns placing a toothpick on top of a bottle. The Cub whose toothpick causes the "cabin" to fall gives his remaining toothpicks to the Cub behind him. The one with the most toothpicks at the end wins.

#### Indian Pebble Game

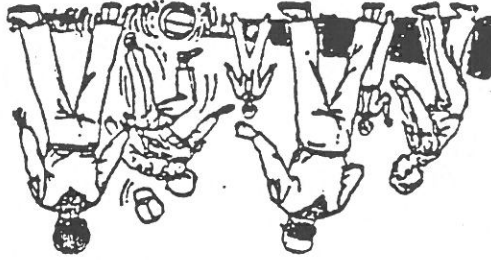
Cubs can make their own set of game pieces and keep them in a decorated juice can. Each Cub collects 10 small, smooth pebbles which he marks with a design on one side of each pebble. Pebbles are shaken from can to ground and the ones landing design side up are counted. Each Cub keeps a running score for three tosses. Boys will soon make their own variations of this game, some may want to pair up and play an even/odd game where one Cub chooses to collect the pebbles landing design side up, the other getting those that land design side down. Play can continue as long as each Cub has pebbles to toss, at the finish Cubs should be encouraged to return pebbles to their original owners.

#### Leaf Darts

Here is a quick backyard game for the fall. Pick leaves of uniform size, such as maple or oak, with and inch or two of stem. Wrap stems with tape to add weight. Throw the leaves, dart fashion, aiming at a basket or box. Have each Cub make 4 or 5 darts.

#### Handful Relay

Each team stands in a line. A pile of clothespins or similar articles, so many that a person will have some difficulty picking them all up at once in his two hands, is on the floor at one end of the line. At the signal, the Cub nearest the clothespins picks them all up at once and drops them to the floor in front of the second Cub. Each player picks up the clothespins and drops them again until the last Cub has dropped them at the far end of the line.



**Seek and Find Games****Bird Puzzle Relay**

Mount pictures of birds on filing cards or tagboard. Cut each into three pieces so that the legs are in one piece, the head and beak in the second piece, and the body in the third. Arrange all the legs on one table, the heads on another, and the body parts on a third table. Or use a large table and divide it into three sections.

Divide the Cubs into teams of equal number in file formation. At the signal to begin, the #1 player runs to the table, selects a card showing the legs of a particular bird, carries it back to the line and gives it to #2 player, who runs to the second table and tries to find the body of the bird whose feet he carries. He runs both pieces back to the #3 player, who runs to the third table and tries to find the head of the bird. When successful, #3 runs back and touches off #4 who runs to find a set of feet, starting the sequence all over. #3 meanwhile assembles the three cards together on the floor in front of his team.

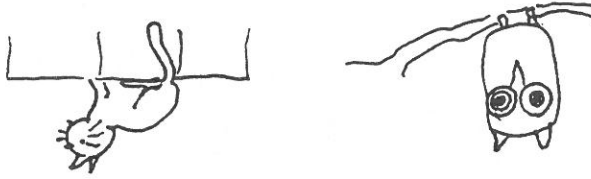
The game continues with player taking turns until 5 birds have been assembled. The first team finished wins five points plus five points for each correctly assembled bird. Mix up the cards and play again, keeping a running score. For older players, cut the cards into 4 or 5 pieces to make the game more difficult.

**Telephone Directory Relay**

Players are divided into relay teams, and each team is given a copy of a telephone directory, all directories being identical. The leader prepares in advance identical lists of page numbers, each accompanied by another number the latter not greater than 10. Each team is given one of the lists. At a signal, the first player of each team opens his directory to the page indicated by the first number of the list, and in the right hand column of this page he counts down the entries as far as indicated by the small number that accompanies the page number. Having found the indicated entry, he writes its telephone number on a sheet of paper, then hands the list, directory, and sheet of paper to the second man on his team, and the same process is repeated for the other numbers by the other players. This is continued until every player has found and written down a telephone number. The first team to produce a complete and accurate list is the winner.

**Witch's Hunt**

Cut out a number of cardboard bats, cats and owls, and hide them around the room. The players march around in a circle while the music is played. When music stops, they scatter and try to find the cut outs... as many as they can. When the music resumes, they must stop hunting and march in a circle again. The game continues until all cut-outs are found. Cats count one point, bats three points, and owls are five points. Cub with the highest score wins.





**Games Using Cub-Made Equipment**

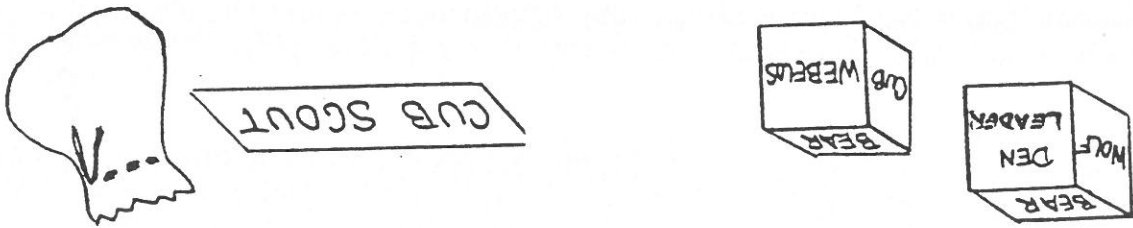
Cub Pack O' Dice

Make dice from large cubes of foam rubber or blocks of wood. Paint words pertaining to Cub Scouting on all 6 sides of each die. Boys take turns tossing out one die at a time, then trying to match the word on top by tossing the second die.

Scoring:

- 5 points if player matches word
- 1 point if second die's rank is lower than first
- 2 points if second die's rank is higher than first

special scoring can be set for words such as Akela, Den Leader, Cub etc.



Cub Scout Spell Down

Any number of boys can play this game at the same time. The object is to reach into the bag of letters and pull out one letter at a time and place it on the game board. Player continues to take letters out of the bag, trying to spell CUB SCOUT, while the timer is running. As soon as the timer runs out, he must stop. Letters are returned to bag before next player takes his turn.

Game board is drawn on a piece of cardboard. Letters are drawn on cardboard squares. A paper lunch bag can be used to draw letters from and you will need a minute timer.

Make 6 each of the letters C U O  
 Make 4 each of the letters B S T



Cannon Ball

Tape three open coffee cans together so that they form a triangle. Place on a chair. Draw a line about 6 feet back from the chair. Players toe the line, and attempt to bounce the balls into the cans. The balls must strike the floor before going into the can and must stay in the can to score. Score 10 points for every ball that stays in a can.

Variation 1: Use a wastebasket for the target and beach balls, rubber volleyballs or basketballs instead of the small rubber balls.

Variation 2: Place the taped coffee cans on the floor against the wall. Players attempt to bounce three small balls into the cans from 6 to 10 feet away.

Variation 3: Where space is limited, use beanbags instead of bouncing balls. Have players toss beanbags into the cans which are placed on a chair or against a wall on the floor.

### Action Games

#### Squirrels in Trees

This is played in groups of four or adapt it to the number of boys in your den. Three players join hands and form a circle. This is the tree. The fourth player stands in the center as the squirrel. Two extra players are a squirrel and a hound. The hound chases the squirrel, who for safety darts into a tree. The squirrel already in the tree must leave and he may dart into another tree, that squirrel becomes the hound and the hound becomes another squirrel.

#### Twin Relay

This relay is run with partners. Teams are chosen and paired off for the race. At a signal, the first pair of runners from each team turns their backs to each other, lock both arms and run in this position to the goal. They then unlink arms, join hands and run back to starting point. The first team to complete race is the winner.

#### Stunt Catch Elimination

The leader designates a stunt. Each player in turn throws a ball into the air, performs that stunt, and catches the ball before it touches the floor. After all have had a turn, the ones who have failed are eliminated, the survivors try again with a different stunt, the game is continued until only one player survives. The stunts should be very easy at first and should become progressively more difficult. A few of the many possible stunts are: clap hands one or more times, turn half way around, kneel and rise, roll forward, crawl under a bar or other obstacle.

#### Barefoot Marble Race

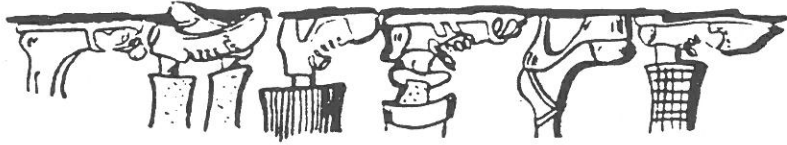
Cubs remove shoes and socks. Place two marbles on the starting line in front of each boy. On signal, he grasps the marbles between his toes and walks to the finish line. If he drops a marble, he must stop and pick it up with his toes before continuing. This can be made into a team relay race to control the extra rolling of marbles.

#### Observation Game

Here is a good game for the whole pack to play. Line up the pack by dens facing two chalked circles about 10 paces from the starting line. In one of the circles arrange in a pattern miscellaneous articles such as a bottle, book, knife, whistle etc. On signal, have the den run and pick up the articles from the first circle and place them in identical position in the second circle. The next den should run, and in the same way return the articles to the first circle, and so on. Count accuracy of position and speed to determine the winning den.

#### Tongue Twisters

"Red leather, yellow leather."  
"Good blood, bad blood."



**Non-competitive Games**

Married Words

Have the Cubs write down numbers from 1 to 20 and fill in the name of the word they think is married to the one you read. Have them add new ones too.

- |           |           |           |           |
|-----------|-----------|-----------|-----------|
| Jack and  | Ham and   | Adam and  | Black and |
| Cats and  | Cup and   | Hit and   | In and    |
| Bacon and | Roast and | North and | Salt and  |
| Bread and | Hat and   | Day and   | Horse and |
| Up and    | Pork and  | Knife and | Sweet and |

Buzz

The Cubs start counting but every time a player comes to a number that has a seven in it or is a multiple of seven he must say Buzz and the next Cub takes up the counting. Continue until the numbers get too high to handle.

7 28 65

Bean Game

Give each player five dried beans, a paper clip and a saucer. The object is to get the beans one at a time on the saucer with the paper clip. Cubs should be encouraged to give each other hints and help.

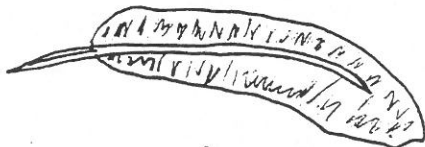
Lima Bean Words

You will need 216 dried white lima beans and laundry markers. Have the Cubs mark the



beans on both sides as follows:

- 6 complete alphabets
- 6 extra consonants t, h, s,
- 6 extra vowels a, e, i, o, u, y
- 6 blanks



To play the game, each Cub takes a small handful of beans from the container such as a quart jar, and makes as many words as he can in 3 or 4 minutes. Have the boys work in pairs to foster cooperation. Share the words, return the beans to the jar and play again.

Flying Feather

Cubs join hands to keep a feather in the air by blowing. Boys cannot break the circle. For added excitement, leader can add additional feathers for the group to keep aloft.

Follow Me

Cubs are arranged roughly in a circle, each standing with one foot on his marker (a square of cardboard or plywood). An extra player is the "guide." He moves about the circle pointing at different players and asking them to "follow me." Each player, as chosen, falls in behind the "guide." The guide now takes his group on a tour performing just as the guide does, skipping, hopping, twisting etc. The followers must move just as he does. At the signal "home" all run for places at the markers. One Cub will be without a marker and he will become the new guide.

COWBOY REBUS

Decipher these pictures to find the names of cowboy terms.

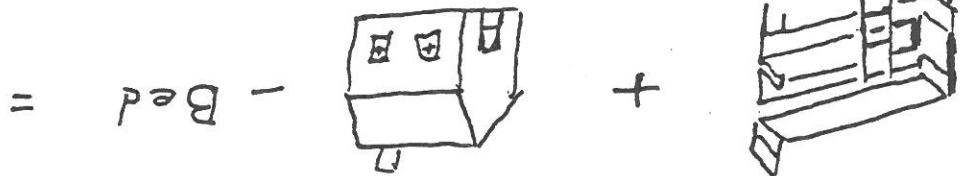
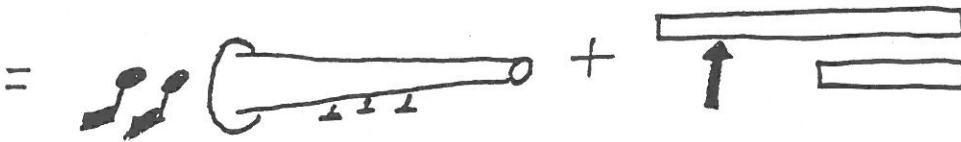
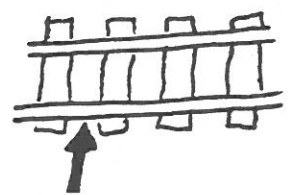
(answers: white face (a breed of cattle)

rail head (where the cattle were loaded onto the train)

longhorn (a breed of cattle)

bunk house

round up



Cowboy Roundup Word Find

S	P	C	O	W	H	A	N	D	K	S	P	U	R
C	L	O	N	G	H	O	R	N	S	T	E	R	R
H	O	W	D	Y	E	Z	I	O	L	A	S	S	O
U	W	B	N	V	R	R	F	O	M	O	L	D	
C	R	O	W	K	D	U	S	L	R	P	U	E	
K	P	Y	W	D	U	D	E	A	E	S	O		
W	R	A	N	G	L	E	R	A	N	D	Y	H	H
A	H	O	T	P	O	K	E	S	C	E	M		
G	R	I	T	M	C	P	T	E	H	E	A	T	
O	B	A	P	U	O	O	W	L	Z	A	A	G	R
N	E	M	B	R	O	N	C	O	A	P	L	E	
H	D	I	P	B	U	N	K	H	O	U	S	E	E

rifle  
stampede  
bit  
cowboy  
longhorn  
lasso  
bronco  
bunkhouse

wagon  
rodeo  
buck  
rope  
wrangler  
boots  
chaps  
hat  
pony  
steer  
nose  
eagle



Echo

Actors:4

Place the three individuals (the three echoes) in different places and out of sight of the audience. The 4th person is the leader.

Leader: Do you know this room (place, building) has three echoes? (pause) Let me show you. . . HELLO...

1st Echo: Hello (pause) 2nd Echo: Hello (pause) 3rd Echo: Hello

Leader: Tuna fish  
1st Echo: Tuna fish (pause) 2nd Echo: Tuna fish (pause) 3rd Echo: Tuna fish  
Repeat this sequence as many times as necessary to establish pattern, vary the words used.

Leader: Baloney!  
1st Echo: Baloney (longer pause) 2nd Echo: Baloney (3rd Echo is silent)  
Leader is puzzled: Hmm, let's try that again.(shouts) The Cubmaster (or an appropriate good sport) is a good leader.

1st Echo: The Cubmaster is a good leader.  
2nd Echo: The Cubmaster is a good leader. (pause)  
3rd Echo: Baloney! (pause)

The Ants

Actors: 6 to 8 Cubs

Costumes: none

Props: paper sacks

Skit opens with boys standing together.

1st: Gee, there's nothing to do.

2nd: Yeah, I know.

3rd: Hey, let's have a picnic.

All: Yeah!

4th: But it's going to rain.

5th: I don't think so, I'll bring the potato chips and we'll eat in the house.

6th: I'll bring the drinks.

7th: I'll bring the hot dogs.

8th: I'll bring the hot dog buns.

4th: I'll bring something special.

(All walk off stage and come back carrying sacks.)

5th: Here's the chips.

6th: Here's the drinks.

7th: Here's the hot dogs.

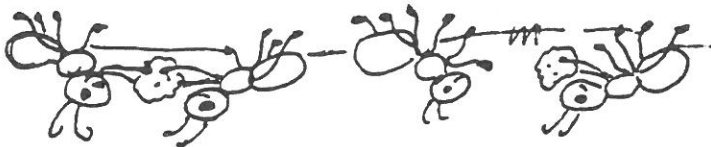
8th: Here's the buns.

4th drops his sack: Oh, no!

1st, 2nd and 3rd: What's wrong? What's the matter?

4th: I brought the ants!

(All boys dance wildly off the stage.)



Welcome Back

Good to use at the first Pack Meeting at the beginning of the school year.  
8 Webelos each reads a verse

Another year is starting, and we'd like to welcome you,  
And tell you what our purpose is and what we hope to do.

The Cub Scouts is a group of kids; it helps us grow up strong,  
And teaches us to do what's right, and fight against what's wrong.

It shows us how much we can do, if we work as a team;  
Then we'll have fun and jobs won't be as hard as they first seem.

We'll go on hikes and field trips, to learn of nature's wonders,  
So we'll respect her when we're grown and not make any blunders.

And we'll be shown in many ways that each man is our brother,  
And we will see the joy there is in helping one another.

We'll learn to be good citizens and hopefully, we'll see  
That laws are made for all so every one can be free.

To do all this, the Pack needs good Leaders, this is true,  
That means we need the help of all of you, and YOU and YOU!!!

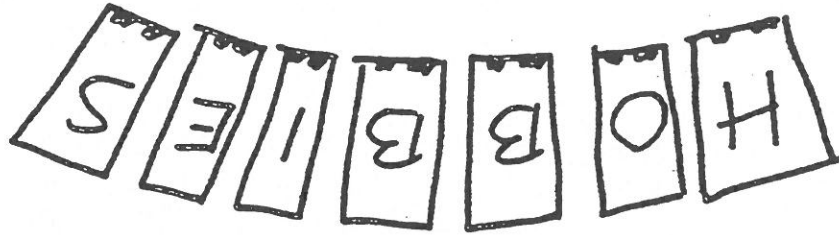
And now, to start the year off right, in a good and proper manner  
We'd like you all to rise and sing our own "Star Spangled Banner."

Family Hobbies

Actors: 7 Cubs

Props: 7 lettered cards spelling H O B B I E S

Cubs enter, stand in line so that first cub to speak is the last one that enters.  
1st Cub: H Hobbies can be fun bringing happiness and joy  
2nd Cub: O Owning a collection is important for a boy  
3rd Cub: B Being able to do the things he likes  
4th Cub: B Building and making things, and even riding bikes.  
5th Cub: I Interesting collections of all kinds of things  
6th Cub: E Everything from stamps and bugs to pop can rings,  
7th Cub: S So allow us to introduce our theme for tonight  
All Together: Family Hobbies...Hobbies...that's right.



Show Biz Band

Actors: 8 Cubs preparing their den to play at pack meeting  
 Props: homemade instruments

1st Cub: I'm sure glad we got here early. We really need to get in shape for this song.  
 2nd Cub: I can't understand why our Den Leader wanted us to do this song.  
 3rd Cub: Maybe it's because we play so well.  
 4th Cub: I hope my Mother and Dad won't mind.  
 5th Cub: It seems to me that the audience would get tired of hearing it.  
 6th Cub: Well, it is patriotic.  
 7th Cub: It's almost time...here, everyone get in line...  
 8th Cub: Well, here goes. It sure will be long...  
 (Pause as Den Leader enters and Cub Scouts take their places around the microphone.)  
 Den Leader: Den — will now play... "Stars and Stripes FOREVER!"

Shake Well

1st Cub: What's the matter with you?  
 2nd Cub(shaking): I've got to take my medicine as soon as this is over.  
 1st Cub: Well, what's the matter?  
 2nd Cub: You see that bottle?  
 1st Cub: Yeah!  
 2nd Cub: It says, "Shake well before taking."

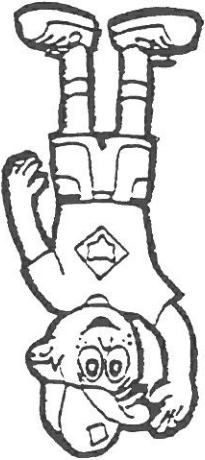
Bawl Game

Actors: 5 cubs, 4 of whom enter crying

5th Cub: What's the matter with you guys?  
 1st Cub: We've been to a bawl game.  
 5th Cub: Bawl game? I don't understand. Did your team win?  
 2nd Cub: It wasn't that kind of a bawl game. It was a crying game.  
 5th Cub: Crying game?  
 3rd Cub: Yes, to see who could cry the best.  
 5th Cub: Well, did you?  
 4th Cub: No...we lost, that's why we're bawling!  
 (All leave crying)

The Shower

Cubs enter all talking under their breaths.  
 1st Cub: They're giving my sister a shower tonight.  
 2nd Cub: A gotta go home.  
 3rd Cub: I'm out of here, hope there's plenty of warm water.  
 4th Cub: See you guys later, I better get my shampoo.  
 5th Cub: Wait for me, I'm leaving too, where did I put that towel?  
 1st Cub: I'd better go too, I don't want anyone giving ME a shower.

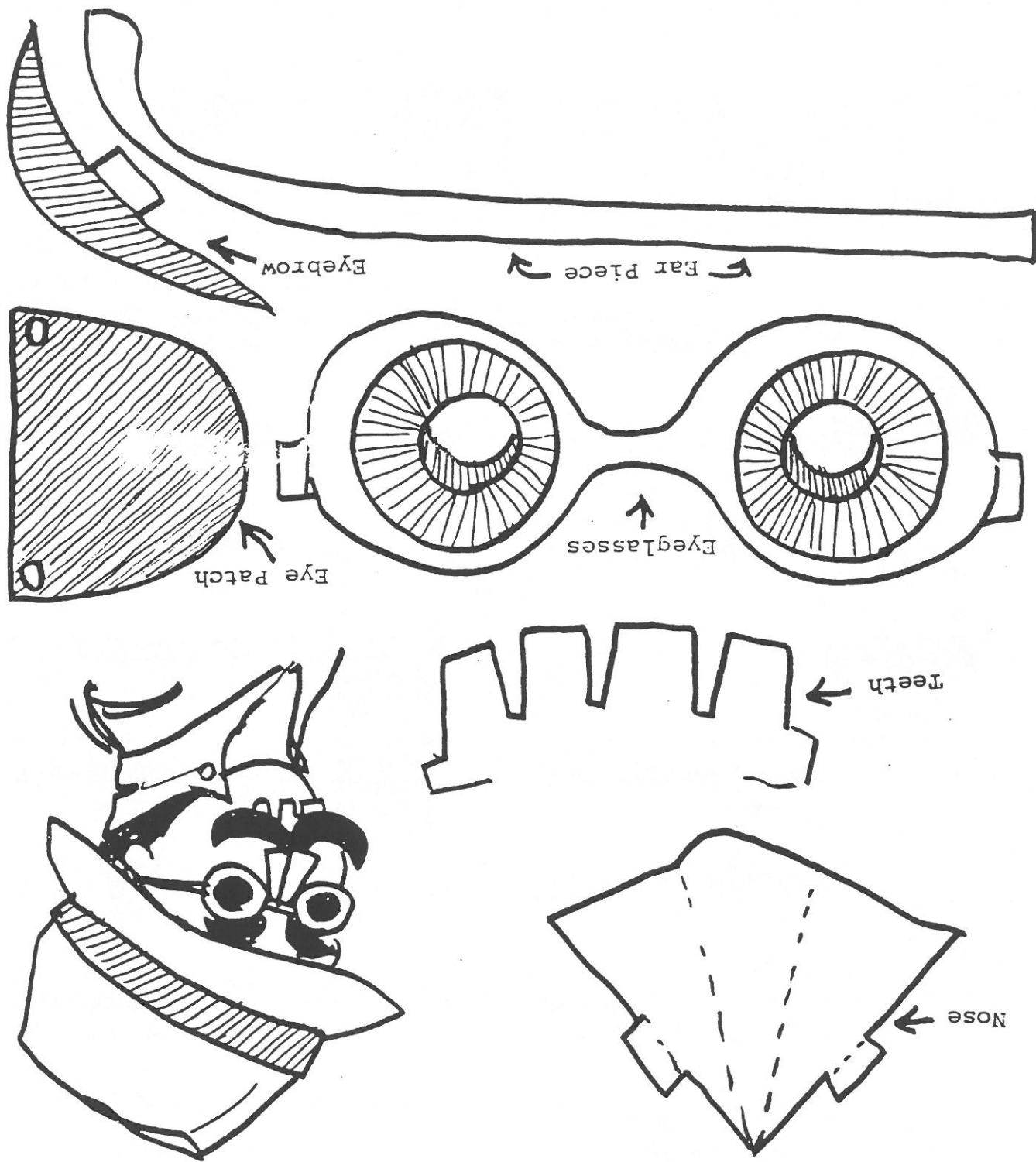




Disguise Kit

It's easy to change the flavor of any skit with simple props and costuming. Boys generally like to dress for their parts and to add any facial disguises is half the fun of putting on a skit.

Here are some simple patterns the boys can use to add excitement to their characters.



Hats

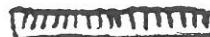
Hats can be simple to make and an important part of a costume.



Paper band with real or paper feathers.



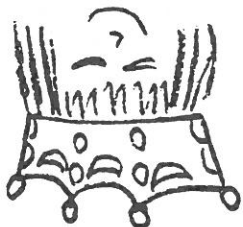
Paper hat with tassels for a clown.



An oatmeal box covered with strips of cut paper.



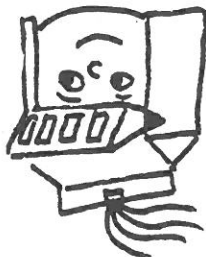
Cut a paper bag as shown. Then cut lots of slits, wind them around a pencil, and you have a wig.



Crown of paper with buttons as jewels.



Add a brim and you have a witch.



A milk carton makes a knight's helmet, add crepe paper streamers.



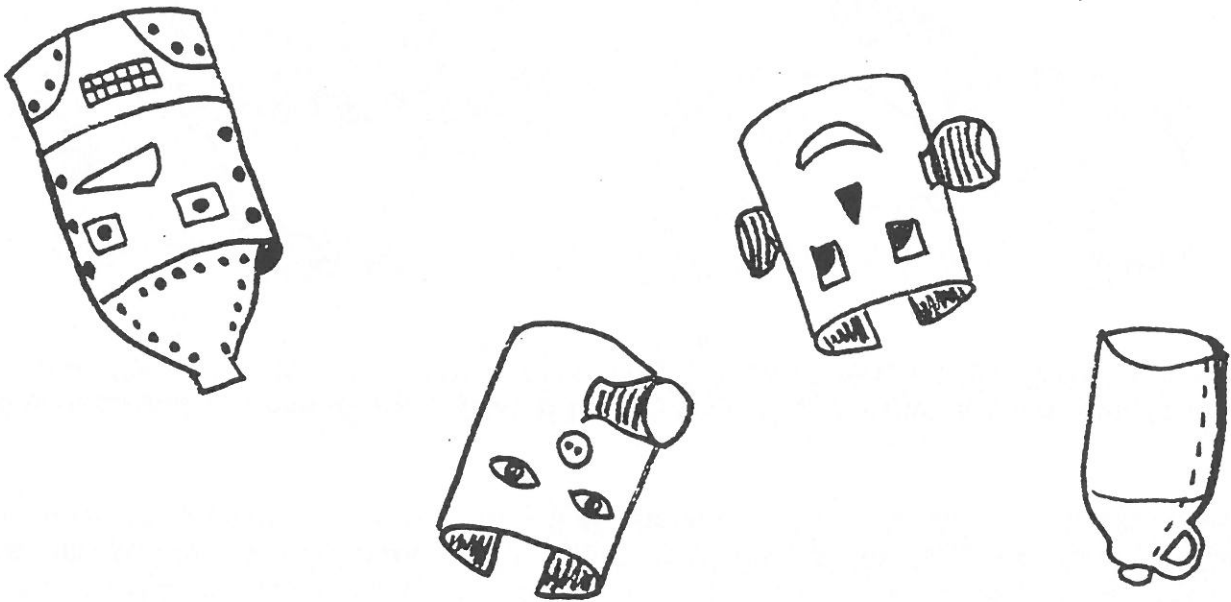
Make a mask from an egg carton.

Fold a piece of paper in half. Cut lots of slits, wind around a pencil and you have a beard.

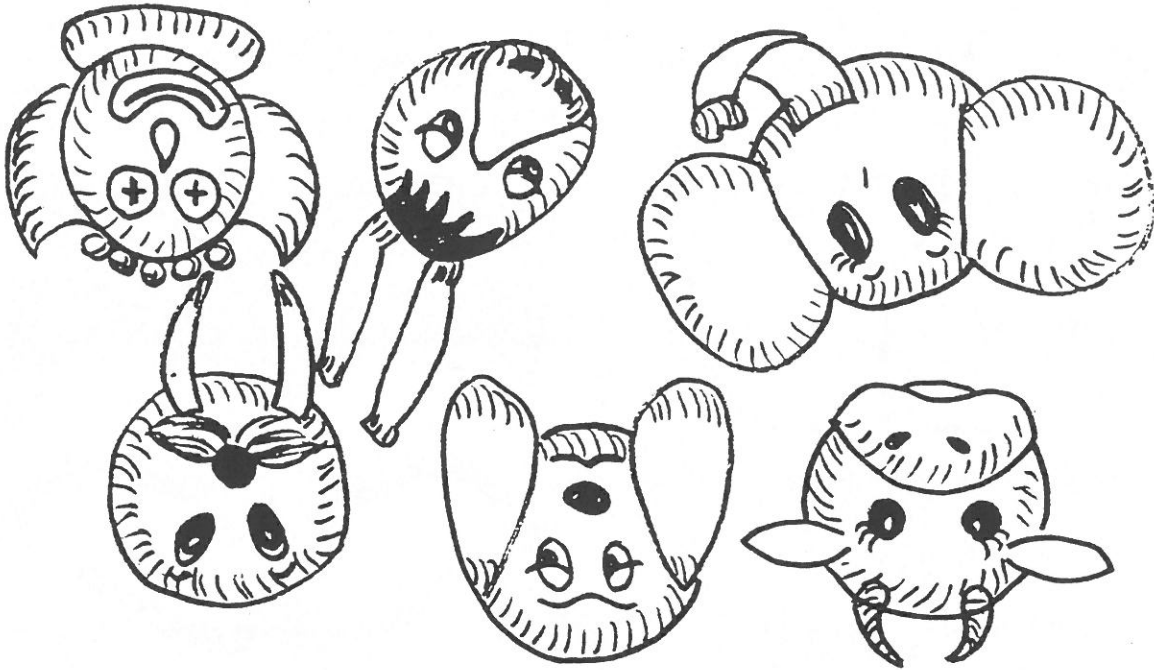
**Masks**

Plastic jugs from the kitchen can be used to make many different masks. The mask is the most important part of the costume, it can be the costume.

Cut the bottom and top off the jug and make a slit down the back for and opening. Use elastic or string for a tie. Cut holes for eyes. Add features made of construction paper or scrap pieces of plastic.



Paper plates can be use for any number of creatures' faces. Glue on features of felt or paper, or use colored markers.



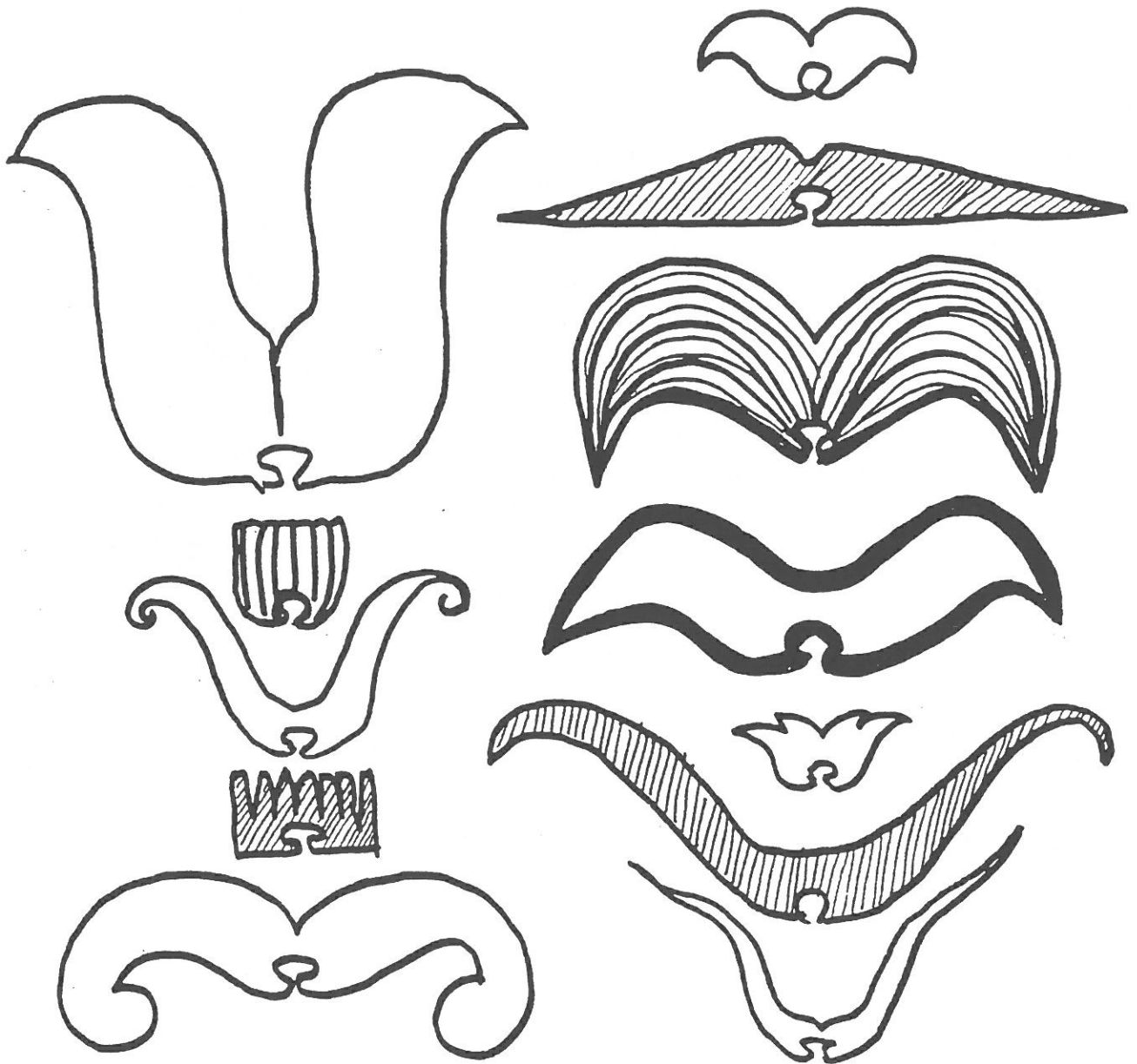
Face Fuzz

A hairy disguise can turn a Cub Scout into a wild man of the woods, a pirate on the high seas, or an historic figure. Use curtain fringe for heavy brows, cotton batting for a beard, and knotted yarn for a mustache. All attach easily with masking tape.

Mustaches

There is probably no other disguise that can change a person's appearance so quickly as a fine mustache. Behind a mustache a boy can be anybody: politician, playboy, detective, TV star, or even the bearded lady of the circus. Actually the mustache can be the whole costume. Be sure the Cub Scout really feels the magic of his mustache by seeing himself in the mirror.

Draw the mustache pattern on a sheet of heavy paper. Cut out the mustache and try it on for size. Be sure to make two little hook cutouts that attach to the nose. Experiment with the hooks until they are just right.



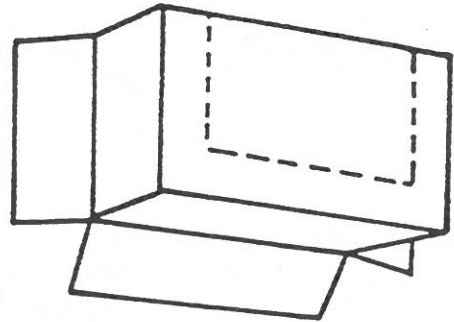
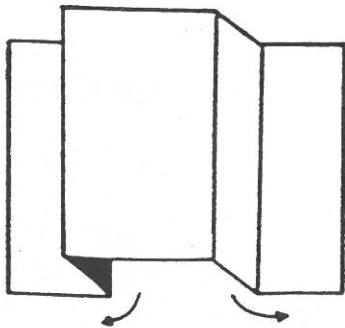
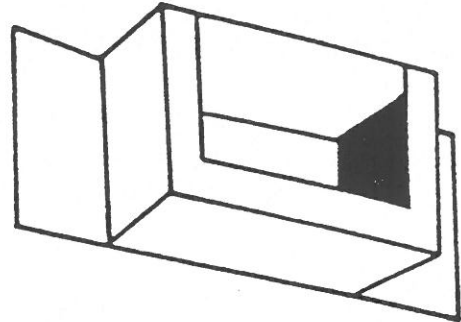
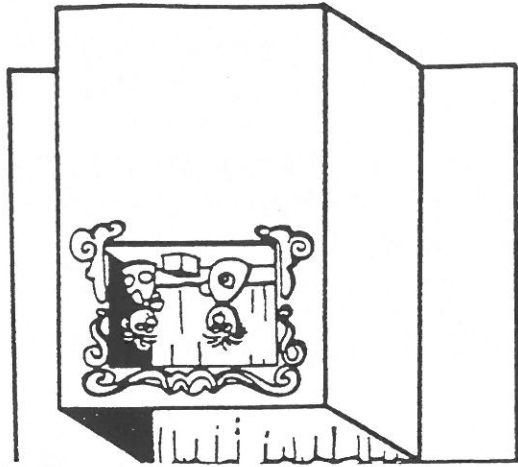
Puppets have been a popular means of storytelling for centuries. Young people and adults enjoy puppet show. Puppets need not be elaborate. Sock puppets are popular, easy to make, versatile, and easy to use. Stick puppets and simple marionettes (puppets operated by strings) are also popular.

By using your imagination, just about anything can be used to make a puppet: socks, paper bags, cardboard, potatoes and apples (really!) even stuffed animals can be converted to hand puppets. Try using kitchen utensils; they are easy to obtain and can be returned to their former use once they are no longer needed as puppets.

Puppet shows are a good way for children to express themselves. Youngsters who do not like to take part in skits will be part of a puppet show. Most skits and plays can be acted out using puppets, sometimes with hilarious results. Imagine Hamlet where the puppets are made of potatoes and apples, or Romeo and Juliet being portrayed by kitchen utensils.

Making the puppet and stage, and practicing the show can take several den meetings.

Check your local library for books on puppets, they will have several. The Cub Scout Leader How-to-book has an extensive section on puppet ideas and staging.



**Making the Puppets**

There are two basic types of puppets you will need. One is the talking puppet. It has a large mouth that can open and close. The other has hands that can pick up things and carry them about.

**Sock Puppet with Hands**

**Materials:**

tube socks, no shaped heel

yarn

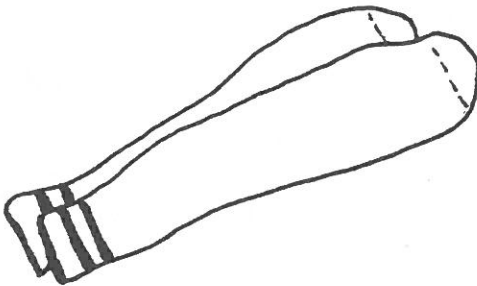
paper toweling

rubber bands

strip of ball fringe

scraps of felt, ribbon, fabric

felt tip markers, rubber cement



Use the tube sock to make the puppet's head and body. Before beginning, cut away the striped design at the top of the sock.

1. Stuff paper toweling, tissue or cotton into the toe to form the puppet's head.

2. Double a rubber band tightly around the neck.

3. Glue or sew small, dark buttons for eyes. For a nose, glue on a yarn ball cut from strip of ball fringe. Draw mouth with felt marker.

4. Make a yarn wig, any color, and glue it to the puppet's head.

5. Slip the sock over your hand. Work first finger through the rubber band and up into the puppet's head. Then cut small slits in sides for the thumb and middle finger, these will be the puppet's hands.

**Talking Sock Puppet**

**Materials:**

stretch sock, any size

lightweight cardboard

buttons

felt tip marker

ball fringe

ribbon scraps, yarn

rubber cement for gluing

Use the stretch sock to make the puppet's head and body. Lay it flat on the table, heel side up.

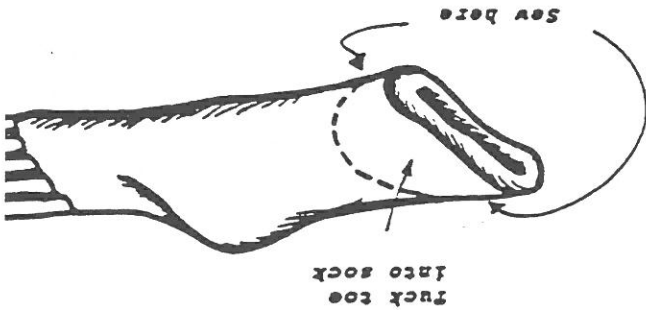
1. Tuck about 2" of the toe back into the sock to form the puppet's mouth.

2. Sew a short seam on each side of the mouth opening to hold it in place.

3. Fold lightweight cardboard in half, sizing for the mouth, slip into puppet's head, forming top and bottom of mouth.

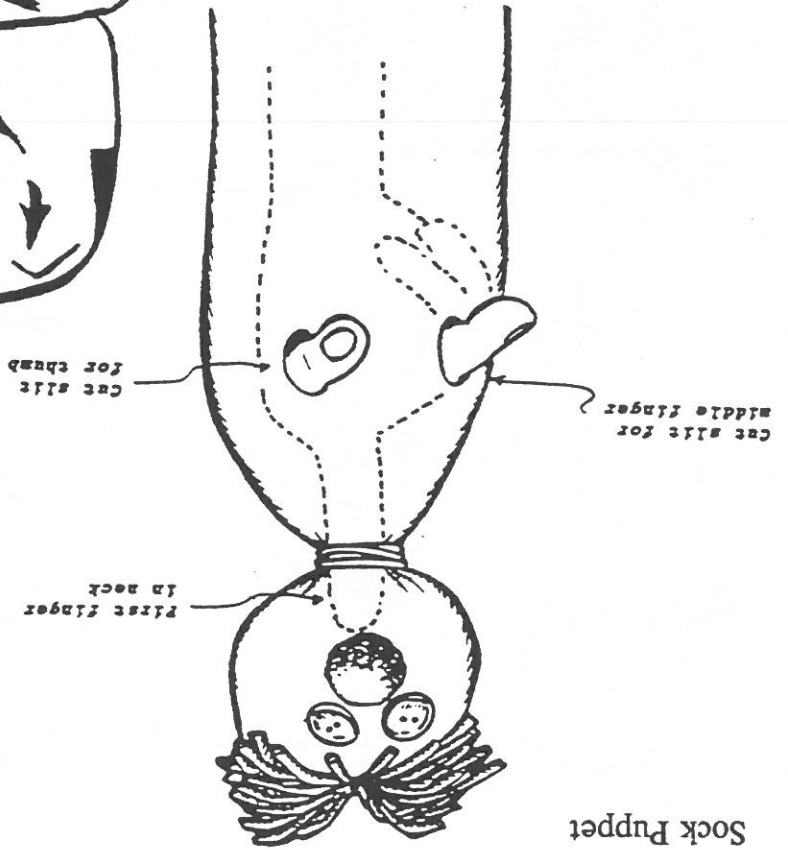
4. Slip the sock over your hand, your fingers will go above the cardboard at the top of the mouth, your thumb below the cardboard. Open and close your hand, puppet talks.

5. Add buttons for eyes, yarn for hair, ball from fringe for nose.

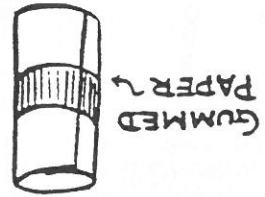
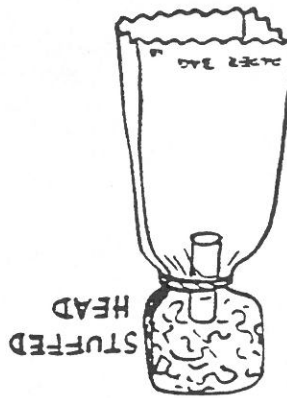
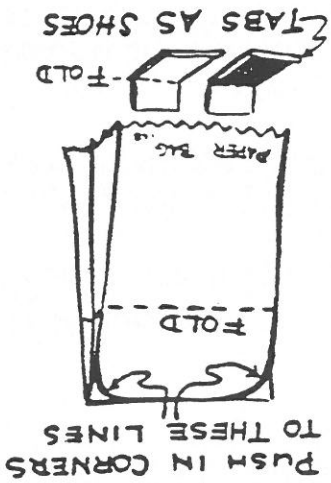


Puppets with Hands

Sock Puppet



Lunch Bag Puppet



# THE OLD LADY WHO SWALLOWED THE FLY

## A Shadow Puppet Show

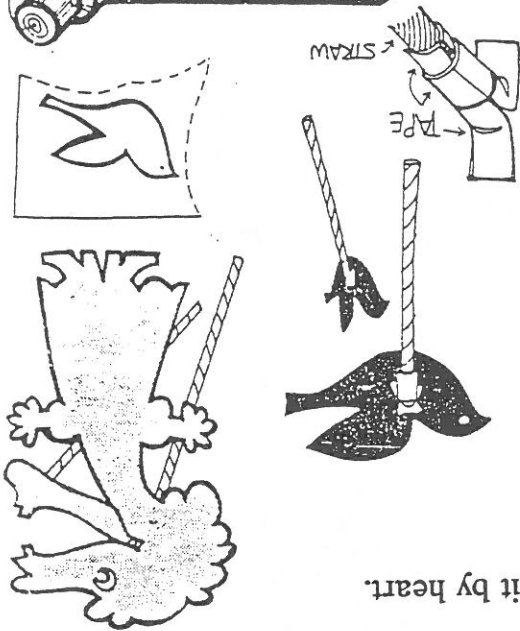
### The Story

1. Action follows the verses of the song.
2. Practice singing or saying the story until you know it by heart.

### The Puppets

Transfer the puppet patterns to heavy stock poster paper. Cut apart the animal shapes on the dotted lines. Trim carefully around each puppet shape.

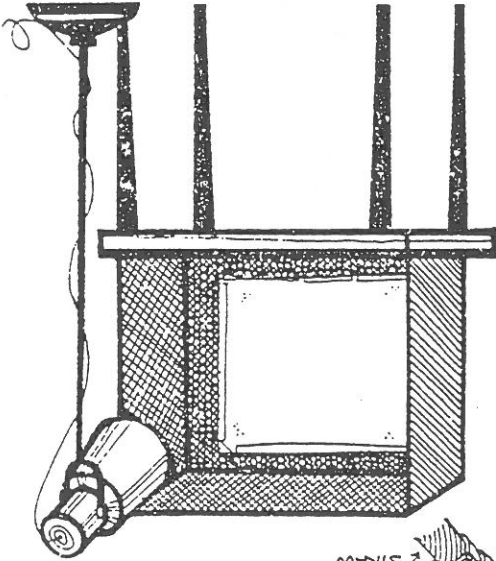
In order to work the puppets, they need handles or rods. Attach one plastic straw to the back of each puppet with masking tape. The Old Lady will need two rods. She is the only puppet that is jointed.



### The Stage

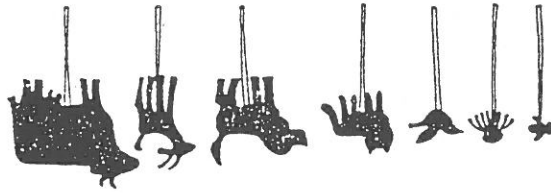
1. Make your own stage from a cardboard box.

2. Cut out a large opening.
3. Put white paper or cloth across the opening to make a shadow screen.
4. Put a light up high and a few feet away from the back side of your screen. Point it down to light up the shadow screen.



### The Show

1. Decide who will work each puppet.
2. Sing or narrate the story, be sure you can be heard.
3. Make sure light works.
4. Put the puppets and puppeteers in order that they will perform.
5. Introduce the show and the puppeteers.
6. Thank the audience after show for coming.





# I Know An Old Lady

1. I know an old lady who swallowed a fly,  
 I don't know why she swallowed a fly,  
 I guess she'll die!

2. I know an old lady who swallowed a spider  
 That wriggled and wriggled and tickled inside her;  
 She swallowed the spider to catch the fly,  
 But I don't know why she swallowed the fly,  
 I guess she'll die!

3. I know an old lady who swallowed a bird,  
 Now how absurd to swallow a bird!  
 She swallowed the bird to catch the spider  
 That wriggled and wriggled and tickled inside her.  
 She swallowed the spider to catch the fly,  
 But I don't know why she swallowed the fly,  
 I guess she'll die!

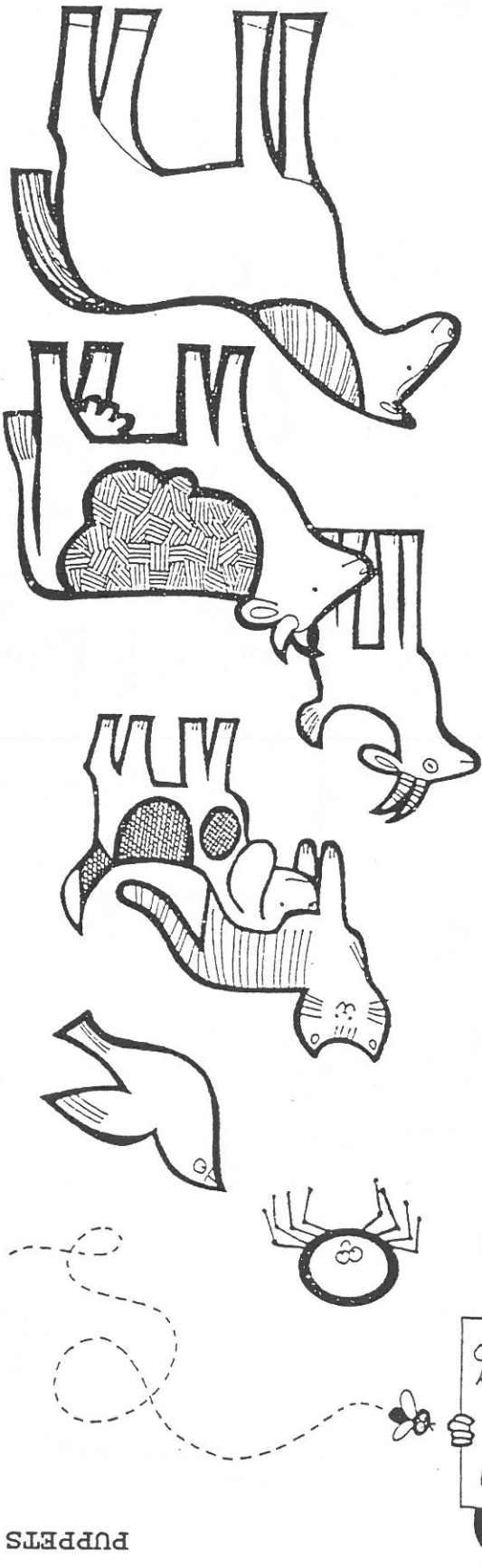
4. I know an old lady who swallowed a cat,  
 Now fancy that, to swallow a cat!  
 She swallowed the cat to catch the bird...  
 ... [Repeat previous parts to make each  
 verse progressively longer.]

5. I know an old lady who swallowed a dog,  
 My what a hog, to swallow a dog!  
 She swallowed the dog to catch the cat,...

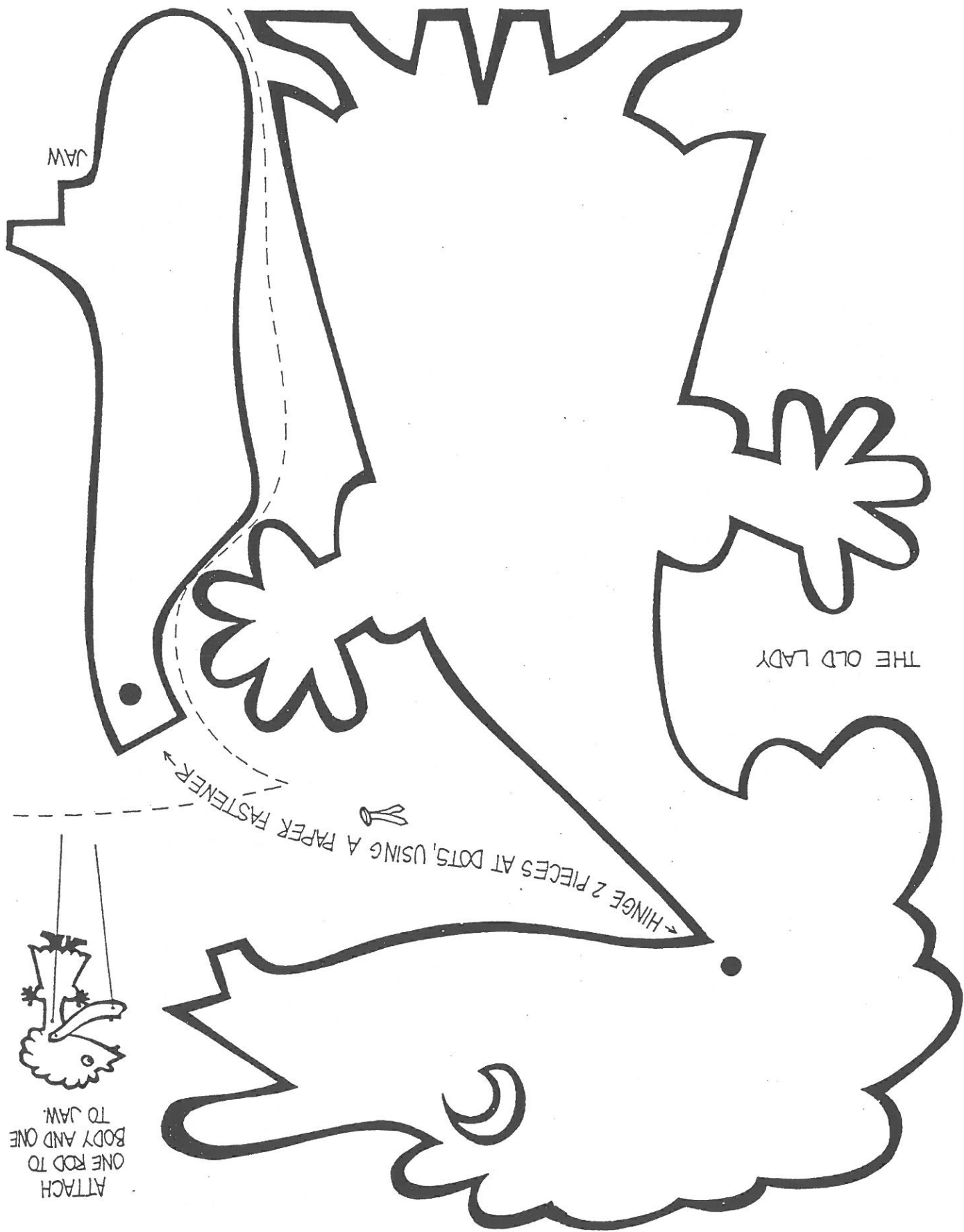
6. I know an old lady who swallowed a goat,  
 Just opened her throat, and in walked the goat!  
 She swallowed the goat to catch the dog,...

7. I know an old lady who swallowed a cow,  
 I don't know how she swallowed a cow!  
 She swallowed the cow to catch the goat,...

8. I know an old lady who swallowed a horse.  
 That killed her of course!



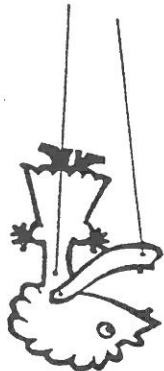
THE OLD LADY



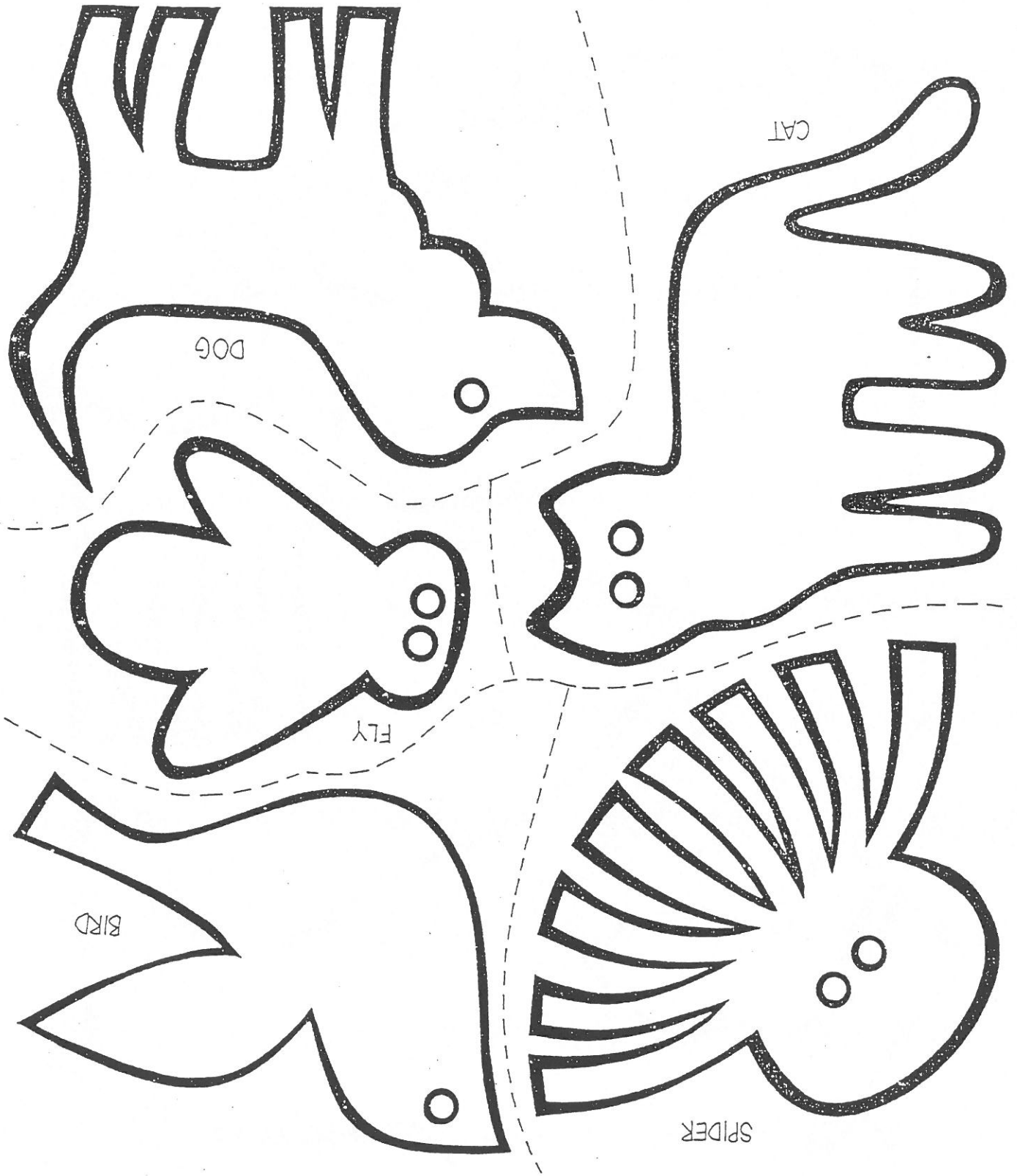
JAW

HINGE 2 PIECES AT DOTS, USING A PAPER FASTENER

ATTACH  
ONE ROD TO  
BODY AND ONE  
TO JAW.



Shadow Puppet Patterns  
"The Old Lady Who Swallowed the Fly"



CAT

DOG

FLY

BIRD

SPIDER



Dalmatian Puppet

Here he is, in all his glory! The traditional mascot of the fire stations across the country. In puppet form, made with pudding and cracker boxes, the dalmation will soon become a Cub's favorite mascot. Make a whole family and the den can recreate scenes from the popular Disney film.

Materials:

- 2 pudding boxes
- 1 soda cracker box (1lb size)
- tape
- black felt
- pink felt
- white paint
- black paint

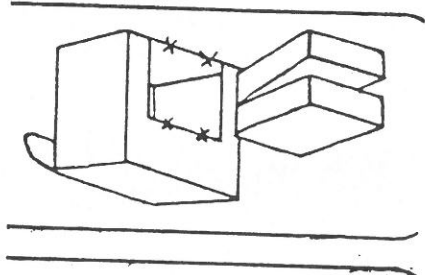
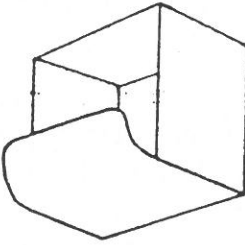
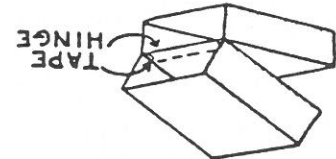
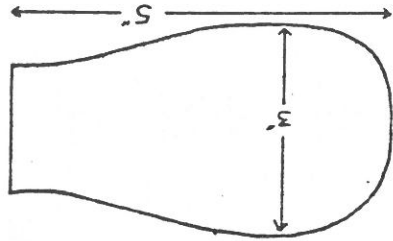
For the snout and mouth use two pudding or gelatin boxes. Remove one end from each box. Tape them together to form a hinge.

For the head, use one end of a 1lb soda cracker box cut to 3" long on three sides and 5" long on the fourth side. Cut out half circle on bottom of head to fit your wrist when operating the puppet.

Cut out an opening on front of head to fit snout and mouth. Tape the open sides of "x's" snout and mouth in the opening at the

Paint boxes with white paint. Then paint on nose and spots with black paint. Add felt tongue in side mouth. From black felt, cut ears and glue to head.

To operate the puppet, place your hand in the back of the head with your thumb in the mouth section and your fingers in the snout section, and start him barking!



Dancing Wooden Puppet

Materials:

- 1"x2"x12" board or piece of 3/4" plywood
- 4 nails
- 1 screw
- 4 screw eyes
- sandpaper
- paint as desired
- colored markers

Copy pattern to wood and cut out with coping saw. Sand rough edges.

Cut 5 "leg/arm" sections.

Cut 2 "foot" sections.

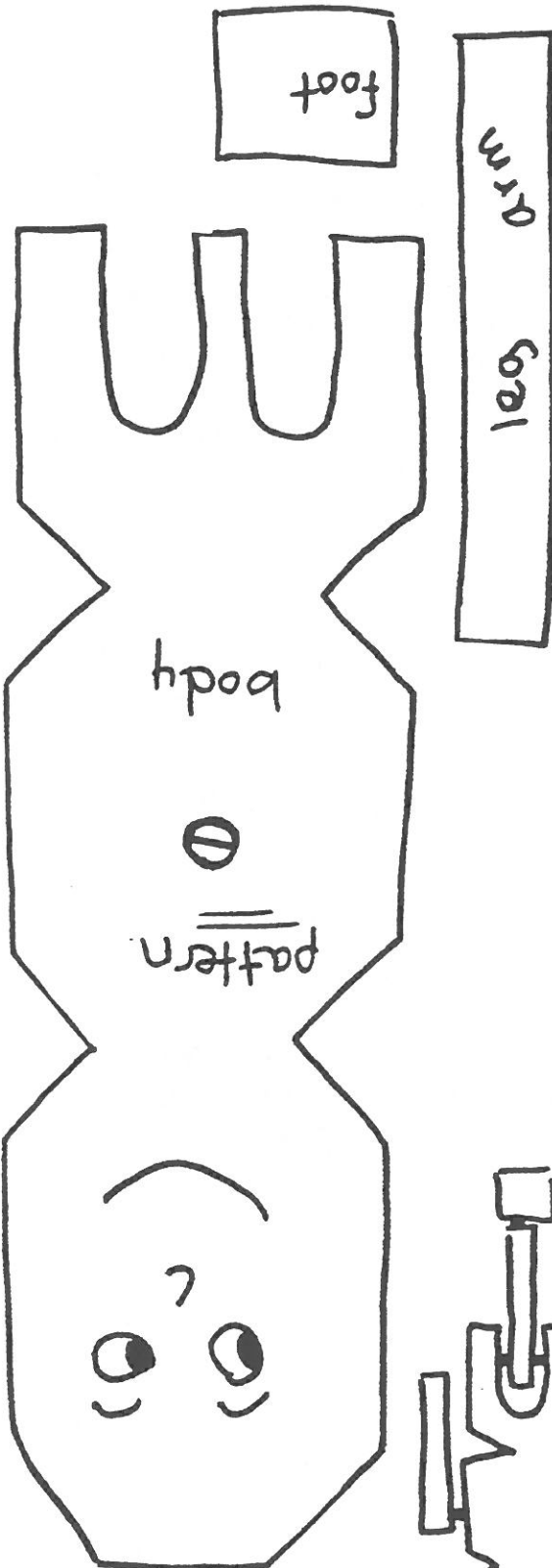
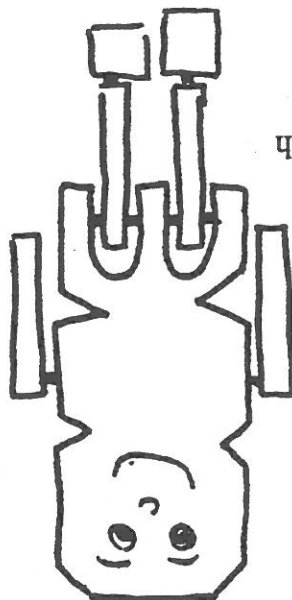
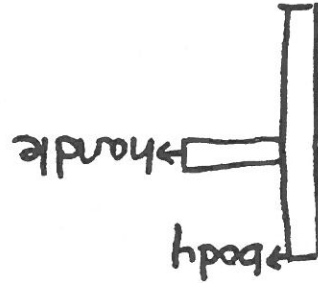
Use the nails to put him together. Poke holes in arms and legs to make the nails loose enough so the puppet will dance.

With the screw going from the front to the back attach the extra leg/arm piece for a handle.

Put a screw eye into the end of each leg and foot section. Opening the eye a little, hook the foot to the leg.

Add facial features with colored markers.

Small movements of your hand will set the puppet dancing. Practice using favorite songs or music from the radio.



## STUNTS, TRICKS AND PUZZLES

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### Chopstick Puzzle

Material:

- one wooden chopstick
- one piece of string
- one friend with a shirt that buttons

This puzzle takes only about ten minutes to make but it will entertain the boys for many days. The instructions for how to use it though are rather tricky and easy to forget.

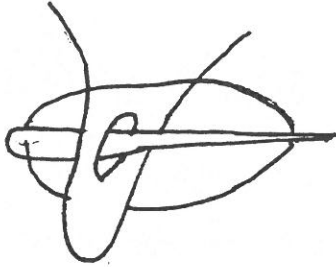
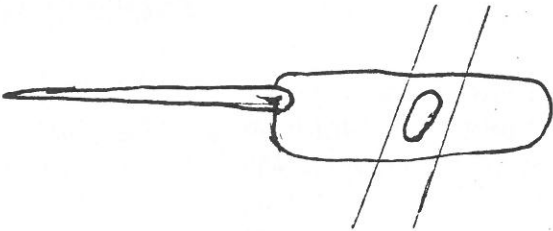
To make the toy, use an ordinary wooden chopstick. Drill a very small hole in the flat end, just large enough for two widths of string to pass through. Then take the piece of string about 15" long, fold it in half and thread both ends through the hole. Then tie a knot in them so that the loop formed on the other side will be about three quarters of an inch shorter than the length of the chopstick. It is important that the string loop not be able to pass over the long end of the chopstick. A little glue should be added where the hole is to hold the string firmly in place. The toy is now ready to use.

The object of this puzzle is to attach the chopstick to someone's shirt through a buttonhole then have them try to get it off. Sound easy? It isn't!

### Solution:

To attach to the shirt, pull the material through the loop of the string until the point of the chopstick can be inserted in the buttonhole and the string drawn up tight. It is impossible to remove the chopstick in the usual way since the string is shorter than the chopstick.

To remove the chopstick from the shirt, pull the string back over the material surrounding the buttonhole drawing it up, and withdraw the chopstick, eye first.



Another Buttonhole-String Trick

Tie the ends of a 2 foot long string together and without twisting, run the string through your shirt buttonhole. Place the right loop over the right thumb and the left loop over the left thumb, with the thumbs pointing upward and the fingers extended. Without releasing it, remove the string from the buttonhole with the string still on each hand.

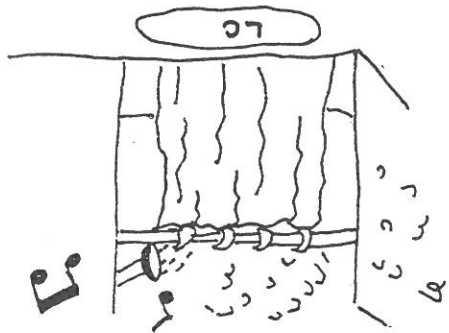
Solution: Move the string through the hole so half will be on each side. Lower your hands, keeping them close together. With the little finger of the right hand, by bending the first joint, hook the under part of the string that passes around the left thumb; similarly, with the left little finger, hook the under part of the string around your right thumb. Without loosening the string, draw your hands apart and near your chest. Suddenly drop the left thumb out of the loop, releasing the string from the thumb and remove the right little finger from its loop. Instantly pull the hands as far apart as they will go.

Audience Elimination

This is fun with a large group of people. Everyone begins by standing up. Leader gives these directions:

- Sit down if you have white socks on.
- " sing in the shower.
- " are a male and use hair spray.
- " weight over 300 pounds.
- " have a hole in your sock.
- " don't wear pajamas.
- " have a false tooth.
- " use Chanel #5 perfume.
- " are really good looking.

Stand up if the person next to you just sat down and was wrong.



Hat Exchange

This stunt is enjoyed by participants as well as the audience. The only equipment needed is a collection of old hats (men's and women's). The funnier they appear the better. About eight people take part, alternately boys and girls, and preferably with the taller standing next to the shorter. They stand in a circle, shoulder to shoulder, facing the inside of the circle.

Give these instructions: When I say "right", use your right hand. When I say "left", use your left hand. When I count "one" place your hat on your own head, when I count "two" place your hat on the head of the person next to you in the direction of the hand used. If you move your hat on the wrong count or with the wrong hand or in the wrong direction you are eliminated.

At first go very slowly until they get the idea, then increase speed and changing hands and direction more often. Let others take the place of those eliminated, especially in a small group.



Mystic Colored Water

Everyone likes to catch a magician in a mistake. Here's a trick than you can use to catch the catchers.

Materials:

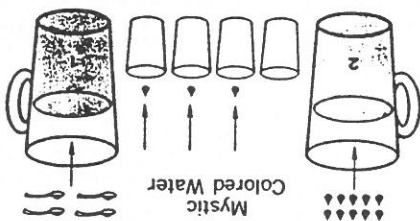
2 glass pitchers

4 glasses

food coloring

baking soda

5% phenolphthalein solution (drug store or chemistry set)



Caution: Do Not Drink any of the mixtures used in any tricks.

Preparation: Put about a quart of water in each pitcher. In pitcher No.1 mix about 4 teaspoons of baking soda. In pitcher No.2 put 10 drops of the phenolphthalein solution.

Both pitchers will appear to hold clear water. In 3 of the 4 glasses put a couple of drops of food coloring and allow it to dry. The coloring will be easy to see, but don't worry, that's part of the trick.

Performing the Trick: Tell the audience that you are going to pour water of different colors from a pitcher containing clear water. Pour about half a glass from No.1 into each of the 3 glasses that contain food coloring.

At this point somebody usually sees the helper in the audience to expose the trick. Have a member of the audience examine the 4th glass to show that there is no coloring in it. Now pour about 1/3 a glass from No.2 and when it doesn't change, pretend to be embarrassed again. Then fill the glass from pitcher No.1 and the water will turn reddish purple. To end the trick, you can pour the contents of No.2 into No.1 and all the water will change color.



Explanation: Phenolphthalein is a acid/base indicator and turns purplish in a high pH or basic solution.

**Tick-Tack-Toe**

A magic trick to baffle your friends.

Materials:

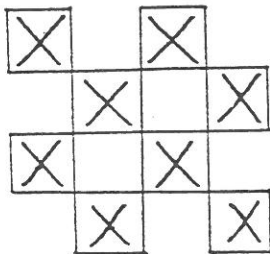
thin sheet of paper, 8" by 8"

dark marker

ruler, pencil

scissors

Using the ruler and pencil divide the paper into two-inch squares. Then with the dark marker, insert an X and O in alternate arrangement, filling the squares as follows:



Show the marked sheet to the audience and fold in the following manner.

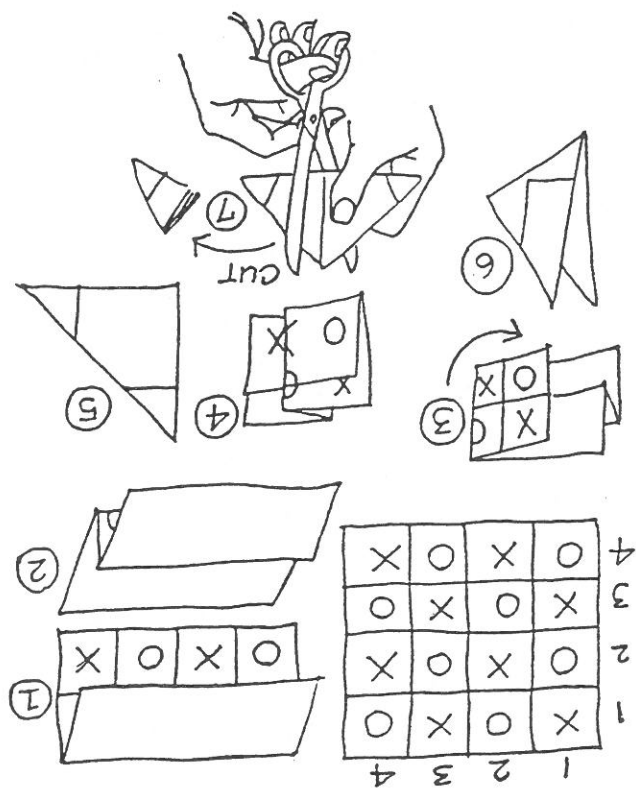
1. Fold the upper portion downward and forward, forming a crease through the center of the second cross-row from the top.

2. Fold the lower portion backward and upward, forming a crease through the center of the second cross-row from the bottom.

3. Now fold the right edge forward, over to the left, creating the center of the second row from the right.

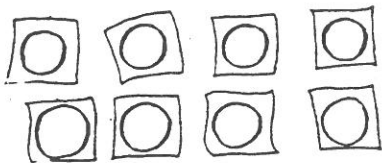
4. Then fold the left edge backward to the right, creating the second row from the left. This gives you a perfect square.

5. Fold this square diagonally to form a triangle. 6. and fold again to form a smaller triangle.



Turn that triangle around bringing its short point upward. Hold the triangle in one hand and with a good stout pair of scissors in the other hand say, "Tick-tack-toe, all in a row. Which do you want? An X or an O?"

7. Whichever the spectator chooses, you clip the triangle straight upward from the base to apex. Whichever is chosen, X or O, clip a trifle toward that side (you should be able to see and X or O through the paper) and all the chosen squares will come out individually, while you spread the others still joined together on the table.



DeVying Gravity

Material:

small box of safety matches

Prepare the trick by breaking a match and wedging it crosswise in the drawer portion of the match box. First open the drawer a little less than halfway so your audience can see that it contains matches, but they can't see the wedged match. Now, with appropriate patter, turn the box upside down and slowly pull the drawer out so that the matches seem to be defying gravity. Finally, break the spell and let gravity work by squeezing the ends of the box slightly so that the wedged match is released and all the matches fall.

Contact Telepathy

This is a trick performed by two people. One acts as the transmitter of thoughts. He is told a number (1 through 10) while the receiving person is out of the room. Then the transmitter is seated in a corner with his back toward the room. The receiver is brought in blindfolded. He is allowed to place the tips of his fingers upon the temples of the transmitter. A few moments later the receiver announces the number. The trick: The number is transmitted by tightening the jaws the proper number of times which is felt in the temples.

?? ? ? ? Riddles ? ? ? ?

- What has a face but no mouth? (a clock)
- What has legs but can't walk? (a chair)
- What has a head but no hair? (a pin, nail or hammer)
- What has teeth but can't eat? (a comb or saw)
- What has an eye but never sees? (a needle)
- What has hands by no fingers? (a clock)
- When will a net hold water? (when water turns to ice)
- What is the best way to keep a skunk from smelling? (hold its nose)
- What can fall down and never get hurt? (rain or snow)
- What kind of coat should be put on when its wet? (a coat of paint)
- Which will burn longer, a 2" candle or a 8" candle? (neither, they both burn shorter)
- Why is a joke like a coconut? (it isn't any good until it's cracked)
- What color is rain? (water color)



Frantic Cub runs on stage: They're after me, they're after me.  
 2nd Cub: Who's after you.  
 Frantic Cub: The squirrels, they think I'm nuts.

**The Bottle Imp**

**Materials:**

- small-necked dark bottle
- (painted catsup bottle works)
- 2 to 3 feet of thin rope
- tiny hard ball to fit in bottle

**Preparation:**

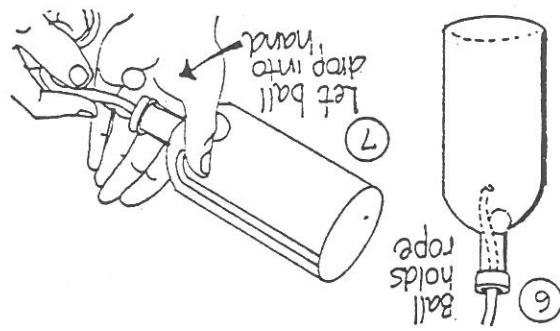
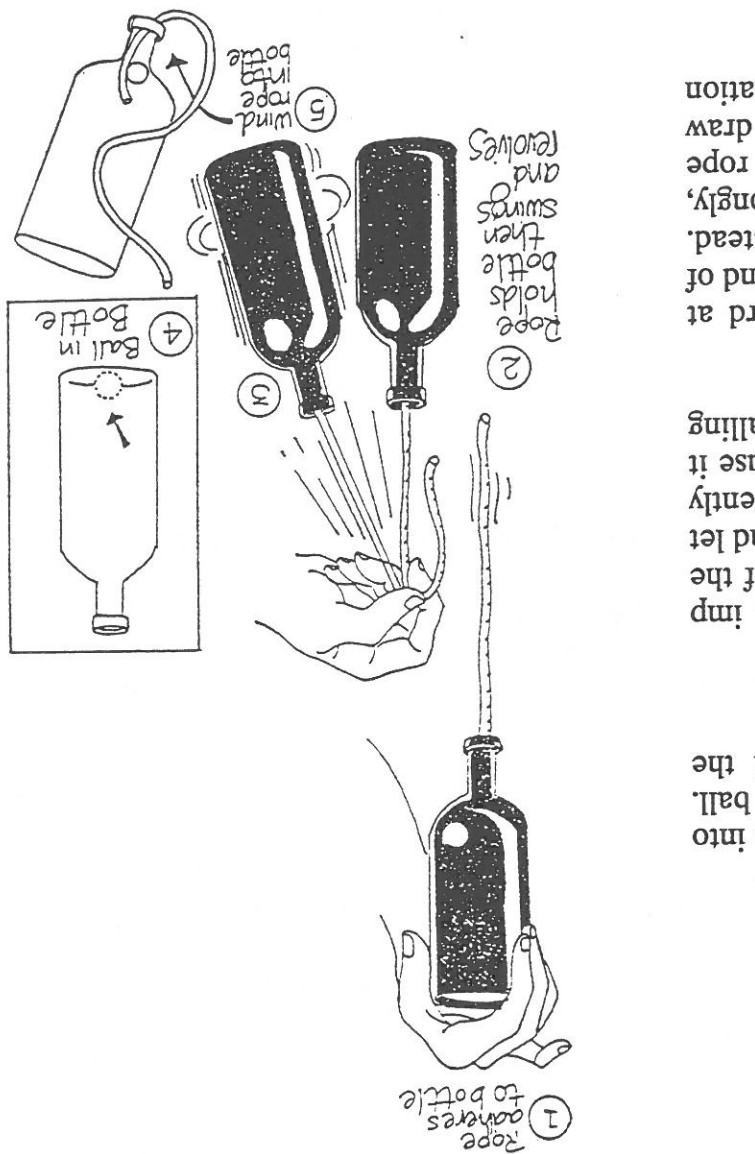
Push one end of the rope well down into the bottle and add the small hard ball. Wind the rest of the rope around the outside of the bottle.

**Performing the trick:**

Tell the audience that there is an imp inside the bottle that hold the end of the rope. Turn the bottle upside down and let the rope unwind. The imp apparently hangs onto his end of the rope because it dangles from the bottle without falling free. (fig. 1)

To prove that the imp is really hard at work, you take hold of the dangling end of the rope and let the bottle drop instead. The unseen imp hangs on just as strongly, as the bottle now dangles from the rope (fig. 2 and 3). At the finish, you can draw the rope clear and hand it for examination along with the bottle.

The secret: The trick depends on the tiny ball jamming against the rope and the neck of the bottle. With the rope in the bottle and the ball added, tilt the neck of the bottle downward (fig.5). The ball slides into the neck of the bottle and jams there as you keep drawing on the rope (fig.6). As a result, the rope will dangle from the bottle; or the bottle from the rope. By holding the neck of the bottle in your left hand and pulling out the rope with your right, the ball will come along and drop unnoticed into your left hand (fig.7) Instead of a rubber ball, you can make one of foil.



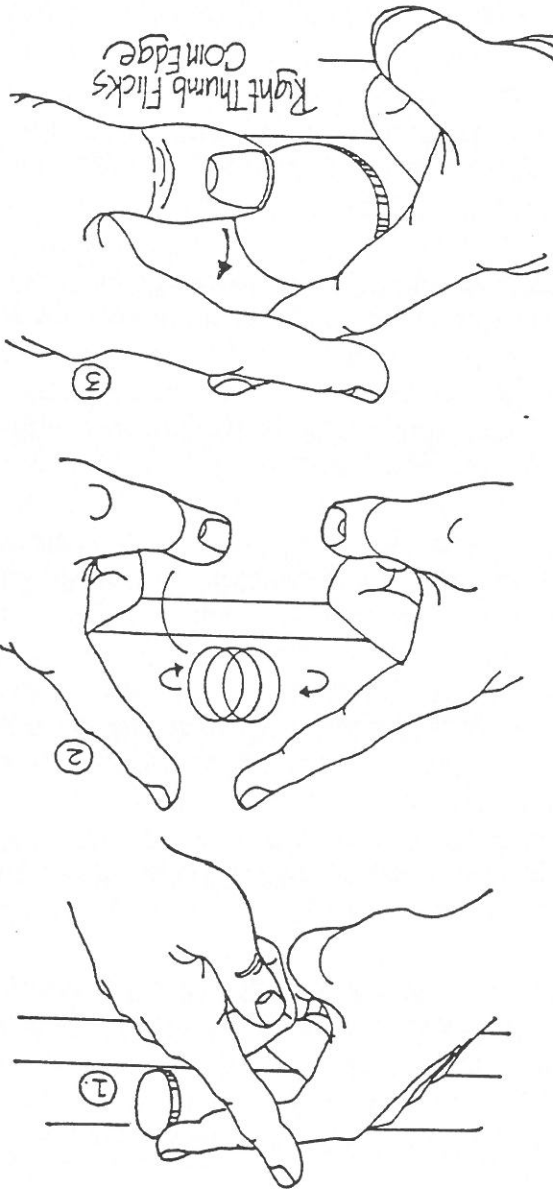
Self-Spinning Coin

Although this is a rather trifling trick in itself, it can be built into a real "wow" when you get a half dozen people trying it all at once and have them wondering why they can't do it when it looks so simple.

Set a large coin upright on a smooth surfaced table, keeping it in position by pressing the tip of your finger against the top edge of the coin. Extending the tip of your right forefinger at an angle, begin stroking the left forefinger slowly and steadily from the knuckle to tip. (fig.1)

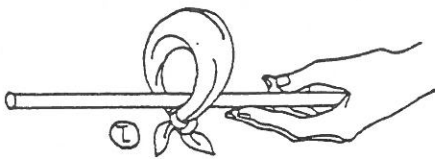
State that this process will cause the coin to spin, and as you increase the pace, suddenly the coin goes spinning away as you lift your left forefinger (fig.2). Naturally, other people want to try it, but they fail dismally, because the coin does a tip-flop just when they think they've reached the final stroke. But for you, it always spins.

The reason is that the finger stroking is purely a bluff. As you keep stroking you extend the tip of your right thumb, under cover of your forefinger, just enough to flick the edge of the coin as you go by (fig.3). That starts the coin spinning, and no one suspects the real motive power. Don't worry if it does a few flops to start. That only makes it more surprising when it really spins.

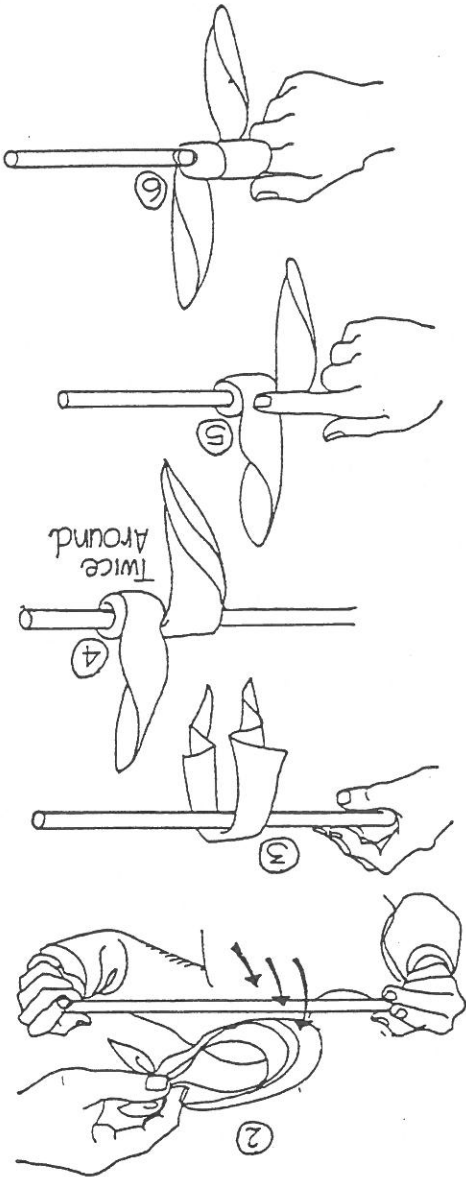


Penetrating Handkerchief

Materials:  
a large handkerchief  
12" stick



The Trick: Have someone hold the stick at one end and extend it toward you. Meanwhile, take the handkerchief by diagonal ends, one in each hand, and twist it in rope fashion. This enables you to wrap the handkerchief around the stick four times and tie the ends in a knot (fig.1). While the spectator then holds both ends of the stick, take hold of the knotted ends and pull the handkerchief right through the solid stick (fig.2)



Setting Up: The secret lies in the way you wrap the handkerchief around the stick. First lay it across the stick so both ends dangle equally (fig.3). Then bring each end underneath the stick, up and over the top in opposite directions (fig.4). This means that you have actually wrapped it twice around, tell your helper to place a forefinger of his free hand on top of the handkerchief, following the line of the stick (fig.5). Next, take the ends of the handkerchief and again wrap them around the stick, but in the reverse direction, so that you first carry the ends over the person's finger, then down under the stick and up over (fig.6). This means that you wrap the handkerchief back around twice. Tie the ends together and tell your helper to draw his finger free, so he can grip both ends of the stick. As soon as he does, you can give the handkerchief a quick upward pull, apparently right through the stick. Done properly, the reverse wrapping process nullifies the first, making the result automatic, once the spectator withdraws his finger.

Shake a Knot

The Trick: Simple but effective, this trick catches people completely by surprise. Dangle a handkerchief by one corner from your right hand, pointing to the lower corner with your left hand (fig.1). The left hand raises that corner to the right, giving it a downward shake, still retaining its hold on the upper corner. This action is repeated a few times (fig.2) but nothing happens. However, on the final try, you give the corner a really hard shake and a knot appears instantly and magically on the lower corner! (fig.3)

The Set Up: You prepare for this surprise beforehand by secretly tying a small, tight knot in one corner of the handkerchief. When you show the handkerchief (fig.1) you keep the knot concealed between your right thumb and fingers, which are bunched to hide it. Pointing to the lower corner keeps attention centered there; and each time it is raised to the right hand, it is promptly shaken downward in natural style (fig. 2 and 3), that is until the last time.

Then, instead of lightly holding the handkerchief in the right hand between thumb and forefinger, grip it firmly; and this time when giving the downward shake, let the knotted corner go instead (fig.4). The move is an absolute fooler, with the action covered by a more forcible shake, which after so many previous attempts will seem natural in itself. The result is the sudden appearance of the knot on what the on-lookers still think is the lower corner.



Applause Stunts

Lightening: With your index finger trace a jagged path in front of yourself and say "sh,shh" on each jag.

Match: Pretend to strike a match on the seat of your pants on the second try it lights. Look at it, then shake hand and yell "Yeow."

Ghost: Wail like a ghost three times, "Who, whoo, whoo."

Chilly Cub Scout: Wrap your arms around yourself and say "Brr, brr, brr."

Volcano: Twirl your hands while making a rumbling sound in your throat. At the end, throw up your hands and say "Barooooom!"

Wisconsin Cheer: Hold your hands in front of you with your fingers laced together, thumbs pointing down and have a 2nd person grasp your thumbs to milk a cow and say "Squirt, squirt."

Pirate: "Avast you landlubbers, walk the plank. Glib, glib, glib."

The one you never heard: Fake a clap but miss at the last moment.

Lucky Duck: Pantomime following an imaginary duck through the air with a rifle. The duck says "Quack, quack, quack." The hunter's rifle goes "Bang, bang, bang." The duck continues flying "Quack, quack."

Tree Topper: Simulate climbing a tree, branch at a time; cut off the top with your ax and yell "Timber."

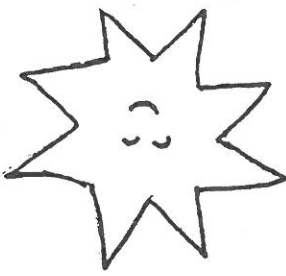
Rainstorm: Start by gently patting knees alternately to simulate rain falling. Increase the noise by switching to hand clapping as the storm reaches its height. With a hand signal, have everyone shout "Boom" to represent thunder. Gradually decrease the hand clapping and then pat the knees as the storm subsides.

Walk-Ons

Short one liners to use between program events.

Man points to the sky: Is that the sun or the moon up there?  
Second: I don't know, I'm a stranger here too.

1st Cub: I've been seeing spots before my eyes.  
2nd Cub: Have you seen a doctor?  
1st Cub: No, just spots.





Songs add sparkle and excitement to any den or pack meeting. They can be used to reinforce a theme, give a change of pace, open or close a meeting, inspire patriotism and get the blood moving again. Theme related songs can be found in the Monthly Theme section.

Try making up your own songs, choose a familiar tune and change the words to fit your needs.

Example #1

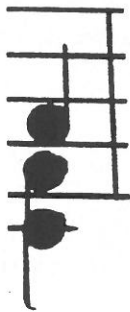
Row, row, row your boat  
Gently down the stream  
Merrily, merrily, merrily  
Life is but a dream.



Example #2

The farmer in the dell,  
The farmer in the dell,  
Hi-ho the daisy-o  
The farmer in the dell.

The family in the pack,  
The family in the pack,  
Hi-ho the merry-o  
The family in the pack.



Example #3

The farmer takes a wife...  
The wife takes a child...  
The child takes a nurse...  
The nurse takes a dog...  
The dog takes a cat...  
The cat takes a rat...  
The rat takes the cheese...  
The cheese stands alone...

The family has a boy...  
The boy chooses a den...  
The den has a new Cub...  
The Cub becomes a Bobcat...  
The Bobcat joins the Wolves...  
The Wolf grow into a Bear...  
The Bear matures into a Webelos  
The Webelos becomes a Scout...

(girls)  
Reuben, Reuben I've been thinking  
What a fine world this would be  
If the boys were all transported  
Far beyond the Northern Sea.

(boys)  
Mother, father I've been thinking  
What a fine town this would be  
If the boys were all in Cubbing  
On the road to fun and glee.

(boys)  
Rachel, Rachel I've been thinking  
What a fine world this would be  
If the girls were all transported  
Far beyond the Northern Sea.

(parents)  
Children, children we agree  
What a fine Pack you have here  
And the leaders all are truly  
Full of spirit and good cheer.

Get Along Little Cub Scout *Tune: Get Along Little Doggie*

As I was walking one morning for pleasure  
I spied a Cubmaster out riding alone.  
His hat was thrown back and his buckle a'jingling,  
And as I approached he was singing this song.

Chorus:

Whoopie ti yi yo! Git along little Cubbies  
It's your good fortune and some of my own.  
Whoopie ti yi yo! Git along little Cubbies  
You know that Pack \_\_\_\_\_ will be your new home.

It's early in autumn we round up the Cubbies

We run them and sing then and tell them a tale.

We round up our Leaders, load up the Pack wagon,

And lead the young Cubbies down the right trail.

Chorus:

Finest Pack of Cub Scouts *Tune: Yellow Rose of Texas*

We're the finest pack of Cub Scouts

That you have ever seen,

We're loyal and we're honest,

We're never rude or mean.

We're proud to wear our uniforms,

We like the gold and blue.

You know that you can count on us

To live our Promise true.

We follow our Akela,

We always do our best.

We work on our advancement,

We rarely stop to rest,

We learn while earning badges,

Cub Scouts know more than most.

We learn to be good citizens,

About that we can boast.

We love our God and Country,

We respect our fellow man.

We're busy doing good turns,

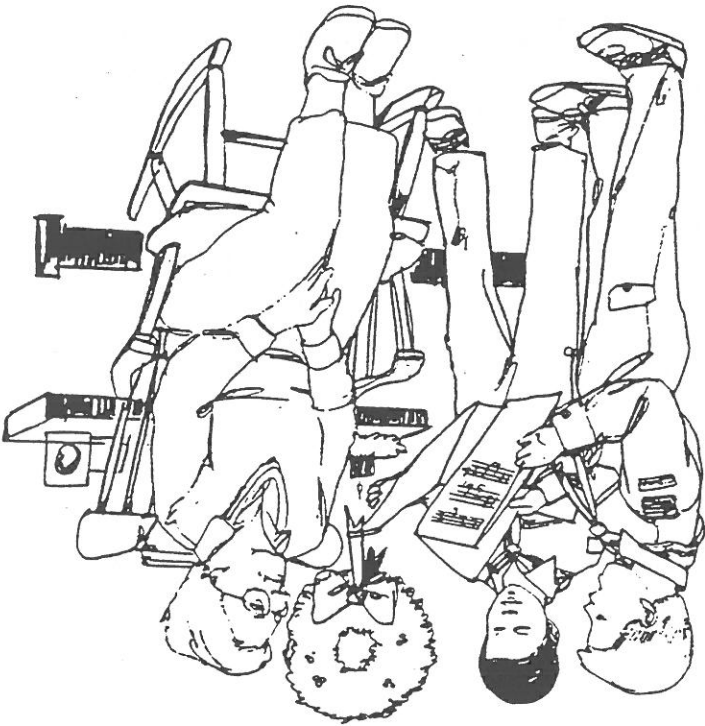
We help each time we can.

We're proud to be Americans,

We fly our flag to show

Our land is free for you and me

To live and learn and grow.



Think Blue

*Tune: My Bonnie*

Think blue and you're thinking of Cub Scouts  
Think blue and you're thinking of boys.  
Think blue and you're thinking of families,  
Of outings and picnics and joys.

Chorus:

Think blue, think blue,  
Think blue of our Bobcats and Wolves and Bears,  
Think blue, think blue,  
First Webelos, then Scout badge we'll wear.

Think blue and you're thinking of friendship,  
Think blue and you're thinking of fun.  
Think blue and you're thinking of good times,  
For Cub families and their sons.  
(chorus)

Advance in Rank

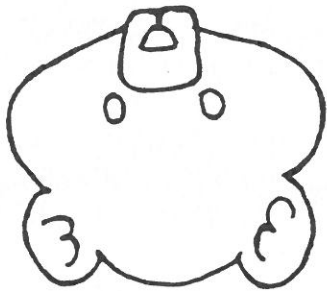
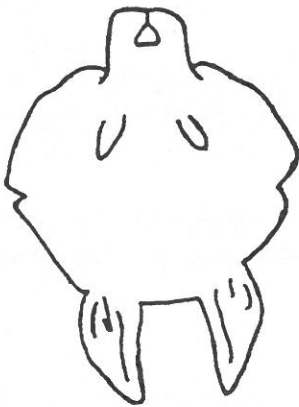
*Tune: When the Saints Go Marching In*

Oh, when the Cubs come marching in,  
Oh, when the Cubs come marching in,  
I want to be in that number  
When the Cubs come marching in.

And when the pack gives out awards,  
And when the pack gives out awards,  
I want to be in that number  
When the pack gives out awards.

There's Bobcat first, and then there's Wolf,  
And next there's Bear and Webelos.  
Oh, I want to earn those badges  
More than anybody knows.

So I'll work hard to earn my ranks  
And climb the ladder step by step.  
And I'll always do my best,  
That's a promise that I've kept.



Cheer, Cheer *Tune: Hail, Hail, The Gongs all Here*

Cheer, cheer, the gong's all here  
Full of pep and spirit  
Stick around and hear it.  
Cheer, cheer, the gong's all here  
Everybody's happy now.



Friends in Space *Tune: Clementine*

Met a Martian, met a Martian,  
Met a Martian up in space.  
On the count down he told me,  
That I had a funny face.



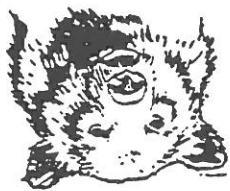
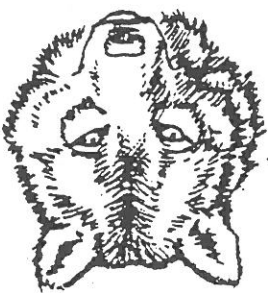
On the count down, on the count down,  
On the count down up in space,  
Told the Martian, the same Martian  
That I liked his funny face.

The next year, the next year,

While visiting up in space,  
I met the Martian, the same Martian  
My friend from outer space.

Cub Scout Fair *Tune: Animal Fair*

We went to the Cub Scout fair  
The Wolves and the Bears were there  
The Pack Leaders knew  
Just what they should do



To have a successful fair.  
The Cub Scouts did their work  
And never tried to shirk.

They built up their booths  
And fixed up the food  
And then they went to the fair, the fair, the fair.

The Woodpecker *Tune: Turkey in the Straw*

The woodpecker pecked out a little round hole,  
And made him a house in the telephone pole.  
One day when I watched, he poked out his head,  
And he had on a hood and a collar of red.  
When the streams of rain pour out of the sky,  
And the sparkles of lightning go flashing by,  
And the big, big wheels of thunder roll,  
He can snuggle back in the telephone pole.



Helping Others *Tune: Row, Row, Row Your Boat*

Think, think, think so hard  
 Service you can give,  
 Help some other people and  
 Your life's more fun to live.

Use, use, use your brain,  
 Put your mind in gear,  
 Bright ideas aren't a strain,  
 You have some, never fear.

Do, do, do your best,  
 Do a good deed now,  
 It will make you happy and  
 Cub Scouting shows you how.

Clap Your Hands *Tune: Jingle Bells*

Clap your hands! Clap your hands!  
 This is how it's done.

Clap your hands! Clap your hands!  
 To show you're having fun.

Stamp your feet! Stamp your feet!  
 Make a lot of noise,

Because we like so well to see  
 Such happy Cub Scout boys.

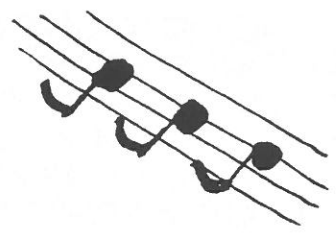
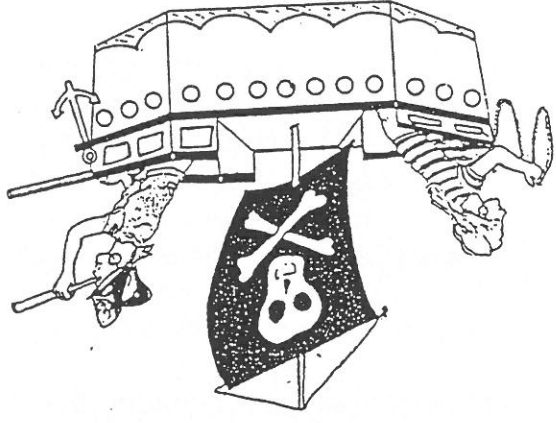
Pirate on the Sea *Tune: Oh I Wish I Were A...*  
 (CHORUS) Oh I wish I were a pirate on the seas  
 Oh I wish I were a pirate on the seas

I'd make everybody run  
 when my ship fired its gun  
 Oh I wish I were a pirate on the seas. (CHORUS)

I would push and I would yank  
 until all had walked the plank,  
 Oh I wish I were a pirate on the seas. (CHORUS)

I would figure and I would measure  
 till I found that buried treasure  
 Oh I wish I were a pirate on the seas. (CHORUS)

I would grunt and I would growl  
 and scare the ladies with my scowl  
 Oh I wish I were a pirate on the seas.



Cheese Song

It's cheese, it's cheese, it's cheese that makes the world go round  
It's cheese, it's cheese, it's cheese that makes the world go round  
It's cheese, it's cheese, it's cheese that makes the world go round  
It's cheese that makes the world go round.

Chorus:

Oh, rolling over the billows, rolling over the sea;  
Rolling over the billows of the deep blue sea,  
Oh, rolling over the billows, rolling over the sea;  
Rolling over the billows of the deep blue sea.

It's mice, it's mice, it's mice that makes the cheese go round...  
It's cats, it's cats, it's cats that make the mice go round...  
It's dogs, it's dogs, it's dogs that make the cats go round...  
It's boys, it's boys, it's boys that make the dogs go round...  
It's Cubs, it's Cubs, it's Cubs that make the boys go round...  
It's spirit, it's spirit, it's spirit that makes the Cubs go round.

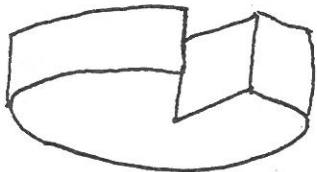
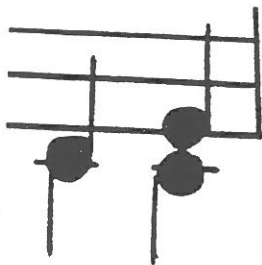
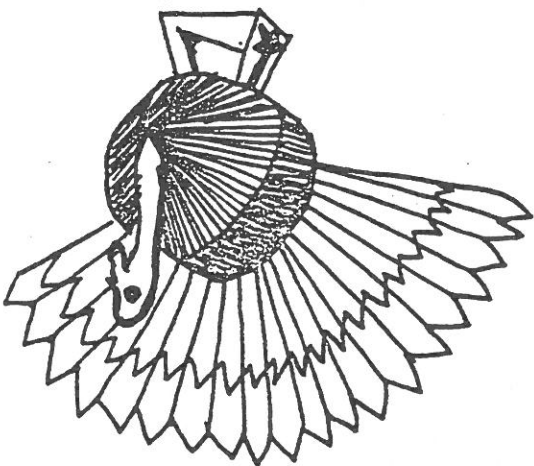
Chorus

Tommy The Tall-Tailed Turkey

*Tune: Rudolf the Red-Nosed Reindeer*

Tommy the tall-tailed turkey  
Had a big enormous tail,  
And when he started running  
It would make a windy gale.  
All of the other turkeys  
Teased poor Tommy every day,  
'Cause when he spread his feathers  
With them he could not play.

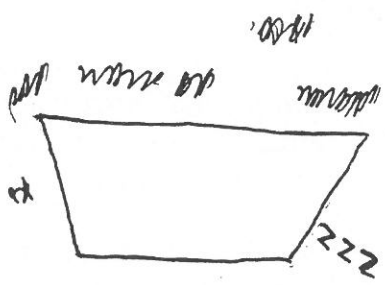
On Thanksgiving morn one year,  
When fire burned the barn,  
Tommy waved his tail so hard  
To stop it without harm.  
Now all the other turkeys  
Ended on a great big dish,  
But on Thanksgiving morning,  
Tommy and his tail still swish.



Sleepy Camper

What do you do with a sleepy camper?  
What do you do with a sleepy camper?  
What do you do with a sleepy camper, early in the morning?

Awake  
Awake  
Awake



chorus

Way, hey, late ye risers  
Way, hey, late ye risers

Way, hey, late ye risers early in the evening.

2) Throw him in the lake with his pants on backwards.....

3) Hit him in the face with a sopping towel...

4) Put him to be an hour sooner...

(early in the EVENING!)

That's Why We're in Cub Scouting

*Tune: Deep in the Heart of Texas*

The fun things in life,  
Our family's delight,  
(clap hands 4 times)

That's why we're in Cub Scouting.

Just me and my son,  
Work, play and have fun,  
(clap hands 4 times)

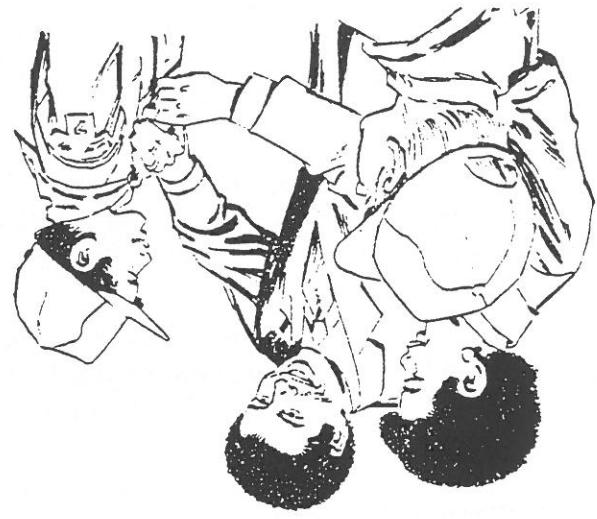
That's why we're in Cub Scouting.

We think our pack's great,

We'll keep it first rate,

(clap hands 4 times)

That's why we're in Cub Scouting.



Closing Family Vesper

*Tune: Tannenbaum*

Quietly we join as one,

Thanking God for family fun,

May we now go on our way,

Thankful for another day.

May we always love and share,

Living in peace beyond compare.

As a family may we find

Friendship true with all mankind.

Hail to Cubbing

*Tune: On Wisconsin*

Hail to Cubbing!

Hail to Cubbing!

Best game of them ALL!

We're a bunch of Jolly Cubbers

Listen to our call

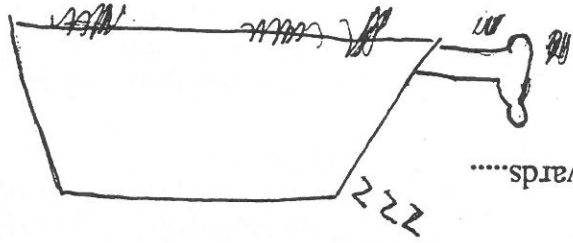
RAHI RAHI RAHI

Ever onward, ever forward

Bringing fun to all,

Here's to the game of Cubbing

BEST OF ALL!



# DEN YELLS

Cubs have fun making up den yells and competing at pack meetings with the other dens to see who can shout them the loudest. Here are a few suggestions.

Sisssssssss  
 Boom!  
 Ahaaaaaaaa!  
 Den 2, Rah!

We'll do our best  
 For the Gold and Blue  
 We ARE the Best!  
 We're Den 2.

When you're up in the air  
 You're not on the ground  
 Den 1 sure gets around.  
 Yea, Cub Scouts.

To look sharp (clap) be a C-U-B  
 To feel sharp (clap) be a C-U-B  
 To be sharp (clap) be a Den 2 Cub  
 We're the best den in the U-S-A (clap clap)

We're from Cub Scout Den 3  
 And no one could be prouder  
 And if you can't hear us  
 We'll shout a little louder!  
 (repeat twice, louder each time)

Skinna-ma-rink! Skinna-ma-ree!

Who likes Den Six?

Wei Wei Wei

Bing-a-lacka, bing-a-lacka,  
 Bing! Bing! Bing!

Ching-a-lacka, ching-a-lacka,  
 Ching! Ching! Ching!

Who are we?

Den Two, Den Two, Yes Sirtree!

F-I-V-E

The den that's really alive!

Watch us and you will see

It's F-I-V-E

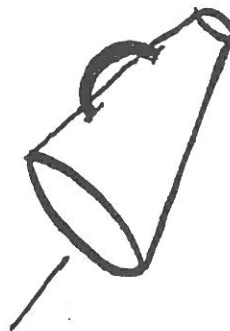
Den Five!

Two, four, six, eight

Who do we appreciate?

Den Six! Den Six!

One, two, three, four,  
 Which den do you cheer for?  
 Which den can you hear more?  
 Den 4! Den 4! Den 4!



Every Cub Scout aims for heaven  
 We've already made it!  
 We're Den 7.  
 We don't know  
 How you rate  
 But if you're good  
 You're in Den 8!  
 Yea....Cub Scouts.

If you're in a fix  
 Turn to Den 6  
 If we can't do it, nobody can.  
 Yea....Den 6.

On our hands  
 On our feet  
 Den 5 can't be beat!  
 Yea....Den 5.

That's the way to spell success!  
 Will we get it?  
 Well I guess  
 Den 4, Den 4, yes-yes-yes.

Clap for the Blue  
 Clap for the Gold  
 Clap for the boys  
 Who wear blue and gold.  
 Den 3, Den 3.

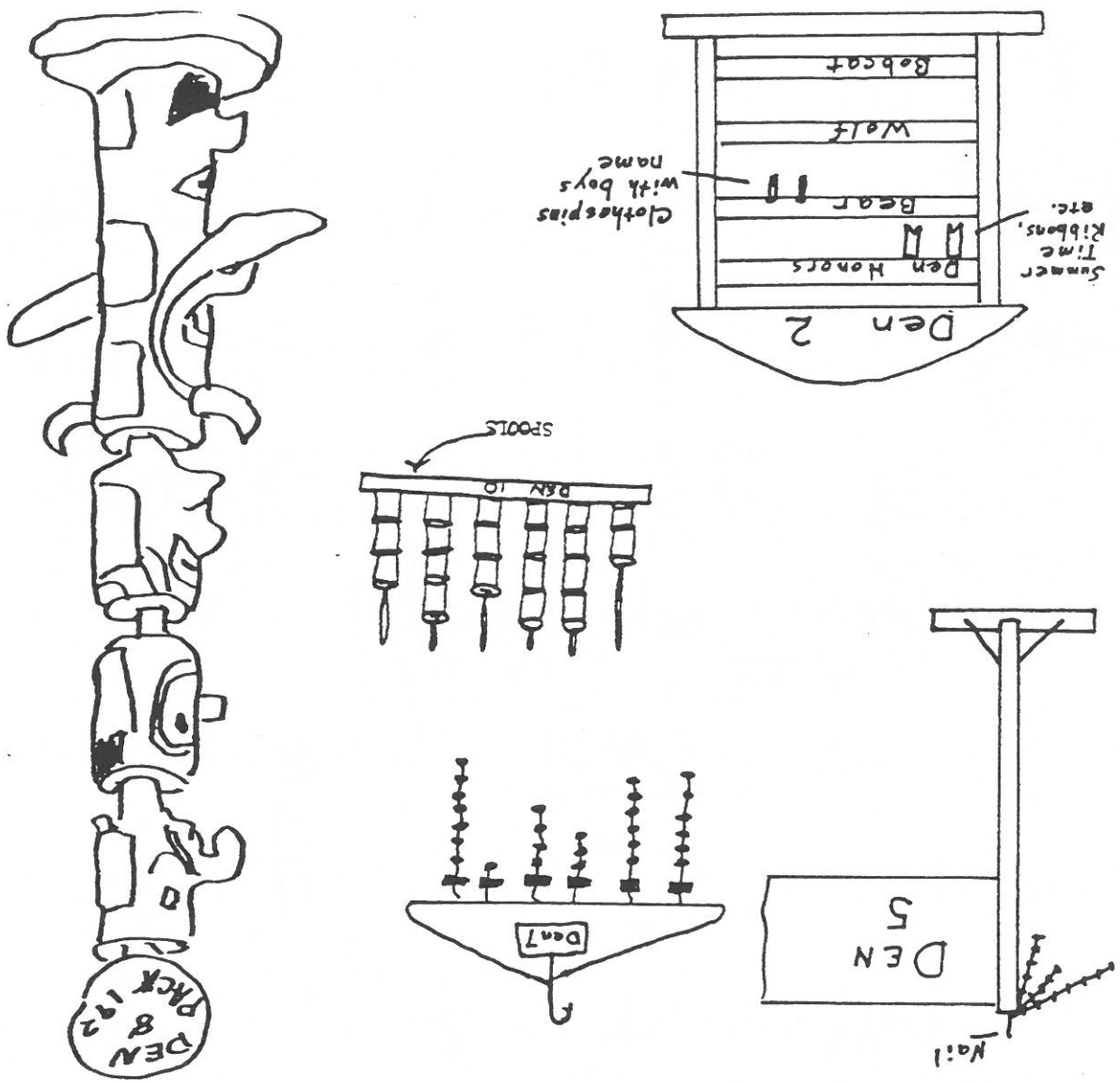
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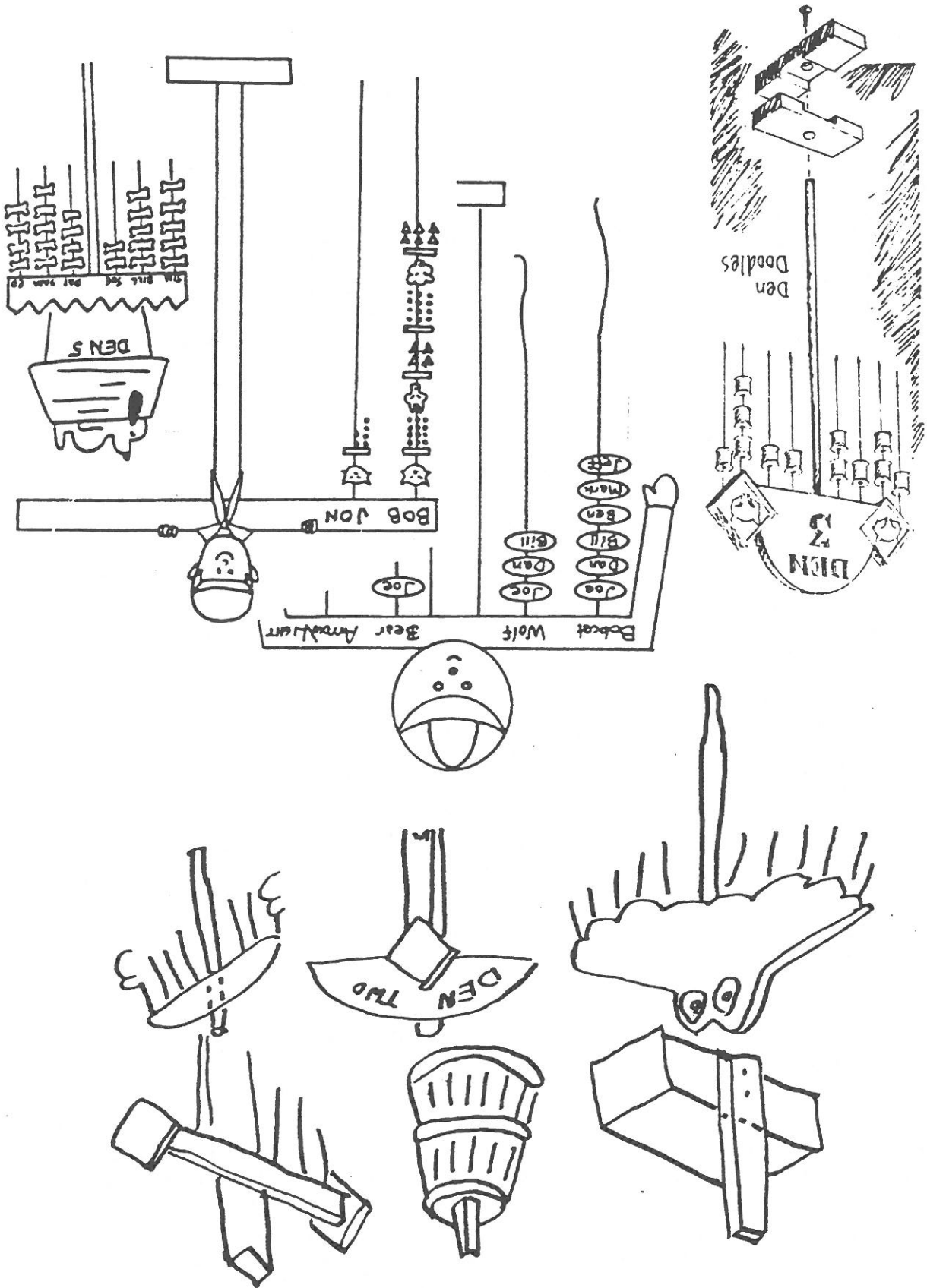


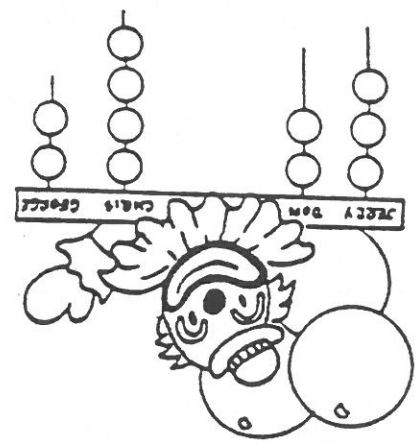
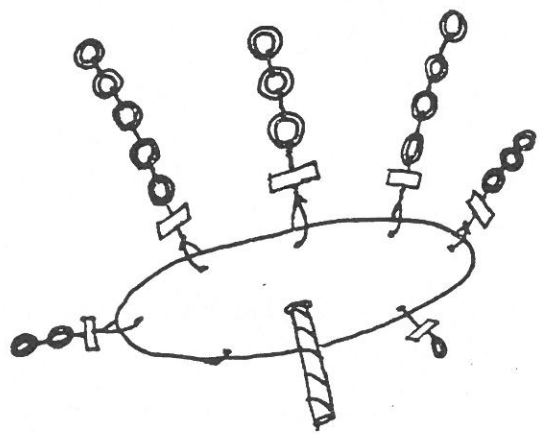
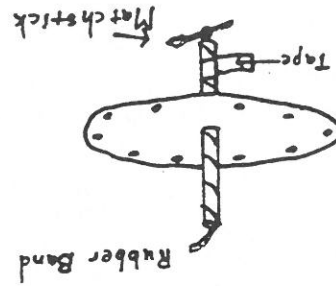
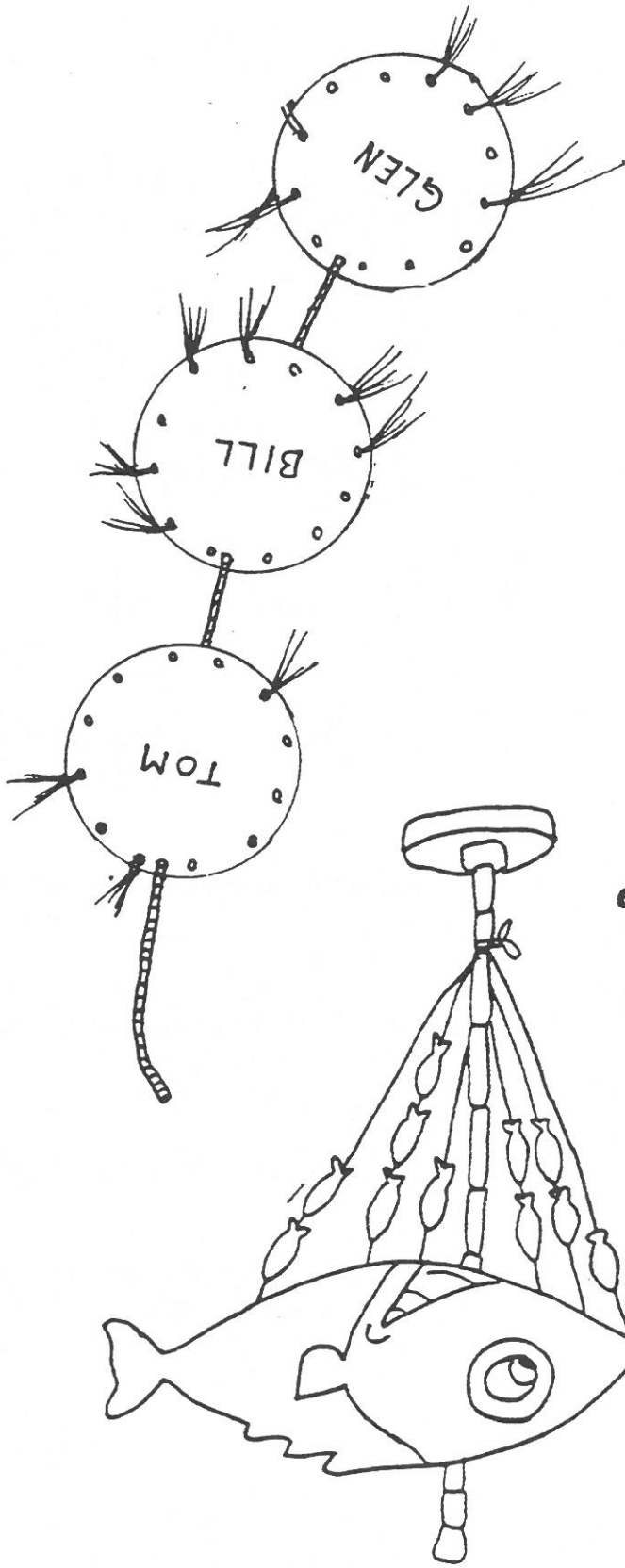
# DEN DOODLES

These are the instant recognition signs of how the Cubs and Dens are progressing along the Cub Scout trail. The forerunner of the Doodle is the Indian coupstick or totem. Den doodles can be as simple or as complex as desired. They can be free standing or hang on the wall. They can be small enough to decorate the table at Blue and Gold or they may need a corner of their own.

Once the shape of the doodle has been decided, then each Cub can add his name and badges on shapes that compliment the den doodle.





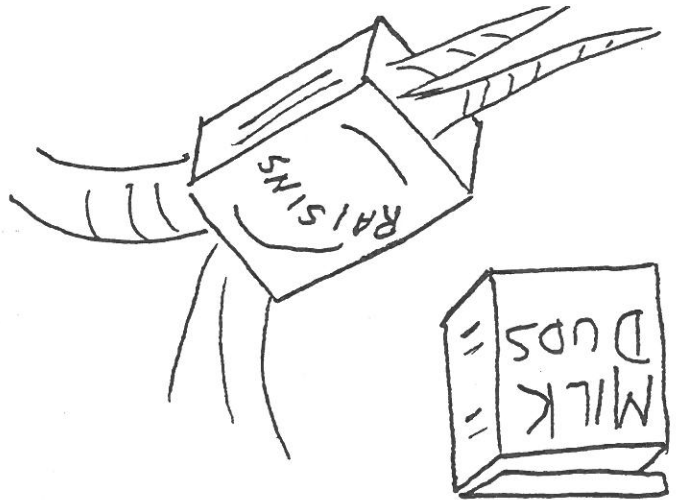


Neckerchiefs are a very special part of the Cub Scout uniform, and it is fun to begin a collection of neckerchief slides. Start with the official metal slides and go from there.

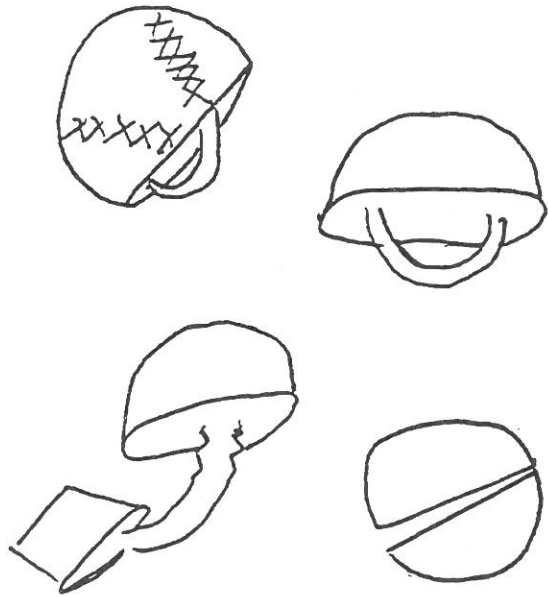
**SLIDES IN YOUR PROGRAM PLAN**

Handmade slides can add a special dimension to your Cub Scout program. There are a number of ways to incorporate making slides with your Cubs into your planning.

1. For Fun! KISMIF: keep it simple, make it fun. One quick slide is to give each Cub a small box of candy or raisins, the kind that are readily available around Halloween, have them eat the contents, tear off the top and bottom flaps, and use the box as the slide.



2. Gathering activity at den meeting. Choose a simple slide which needs little explanation to fill those first few minutes as everyone arrives. (A good project for the Den Chief).

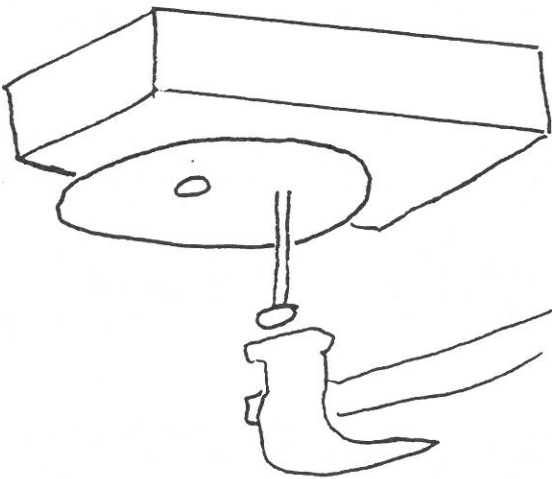


The slide idea into your monthly theme or a holiday or a Cub's birthday. One den leader made baseball slides to celebrate the Twins winning the World Series in 87 and 91 by cutting a pingpong ball in half, filling it with plaster, and inserting a ring into the soft plaster. Once they had hardened, a baseball design was painted on the slide.

4. Craft project at den meeting. Most families are inundated with art projects from school and religious education as well as Scouts. Making a craft the boys can wear is much appreciated by parents whose refrigerators have little available space to hang anything else.

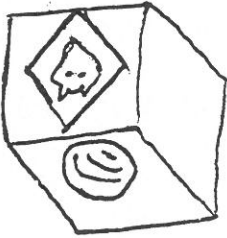
3. Den identity. A slide with your den number or patrol name helps to form cohesiveness within your den and looks really special at pack meetings.

5. To complete an achievement or activity badge requirement. One fun way to complete Wolf achievement 5d (using a hammer) is to give each Cub a metal juice can lid, a 16 penny nail, a hammer and a block of wood. Put the block of wood under the lid and hammer two holes in the lid. Insert a pipe cleaner through the holes, twist together, add a sticker to the lid and the Cubs have completed the requirement.



Make a rope slide when Cubs are working on the knot requirements in Wolf and Bear books, or make a clay slide for the Webelos Artist badge, or a leather slide for the Webelos Craftsman.

6. To recognize advancement make a wooden slide from a block of soft wood, drill 1/2" hole down the middle. Paint the wood with latex enamel and put a small rank sticker on the front. Stickers are available at the Scout Shop on sheets of 8 for about 35 cents. Use Mod Podge or water-based craft sealer to cover the sticker to prevent it peeling off. Present the slide to the Cub right at the den meeting. Alternatively this could be a den project as they near the end of their rank requirements.



7. To encourage wearing of neckerchiefs make it fun for them to wear them to pack meetings or on field trips by having them wear a homemade slide. For example after Day Camp have them glue their patch to a thin piece of wood or leather, glue a ring to it and wear it to meeting.



Materials & Techniques For Making Slides

Making neckerchief slides can be as easy or complicated as you choose to make it. We'll try easy here.

BACKINGS

- metal juice can lid
- thin wood paneling
- sheet metal
- heavy gauge plastic
- cardboard

RINGS

- pipe cleaners
- plastic curtain rings
- pop top from pop can
- paper clip opened
- loop of leather or vinyl
- plastic ring portion from twist off caps

SPECIAL MATERIALS

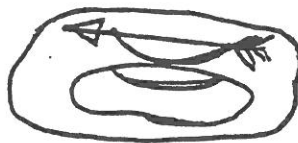
- green pompon
- movable eyes
- 35mm film canister
- round steak bone
- colored telephone wire
- block of wood
- PIPLASTER CASTS
- ping pong ball halves
- large table spoons
- candy molds

HINTS

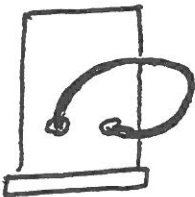
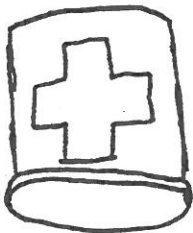
- \* Whenever Cubs make slides at den meetings be sure they initial their slides.
- \* Spray spoon surface with Pam before using it as a plaster mold.
- \* Insert ring into plaster while it is still soft.
- \* Hot glue guns are great for attaching the rings to the backs.

SEE THEME PAGES FOR THEME RELATED NECKERCHIEF SLIDES

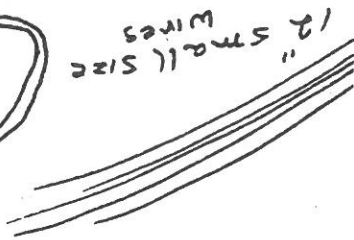
Boys' Life Magazine, and How-to-Book



steak bone



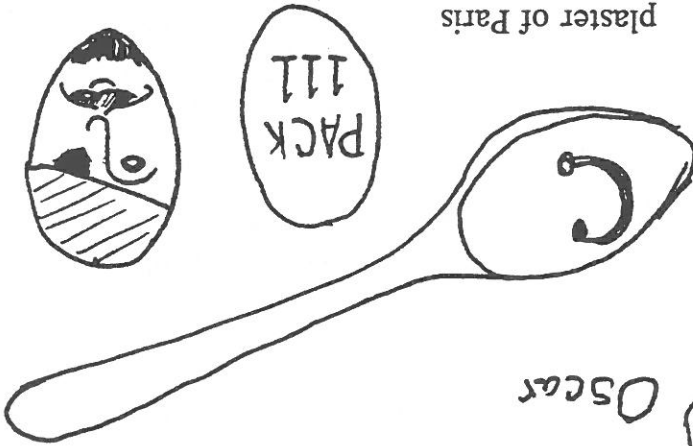
35mm film can pipe cleaner



telephone wire ends wrapped around pencil to make coil



Oscar



plaster of Paris

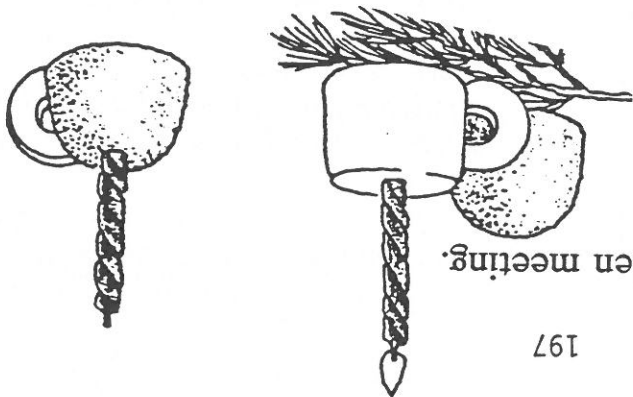
**HOLIDAY CRAFTS**

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Winter Cheers to brighten any den meeting.

Candle Holder  
Material:

large gum drop or  
marshmallow  
Life Saver candy  
birthday candle

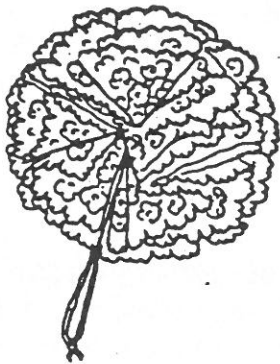
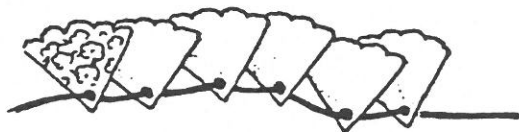


Make a slit in one side of the gum drop, press Life Saver into slit. Make a small hole in top for candle. If using the marshmallow just push Life Saver and candle into it, no need to make a slit or hole.

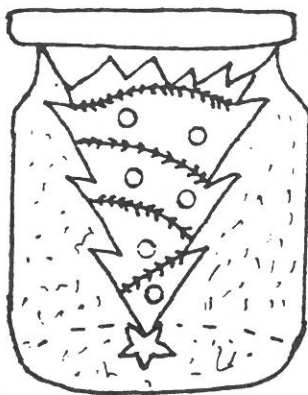
Fluff Ball

6 paper doilies or snowflakes  
string or yarn

Fold the doilies in half and then in half again, and half once more. Punch a hole in the point. Thread string through the six folded doilies and tie them close together. Tie the ends of the string to make a loop. Fluff out the doilies to make a ball.



Snowstorm in a Jar  
baby food jar  
water proof cement  
(bath tube caulk)  
small figure  
water  
moth flakes



With water proof cement glue small figure to inside bottom of jar lid. Let glue dry thoroughly. Fill jar with water and add teaspoon of moth flakes. Apply cement liberally around inside of jar lid and screw on. Let cement on lid dry thoroughly before turning jar upside down.

**Fun With Pine Cones**

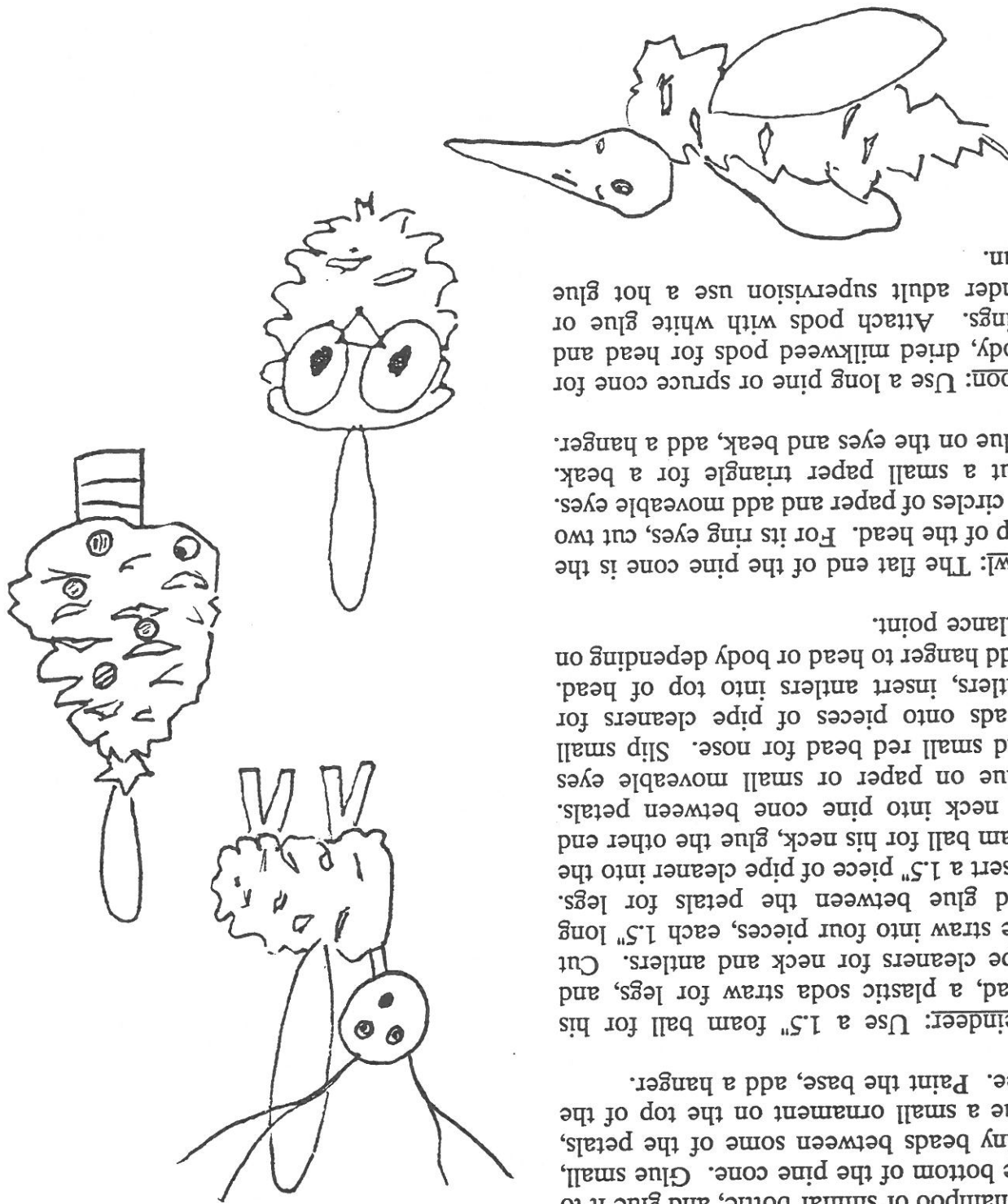
To make these ornaments, you'll need pine cones, about 2.5" high, or longer variety spruce cones, white glue, and cord or ribbon to make a loop for hanging.

**Tree:** For a base, invert a plastic cap from a shampoo or similar bottle, and glue it to the bottom of the pine cone. Glue small, shiny beads between some of the petals, glue a small ornament on the top of the tree. Paint the base, add a hanger.

**Reindeer:** Use a 1.5" foam ball for his head, a plastic soda straw for legs, and pipe cleaners for neck and antlers. Cut the straw into four pieces, each 1.5" long and glue between the petals for legs. Insert a 1.5" piece of pipe cleaner into the foam ball for his neck, glue the other end of neck into pine cone between petals. Glue on paper or small moveable eyes and small red bead for nose. Slip small beads onto pieces of pipe cleaners for antlers, insert antlers into top of head. Add hanger to head or body depending on balance point.

**Owl:** The flat end of the pine cone is the top of the head. For its ring eyes, cut two 1" circles of paper and add moveable eyes. Cut a small paper triangle for a beak. Glue on the eyes and beak, add a hanger.

**Loon:** Use a long pine or spruce cone for body, dried milkweed pods for head and wings. Attach pods with white glue or under adult supervision use a hot glue gun.





Pine Cone Door Swag

3 large pine cones  
satin ribbon for bow  
1 1/2" tinsel ribbon  
curb jewelry chain and wire  
adhesive spray and glitter

Spray cones with adhesive spray or krylon  
crystal clear spray and apply glitter.  
Attach chain to cones with wire. Wire  
ribbon bows and attach to jewelry chain  
with tinsel ribbon.

Reed Mat Door or Wall Piece

12" reed mat

10" styrofoam wreath

silver tinsel ribbon

artificial poinsettia

tinsel spray

pine cones

deer and glitter daisies

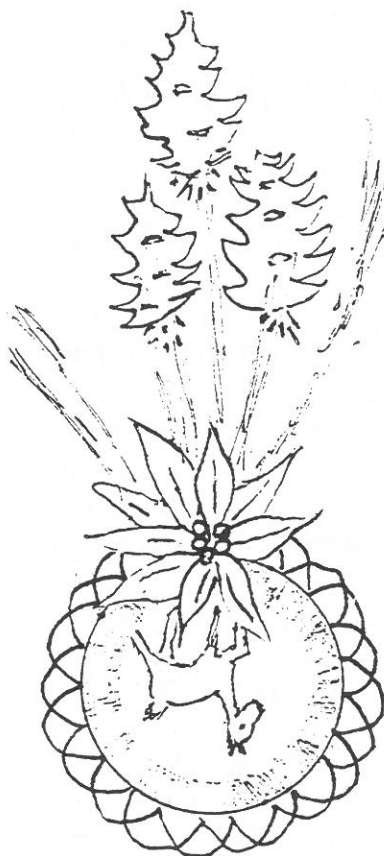
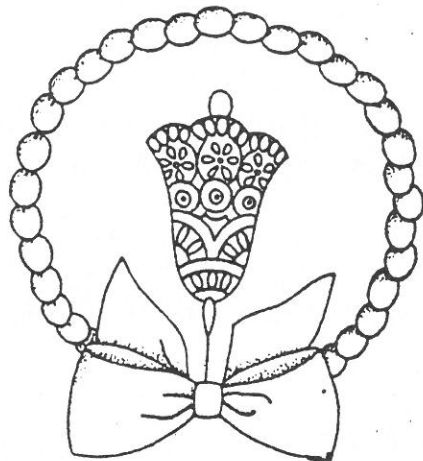
Wrap styrofoam wreath with tinsel ribbon  
and attach to center of mat with wire.  
Weave 5/8" ribbon through scallops of  
mat. Wire poinsettia, deer and tinsel  
spray to mat, hang cones with 5mm pearl  
chain, attach daisies to pine cones.

Cranberry Wreath

For an inside door, make this colorful  
wreath by stringing cranberries on a thin  
wire, bending the wire into a circle and  
attaching another wire to hang it by.

Tie on a red or green velvet ribbon bow  
where wires meet and hang an angle or  
bell inside the wreath.

The cranberries should be lacquered  
(clear nail polish works well) to preserve  
them for the entire holiday season.



Valentine's Day Ideas

Mobile: All you need beside valentine cards is a coat hanger and some yarn. Cut the yarn into long pieces, one for every two cards. Tie each piece of yarn onto the cross bar of the hanger so the knot is somewhere in the middle of each piece, but at different lengths. Tape one card to each loose end of yarn. The cards will hang at different levels and make an interesting mobile.

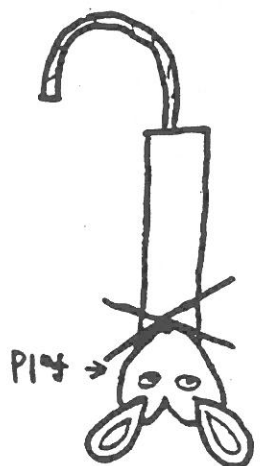
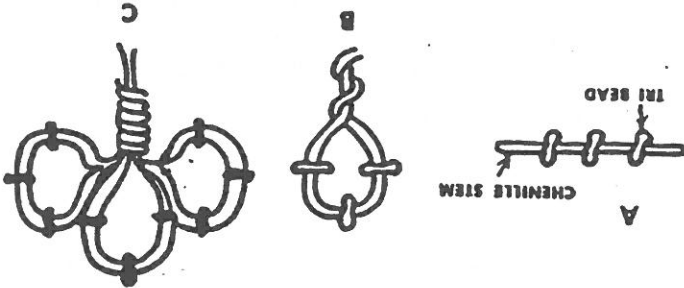
Bookmark: Cut a long rectangle from black paper. Fold one end of the rectangle over. Glue a red heart to the fold. Glue mouse features on the heart. For a tail glue a piece of yarn to the other end of the black rectangle. Your mouse will fit over a book page, with its eyes peeking at you over the top.

Spice Valentines: Cut two identical shapes from a piece of felt. Glue edges, leaving an opening at the top. Decorate with scraps of fabric. Fill with cotton and a few whole cloves, other spices or potpourri. Glue shut. Add yarn edging and a yarn loop for hanging. These can be used in a cupboard or in a drawer for a year-long valentine with a sweet smell.

St. Patrick's Day Clover Pin

Materials:  
two green chenille stems  
nine white tri beads  
one 1" pin back  
scissors

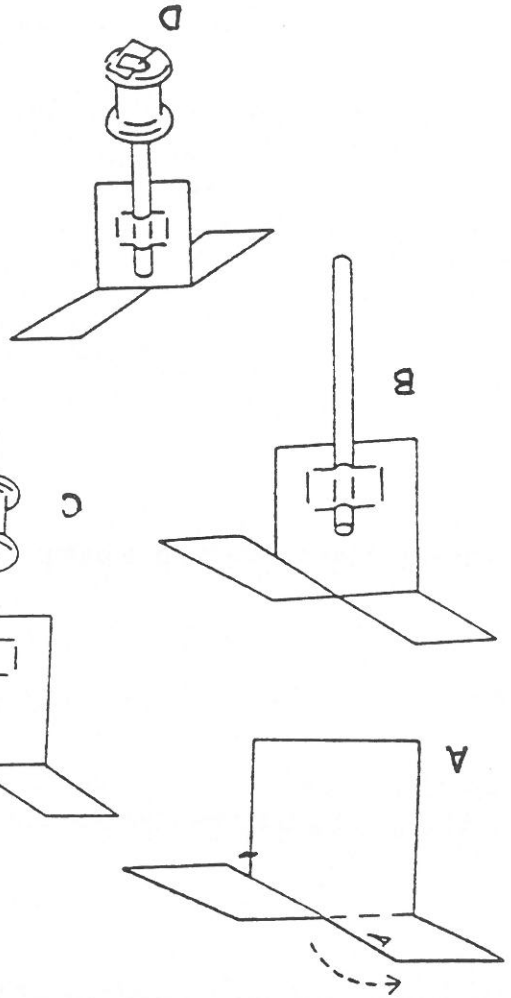
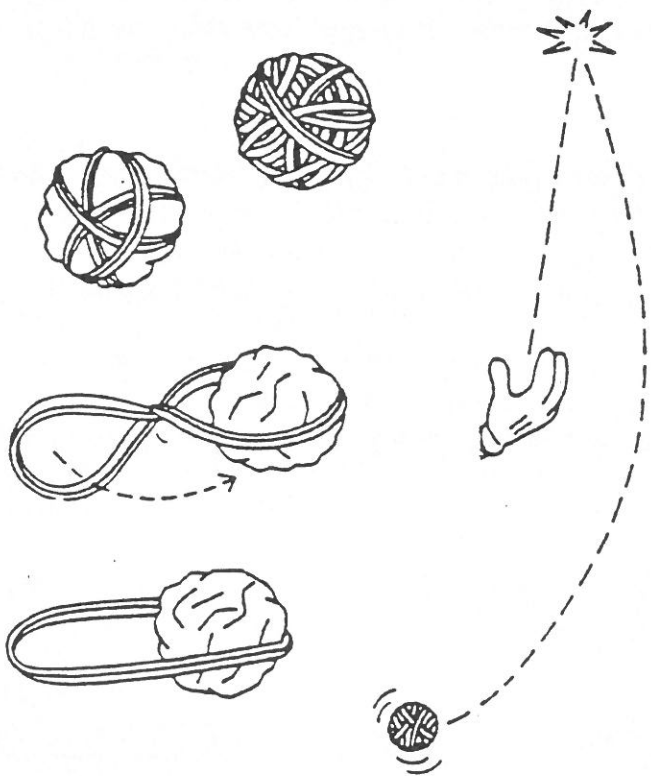
1. Cut the two chenille stems in half.
2. On one piece string on three white beads. (fig.A)
3. Twist chenille stem to itself (fig. B) Repeat 2 more times, making 3 loops.
4. With remaining piece, join the three twisted pieces together by wrapping around stems. (fig.C)
5. Shape the leaves like a clover and sew or glue on pin back.
6. Alternately, to use as a neckerchief slide, attach another pipe cleaner in loop fashion at back.



**Mardi Gras Toys**

**Wacky Ball:** This ball bounces in a wacky way, you will need about 16 medium sized rubber bands, the thin ones do not work as well, and aluminum foil.  
 1. Tear off piece of foil about the size of this page.  
 2. Crumple it into a ball.  
 3. Put rubber band around the foil ball.  
 4. Twist it and put it around again.  
 5. Wrap more rubber bands around ball.  
 6. Cover up the foil as much as possible.

Now bounce the ball and watch out!



**Whirly Gig:** An old fashioned flying toy to make using paper, straw, tape and a spool. Use a stiff paper like a 3x5 index card for the blade.

1. Measure about two inches from end of card, divide this portion into two parts, cut to two inch line, forming two flaps, fold flaps to opposite sides. (fig. A)
2. Cut straw in half, tape it to the card below the flaps. (fig. B)
3. Put straw through empty spool. (fig. C)
4. Fold up a small piece of the straw end and tape it to the spool. (fig. D)

Now toss the Whirly Gig into the air and watch as it twirls as it falls to the ground. The higher you throw it, the better the action.

Celebrate Spring

Bunny Egg Holder:

Materials:

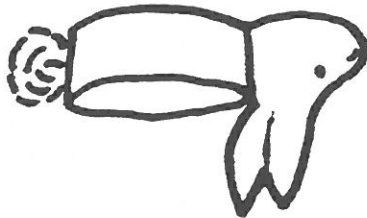
empty tuna can

heavy white paper

glue

cotton

markers



Assembly: Cut out a bunny head leaving a neck that can be glued to the can. Decorate the head with eyes, nose, ears, etc. Glue to the can. Glue cotton around the can. Glue a cotton ball tail on the back. Fill can with cotton or plastic grass.

Alternative: Assemble as above but add a layer of potting soil to the can and sprinkle with grass seed. Pat seed into soil, dampen with water, cover with plastic wrap with small holes in it. Set "bunny can" in warm spot until grass sprouts. Remove plastic wrap, keep soil just damp not soaked. You will have a fresh bed of growing green grass to hold your decorated egg.

The Bunny Nest:

1. Hard boil eggs and chill in ice water, then dry.

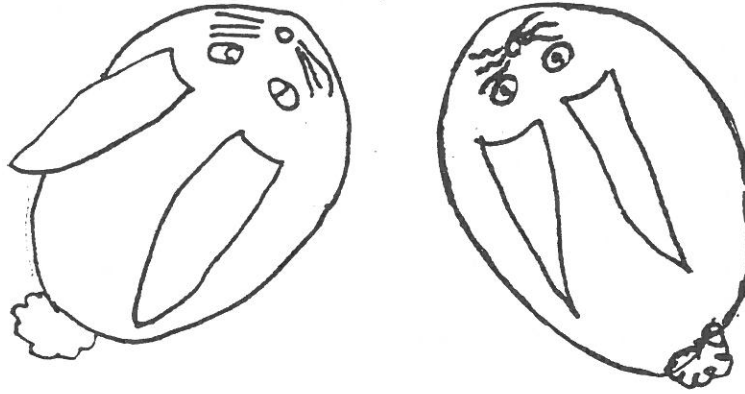
2. Cut pink ears out of any pink paper, tissue, crepe or construction paper is fine. Pinch a tiny pleat in the bottom of each one and glue on the "bunny" with any good household cement and tape in place while glue dries.

3. Draw eyes, nose, mouth and whiskers with a pink crayon.

4. Glue small ball of cotton on "bunny's" posterior.

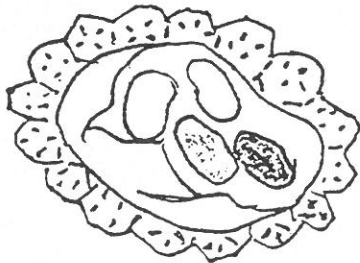
5. Make several "bunnies" and place in basket with cellophane grass as a centerpiece, or use individual "bunnies" as name card holders.

6. Note, to use as a den project, have the eggs hard cooked and cooled before den meeting, use only uncracked eggs to decorate



Bunny Nest to Eat: With help this is a fun den project. Start right after your opening, as the meringue needs 30 minutes to bake.

- Materials:
- 3 egg whites
  - 2/3 cup sugar
  - 1 tsp vanilla
  - coconut
  - jelly beans
  - paper doilies



Cover cookie sheet with brown paper. Mix meringue in large bowl with electric mixer: beat egg whites until soft peak, gradually add sugar, vanilla. Continue to beat until stiff peaks form. Pre-heat oven to 350°. Drop the nest on the brown paper and hollow out centers, sprinkle with coconut. Put in oven and turn down heat to 250°. Bake about 30 minutes until golden in color. Remove from oven, loosen with sharp knife and put nests on doilies. When cool, fill centers with jelly beans.

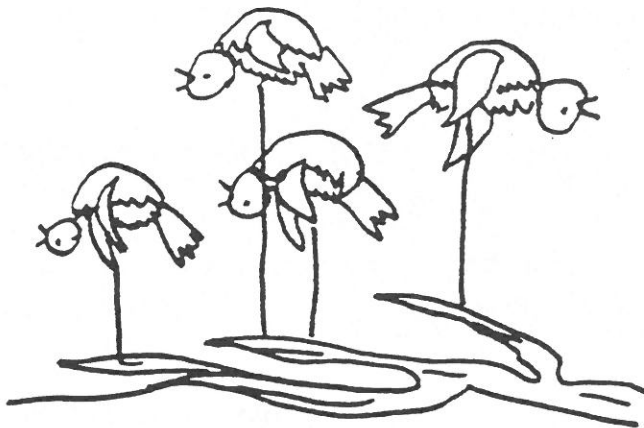
As a den project have enough parental help so they can work with no more than 3 Cubs in a group around one bowl and mixer. This gives each Cub a chance to make 3 or 4 "nests" and to decorate them. Let the boys sample their creations at the end of the session and take the remaining ones home. Plastic margarine or Cool Whip containers with cellophane grass make good packages for taking these nests home.

Eggshell Bird Mobile

For an egg-traordinary hanging decoration, make this bird mobile from eggshell halves, colored heavy paper, string, glue and a piece of driftwood.

Dye the eggshells if desired. Then for the body of each bird, use half an eggshell, open side up. Cut out the bird's head and wings from heavy paper and glue in place on the shell. Add a string hanger.

Make several birds and hang them at various lengths from a branch or piece of driftwood.



May Day Baskets

Make these tokens of friendship to be delivered by the Cubs on the first day of May. Boys may like to give them to their teachers, mothers, or nursing homes. The traditional way to deliver them is to set them on the doorstep, ring the door bell, and run away before the door is answered. This holiday tradition of giving is a nice offset for Halloween when the children go door to door to door seeking sweets.

Lacy String Shapes:

1. Blow up a balloon, then wind several layers of thread or string around it.
2. Boil 2 cups of sugar in one cup of water, let cool, then roll the balloon in the syrup.

(Alternately, use white glue diluted with water to dip the string in before wrapping the balloon.)

3. Hang the balloon up to dry over a sink, or an area protected with newspapers.
- Blot the bottom with paper towels.

4. When the string is dry, pop the balloon, cut across the top for a basket shape and remove the balloon.
5. Add a handle and decorations.

Berry Basket:

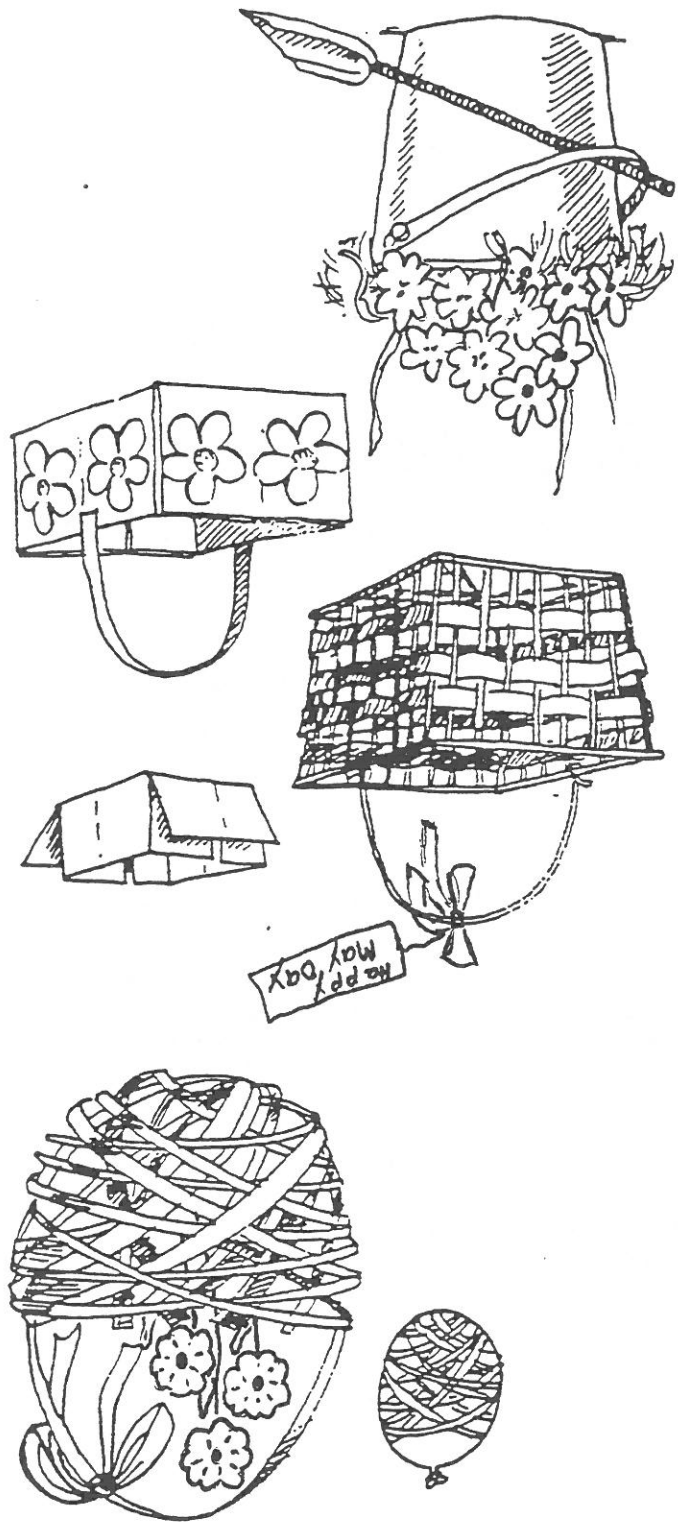
Weave ribbon or strips of construction paper in and out of a berry basket. Add a handle and decorate with cut-out flowers, bows, buttons etc.

Paper Basket:

Fold a square in paper 4 times. Cut a slit in each corner. Fold sides up and glue each corner. Add a paper handle and decorations.

Surprise Sandpail:

For your young friends use a plastic sandpail as your basket and fill with cellophane grass, flowers and special surprises. Tie on a shovel for an added touch.



Mother's Day

Favorite Things Paper Weight

Mother's Day is the second Sunday in May. Cubs can collect small treasures on nature hike or bring items from home to include in this sealed arrangement.

small baby food jar

modeling clay

assortment of dried flowers, seeds, pebbles, tiny shells, pine cones etc, none taller than the jar

ribbon, 1/2" wide

1. Take label off jar by soaking in warm water. Dry thoroughly.
2. Place about 1/2" of modeling clay in lid of baby food jar.
3. Arrange your collection of items in the clay.
4. When you have it the way you want it, place jar on top of it and twist lid to close.
5. Glue ribbon around edge of lid.



Father's Day

String Holder

For this Third Sunday in June your den might like to meet to make something special for their dads. This device is very simple but also very functional.

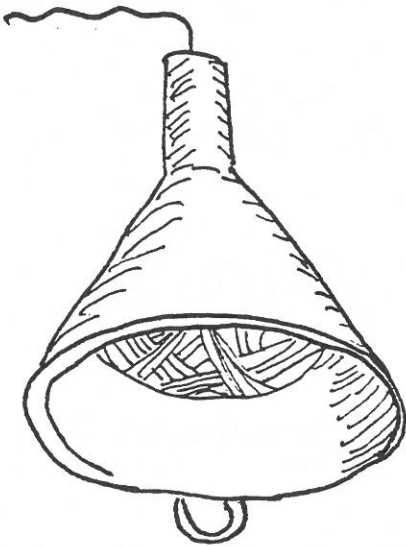
metal funnel

acrylic paints

small ball of string

wood plaque optional

Bend loop or handle of funnel up so it can be used to attach funnel to wood plaque or to shop wall directly. Paint funnel in bright colors of boys' choosing. When dry attach funnel to plaque if desired. Drop ball of string into top of funnel so that string hangs through opening.



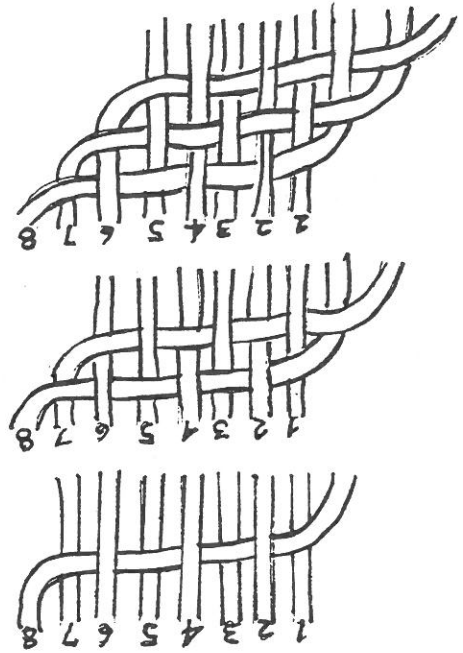
**Labor Day Celebration**

This end of the summer, beginning of school holiday is a salute to all the working men and women of our country. This project can symbolize all our skilled crafts people and their endeavors.

Fingerweaving is weaving with all the pleasure and none of the paraphernalia. Since no loom is necessary, minimal preparation and costs are involved. One of the simplest fingerweaving techniques is the Peruvian flat braid.

**The Basic Technique**

All the threads hang vertically, they make up the warp. The weaving is done in one direction, always in the same direction. You take the outside thread on the left or right side (this is the weft) and weave it over and under the warp. Take the next outside string on the same side and repeat, reversing the over-under sequence. Continue in this manner. After a thread has been woven across to the other side, you just let it hang down and become part of the warp, weaving through it with the next weft.



**Making a Wall Hanging**

Select yarns in a variety of colors, types and textures: cord, string, jute, chenille, rug yarn or woven braid. Cut strands about 48" long. The number you cut will depend on how wide you want the hanging.

In the color and design order you desire, attach them to a holder. Holder could be a dowel or sturdy stick.

Twist a loop of cording over ends of holder after threads are attached, then slip the hanger over the back of a chair to maintain a tension while weaving.

Begin weaving, working always in one direction.

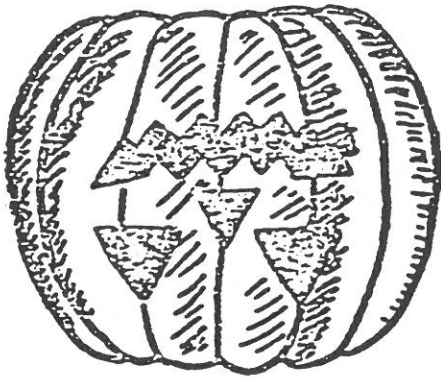
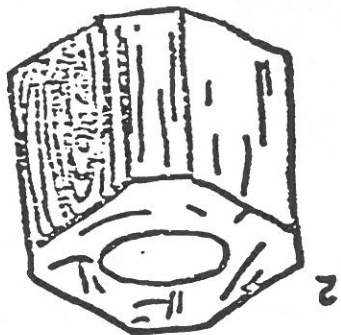
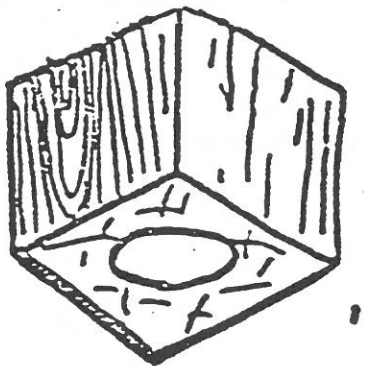
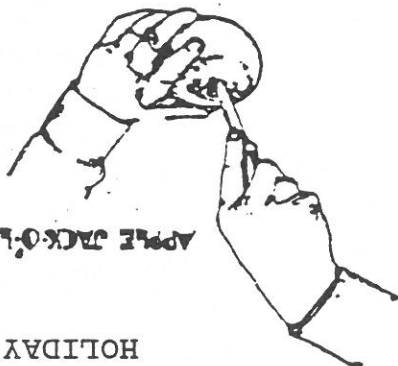
When hanging is as long as desired, stop weaving and let end hang in fringe fashion.

Cording on top holder can be used to hang your weaving on the wall.





APPLE JACK-O'-LANTERN



**Halloween Fun**

**Apple Jack O'Lantern:** For den fun, have the boys try to carve jack o'lanterns from large apples with jack knives. If the boy is not satisfied with the results, he can eat it. This is a good opportunity to review basic knife safety rules. After the apple carving boys may want to try the next project in wood.

**Jack O'Lantern Slide:**

Start with a 1.5" block of white pine or other soft wood. Clear grain wood works best. Drill a hole about 1/2" in diameter through the center. Drill in the same direction as the grain to prevent splitting.

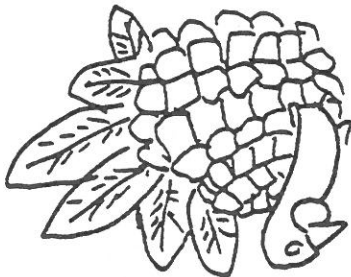
Begin to shape the slide into a pumpkin shape. Follow the drawing to get the pumpkin shape. continue to round all the sides to avoid a lopsided look. Sand over any rough spots or nicks.

Pencil in lines that make up the pumpkin sections. Cut grooves along these lines and round the sections.

Sand the whole slide again, and draw on eyes, nose, mouth. Paint pumpkin orange and face parts black. Acrylic or enamel paints are good. Use a fine bristle brush.

Pine Cone TurkeyMaterials:

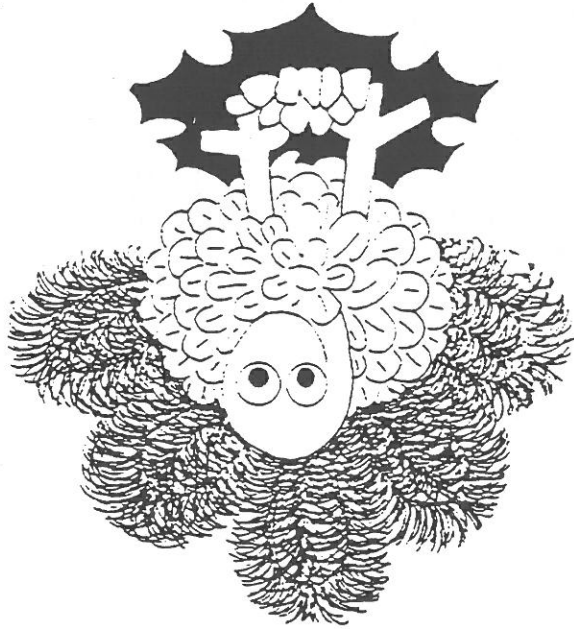
large pine cone  
orange and green marabou feathers  
chenille stems  
velvet tubing  
brown and orange bumps  
moving eyes  
wire, brown plastic tape  
stickum clay  
styrofoam block  
fruit, corn, wheat

Assembly:

Put clay between the petals on the small end of the cone and insert feathers in clay. The head is made of 4 bumps of chenille, two brown, two orange, folded on a length of brown chenille stem, which is also the neck, tubing may be slid up the stem or it can be covered with several feathers. Glue moving eyes on each side of the chenille bumps.

Cover the wire with brown tape, fold covered wire over cone and insert into styrofoam block for the legs. Use 1/2" pieces of brown chenille at base of wire legs for feet.

Styrofoam block may be decorated with wheat, fruit, nuts, leaves or dried seed pods.



Grapevine Wreath

Early fall is a good time to gather wild grapevines for wreaths. They're more flexible at this time and easier to work with. You can find grapevines growing in the woods and along roadsides. Clip the vines carefully, along with the spidery tendrils that are attached, and grow every which way. You'll need about eight vines. Each should be about 6 feet long. Strip the leaves off and form a circle 18" in diameter. As you go around again, twist the vine and weave it into the circle. Tuck the end in and continue twisting the remaining vines into the wreath.

After you have finished making the wreath, lay it flat and place in a warm, dry place for about 2 weeks or until the green vines are brown. Boys can decorate the wreath with straw flowers, bittersweet, dried peppers, or seed pods. A large gingham bow adds a finishing touch.

Pebble Paperweight

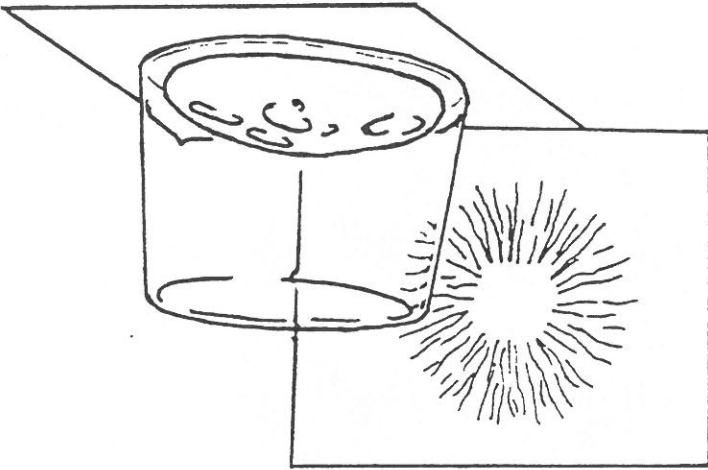
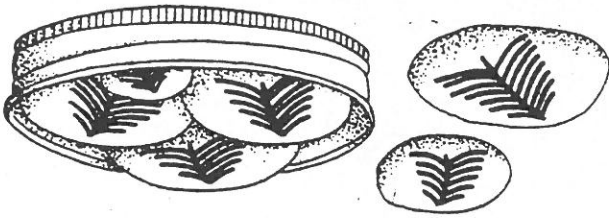
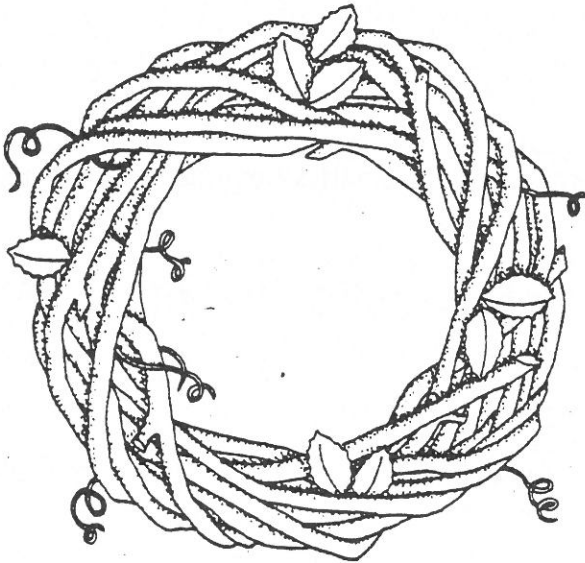
Look for flat smooth stones about 1" to 1.5" long. If they are dark, paint them white, then paint on bright designs. Glue decorated stones to inside of a large jar lid. Glue a felt circle on bottom of lid.

Spore Prints

mushroom cap  
white paper  
glass bowl  
fixative  
clear contact paper

Put the mushroom's cap bottom down on white paper. Cover with glass bowl, leave undisturbed for several hours or overnight. The tiny spores fall on the paper and stick, forming a delicate pattern.

Use a fixative such as hair spray then cover with clear contact paper.



Fern in a Candle

Materials:

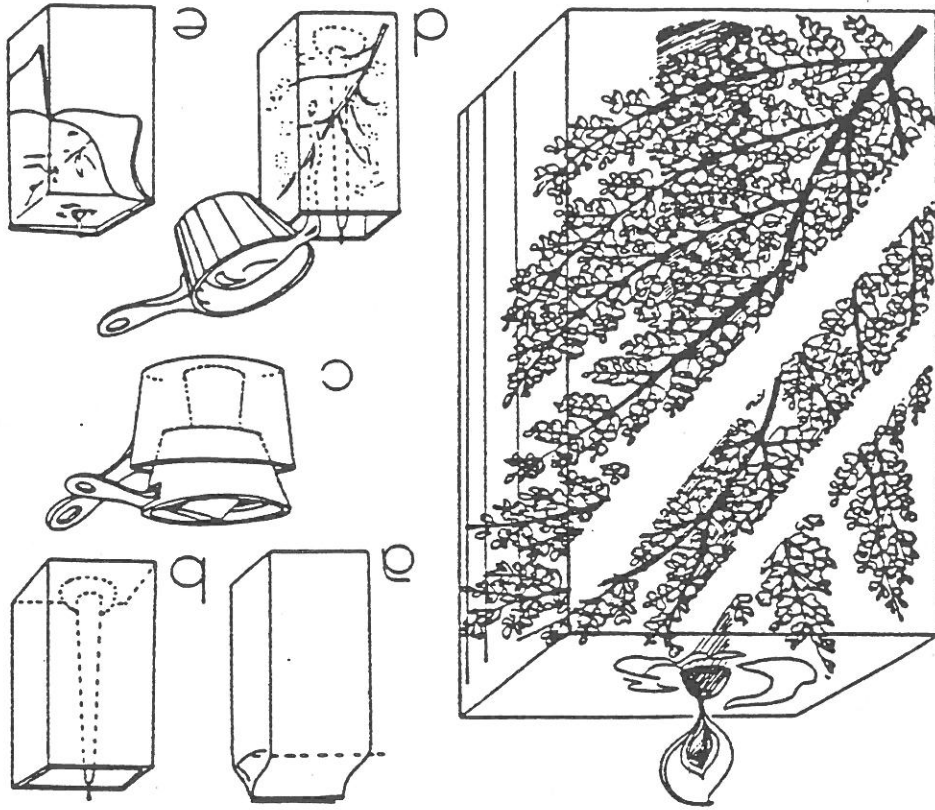
- pint or quart milk carton
- Pam (non-stick vegetable spray)
- candle
- non-harden modeling clay
- paraffin
- fern leaf
- medium size can
- pan

Cut off top part of a pint carton or half a milk carton. Wash and dry the carton and then spray the inside with a thin coat of Pam.

Place a small ball of clay in center of the bottom of the carton and push the candle into the clay. Choose a candle about as high as the carton and be sure it stands straight in the clay. Break the paraffin in small pieces and place in the metal can, place can in pan of water and heat on stove over low heat. Never melt paraffin directly over the burner.

Put the fern into the carton, trim the top if it comes above the top edge. Carefully pour the melted paraffin into the carton and up to the candlewick.

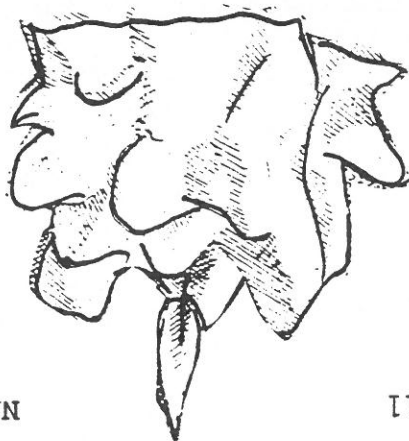
When the wax has hardened completely, peel away the carton to unroll your candle.



Sandcast Candles

Material:

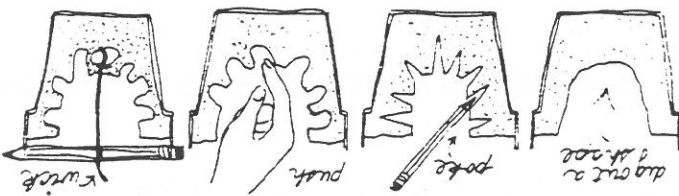
- sand
- 1 flower pot per candle
- crayons (optional)
- household paraffin, 1/4 lb per candle
- candle wick
- pencil
- empty can with paper label removed
- small pebbles



Break up the wax and put pieces in the empty can. Fill a small pot 1/3 full with water, put in can in pot, put pot on stove. Turn burner on low heat. If you want colored candles put in a piece of crayon to melt with the wax. While wax melts, prepare the mold.

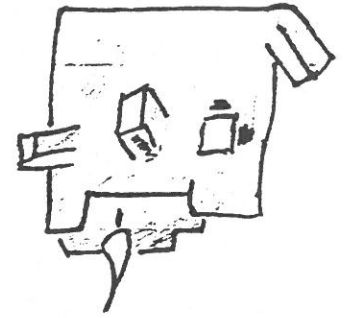
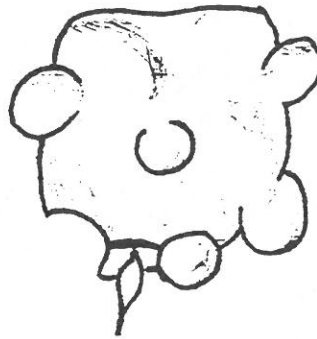
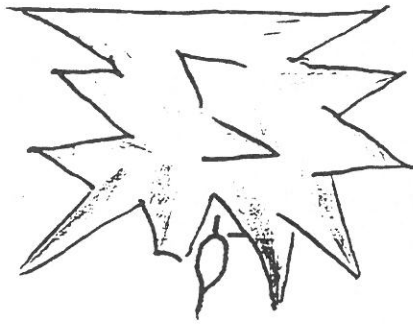
Fill flowerpot with moist sand. Dig out the candle shape, use your hand or press an object into the sand like a small rubber ball or small can. You are making the candle upside down, the sand at the bottom of the flower pot forms the top of the candle. To make the candle like a strange sea creature, make small holes in the sand jutting out from the basic shape using your fingers or a pencil.

When the mold is finished, tie a pebble to the end of a strand of wick and embed the pebble in the sand at the bottom of the mold. Wind the other end of the wick around the pencil and balance across top of the flowerpot. Be sure the wick is straight.



Pour the melted wax into the mold carefully. In a few minutes the wax will sink a bit, pour more in to level what will be the bottom of the candle. Let the wax harden completely.

To unmold, turn the flowerpot upside down. All the sand will come out in a hunk in your hand as it does when you report a plant. Carefully remove the candle, brush off as much sand as possible. Let dry and brush off again. A very thin coating of sand should remain on the candle surface.



Friendship Stick

Material:

- stick of boy's choosing
- permanent colored markers
- pine board
- white glue
- 2 L-shaped screw brackets
- copies of Friendship Stick story

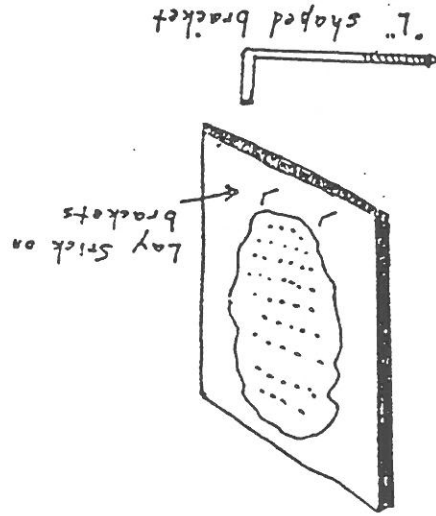
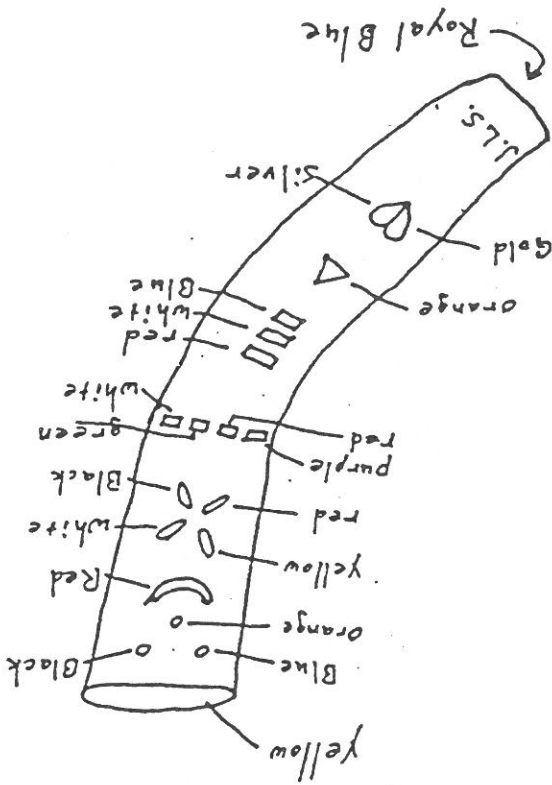
Have Cubs prepare the stick by removing bark. Younger boys may color in the design with permanent magic markers. Older boys working on Bear Achievement 19, Shavings and Chips, may choose to whittle before coloring.

Make copies of the Friendship Stick story found on the following page so that each boy will have one to decoupage onto a board.

Tear or burn the edges of the page before decoupage. Use decoupage glue or simply dilute regular white glue with a small amount of water. Apply a thin coat of the glue to board and let it dry completely. Apply another coat and place story on the board while glue is still wet. Let dry.

Apply final coat over paper being careful not to leave bubbles in finish. Let dry 24 to 48 hours.

Make a "shelf" for the friendship stick using "L" shaped screw brackets.



## Friendship Stick

This little stick means "friendship,"  
Of a very special kind,  
A friend you know  
Is really great to find.  
Green wood is a living symbol  
According to the lore  
Of Scouting, hope and friendship  
The boundaries to explore.  
The cap is the color of sunlight  
And all that it can mean.  
The eyes, light and dark skinned people  
Are plainly seen.  
The nose stands for strength and courage  
That makes freedom ring.  
The mouth for truth and honesty,  
Qualities of which we sing.

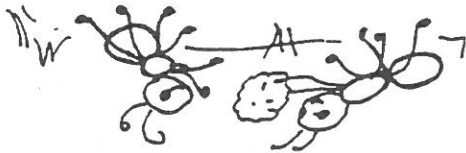
The crossroads for all the races  
Joining a brotherhood,  
Of yellow, red, black and white  
For all our mutual good.  
Duty to God is uppermost  
As every Scout should know.  
Next is duty to country  
For freedom, we strike a blow.  
The orange sign of helping others  
Means much to those that do.  
While a heart of gold and silver  
Stands for friends, old and new.  
The givers sign our totem  
At the bottom of the stick,  
Provides a permanent record  
Of a friend you won't forget.

The color you find on the bottom  
Means my loyalty is true.  
It's also the color of the skies  
A pure and royal blue.  
A friend like this is hard to find  
For there are very few,  
And when a friend like this is found  
The person will be true,  
Because this person tries to be  
A real good friend to YOU.

Ant House

Material:

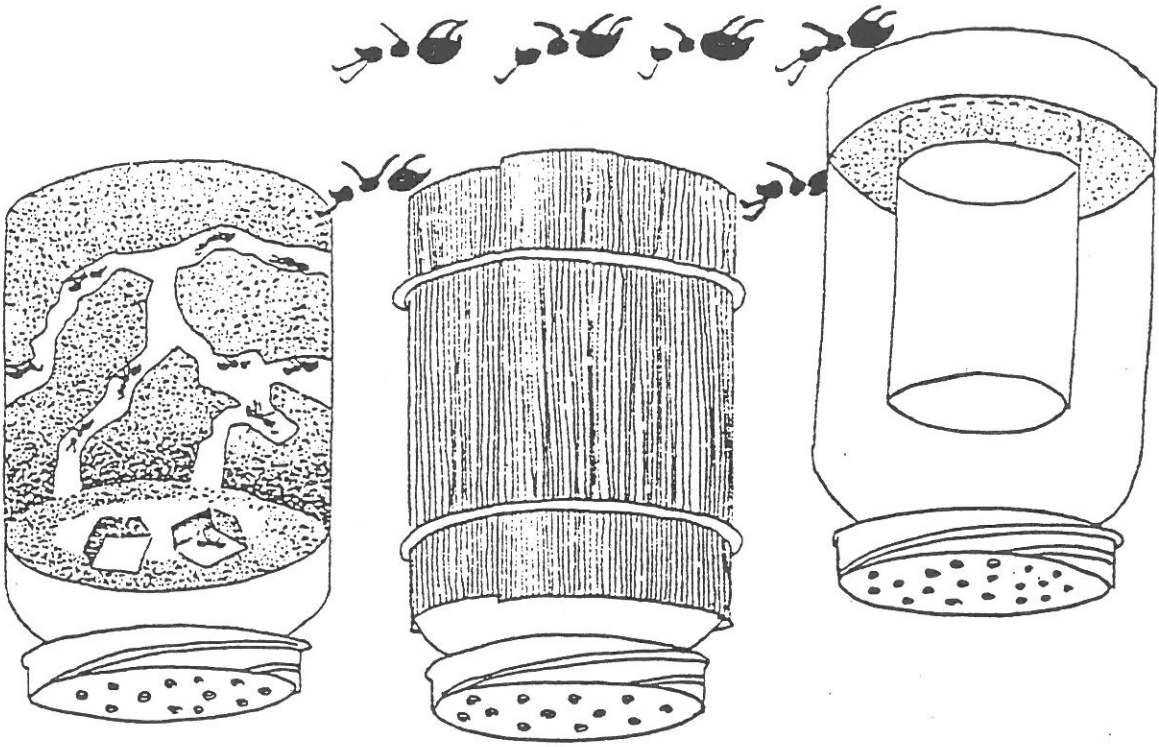
- frozen juice can
- glass quart jar
- soil
- ants
- small nails, hammer
- black construction paper
- rubber bands
- 2 small pieces of sponge
- honey, water



To make an ant house, simply place an empty frozen juice can upside down in a quart jar. Fill the space between can and jar with a couple handfuls of earth full of ants, taken from anthill. Close the jar with a lid in which you have made some small nail holes to let in air.

Wrap a piece of black paper around the ant house. Hold the paper in place with a couple rubber bands. Place the ant house in a cool spot for a few hours. When the black paper is removed see that the ants have been making runways and chambers in the dirt in the narrow space between the jar and juice can.

Ants need food and water. To provide this, place two small pieces of sponge on the juice can. On one of these, drop a little water. On the other, drop a mixture of honey, water, and half and half. From time to time, kill a few flies and throw them into the ant house for food.



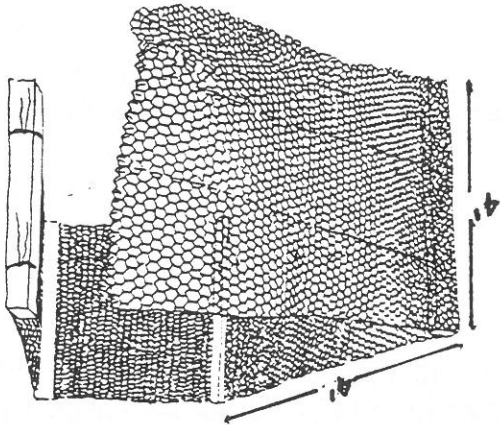


### Build a Compost Bin

Plants love compost. This bin will help you make some in just a few weeks in warm weather. Start composting when spring comes. You will have plenty of nutrient rich material when it's time to plant your garden.

#### Build the Bin

Put four sturdy five-foot posts into the ground as corners of a four-foot square. Wrap 16 feet of four-foot wide chicken wire around the square. Attach wire to posts with fencing staples. Leave one corner free so that one side can be opened like a gate. Bend the ends of the wire back so they won't scratch you. Tie the gate closed with string.



#### Make the Compost

Fill the bin with grass clippings, garden weeds, leaves, and other dead plants about 3 1/2 feet deep. Don't use woody plants, thorny bushes, or plants with diseases.

If the plants are dry, sprinkle water on the pile as you build it. If the pile will get a lot of sunshine, cover it with plastic.

Every two days for two weeks, open the gate and mix up the compost. Move the outside compost into the middle and the bottom layer to the top. If it's dry, add more water.

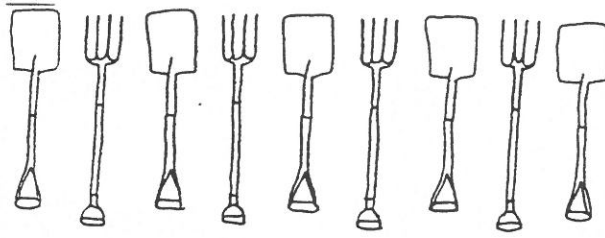
After two weeks of warm weather the compost should be ready to use. It should be black or dark brown and feel light and crumbly.

#### Using the Compost

Use the compost as fertilizer. Before planting, spread compost one to two inches thick on your garden. Mix it into the soil with a hoe, rake, or shovel.

Feed the plants with a top dressing. Spread compost one inch deep. Work it into the soil with a pointed stick.

Mulch your garden. A layer of compost around each plant will keep the garden moist and help stop weeds.



**Simple Bird Feeders**

**Winter Feeding is a Serious Commitment**

A bird's most important activity in winter is finding enough food to stay alive. Attracted by and accustomed to a free and easy food source, birds may suffer if it is abruptly withdrawn before the arrival of spring when their dependency can taper off naturally as insects and plants reappear. So no matter what method you use, understand that when you start feeding in winter, you assume responsibility for the birds' welfare. Your rewards are the satisfaction of sustaining wildlife in time of want and the possibility of seeing many species at your backyard feeders.

**Attracting Specific Birds to Your Winter Feeders**

**Birds**

blue jay, woodpecker, nuthatch, chickadee, starling, grackle, flicker

chickadee, blue jay, cardinal, goldfinch, grosbeak

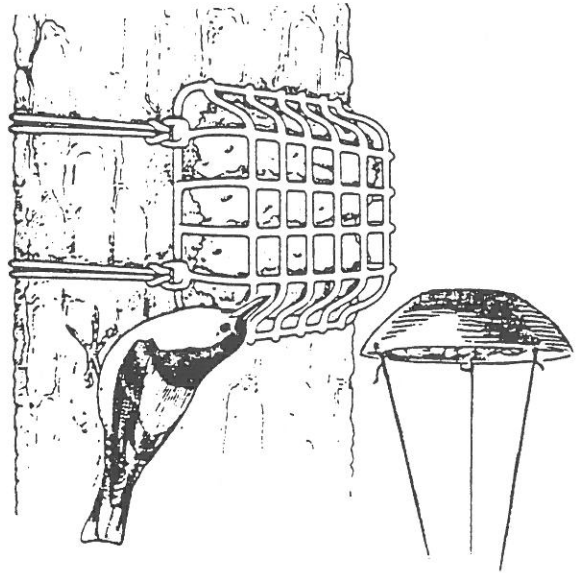
purple finch, junco, sparrow, catbird, cardinal, thrasher

cowbird, grackle, pine siskin, pine grosbeak, sparrow, junco

quail, pheasant, mourning dove

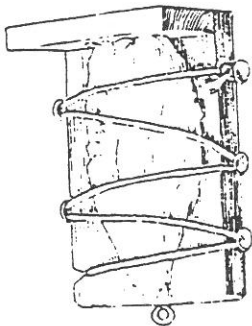
grosbeak, nuthatch, woodpecker, blue jay, finch, cardinal

thrasher, robin, cedar waxwing



**Favorite Foods**

**suet**



sunflower seeds

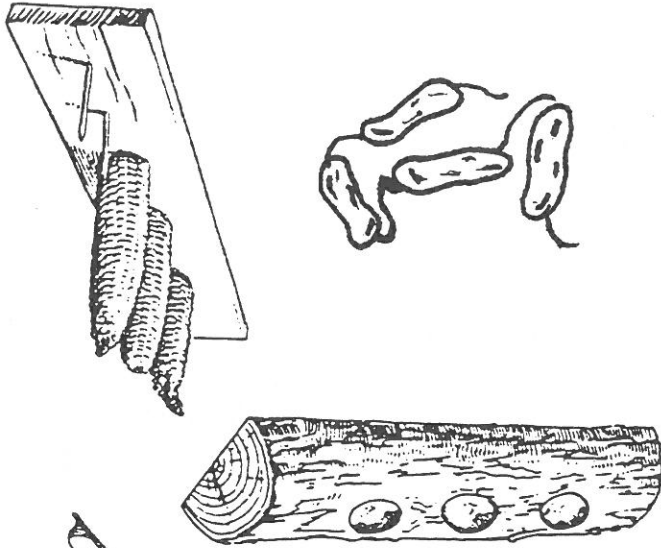
doughnuts, greasy crusts and crumbs

small mixed seeds

large mixed seeds

peanut butter, nutmeats

fruit

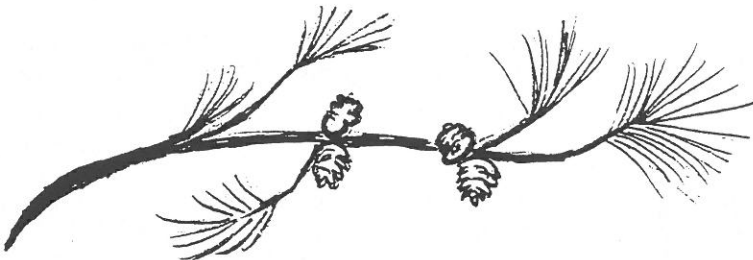


Cones to Brighten Your Fire

This fall project can be adapted for any age level. Collecting the pine cones can be a field trip in itself. Be sure to do this well enough in advance so they have time to dry out a bit.

Preparing the cones entails dissolving the chemicals in two different buckets. The cones are then soaked in the solutions

- Materials:
- assortment of cones
  - table salt
  - Borax
  - water
  - mesh bags



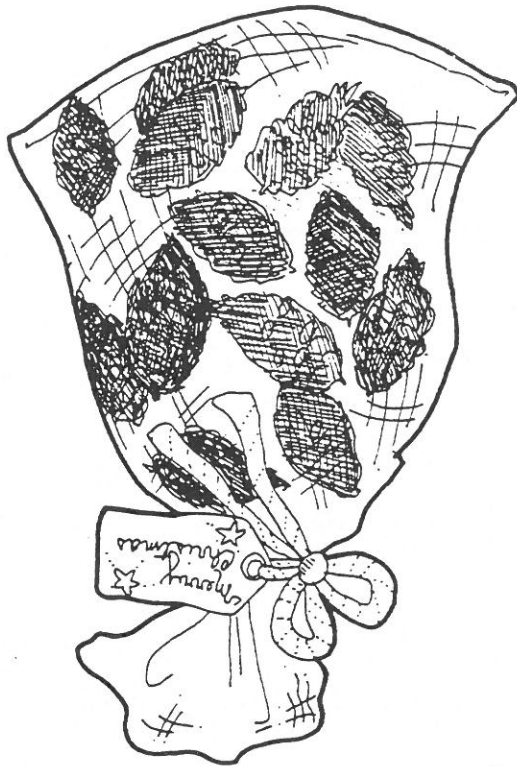
Assembly:

1. Dissolve one pound of salt in one gallon of water, and in a second container dissolve one pound of Borax in one gallon of water.

2. Put a few cones in a mesh bag and dip into one of the mixtures, add cones to another bag and dip in other mixture, letting cones soak thoroughly.

3. Drain cones and let dry on newspaper, this may take several days.

4. When cones are completely dry they can be mixed in fresh mesh bags and tied up with a ribbon for gift giving.

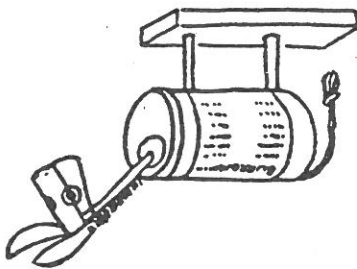


Burtometer

This is a variation of the "Weather Rock" and is great to bring out at family camping activities or any outdoor pack event.

Materials:

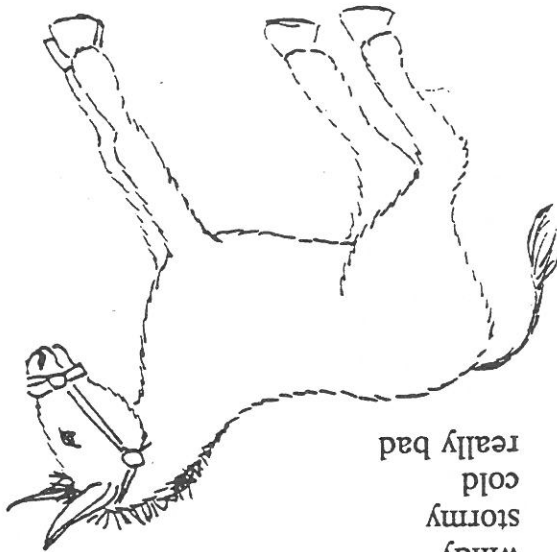
- juice can
- three lengths of 1/2" dowel
- 1/2"x1"x2" piece of pine for head
- 1"x2"x4" pine for base
- white glue
- yarn fringe
- yarn or twine for tail
- paper
- permanent marker
- clear contact paper



Make burro head from a piece of 1"x2" pine. Drill hole and insert dowel for the neck. Use a beverage can for the body. Punch two holes on bottom of body for the dowel legs; one in the front end of the can for the neck dowel; and another at the opposite end for the tail. Cut out wooden base and drill holes for the legs. Make burro's mane from yarn fringe. Braid yarn or twine for burro's tail.

Print the following legend with waterproof ink on paper and attach to burro's body with contact cement. Cover with clear contact paper if you plan to use your burtometer outside, after all that's where the weather is!

BURROMETER LEGEND



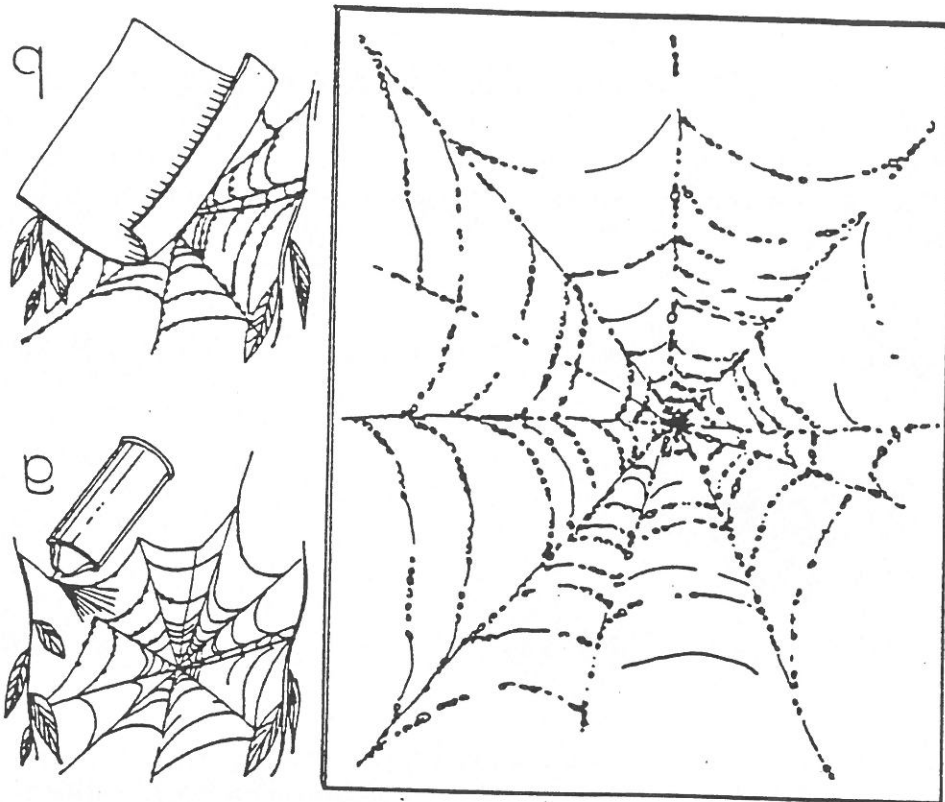
Weather is...  
 fair  
 rainy  
 windy  
 stormy  
 cold  
 really bad

Condition of Tail  
 If tail is dry  
 If tail is wet  
 If tail is swinging  
 If tail is wet and swinging  
 If tail is frozen  
 If tail is gone

WEB (PRINTING) PAINTING

Materials:  
white drawing paper  
paint in spray can  
spider web

1. Find a spider web. They are usually found between branches of bushes or between two growing things, such as weeds or garden flowers.
2. Hold the can of spray paint at arm's length away from the web. Spray quickly back and forth covering the web with a thin coat of paint. The paint will look like tiny beads on the fine strands.
3. Quickly place a sheet of paper on the web. It is better if you curve the paper first in the center of the web and straighten it out very carefully along the sides.
4. Let the web dry on the paper. Your finished print will contain some of the web.



There is a wealth of programming opportunities in the creative use of ropes and string. Keep in mind the developmental levels of your Cubs and Webelos both physically and cognitively. Many boys will learn knots and tricks by seeing them done and then trying them. Use lengths of pliable rope that small hands can manage.

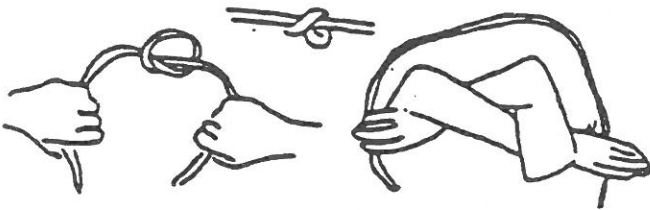
Keep a variety of lengths and sizes of rope and twine on hand for change of pace activities and three inches of clothes line rope makes for an emergency neckerchief slide.

Red and Black Licorice Laces

Give each boy a length of red and black licorice lace. Let them practice tying square knots and eating the correct ones. The ends will be either both under or both over the connecting loops, not on either side of them. Have them chant the "left over right, right over left" directions.

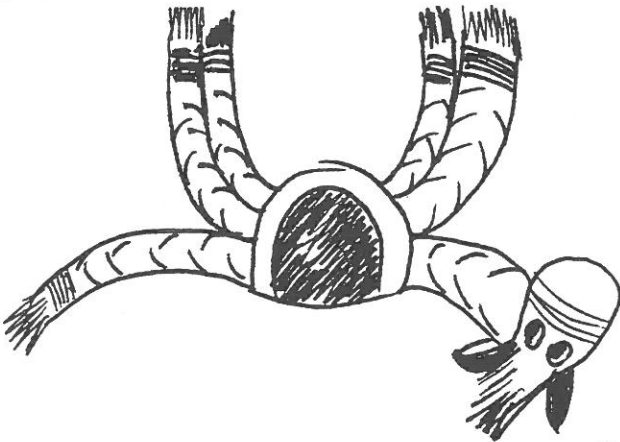
Magic Knot

Use 30" piece of light weight rope.  
The challenge: Can you tie a simple knot without letting go of either end of the rope.  
The solution: Cross arms as illustrated. Pick up ends of rope. Hold rope tightly and complete the underhand knot by uncrossing arms.



Rope Horse

Use heavy hemp rope for legs, body  
Light weight string to whip ends  
Felt pieces for ears, saddle  
Small movable eyes, glue



- (4) 12" rope for legs
- (1) 19" rope for body, head, tail
- (1) 10" wire for body
- (4) 8" wire for legs

Have Cubs use the string to whip the ends of the rope that will be the legs and one end of the rope that will be the tail. For the head, fold back an inch or so of the end on itself and wrap string around it to hold in place. Thread the wire into the center of the rope and push through the length to give the animal controllable flexibility. Use the string to wrap all the pieces together in the middle forming the legs underneath and the body above. Cut felt saddle blanket to cover this string wrapping. Add eyes and ears.

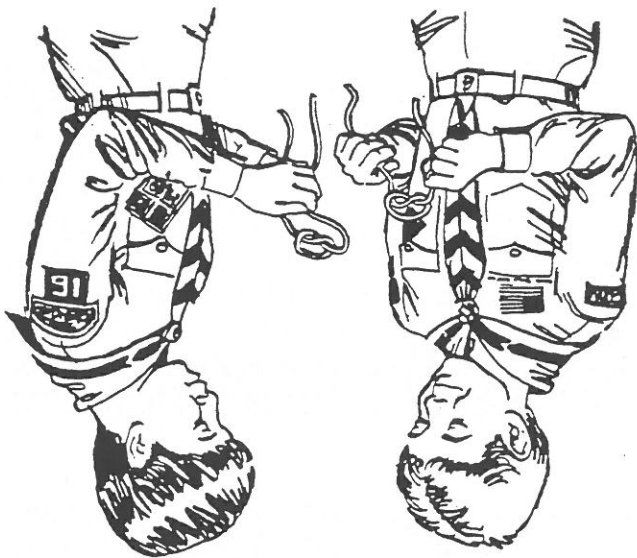
**STRING ALONG GAME**

This game will strike a positive cord. Players will need sharp vision, nimble fingers, knowledge of knots and a thread of hope.

**Material:**  
A ball of string  
scissors

**Room Arrangement:**  
As it is.

**Time:**  
15 minutes

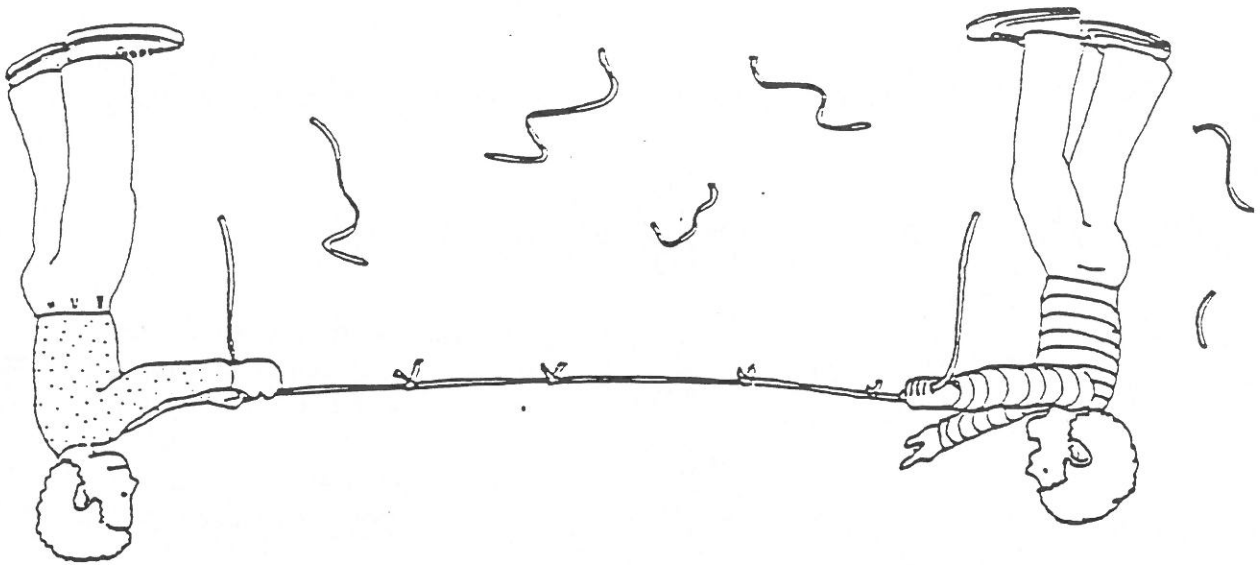


**Directions:**  
1. Cut 75 to 100 pieces of string of varying lengths, from 2 inches to several feet. Hide each piece of string someplace in the room before the Cubs arrive.

2. Have Cubs stand in the middle of the room and divide into two or more teams (the less number of teams, the better) and explain that you have hidden pieces of string, pointing out the more obvious ones.

3. The object of the game is for each team to find and time together as many strings as possible. Since the strings are not the same length, the winning team will not necessarily be the one with the largest number of strings but the one with the longest.

4. When it seems most pieces of string have been found and tied, have the teams stretch their lines next to each other to see which is the longest. To make it harder, insist that all strings be tied with square knots or some other knot.



## WOODCRAFTS

222

These projects are intended for the den leaders who have little experience with wood, few tools, and some help from a willing parent. Keep in mind that scrap lumber can be obtained at most lumberyards for little or no expense, be sure to tell them it's for a Cub Scout project.

Safety must always be the first consideration.  
Be sure the tools are in proper working order.  
Never work with electric tools in a damp area.  
All solvents must be used in open areas.

### Cutting Boards

Materials:

coping saw

1/4" plywood

patterns

sandpaper

Pre-cut 12"x12" squares of plywood.

Trace design on them.

Use coping saw to cut out designs.

Sand rough edges.

### Wood Critters

Materials:

soft pine 1/2" thick

coping saw

sandpaper

wire or pipe cleaners

shoe polish

clear varnish

Trace stylized design on wood.

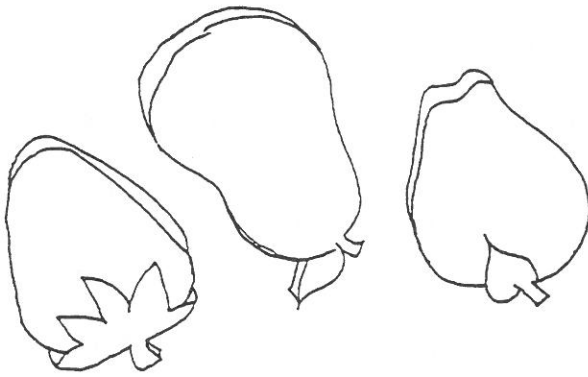
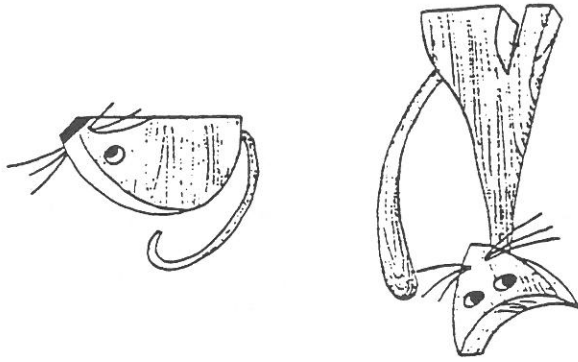
Use coping saw to cut the shapes.

Sand the edges.

Use shoe polish to stain the wood.

Final finish with clear varnish.

Let dry. Add whiskers of pipecleaners.





Kitchen Caddy

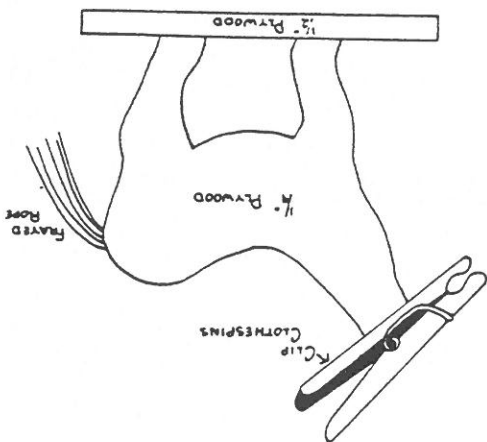
Materials:  
1/4" plywood  
1/2" plywood or pine base  
coping saw  
glue and paint  
snap clothespin  
rope

Enlarge burro pattern, trace on plywood.

Cut using coping saw. Sand edges.

Glue clothespin on neck, glue burro to base.

Paint. Add tail.



Neckerchief Tie Slide Holder

Materials:

12"x12"x1/4" plywood

sandpaper

stain or paint

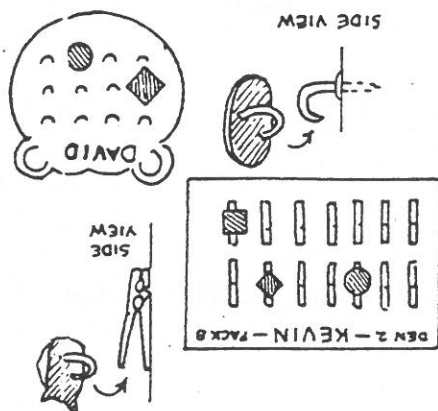
brushes

black marker

glue

picture hanger

wooden snap clothespins



Cut wood, sand edges smooth, paint or stain. When dry, write name, den and pack numbers across top in black marker. Attach picture hanger to top on the back. Glue clothespins to front. Slides can either be hung from leg of clothespin or clipped from the snap portion.

Tie Slide Totem

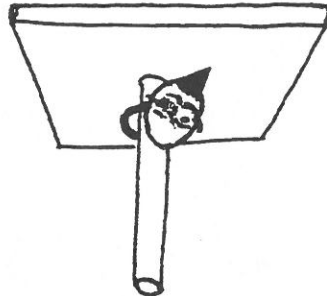
Materials:

5"x5" block of wood

drill

12" dowel rod

glue and paint



Drill hole in wood to fit dowel, glue dowel in place. Paint or decorate as desired. Cubs can slip their homemade tie slides over dowel for neat storage and it ends up looking like a totem pole.

# LEATHERCRAFTS

Working with leather holds a special fascination for most Cubs, possibly because it is one medium that hasn't been over used in elementary school. With a few simple tools, Cubs can make a variety of interesting objects such as tie slides, key chain holders and more.

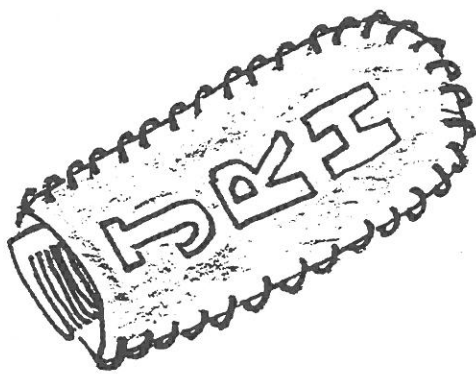
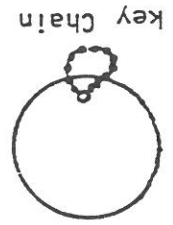
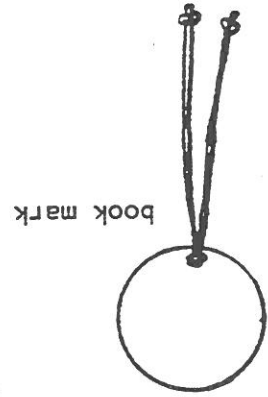
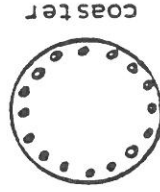
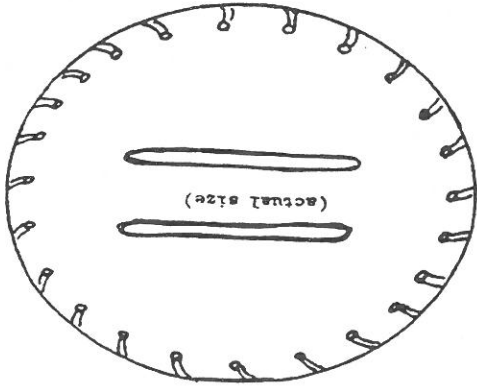
Coup, Coaster, Key Chain or Book Mark

(made from leather rounders)

Materials:

- leather
- hole punch
- stamp
- permanent marker or dye
- finish
- lacing for key chain

1. Wet the leather lightly, do not soak.
2. Punch holes for lacing if desired. The coup needs one or two at the top edge and one at bottom. The key chain or book mark each need one.
3. Stamp in desired design.
4. Color with permanent marker or dye.
5. Apply finish.
6. Lace or add key chain or plastic lace to complete the individual project chosen.



Book Mark, Slide, Key Chain, Coup  
(made from practice pieces)

Materials:  
leather  
hole punch or exacto knife as needed  
stamp  
dye  
finish  
chains or plastic lacing as needed

1. Wet leather.

2. Punch holes and or cut slits as project requires.

3. Stamp with desired design.

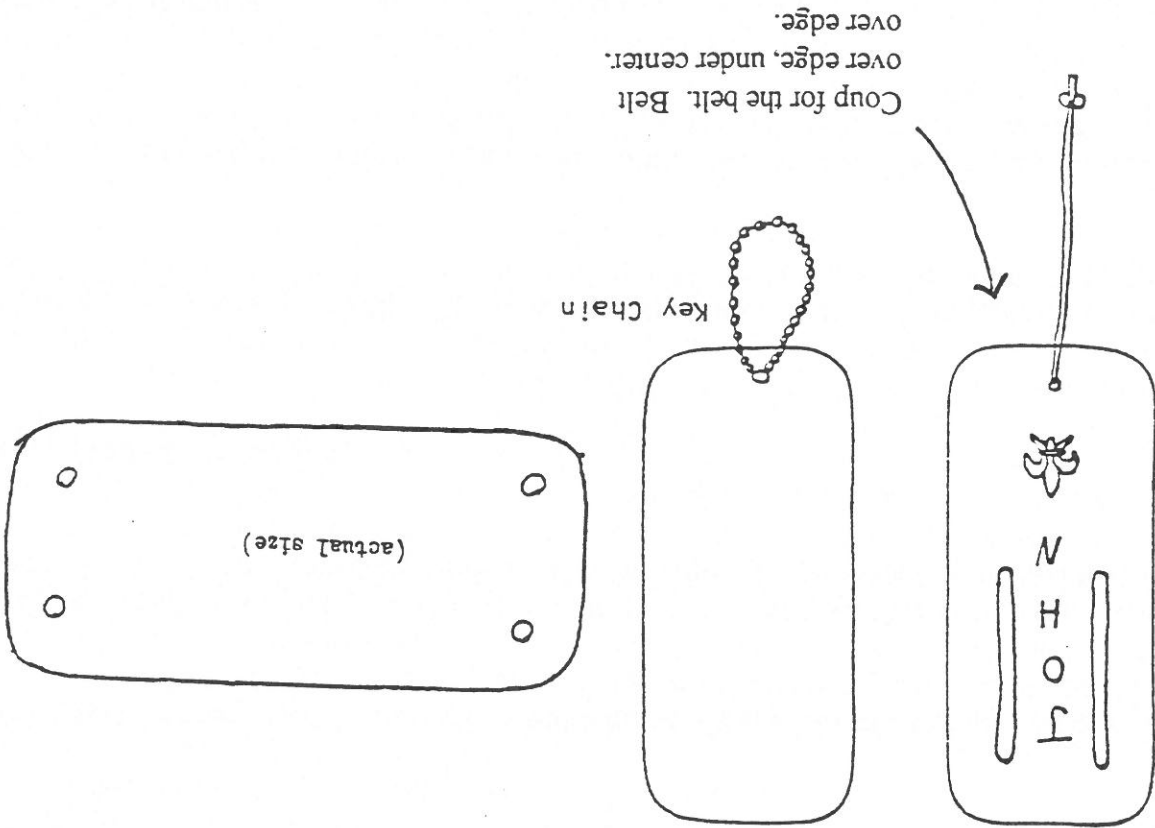
4. Dye or color with permanent markers.

5. Apply finish.

6. Lace or add chains or plastic pieces of lace where indicated on projects.

Note on the slide:

Make slides horizontally with two holes punched 1/2" from edge and 1/2" apart in each end. After finishing, overlap ends to form a loop and lace the two ends together.



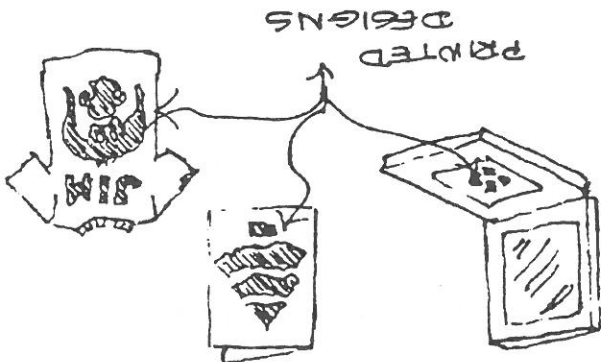
## SILK SCREEN PRINTING

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Cub could print numerous copies of Christmas cards, banquet programs or menu covers using this technique.

### Materials:

contact paper or brown paper  
naphtha (or kerosene)  
silk or organdy material  
wooden frame  
masking tape  
squeegee  
clean rags  
x-acto or craft knife  
water based silk screen ink



Contact paper stencil: The design is cut out of contact paper and it must be in reverse, each letter backwards and each word backwards etc. These pieces of contact paper are removed from their backing and applied directly to the silk from the bottom of the outside of the frame. Pieces can be put on one at a time to form an entire picture, it sounds complicated but it isn't, just follow the steps. If a small portion is ruined when cutting it out or sticking it to the silk, simply cut a small piece to replace or patch it with. This kind of screen can be used with water based inks. It will print a couple of hundred articles and is best used on firm paper surfaces. It can be used on t-shirts but the stencil will not last as long since when printing on cloth the contact paper stretches more quickly.

Paper stencil: Paper stencils are often used when a design has very simple stencil edges. Any kind of smooth, nonabsorbent paper, such as brown wrapping paper (not too thick) is suitable. First cut the openings with a craft knife and remove the cut-out pieces. Then tape the paper stencil temporarily to the underside of the screen so that the entire screen is covered. Follow instructions for printing. The first time the squeegee is pushed across the design, the paper stencil will stick to the screen and will stay there indefinitely until the screen is cleaned. The cut paper stencil is easy, quick, and inexpensive to make and removes easily from the screen.

Adhering stencil to screen: Place screen face down on shiny side of film (contact paper). Wet an absorbent cotton cloth with adhering liquid (thinner). Wipe this over the screen, and immediately wipe with dry cloth. This makes the film stick to the fabric screen. Too much adhering liquid can dissolve the design, so work quickly and be sure to wipe off immediately. Turn the screen over and peel off the back layer of the film.

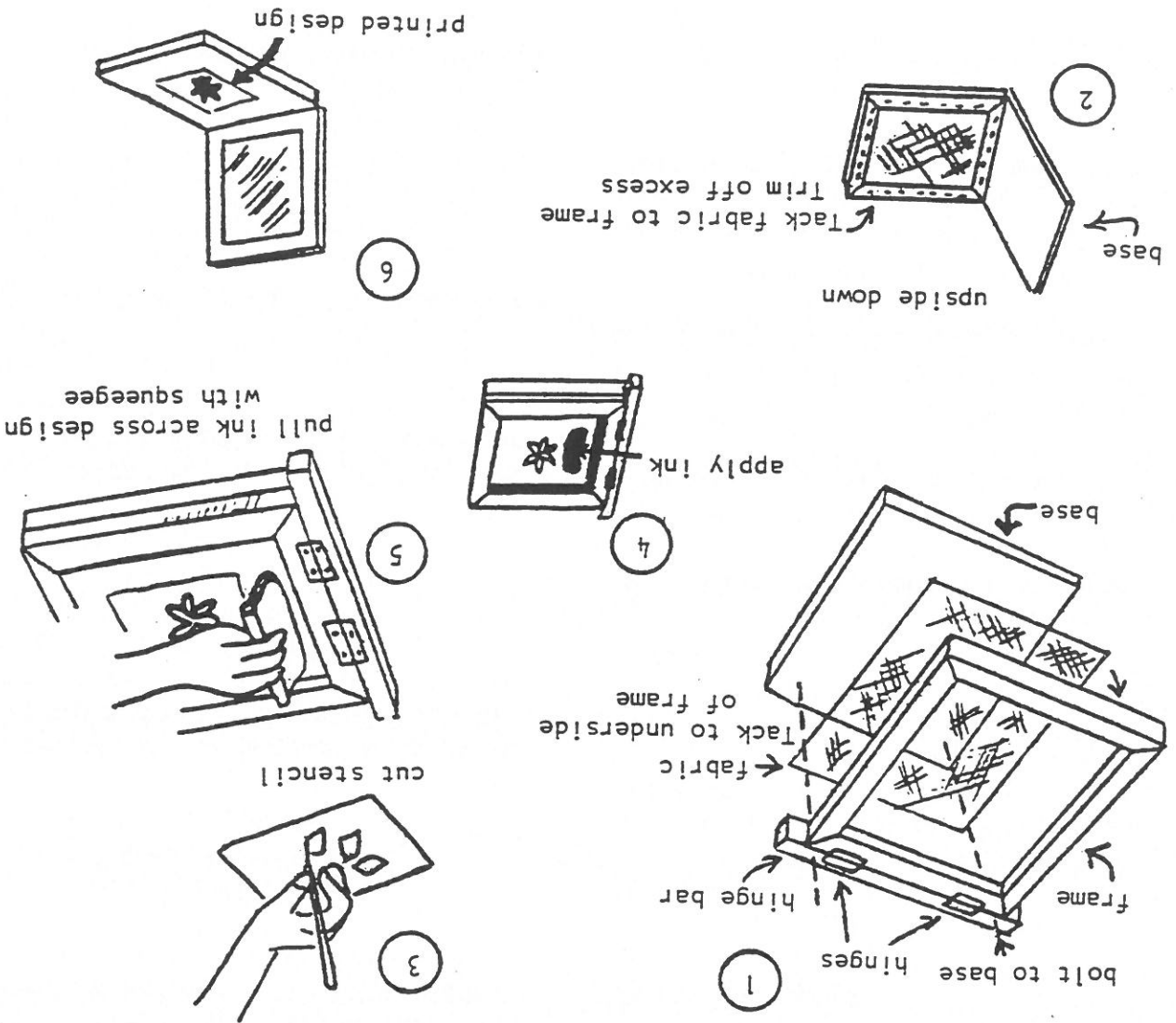
Printing: Line up paper or fabric to be printed under the screen. Mark base of frame with masking tape to show where to place the next sheet of paper because once the screen is inked it can't be seen through. Pour ink in one end of screen well. Pull squeegee firmly across design. Squeegee should be about 1" smaller than inside of frame. Lift screen and remove printed paper. Lay it aside to dry. Continue printing.

To clean screen:

It is important to do this as soon as all printing is finished because the ink will harden quickly and the screen will be harder to clean. If using an ink other than water based ink clean with kerosene or naphtha. Lay several thicknesses of newspaper under screen. Place towel soaked with kerosene or naphtha in well of frame. Let stand 10 to 15 minutes. Raise screen and wash both sides with kerosene. Rub dry with soft rag. This should clean off all the ink as well as the film, so the screen is ready to use again for another design. If ink is water based ink, wash with water then remove any film or residue left on screen with kerosene or naphtha.

Making the frame:

This must be a rigid frame which lies flat. The inside length of the screen frames should be at least 6" longer than the design and at least 1" higher. An old picture frame could be used. Attach silk or organdy to the frame with carpet tacks or small brads, stretching it tightly. Use masking tape to seal the sides of the frame so ink will not seep through during process.



Recipes

**Salt Dough for Baking**  
 2 cups flour  
 1 cup salt  
 1/2 cup water

**Salt Dough for Air Drying**  
 2 cups flour  
 1 cup salt  
 2 tbs. wallpaper paste  
 1/2 cup water

Shape the dough and place on tin foil on cookie sheet. Drying times in the oven vary. Follow the general guidelines given below for colored 1/4" thick models. Thicker dough will take longer to dry:

1 hour at 150° F.  
 1/2 hour at 200° F.  
 1/2 hour at 250° F.

If tapping on the surface of the item produces a dull sound the model is still moist inside. Higher temperatures for drying will cause cracking.

Materials & Tools

**Flour:** Standard "all purpose" flour. Do not use "self-rising" flour. Wheat flour proves to be somewhat better than rye flour. Rye takes longer to dry.

**Salt:** Any finely granulated table salt may be used. Canning salt is fairly cheap and comes in larger amounts than table salt.

**Tools:** Brushes, rolling pins, wooden skewers, toothpicks, small kitchen knife, plastic straws, cookie cutters, forks, pocket comb, garlic press and other interesting

things to create patterns on dough.

**Paints:** Acrylic paints work best. They are water based and will clean up with water but will not run after they are dried. Inexpensive sets may be purchased at craft stores.

**Paint brushes** of various sizes.

**Tin foil** for baking and shaping (you can use a pencil to imprint the boy's initials in one corner of the tin foil).

Tips & Techniques

1. Keep dough covered when you are not using it.
2. If you have a power mixer similar to Kitchen Aid you can mix the dough in it.
3. The more salt you add the more texture.
4. Color dough using food coloring.
5. Brown dough after it is dried by increasing oven temperature to 400° F.
6. You may glaze the dough by brushing several times with salt water toward the end of the baking process.
7. Deep brown tones may be obtained by brushing with a mixture of milk and water or egg yolk and water. This will make model look like yeast pastry.

### Other Craft and Modeling Recipes

Other craft and modeling dough recipes may be found in the *Cub Scout Leader How to Book*. Many of them may be stored for long periods to time, unlike the salt dough modeling material. Many are made with items found in the kitchen or laundry room.

### Paints and Inks to Make

**Stencil or Poster Paints:** Combine 1/2 cup cornstarch with 3/4 cup cold water. Soak 1 envelope unflavored gelatine in 1/4 cup cold water. Stir 2 cups hot water into cornstarch mixture. Cook over medium heat until mixture boils clear. Remove from heat and stir in gelatine mixture and 1/2 cup soap flakes or detergent. Cool. Put in jars for different colors. Add color by using food coloring, tempera paint or all purpose dye. This can be thinned with water later if necessary.

**Watercolors:** 1 tbs. white or cider vinegar, 2 tbs. baking soda, 1 tbs. cornstarch, 1/2 tsp. glycerin, 2 drops food coloring, 1 tsp. water.

Mix the vinegar and baking soda together in a small bowl; add the cornstarch and glycerin when the soda stops foaming. Stir in food coloring and add water if the solution seems too stiff. Store in a tightly covered jar. Makes 1/4 cup.

8. Use a straight pin to pierce dough of items made with cookie cutters before baking. This will keep them from swelling during the baking process.

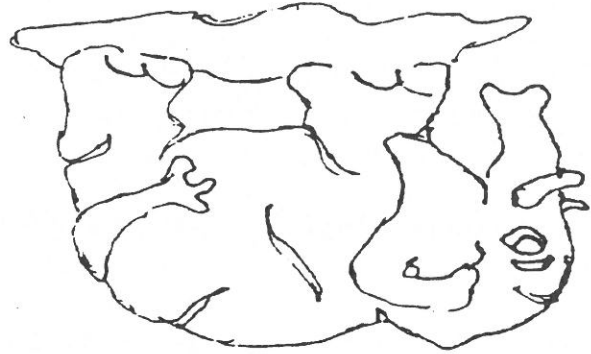
9. Seal baked item with several coats of spray clear varnish (this must be done outdoors or in well ventilated area) or use a polyurethane type varnish and paint. You will need to determine whether you wish a high gloss or matte finish.

10. Make paste from dried salt dough scraps by grinding pieces up and mixing with some water. This may be used to glue broken pieces together. Important for Cub Scouts.

11. Store dough items in a dry location (not the basement). We've had some ornaments for 15 years and they look as good as the day they were made.

12. Unused dough needs to be stored in an air tight container in a cool location, not the refrigerator. It will keep for several days.

**Resource:** Kiskalt, Isolda (1991). *Dough Crafts*. New York: Sterling Publishing Co., Inc.



# ELECTRICAL PROJECTS

## Do it Yourself Flashlight

- Materials:
- 1 flashlight battery
  - 1 flashlight bulb
  - 1 large plastic pill bottle with flexible lid
  - insulated wire
  - pocket knife
  - adhesive tape

1. Scrape insulation from one end of wire and form into flat coil. Attach coil to the bottom of battery with adhesive tape.

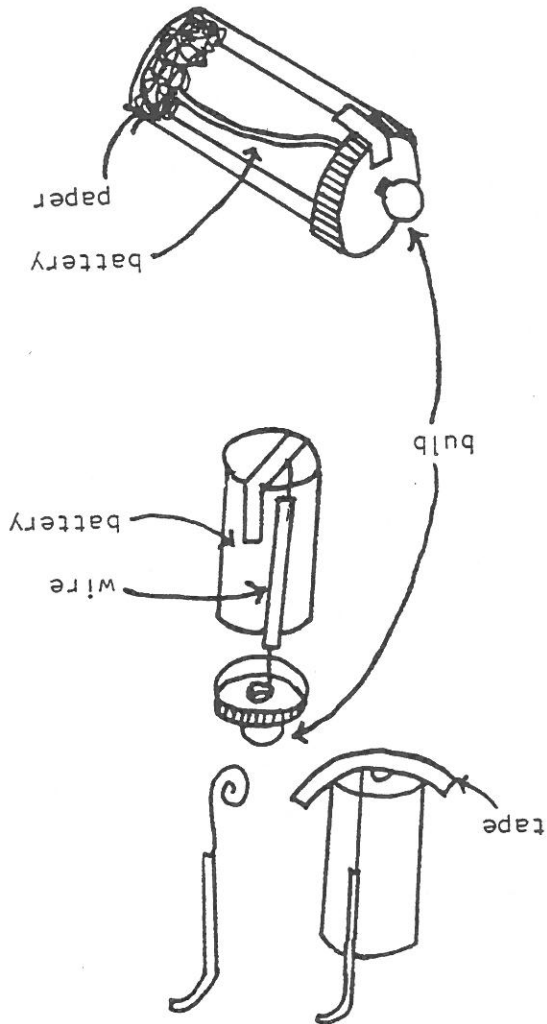
2. Cut an opening in center of the plastic bottle lid, large enough for the base of bulb to fit through. Push base of bulb through hole in lid.

3. Scrape other end of the wire and wind it around base of bulb. Secure it in place around sides of base with a small piece of tape.

4. Crumple small pieces of paper. Place enough of this in bottom of bottle so that when battery is inserted and lid is tightly in place, the bottom of the bulb will just make contact with the raised center top of battery.

5. Hinge one side of lid to bottle with tape. When bottle lid is closed, bulb will light. To shut off flashlight, flip up lid. When not in use, make sure lid is completely opened so that there is no battery contact, otherwise battery will run down.

Note: This light creates a dim glow. If a brighter light is desired, use a container large enough to hold two batteries.



## HELPFUL HINTS for BUZZER GAMES

Do not use AC buzzers with DC batteries. They will not work.

A 9 volt battery must be used with a 9 volt buzzer. The battery voltage and the buzzer must be compatible.

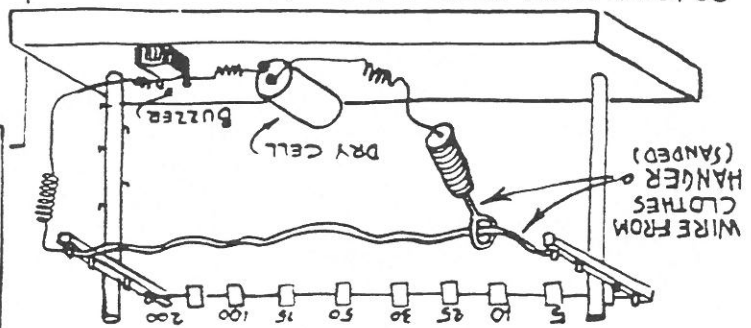
Pre-assemble kits for boys. Be sure all metal parts used are filed smooth.

The den leader should make a run through in constructing the games before presenting them to boys.

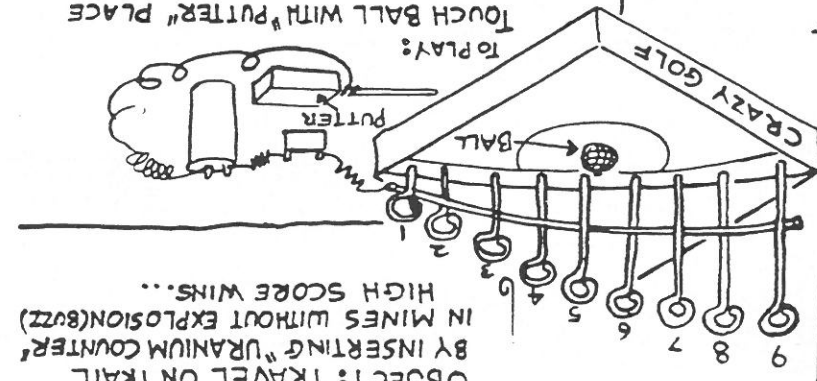
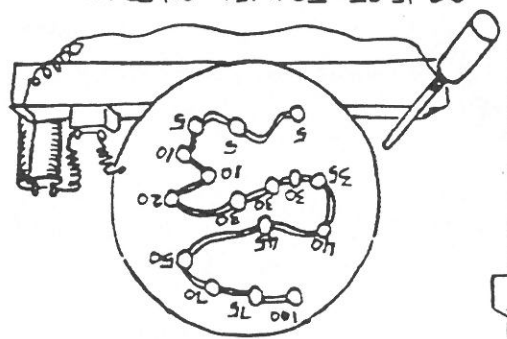
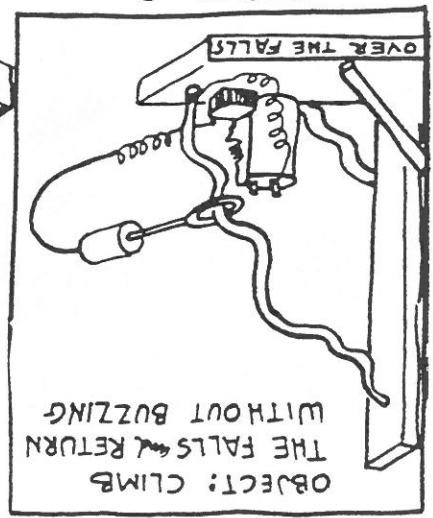
Safety. Dry your hands before touching an electric switch or while working with electrical games.



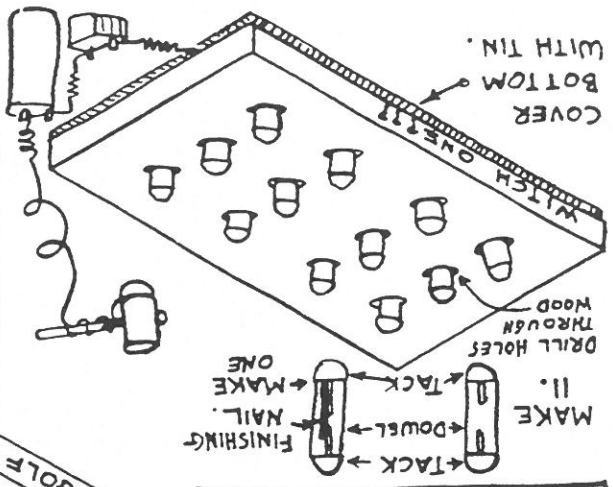
# BUZZER GAMES



OBJECT: TEST STEADY HAND... TAKE LOOP ACROSS WIRE. STOP ON BUZZ. HIGH SCORE WMS.



PLAYERS TAKE TURNS. OBJECT: TO GET AS MANY PEGS AS POSSIBLE BEFORE BUZZING. PLAYER REPLACES PEGS FOR NEXT PERSON CONCEALING LOCATION OF BUZZ PEG. PAINT ALL PEGS ALIKE - ONLY ONE PEG HAS NAIL WHICH COMPLETES THE CIRCUIT.



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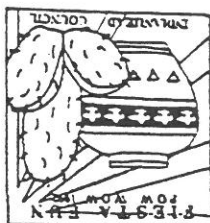
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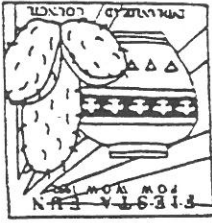
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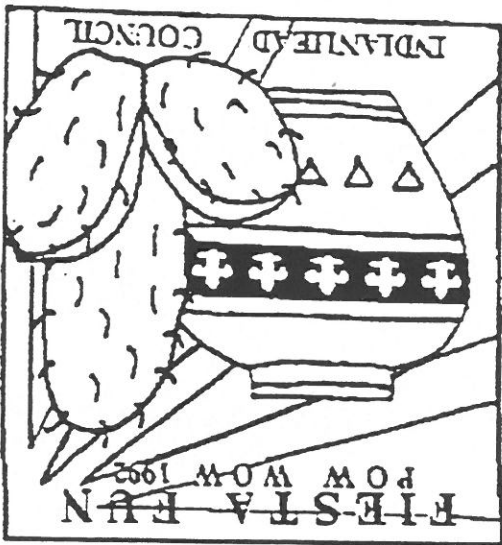
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