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BOY SCOUTS OF AMERICA

Miami Valley Council, Inc.

Boy Scouts of America

Serving Darke, Preble, Shelby, Miami and Montgomery Counties
4999 Northcutt Place, P.O. Box 14057, Dayton, Ohio 45414
(513) 278-4825 • Fax No. (513) 278-9002

Dear Scouter:

On behalf of the 1993 Pow Wow staff, our Executive Board and the staff of the Miami Valley Council, welcome to the 1993 Council Pow Wow. This event is the result of hundreds of hours of hard work put forth by a core of dedicated Scouters. Through their efforts, the Council is able to provide you a unique and timely training experience that will equip you and your fellow Scouters with ideas to aid you in "Bringing Out The Best" in your units program.

You are a vital "KEY" in the delivery of Scouting's time proven program for young people. Without you and the other volunteers that make up the Miami Valley Council, we would not be able to keep our commitment of preparing America's future leaders.

Enjoy your Pow Wow training experience, but remember that boys are depending on you to bring back a program that they will find challenging and fun.

Sincerely,

Kenneth Grimes
Council President

Robert Henry
Scout Executive

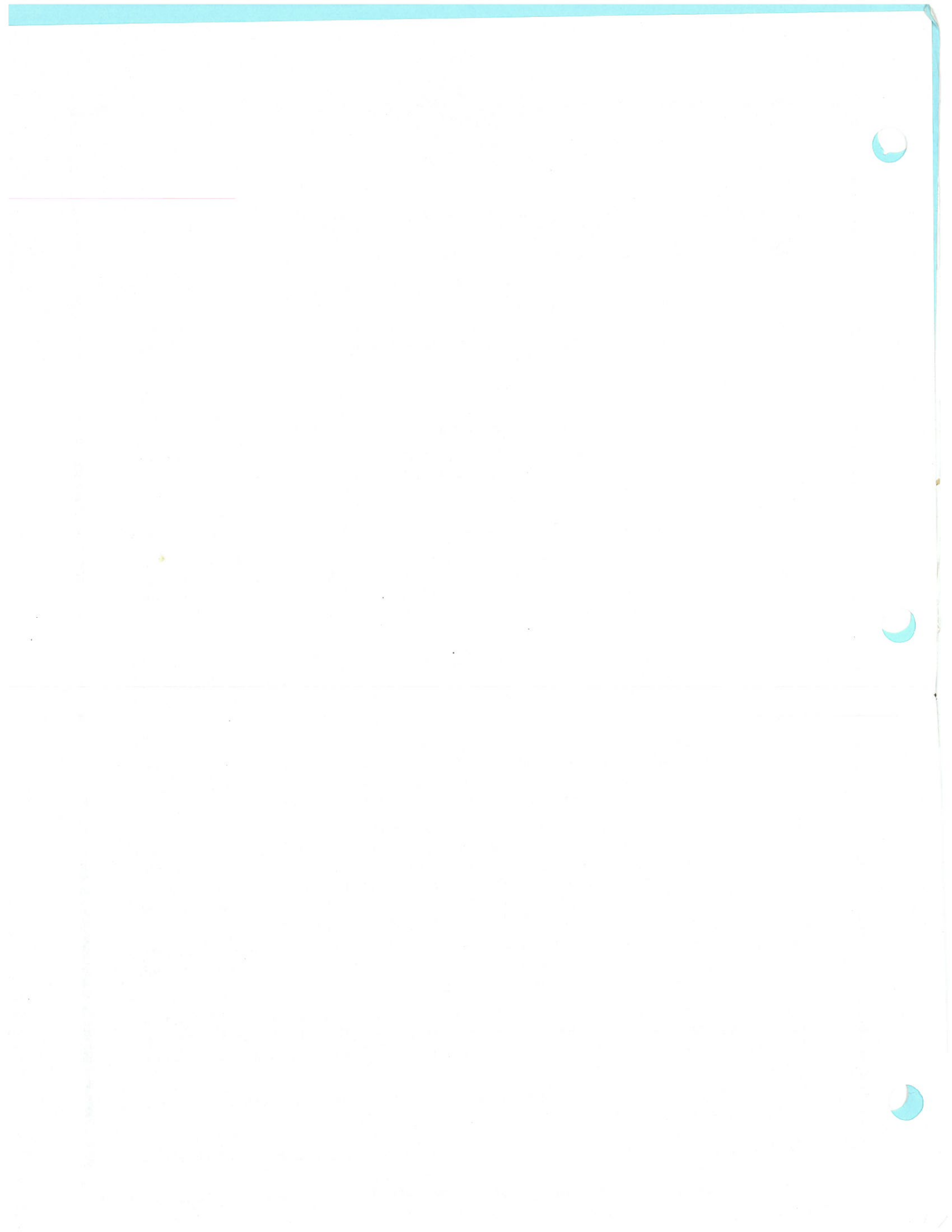
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A United Way
Agency



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RELIGIOUS EMBLEM PROGRAMS

Miami Valley Council

PURPOSE: The purpose of the religious emblem programs is to help youth better understand their faith so that they may live out that faith. They should not work on the Religious Emblems Programs of other faiths.

The religious emblem programs are Church programs NOT Scout programs. Some of the religious emblems programs are administered by Program of Religious Activity for Youth (P.R.A.Y.) and some by denominational committees on Scouting. The Boy Scouts of America and other youth organizations, recognizing the importance of religious training have made provisions in their regulations for wearing the emblem on the uniform. Since these programs are church programs non-Scouts may earn the emblems.

AGE-LEVEL: The programs are set up on an age-level (grade-level) basis. For instance the General Protestant program, God and Country, is divided into four levels:

God and Me	age 7-8
God and Family	age 9-10
God and Church	age 11-14
God and Life	age 15-20

PROCESS: The process by which a youth earns one of the emblems is as follows:

- Step 1. Make the decision to earn the emblem.
 - a. Look over the manual to see what needs to be done.
 - b. Be aware that it will probably take at least six months to complete the work.
- Step 2. Consult with your minister, priest, or committee on scouting to obtain an adult counselor.
- Step 3. Obtain candidate's religious emblem manual.
- Step 4. With counselor, set up time table.
- Step 5. DO THE WORK.
 - a. Keep your counselor posted on progress.
 - b. Involve as many people as possible.
 - c. Remember the program is designed to help youth grow in their faith.
- Step 6. With counselor, fill out application for the religious emblem. (MAKE A PERSONAL COPY)
- Step 7. Presentation of emblem at a worship service. Those of you familiar with the merit badge program will note the similarity in the process.

ADULT COUNSELOR: Since the purpose of the programs is to help youth to better understand their faith, the counselor must be of the same faith as the youth. The ideal counselor is the youth's own minister. If the minister is unavailable then he should

appoint someone to act as counselor since he is the one most familiar with the members of his congregation. The counselor need not be a Scouter. Sunday School teachers and church youth leader are good candidates for counselors.

THE MENTOR PROGRAM: A mentor is someone who serves as a living example for another person. The God and Country Mentor Program is designed to help adults look directly at what it means to serve as a Christian mentor and it gives suggestions on how to have a positive Christian influence on a child. The Mentor Curriculum is designed for adults to work with a young person who is enrolled in the God and Country Program Series. It does not replace the traditional God and Country Program; it is an optional approach to adults.

A. OBJECTIVES:

1. Enrich the experience of the youth enrolled in the God and Country Program.
2. Enrich the experience of adults who are working with the children on this program.
3. To enrich the relationship of the child and adult working together.

B. FUNCTION: The function of the mentor is therefore not merely to guide the student through his or her program (not to serve as a "counselor" in the traditional sense) nor for the adult to strike out on his or her own to complete the mentor curriculum, but to work together with the child as they each grow in the understanding of their own faith and as they learn how to **SHARE** their faith with each other and with others.

The pastor is required to oversee both the adult mentor and the young person. Parental involvement and approval is also required.

This Mentor Program is not to be confused with the Adult Recognition Awards which are national recognitions given by the national church bodies. An adult who completes the mentor studies will receive a certificate and a lapel pin to wear on non-uniform clothing.

ADULT RELIGIOUS EMBLEMS: These emblems are awarded to deserving adults whom the religious groups consider merit recognition for their contribution to youth programs. The individual does not seek the award, but the award seeks the individual. Most often the recipient is unaware that he is under consideration for the emblem award.

ADDITIONAL INFORMATION: For further information concerning the religious emblem programs please contact the Miami Valley Council Scout Service Center.

LIGHT OF CHRIST

GENERAL INSTRUCTIONS AND REQUIREMENTS

INTRODUCTION

The Light of Christ program was developed by the National Catholic Committee on Scouting under the auspices of the national conference of Catholic Bishops. These directives are to serve as a guide for the parents and the program coordinator of the pack in the Miami Valley Council in the archdiocese of Cincinnati. This program is for Tiger cubs and first year cub scouts. It is a program where the parents work with the cub to encourage a faith relationship in the family. **THIS IS NOT A B.S.A. AWARD!**

ELIGIBILITY

A boy must be registered as a Tiger cub or a Wolf cub scout with the B.S.A. in a cub pack. The program is designed for the cubs of Catholic faith. Wolf cub scouts will best understand the requirements.

COORDINATOR

A person on the pack committee interested in helping the cub scouts with their religious achievements. They should be appointed by the Cub Committee Chairman and approved by the pastor. This person must attend the next available Archdiocese Child Abuse Training session if they haven't already. The coordinator would plan the program and advise the parents on the procedure for their cub to complete the award. Then set a schedule of activities according to the requirements in the Activity Book. It is advisable to discuss the progress with the cubs and get their understanding of the material.

PROCEDURE FOR OBTAINING THE AWARD

- A) Secure the material: The Activity Books are available from the MVC Catholic Committee on Scouting Religious Emblems Chairman.
- B) Program preparation: The program should take about three months. The coordinator should set a schedule for each step and set a time for completion.
- C) Parents meeting: The parents and the cubs should meet with the coordinator before starting. The program and schedule should be presented and the parents informed of their involvement with the cub to achieve the award.
- D) Requirements: The requirements for the award are found in the Light of Christ Activity Book. Changes may not be made without the permission of the Religious Emblems Chairman.
- E) Follow up: The coordinator may set a time to review the

boys and the parents on their progress. This will be an opportunity to give assistance if necessary.

- F) Reviewing: The coordinator should then arrange a time with the pastor or priest to review his book and his spiritual growth at least 4 weeks in advance.
- G) Securing the Award: The coordinator should remove the signed application page from the back of the book. (A COPY OF THE SIGNED APPLICATION SHOULD BE RETAINED BY THE PARENTS) The signed original application and check (made out to the Catholic Committee on Scouting) is then sent to the Religious Emblems Chairman.
- H) Presentation: A religious award is appropriately presented by the Clergy at a religious ceremony. Time and place should be arranged with the pastor or his designate.

PARVULI DEI AWARD

GENERAL INSTRUCTIONS AND REQUIREMENTS

Introduction

The words Parvuli Dei mean "Little Children of God". It is a religious award for the cub scout program for boys from 8 to 11 years of age. The purpose is to make a cub more aware of God's presence in his daily life both in his home and his community. This is a National Award recognized by the National Catholic Committee on Scouting and implemented by the Miami Valley Catholic Committee. These directives are to serve as a guideline for the cub parent and pack coordinator in the Miami Valley Council of the Archdiocese of Cincinnati. THIS IS NOT A B.S.A. AWARD!

Eligibility

A cub scout must be registered in a cub pack before beginning the program. This Emblem is designed primarily to serve the cub scout of Catholic faith. It is recommended, however, that the cub be at least 9 years old or be a first year Webelo scout. It is an optional requirement for the Webelo badge.

Coordinator

A person on the pack committee interested in helping the cub scouts with their religious achievements. They should be appointed by the Cub Committee Chairman and approved by the Pastor. This person must attend the next available Archdiocese Child Abuse Training session if they haven't already. The coordinator would plan the program and advise the parents on the procedure for their cub to complete the award. Then set a schedule of activities according to the requirements in the Activity Book. The parents approve and sign each part of the book. It is advisable to discuss the progress with the cub and get their understanding of the material.

Procedure for Obtaining the Award

- A) Securing the material: The Activity Books are available at the Scout Service Center or through the Catholic Committee on Scouting Religious Emblems Chairman.
- B) Program preparation: The program should take about three months. The coordinator should set a schedule for each step and set a time for completion.
- C) Parents meeting: The parents and Cubs should meet with the coordinator before starting. The program and the schedule should be presented and the parents should be informed of their involvement with the cub to achieve the award.
- D) Requirements: The requirements for the award are found in the Parvuli Dei Activity Book. Changes may not be made

except with permission of the Religious Emblems Chairman.

- E) Follow up: The coordinator may set a time to review the boys and the parents with their progress. This will be an opportunity to give assistance for the completion of the work.
- F) Reviewing: The coordinator should then arrange a time with the pastor or priest to review his book and his spiritual growth at least 4 weeks in advance.
- G) Securing the Award: The coordinator should remove the signed application page from the back of the book. (A COPY OF THE SIGNED APPLICATION SHOULD BE RETAINED BY THE PARENTS) The signed original application and check (made out to the Catholic Committee on Scouting) is then sent to the Religious Emblem Chairman.
- H) Presentation: A religious award is appropriately presented by the Clergy at a religious ceremony. Time and place should be arranged with the pastor or his designate.

The Protestant Committee on Scouting *

THE JEWISH COMMITTEE ON SCOUTING

The Protestant Committee on Scouting in a local council acts in behalf of the Protestant churches in providing a ministry to the Scouts who are Protestant. It is not an operating committee of the local council. It is a medium through which the churches work cooperatively in all relationships to the Scouting program. It is organized through joint action between the Scout council and the Protestant churches.

Structure of Committee

This committee may be related to the council of churches and/or ministerial associations. In some Scout councils an independent committee is necessary. Membership may consist of at least one key clergyman and one top layman from each district with members at large for denominational connections. A member of the Scout council staff may serve as a consultant on the committee.

Functions of the Committee

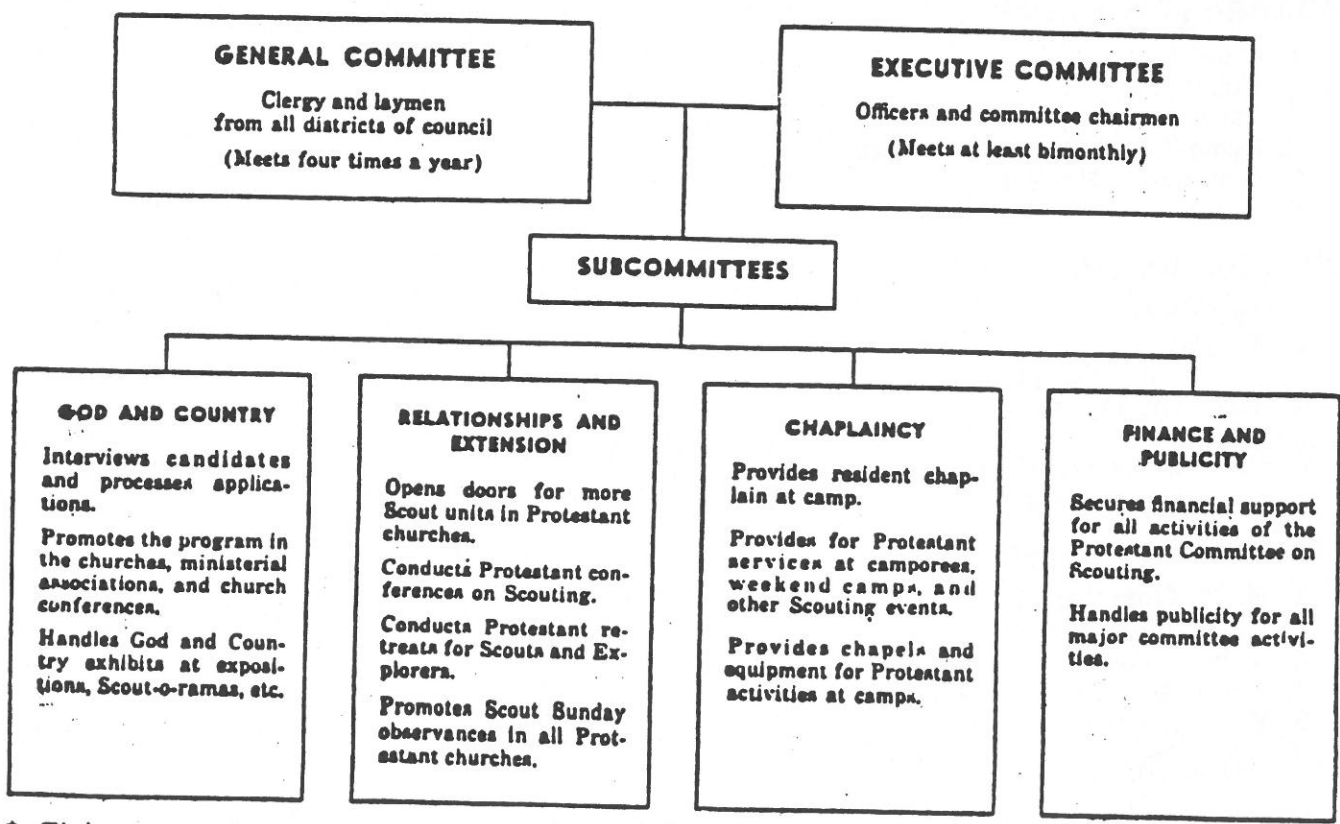
The functions of a Protestant Committee on Scouting can be briefly outlined as follows:

1. Administer and promote the God and Coun-

try program in all Protestant churches in the local council.

2. Provide for chaplain service and religious observances at Scout camps, camporees, and other Scouting events in the district and council.
3. Promote the observance of Boy Scout Sunday in all Protestant churches in the council.
4. Interpret for the churches Scouting as a part of the ongoing program of the churches for children and young people.
5. Sponsor conferences on Scouting for ministers or laymen; conduct spiritual retreats at camp for Boy Scouts and Explorers who are Protestant.
6. Serve as a medium for clearing all relationships between the Protestant churches and the local council of the Boy Scouts of America.

To carry out these functions the committee may follow the plan of organization outlined in the chart below:



* This resource sheet is produced by the National BSA. Miami Vally Council incorporates the Jewish and the Protestant relationships. So please add Jewish everywhere the word Protestant appears.

JEWISH RELIGIOUS EMBLEM PROGRAM

AS PREPARED BY

THE NATIONAL JEWISH

COMMITTEE ON SCOUTING

MACCABEE
Tiger Cubs



ALEPH
Cub Scouts



NER TAMID
Boy Scouts and Explorers



SHOFAR
Adults



MACCABEE (Tiger Cub)

1. Names
2. Holidays
3. Terms
4. Symbols, Objects and Articles
5. Community Helpers
6. Heros

ALEPH (Cub Scout)

1. The Torah
2. Prayer
3. Religious Holidays
4. The Synagogue
5. Bible Hero
6. Famous American Jews
7. The Land of Israel

NER TAMID (Boy Scout)

1. Home Observance
2. Synagogue Worship
3. Jewish Study
4. The American Jewish Community
5. World Jewry

SHOFAR (Adult)

The National Jewish Committee on Scouting established the Shofar Award to recognize outstanding service by adults in the promotion of Scouting among Jewish youth. Just as the Shofar (Ram's Horn) calls people to the service of God, so the Shofar Award is a recognition of the individual who has answered the call to serve Jewish youth in Scouting.



SCOUTING/USA

Fact Sheet

Communications, **BOY SCOUTS OF AMERICA**
1325 Walnut Hill Lane, Irving, Texas 75038-3096
Telephone: 214-659-2000

SCOUTING IN PROTESTANT CHURCHES

BACKGROUND

Many local Protestant churches organized Scout troops in the early days of the Scouting movement. Of the 7,375 registered troops at the close of 1915, more than 4,000 were chartered to Protestant churches and 1,645 Scoutmasters were ministers. When church troops became numerous, some of the denominational bodies decided to give recognition to the values of Scouting as a resource for the churches in their youth ministries. Among the earliest endorsements were the following: Northern Baptist Convention, 1918; Presbyterian Church in the U.S.A., 1918; United Lutheran Church in America, 1918; Congregational Churches, 1919; The Methodist Church, 1919; Southern Baptist Convention, 1923. Today, Protestant churches have organized more than 26 percent of all packs, troops, and posts, making them the largest user of the Scouting program.

NATIONAL COMMITTEE

The first interdenominational Protestant Committee on Scouting was organized under auspices of the Federal Council of Churches, with 13 denominations represented. Later the protestant committee affiliated with the International Council of Religious Education. When the National Council of Churches came into existence, the Protestant Committee on Scouting became a subcommittee of the Commission on General Christian Education. Today, the Protestant Committee on Scouting is a subcommittee of the BSA Religious Relationships committee that consists of representatives from major faiths.

RESPONSIBILITIES

The Protestant Committee on Scouting carries out four specific functions:

Chaplaincy. Chaplains are provided for Boy Scout summer camps, national and world jamborees, and national high-adventure bases. In addition, materials are provided to local councils for selecting and training unit chaplains (adults) and chaplain aides (Boy Scouts).

Religious Emblems. The God and Country Program Series, developed and administered by the Church Commission for Civic Youth Serving Agencies and distributed by Programs of Religious Activities with Youth (P.R.A.Y.) provides spiritual growth experiences for members of the BSA who are Protestant, as well as members of Girl Scouts of the U.S.A., CampFire, Inc., and 4-H.

God and Me—for Tiger Cubs and 8-year-old Cub Scouts

God and Family—for 9-year-old Cub Scouts and Webelos Scouts

God and Church—for 11- to 14-year-old Boy Scouts

God and Life—for 15- to 17-year-old Boy Scouts, 15- to 17-year-old Varsity Scouts, and 15- to 20-year-old female and male Explorers

God and Service—presented to deserving adults who have given distinguished service to youth through Scouting in a local church or at the council, regional, or national level.

Religious Activities. Local council support materials are provided for a variety of religious activities including annual Scout Sunday observances, retreats, "Duty to God" encampments, religious emblem recognition dinners and Scouting show displays. An annual "Scouting in the Church's Ministry" conference at Philmont Scout Ranch, Cimarron, N. M., attracts participants from across the nation who come together for a week to learn about the role of Scouting in local churches.

Relationships. National liaison is maintained with more than 25 denominations that are chartered to use the Scouting program as part of their ministry to children, youth, and families. Representatives of these denominations are invited to membership on the Protestant Committee on Scouting.

**LOCAL
COMMITTEES**

Local BSA councils are encouraged to form Protestant Committees on Scouting whose functions are similar to those of the national committee, namely:

1. The interpretation of Scouting as a resource for ministry.
2. Promotion of the God and Country religious emblems program and other denominational emblems programs.
3. Promotion of Scout Sunday.
4. Provision for a summer camp chaplain.
5. Offer guidance to districts and councils in religious matters.
6. Organization of new Scouting units in Protestant churches.

COMMUNICATION

Scouting Ministry Newsletter, published three times a year by the Protestant Committee on Scouting, is the main organ for sharing news and information regarding Scouting activities in Protestant churches across the nation. Suggested articles, including photos, are always welcomed.

For further information write: Boy Scouts of America; Protestant Relationships, SUM 0205; 1325 Walnut Hill Lane; Irving, TX 75038-3096.

Religious Emblems Programs

These programs help a young person grow spiritually, with guidance from his own religious leader. The emblem is not a Scouting emblem. It is conferred on a boy through his own religious organization.



Universal Religious Emblem

This embroidered square knot may be worn by any Scout or Explorer (not Cub) Emblem recipient.



God and Country
Protestant. Bestowed on Scout or Explorer by his minister. Methodist calls for planning, exploration, reporting and evaluation.



"Duty to God"
Church of Jesus Christ of Latter Day Saints emblem is presented to qualifying Scouts and Explorers.



God and Country
A commendation for Scouts and Explorers of Episcopal faith. Emblem displays Episcopal church seal.



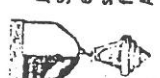
Alpha Omega
Eastern Orthodox Catholic Church, for studies in four areas: Christian faith, hope, love and church participation.



Pope Pius XII
Granted to Explorers and older Scouts of Catholic faith reflecting youth's concern for God and man.



Ad Altare Dei
For Scouts of Roman Catholic faith. A reminder that living close to the altar of God brings joy.



Ner Tamid
Jewish boys who are Scouts can earn this emblem which represents the Eternal Light found above the Holy Ark.



Pro Deo et Patria
Lutheran emblem. Program bears Latin inscription, "For God and Country."



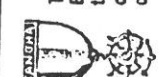
In the Name of God
Scouts and Explorers of Islamic faith. "Glory and praise to God is above all" is inscribed on emblem.



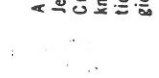
Religion in Life
Earned by Scouts in Unitarian-Universalist churches or other liberal religious groups.



Ararat
Earned by Scouts of the Armenian faith. The emblem depicts Mt. Ararat from which it gets its name.



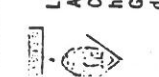
Sangha
The Wheel of the Most Excellent Law depicts the eight laws of pure conduct for the Scout of Buddhist faith.



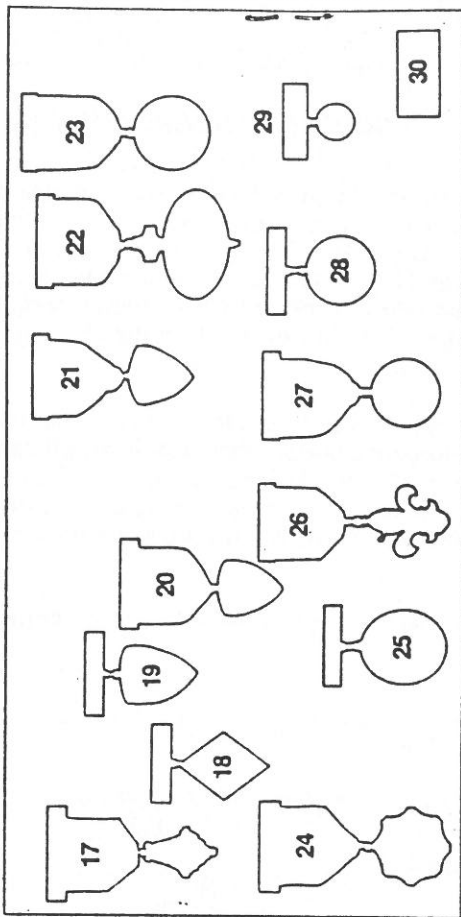
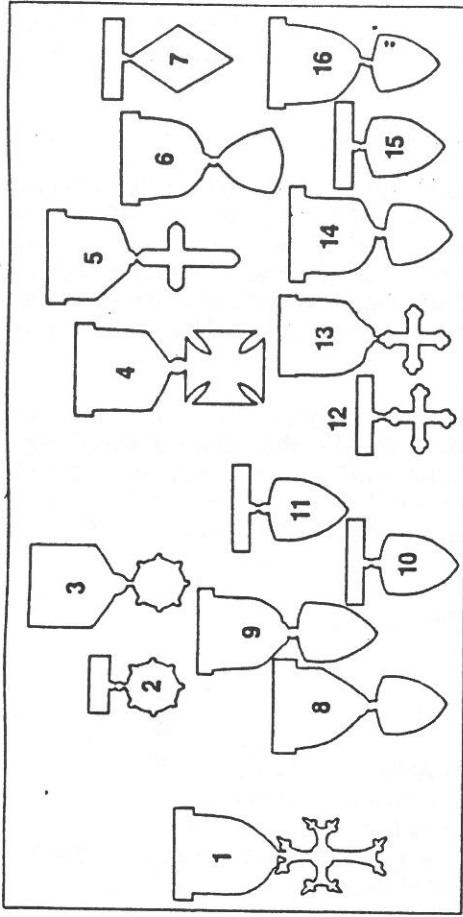
Aleph
A program to help Jewish boys who are Cubs advance in knowledge and practice of Jewish religious living.



Silver Crest
The Salvation Army gives to Cubs who are Junior Soldiers qualified for advancement in religious knowledge and service.



Parvuli Dei
Little Children of God. Available to a Cub of Catholic faith to help him be more aware of God's presence in his daily life.



ARMENIAN CHURCH OF AMERICA

1. ARARAT
2. METTA
3. SANGHA

EASTERN ORTHODOX

12. CHIRHO
13. ALPHA OMEGA

ISLAMIC

24. IN THE NAME OF GOD

BUDDHIST

2. METTA
3. SANGHA

EASTERN RITE CATHOLIC

4. LIGHT IS LIFE

JEWISH

17. NER TAMID
18. ALEPH

ROMAN CATHOLIC

5. AD ALTARE DEI
6. POPE PIUS XII
7. PARVULI DEI

ALL FAITHS

30. UNIVERSAL RELIGIOUS EMBLEM

LUTHERAN

19. GOD AND FAMILY LUTHERAN
20. PRO DEO ET PATRIA

SALVATION ARMY

27. GOD AND COUNTRY
28. GOD AND LIFE
29. SILVER CREST

GENERAL PROTESTANT

9. GOD AND CHURCH
10. GOD AND LIFE
11. GOD AND FAMILY

POLISH NATIONAL CATHOLIC

8. GOD AND COUNTRY
21. BOG I OJCZYZNA

UNITARIAN-UNIVERSALIST

22. WORLD COMMUNITY
23. RELIGION IN LIFE



These emblems represent some of the Boy Scouts of America's many religious partners and are indicative of our cooperative relationship in



GOD AND COUNTRY PROGRAM

The God and Country Program is an interdenominational series of Christian education resources for church groups in their ministries with youth. The complete program is developed and offered for use to the Boy Scouts, Girl Scouts, Camp Fire, and 4-H Clubs and includes the following four titles: God and Me, God and Family, God and Church and God and Life. This program series was developed by the Commission for Church and Youth Agency Relationships. Recognition items and their use by various organizations are explained on the application form in each packet. The medallions as pictured are not to scale.

Each piece of the God and Country Series is published in an 8½ x 11, loose leaf format with holes punched for notebook use. Students should have their own workbook as they are required to keep a personal record of their progress. A medal application/order form is found in the back of every student workbook which should be filled out after all requirements have been completed. A \$2.00 processing fee per applicant will be assessed in any order not using the official application form provided in the packet and/or submitted on an unauthorized duplicated form.

P.R.A.Y. Box 6900 St. Louis, Missouri 63123 Phone (314) 638-1017

The **GOD AND ME** unit encourages children to tell the story of their lives, think about the life and teachings of Jesus, and see how God is present in their lives today.



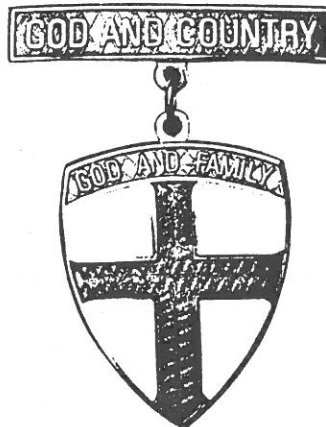
GOD AND ME Sections

1. **Me:** The Story of My Life.
2. **God:** The Story of Jesus' Life.
3. **God and Me:** The Story of Jesus and Me Together.

Each section has projects to be completed by the child with the help of the counselor. Parents or other adults are encouraged to work side-by-side with the child, serving in the role of counselor.

I. **GOD AND ME:** grades 1, 2, 3 (ages 6 - 8)

The **GOD AND FAMILY** unit is "home-centered," with parents or guardians directly involved under the supervision of the pastor. This unit encourages Christian nurturing in the home and church and emphasizes the individual's understanding of his faith as it relates to his home, the family relationship to the church, and his own identity in society.



GOD AND FAMILY Sections

1. God and Me
2. God and My Senses
3. God, Me and My Family
4. God, Me and My Friends
5. God, Me and People Who Care
6. God, Me and My Future

II. **GOD AND FAMILY:** grades 4 and 5 (ages 9 - 10)

The **GOD AND CHURCH** unit provides individuals with an opportunity to know their pastor and counselor more intimately, to understand the church's structures and objectives, and to participate in services and projects that will give them a better understanding of the mission of their church.

1. To earn this emblem the youth should use the standard printed program and order the standard recognition items at this level.
2. United Methodist youth should use the standard printed program and order United Methodist recognition items at this level.
3. Christian Church (Disciples of Christ) youth should use the standard printed program and order Disciples of Christ recognition items at this level.
4. Presbyterian Church (USA) youth should use the standard printed program and order Presbyterian recognition items at this level.
5. Baptist youth wanting to earn this emblem must order Booklets #3024 and #3025.
6. Lutheran youth must use Booklet #3635 to earn this emblem.



1. GOD & CHURCH



2. UNITED METHODIST GOD & CHURCH



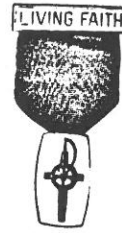
3. DISCIPLES OF CHRIST GOD & CHURCH



4. PRESBYTERIAN CHURCH (USA)



5. GOD & COUNTRY BAPTIST



6. LUTHERAN LIVING FAITH

- GOD AND CHURCH REQUIREMENTS:**
- I. God at work. Learn how God works with people.
 - II. Christians at work in my church. Learn the history of your congregation and the working of your church.
 - III. Christians at work in my town. Report on the ways your local church reaches out to the community.
 - IV. Christians at work beyond my town. Learn the history of your local denomination.
 - V. Christians at work in the world. Identify the areas of the world in which your denomination is engaged in mission work.

III. GOD AND CHURCH: grades 6, 7, 8 and 9 (ages 11 - 14)

The **GOD AND LIFE** unit consists of exercises for students seeking to increase faith, make responsible choices, to find identity in family, church, country. A counselor or minister is designated by the church and works with this age level, however, it is largely a self-examination/independent study unit.

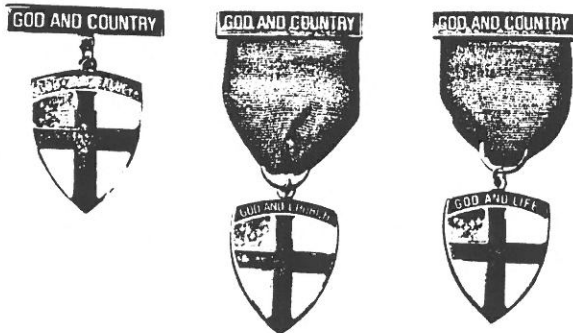


GOD AND LIFE: Series of Self Guidance and Developmental Exercises.

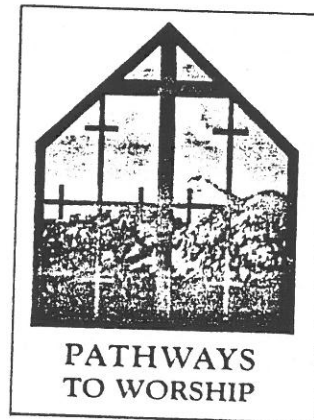
- I. Faith
- II. Me, _____
- III. Family
- IV. My Church
- V. Love and Service
- VI. Future

IV. GOD AND LIFE: grades 10, 11, 12 (ages 15 - 20)

EPISCOPAL SUPPLEMENT TO THE GOD AND COUNTRY COUNSELOR MANUAL



For use with Programs II, III, and IV, this manual follows the general outline of each unit and makes each session better suited to the Episcopal Church. As a supplement, this manual is to be used in conjunction with the regular counselor manual for each program.



PATHWAYS TO WORSHIP

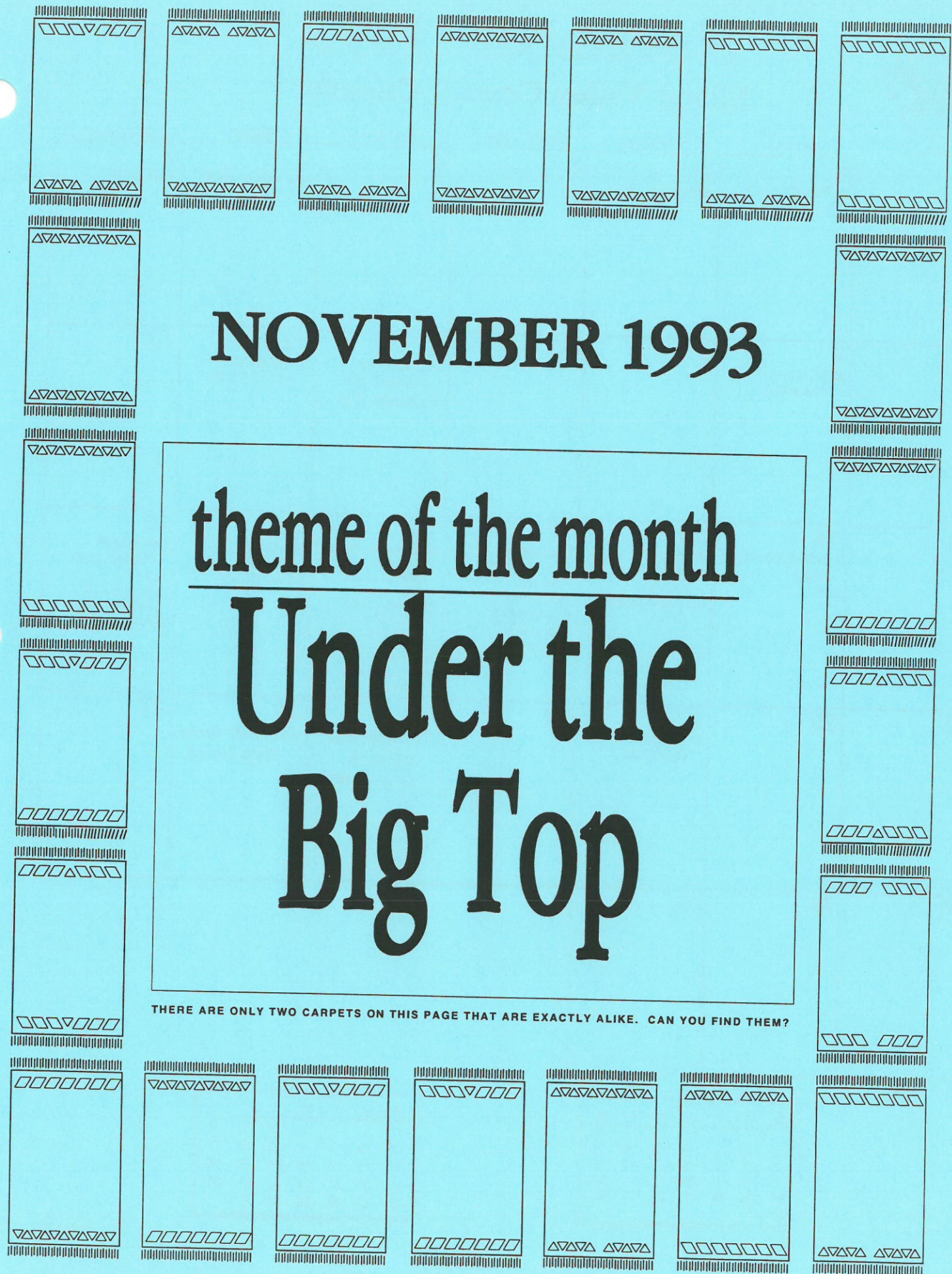
PATHWAYS TO WORSHIP

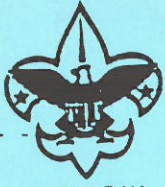
This compact booklet provides ideas for camp worship experiences, Devotions, Songs and Orders of Worship. Pathways to Worship Song Leader Cassette Tape presents a soloist and pianist performing each of the songs included in the booklet.

NOVEMBER 1993

theme of the month
Under the
Big Top

THERE ARE ONLY TWO CARPETS ON THIS PAGE THAT ARE EXACTLY ALIKE. CAN YOU FIND THEM?





November 1993

Miami Valley Council Calendar

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
	1 POPCORN SALE BEGINS	2 <i>Election Day</i>	3	4	5 ALL STAFF MTG	6 POW WOW
7	8 EXPL-BASIC LDR. TRAINING	9	10	11 INTERFAITH COMMITTEE <i>Veterans Day</i>	12 EXPLORING AFTER DARK	13
14	15 COMMISSIONER MTG EOA	16 ACT/SFF SCOUT CAMP PROMO ADVANCEMENT	17 FACILITIES EXP.SERVICE TEAM TRAINING EXECUTIVE BOARD MEETING	18 INTERFAITH COMM. OA ORDEAL DINNER & LEC (CH) POS CHAIRMAN/ KEY LDRS TRAINING CUB OUTDOOR DAY CAMP PRE SALE \$ & PRODUCT DUE	19 POPCORN ORDERS DUE FIELD STAFF	20 1994 CAMP PROMO MTG (WT) CUB LEADER BASIC TRNG 8: 30-4:30
21	22	23 COUNCIL CAMPING	24	25 <i>Thanksgiving office & shop closed</i>	26 <i>Office & Scout Shop closed</i>	27
28	29	30				

October

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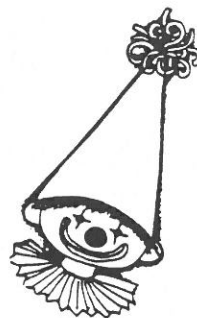
December

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UNDER THE BIG TOP

CIRCUS FUN (to the tune of Clementine)

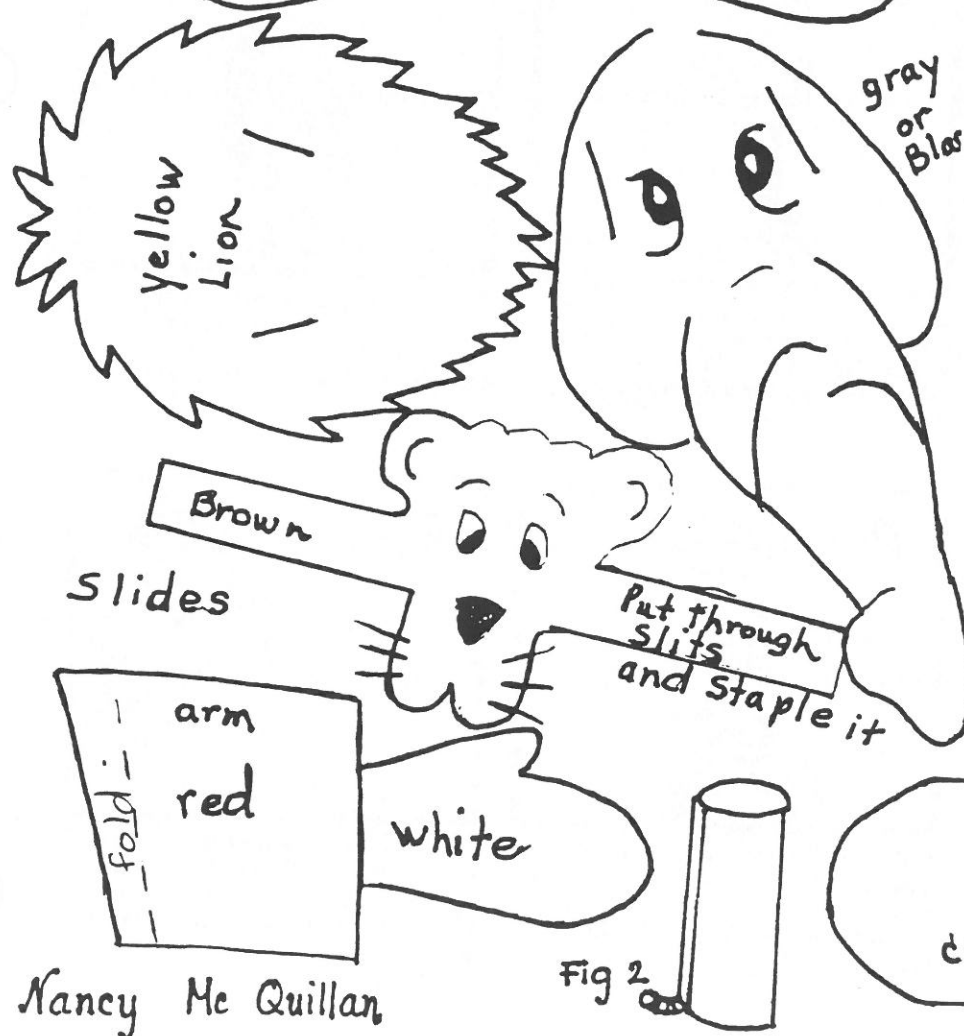
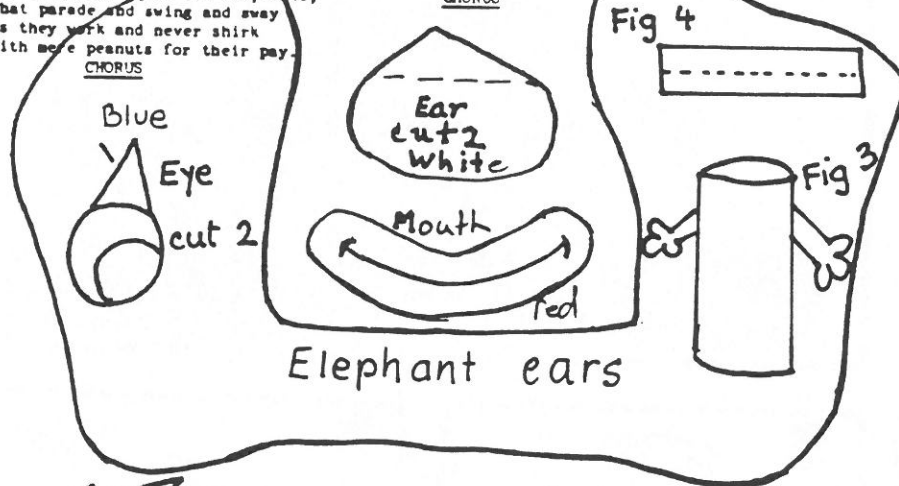
- At the circus there are lions
And they roar so very loud,
They see shivers sharp as slivers
Through the anxious waiting crowd.
CHORUS
Oh the circus, yes, the circus
Lots of fun for young and old,
Peanuts, popcorn, cotton candy
Till your mouth no more can hold.
- At the circus there are elephants,
That parade and swing and sway
As they work and never shirk
With more peanuts for their pay.
CHORUS
- At the circus there's excitement
With many acts of daring skill
There's a clown who has a frown
And a smiling one called Will.
CHORUS
- Oh, see the circus when its in town
For a day that's filled with fun
You'll have thrills and lots of curlics
That will last till day is done.
CHORUS



Soda Straw Clown
from Kids Krafts

Materials: 1 Bathroom Tissue Tube, 1 2" foam ball, 1 clown hat, 21 plastic soda straws, red, white, and blue crape paper, a hot-glue gun, and needle and thread.

To form the body, bend the joints of the straws into a curve and cut off the short end of the straws, as shown in Fig. 1. Then cut the tops of the straws to the height of the roll. Now glue 10 straws next to each other (Fig. 2) then glue an arm to each side (Fig. 3). Now finish by putting straws around, put feet on bottom, then glue the ball for the head, and place the face and hat on the clown. Cut the crape paper 24" by 2". Run a basting stitch along the middle as in FIG. 4 then gather and glue around the neck.



Nancy Mc Quillan

Fig 2

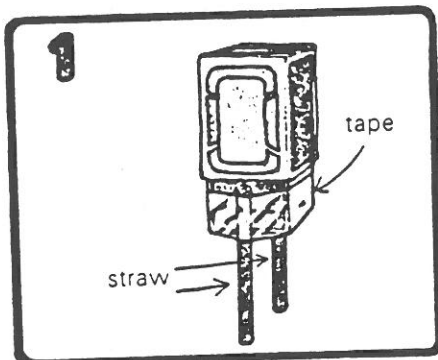
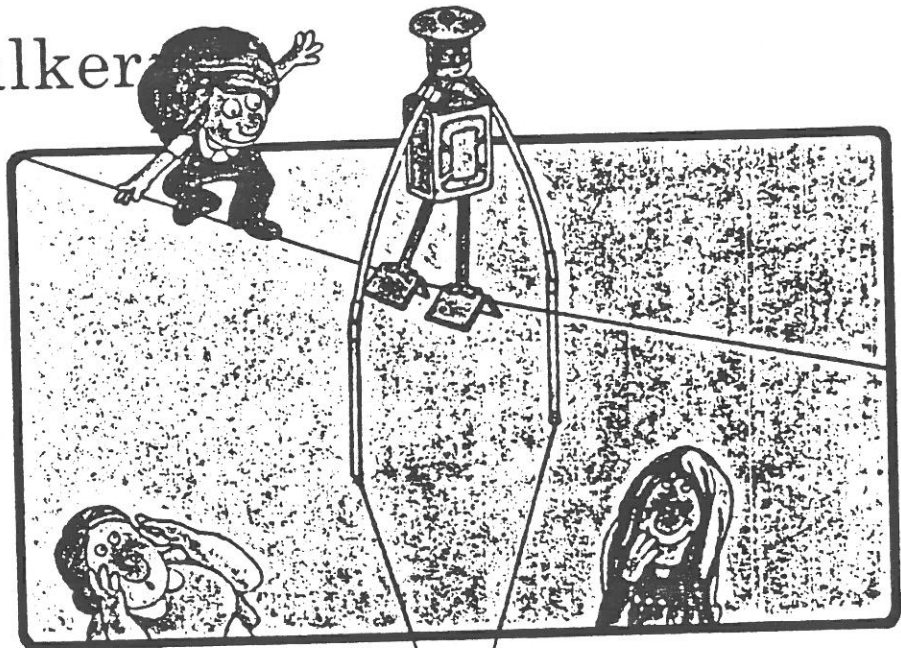
UNDER THE BIG TOP

High-Wire Walker

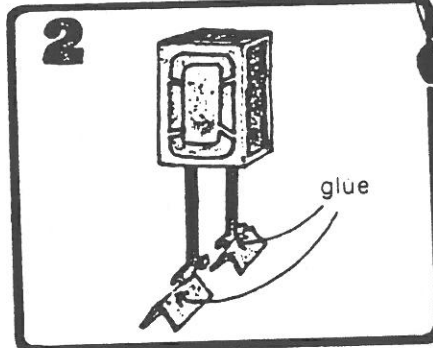
Tie a very long piece of string across a room. Put the Walker on it. Push the clay to make it swing and move the Walker.

You will need

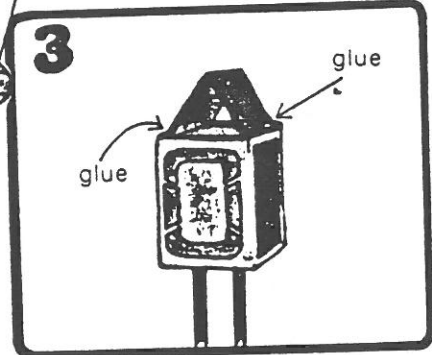
- a matchbox
- 4 plastic drinking straws
- a sheet of paper
- a piece of thin cardboard
- a piece of string, about 24 in. long
- a long big-headed pin
- modeling clay
- transparent tape and glue
- scissors



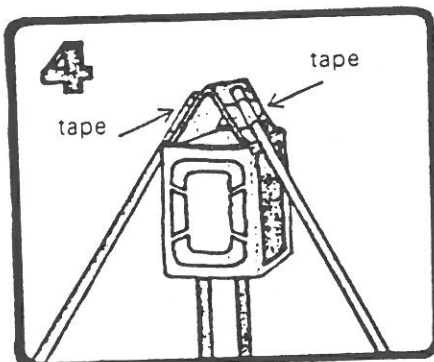
1 Cut a straw in half and then in half again. Push the tray half out of the matchbox. Stick two pieces of straw to the tray with tape to make legs. Push in the tray.



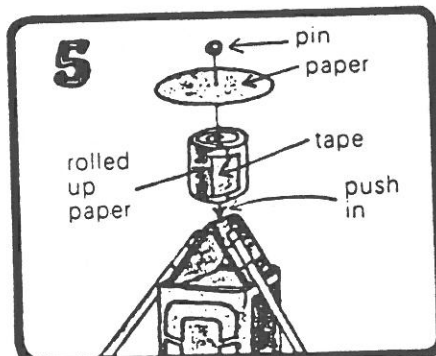
2 Cut two little slits in the end of each leg. Bend back the ends. Fold two small pieces of cardboard in half. Glue one to the end of each leg to make feet.



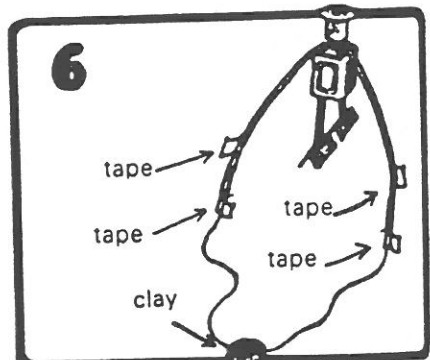
3 Cut a strip of cardboard about twice as long as the top of the matchbox. Fold it in half. Glue the ends to the top of the matchbox, like this.



4 Stick a straw on each side of the folded cardboard with tape, like this, to make arms.



5 Roll up a thin strip of paper to make a head. Stick it with tape. Cut out a paper circle. Push the pin through it and into the head. Pin it to the top of the body.



6 Cut a straw in half. Stick one half to each arm with tape. Stick the ends of the string onto the straws with tape. Put a lump of clay in the middle of the string.

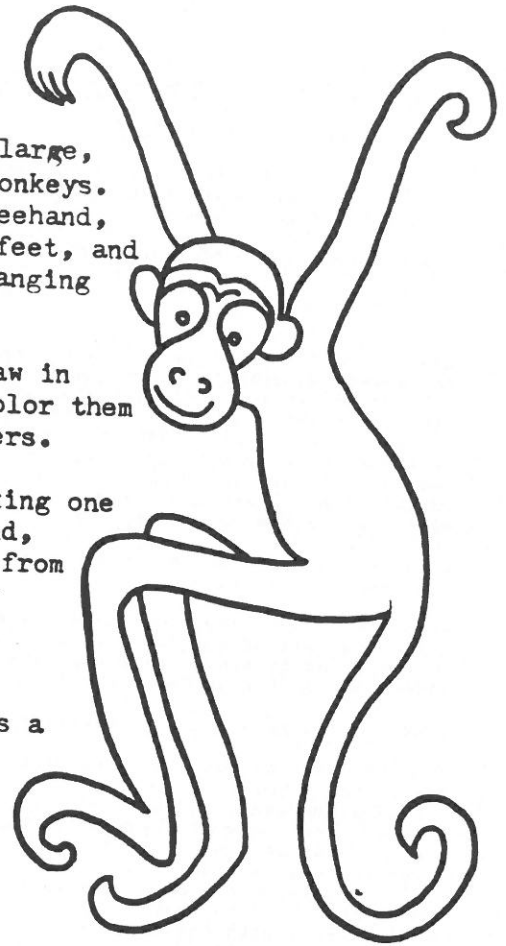
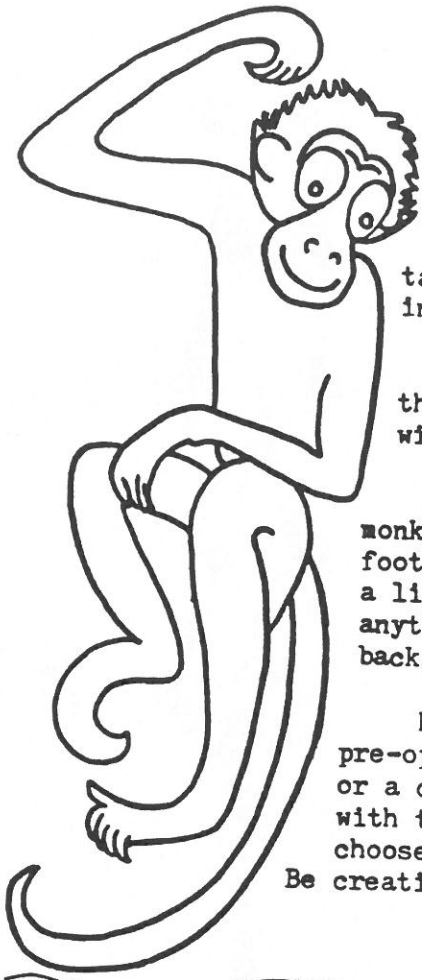
MONKEY CHAINS

On cardstock or heavy paper, reproduce several large, medium, and small-sized monkeys. If you draw the monkeys freehand, make sure that the hands, feet, and tails have deep curves for hanging in a chain.

Cut out the monkeys and draw in their faces and features. Color them with paint, crayons, or markers.

Make a monkey chain by hooking one monkey beneath another by a hand, foot, or tail. Hang the chain from a light fixture, floor lamp, or anything that protrudes from a background.

Monkey Chains can be used as a pre-opening game, an incentive, or a craft activity. The boy with the longest chain gets to choose his treat first, etc. Be creative and have fun!



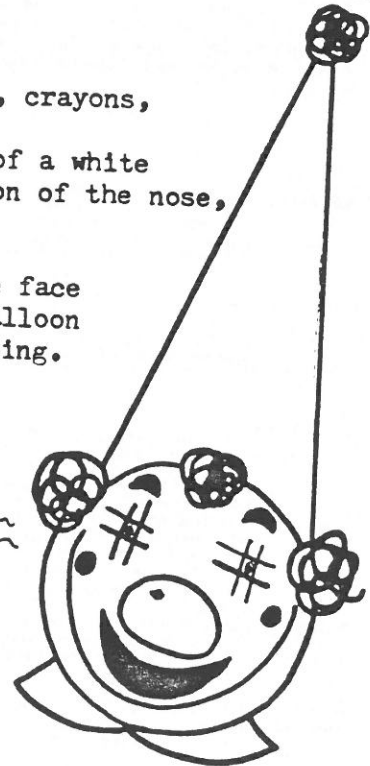
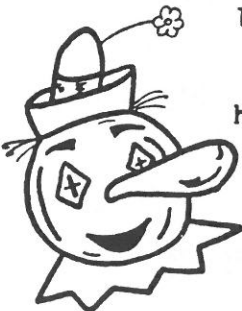
BALLOON-NOSE CLOWNS

Materials Needed: paper plates, balloons, crayons, paint, yarn, paper to cut out, glue

1. Draw a funny-faced clown on the back of a white paper plate. Add the features, with exception of the nose, using crayons, paints, or paper cut outs.

2. Make a small hole in the center of the face where the nose should be. Blow up a round balloon and tie the end to prevent the air from escaping. Push the tied end of the balloon through the hole and fasten in back with tape.

3. Add hair, ears, hats, ruffles and frills using crepe paper, feathers, yarn, cotton balls, paper cut-outs, etc.



CIRCUS TRAINER CEREMONY

Uses: Theme Awards Ceremony

Props: Trainer's whip, chairs, tables, barrels (sawed in half), hula hoop, large cue cards for audience, etc., depending on stunts you wish to use...

Instructions: Cubmaster is the trainer, and he calls each advancing scout to the front in turn, and 'trains' them to do a trick before giving them their 'treat' or awards.

Example: First scout is called to the front, and trainer (addressing the audience, not the scout) says, "I have trained this ferocious wolf to do a trick. He will now, at the crack of my whip, stand on one leg on this barrel!!!" (You may have someone hold up a card for audience to say, "AHHHHH!!!" or "OOOH!" at the announcement and performance of each trick. Explain that the only thing this Wolf responded to was arrow points. You could make anything for an arrow point treat! (Name some the arrow point electives he has passed off...))

After scout performs the trick, toss him his award like a snack, or put the card in his mouth...

Scout then must crawl up onto a chair or table and crouch there until the rest of the 'wild animals' have joined him, and take part in the grand finale. (This may be a combined stunt, or an all-out attack of the Circus Trainer...!)

Some other suggestions for training stunts are:

Have them kneel on the barrel and bark and clap the backs of their hands like a seal.

Do a sommersault.

Stand like a row of tigers with forepaws on the haunches of the cub in front of them.

Jump through a hoop.

Climb a ladder and come back down.

Balance a ball on their nose.

Ring a bell with their teeth.

Roll over and play dead.

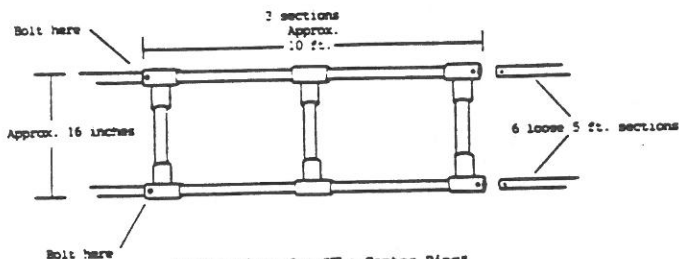
Fetch a stick with their teeth.

Wave a flag with their teeth.

Put your head in their open mouth (at least try to...)

Don't forget to mention the award that motivated each cub to achieve each feat. It is not recommended to award an Arrow Of Light in this ceremony, but save it for a more solemn ceremony. Be careful not to require dangerous stunts, such as performing a handstand at any height.

(An original ceremony by PROP-IT-UP! INC.)



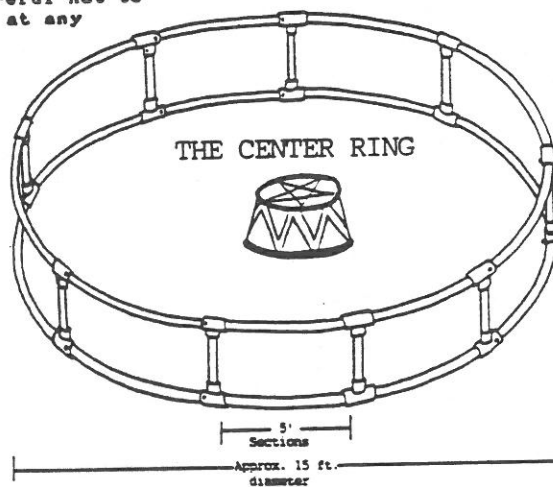
Instructions for "The Center Ring"
 Materials: -Five 20 ft. lengths of PVC 3/4 inch sch. 40. (Cut into 18 five-ft. lengths and nine 13.3 ft. risers.)
 -Eighteen "T" joints, PVC glue and primer, PVC cutters or hacksaw.
 -Twelve 2" bolts, twelve wingnuts and matching drill bit (and drill).
 Directions: Take four 5' lengths, six "T" joints and the glue, and assemble into a Ten-foot section. Repeat two more times. You should have three Ten-foot sections and six loose five-foot lengths. DO NOT GLUE THESE TOGETHER! Insert them firmly and drill a hole through for a bolt. Remove and mark the ends to match the joint they are drilled to fit.

Repairs: Repair breaks with straight PVC joints, being sure to match the other ring in the same section with a corresponding "Repair" so they match!

Optional: The Center Ring may be made smaller by using only four 20 ft. lengths cut into eighteen 4 ft. lengths and nine 10 1/2 inch risers. It will be more difficult to get the ring together, but it should fit!

Decoration: Wrap with crepe paper diagonally for a more circus-like effect.

Other Uses: Use as a barrier for an outdoor "Bonfire" ceremony, or as a "Winner's Circle" for derby awards presentations. Use your imagination!



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 Prop it Up! Inc. (487-9170)

BOOK THE BIG TOP

JOEY'S FIRST PARADE

MARCH - stomp, stomp, stomp your feet

PARADE - hooray! **CLOWN** - laugh out loud

LEGS - Sooo Tall! **DOG** - Argh, Argh

Joey awoke and looked at the calendar. Yep, today was the Big Day and Joey was excited. Today, he would **MARCH** in his very first Circus **PARADE**. His pack had won the Circus Contest to carry the flag at the beginning of the parade. There would be floats and bands and animals and everything. As Joey arrived downtown, he could see everyone lining up for the **PARADE**. He finally found his group and the cubmaster. The cubmaster said, "Hi, Joey. Are you excited and ready to **MARCH** in the **PARADE**?" "I sure am!" said Joey. Suddenly Joey heard a loud whistle and the **PARADE** was on its way. Joey stood as tall as he could, proud to be a Cub Scout. There were so many people along the streets as they **MARCHED**. Just behind him he could hear the laughter of people and he longed to know what was so funny. Joey moved back to the rear of his group and stretched to see. Then without warning there was next to him two **LEGS**! That's all he saw was two **LEGS**. The crowd was laughing and they became louder as Joey followed the **LEGS** up into the air. High up on the tallest **LEGS** he had ever seen was a **CLOWN**. Wow! The **CLOWN** leaned over and patted Joey on the head. What a terrific trick and what long **LEGS**! The **CLOWN** was holding on to a leash in his hand. Joey look down to see what he had and he saw the smallest **DOG** he had ever seen barking up at him. That's what is so funny and Joey began to laugh. The tallest **CLOWN** in the world was taking the smallest **DOG** in the world for a walk in the **PARADE**! As he ran to join his group Joey watched the **CLOWN** and **DOG** to the end of the **PARADE**.

That night Joey's dad tucked him into bed. Dad asked how his day had been. Did he have a great time in the **PARADE**? "Oh, it was great, Dad!" Joey said "and I know exactly what I want to be when I grow up." "Really, what is that Joey?" Dad asked. "I want to be a **CLOWN**!" Joey exclaimed. "Goodnight Dad." Dad chuckled as he turned off the lights. "Goodnight Joey."

Cub #1: How come you didn't wait to see the second act of the play?

Cub #2: I couldn't wait. The program said it took place a year later.

GET TOGETHER

All the participants are numbered off from one to five, and to each of the five numbers is assigned a different person or animal found in a circus. For instance, ones could be clowns; twos, elephants; threes, trapeze artists; fours, ringmasters; and fives, horses. When the leader says "go", all call out what they are (i.e. "elephants") and try to get together with all the other members of their same group. The first group all together wins a prize. Before the action begins, it would be wise for the leader to announce how many people there are in each group so they will be able to tell when they have everyone.

SEE AND DO IT ANIMAL

All players sit in a circle. One player - "IT" - sits in the center and acts out the motions of a particular animal. The player in the circle raise their hands when they think they know which animal the player is imitating. When called upon by "IT" the player who raised his hand must make the sound of the animal being acted out. If he's correct, he now is "IT". If not, another player in the circle gets a turn to guess.

WALK THE TIGHTROPE

One person is blindfolded and walks on a rope which is stretched out on the floor. If he steps off the rope, he is out. The game is fun if competition is made between dens at Pack Meeting.

TIGHT ROPE WALKING

Chalk line is drawn on floor. One at a time boys walk down the line, heel to toe, looking at their feet through a thick tumbler or glass sugar bowl. The one who walks the farthest without stepping off the line wins.

CUB SCOUT CIRCUS

ACT
ACROBAT
BAND
BARKER
BEARDED LADY
BEAR
CALLIOPE
CAGE
CLOWN
COTTON CANDY
ELEPHANT
GIRAFFE
LION
PARADE
PEANUTS
POPCORN
RINGMASTER
SIDESHOW
STRONGMAN
TICKET
WAGON

A C R O B A T O N Y P P A R A D E
C H A L E S R W A S E B I E C A L
T I C K E T O F M I A E R T R U E
I P R D N A E O G D N O Z S O U P
C E O N O I L R N E U B E A R C H
K A B A R K E R O S T I F M U D A
N N A B E A P I R H S L F G I O N
O R T O C C O T T O N C A N D Y T
G O S U C R I C S W B N R I N G I
A C I N A I L I M I A W I R I C K
W P M E A N L I O S D O G R J L E
L O W S B E A R D E D L A D Y E T
U P R E G A C A G T O C S E D I S

RINGMASTER'S APPLAUSE

"And now behind me in the center ring, the lions (CUBS) - YEEOOOO!"

STRONGMAN APPLAUSE

Pretend to lift a heavy object and say "Uh, Uh, Ahhhhhh!"

TIGHTROPE WALKER'S APPLAUSE

Have your arms out pretending to balance yourself on tightrope. Lean to one side and go "Ahhhhh" as you simulate falling.

TIGER APPLAUSE

Shout "Grrrrreat!" and thrust fist upward.

POPCORN APPLAUSE

With one hand closed, cover it with other. Let hand grow from under other hand and spring fingers open and go "POP POP POP."

PEANUT RACE

Have the Cub Scouts roll a peanut with their noses on the floor for a short distance. They must not touch the peanut with their hands. The one who rolls his peanut across the finish line first is the winner.

BALLOON KICK RELAY

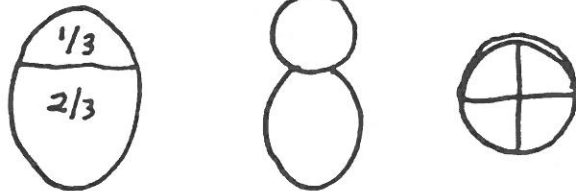
Give the first Cub Scout on each team an inflated balloon. On Signal, the first boy kicks it across the room to a line and back to the second player, who repeats the action. The balloon may be touched only with the feet and legs. Continue until one team wins.

CUBS IN THE KITCHEN

Under the Big Top

TINY TEDDY BEARS

Cut one Rhodes pan roll into 1/3 and 2/3. Roll 2/3 gently between palms to make body. Roll 1/3 gently between palms to make a head. Place on greased cookie sheet.



Use two black peppercorns for eyes. Let raise until double in bulk. Bake at 350 degrees for 20 minutes or until golden brown. Change the ears and legs and be creative to make any animal you would like. Rabbits are cute. Why not a cat?

Using a second pan roll, cut a 1/4 slice. Cut the slice into 1/4's. Roll these into 4 balls to form the bear's paws. Cut another 1/4 slice and cut it into 1/4's. Use two to make balls for the ears. Cut another small piece (1/2 of one of the 4 pieces) for the nose. Cut a tiny piece for the belly button.



ANIMAL FOOD

Put out different kinds of bread and round cookie cutters so boys can make the animal head they would like. You can use several different sandwich spreads for the fillings - egg salad, tuna salad, and peanut butter are always good. Here are some suggestions for sandwich decorations:

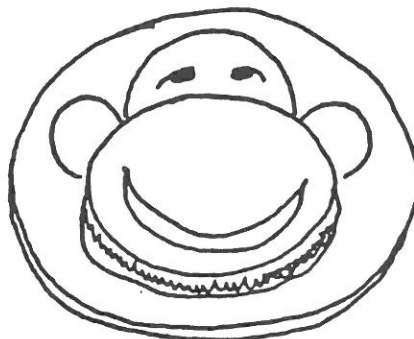
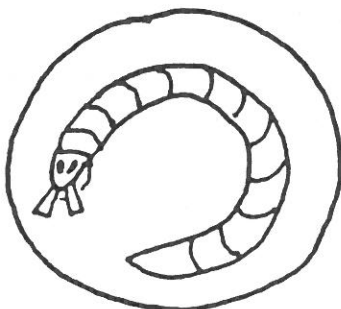
olives
hard-boiled eggs
zucchini squash
raisins
radishes
pimentos
green peppers
cherry tomato

carrots
cucumbers
string beans
cheese
celery
pickles
pickle relish
mushrooms

Snakey Snack: Make a colorful snake with alternating slices of carrots and zucchini or cucumber. Spread soft cream cheese between the slices to stick them together.

Monkey Business: You can use a slice of red pepper for the mouth, raisins for the eyes, and slices of cucumber for the ears.

Plump Pussy Cat: You can use straight pretzels for the whiskers, olive or egg slices for the eyes, tomato and green pepper slices for the mouth, and cheese for the nose and ears.



DECEMBER 1993

theme of the month

Holiday Magic

THERE ARE ONLY TWO CARPETS ON THIS PAGE THAT ARE EXACTLY ALIKE. CAN YOU FIND THEM?





December 1993

Miami Valley Council Calendar

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
			1	2	3 ALL STAFF MTG OA FELLOWSHIP DINNER	4 POPCORN PICK- UP
5	6	7	8 EXP. COMMITTEE	9 <i>Hanukah</i>	10	11
12	13 EOA/POST OFFICER TRAINING SEMINAR	14 ACTIVITIES/SFF ADVANCEMENT	15 EXECUTIVE COMMITTEE EXP. SERVICE COMMITTEE	16 SUPPORT STAFF MTG CUB OUTDOOR DISTRICT CHAIRMAN	17 POPCORN S TURN IN FIELD STAFF	18 POPCORN S DUE
		CUB LEADER BASIC TRNG 6:30-9:00				
19	20 COMMISSIONER MTG	21 B-A-T COMMITTEE CAMPING <i>Winter begins</i>	22	23 FIELD STAFF	24 SCOUT SHOP & OFFICE CLOSED	25 CHRISTMAS DAY SCOUT SHOP CLOSED
26	27 OFFICE CLOSED	28	29	30	31 SCOUT SHOP & OFFICE CLOSED	

November 1993

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January 1994

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Wordsearch:

MAGICIAN

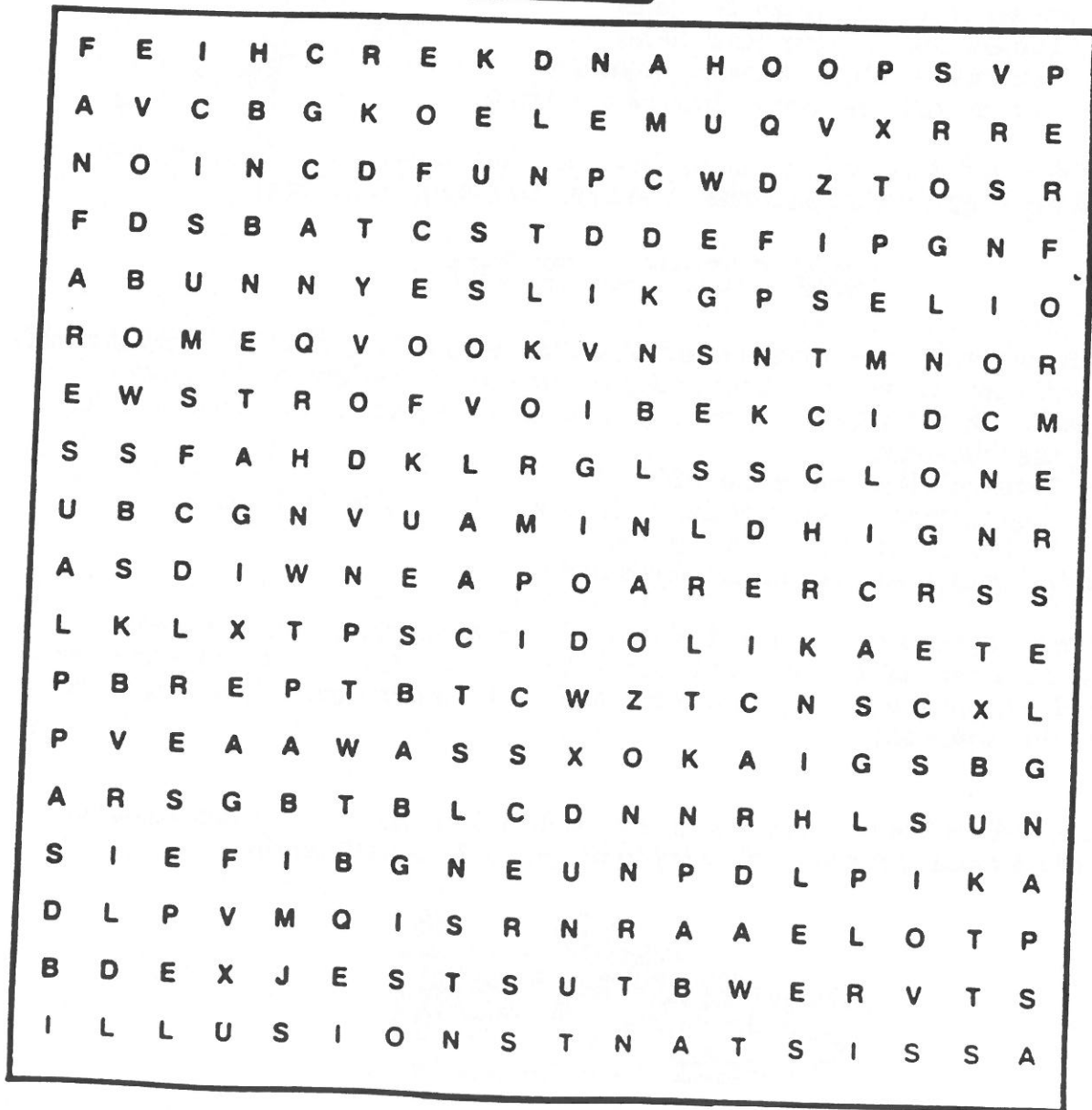
ACTS
APPLAUSE
ASSISTANTS
AUDIENCE
BALLS
BLINDFOLD
BOWS
CARDS
CLAMVOYANCE
COWS

DECEPTION
DEFTNESS
DISAPPEARING
DOVE
FANFARE
GUILE
HANDKERCHIEF
HOOPS
ILLUSIONS



JESTS
LEVITATION
MUSIC
PERFORMERS
PROPS
RABBIT
RINGS
ROUTINES
SCARVES
SKILL

SPANGLES
STAGE
SURPRISES
SWORD
TALENT
TOP HAT
TRICKS
TRUNK
VOLUNTEERS
WAND
WONDER

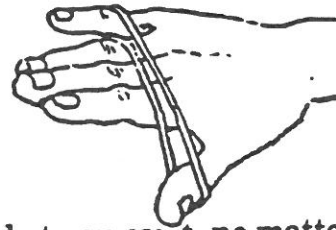


Gathering Stunts:

1. **You do it** - Touch the tips of your forefingers together. Press them hard against each other. Ask a friend to grasp your wrists. Tell your friend to try and pull your fingers apart. As your friend tries, you press hard. The amazing thing is that your friend cannot separate your fingers! You probably won't believe it until you do it, so do it!.

2. **The band on your hand** - Find a small rubber band. Turn either of your hands over so you are looking at the back. Loop the band over your hand so it goes across the back from the little finger to your thumb. Pull it down so it is below all of your knuckles.

Now you are ready. Here are the rules:
You cannot use your other hand.
You cannot rub the band on anything.
You can only move your fingers and wrist.



What do you do? You try to take the band off. But we bet you can't, no matter how much you wiggle, twist, squiggle, or shake. Get ready to get mad!



3. **Can you write your own name?** - Want to try something that's easy? Sit at a table and write your name on a sheet of paper. Now try something that's almost impossible. Sit at a table and write your name on a piece of paper while you're doing the following:

Cross your legs under the table.
Begin moving the foot of the leg that is on top in a little circle.
Keep the foot rotating in a circle.

Keep trying to write your name. Good luck!

4. **Come on, get up!** - Sit in a straight backed armless chair. Keep your back against the back of the chair and your feet flat on the floor. Fold your arms across your chest. Now, keeping your feet flat and your back straight, try to stand up. Come on, come on!

5. **Start off on the left foot** - Turn your right side to the wall. Put your right foot and cheek against the wall. Now try to lift your left foot off the floor.





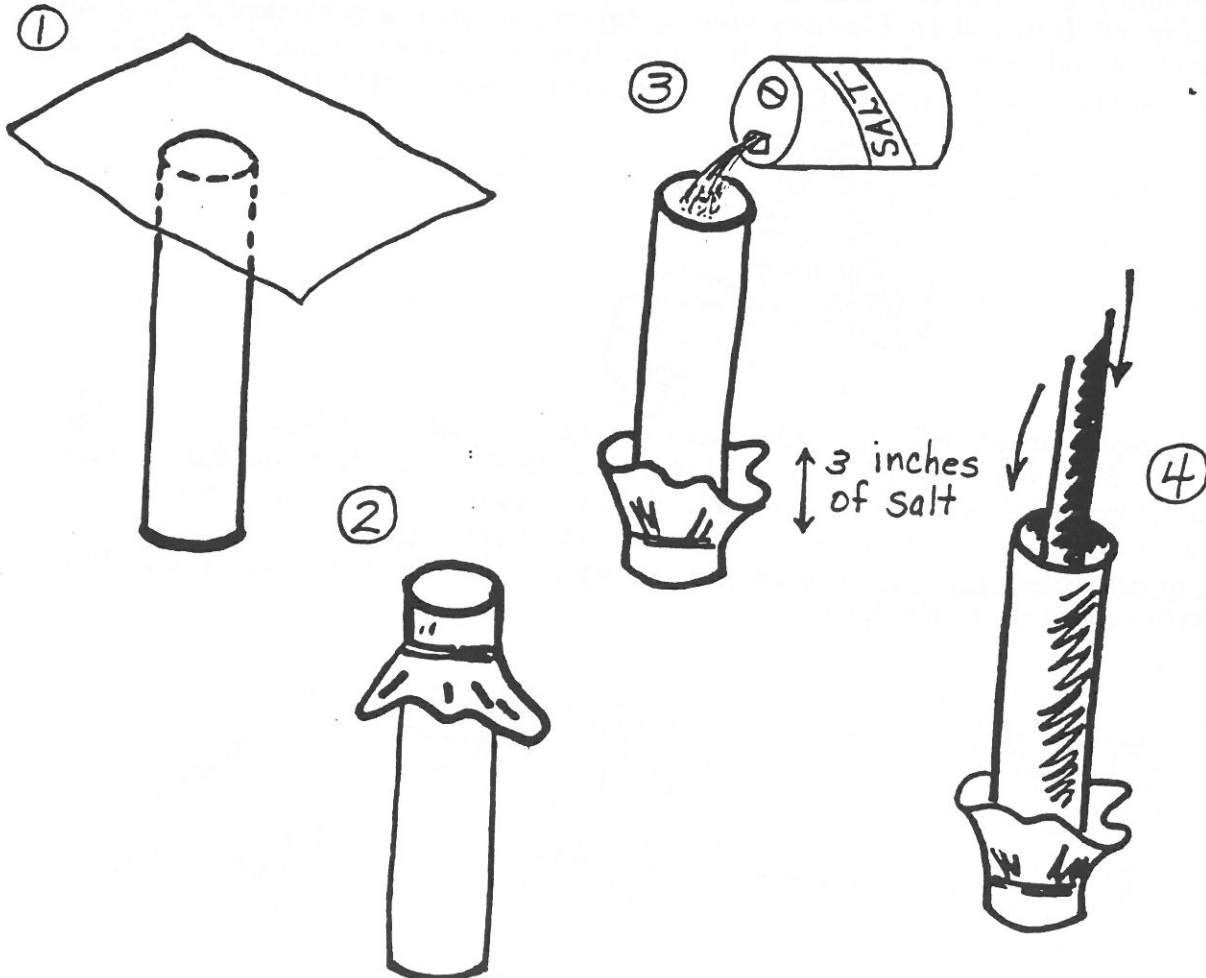
6. You can't rip a tissue! -

Need: paper tissue
a rubber band
salt or sand
a broom stick

Stretch the tissue across the end of the paper towel tube. Fasten it in place with the rubber band. Pour in 3 inches of table salt or sand. Now hold the tube in one hand and jam a broomstick into the salt. Try to push hard enough to rip the tissue.

The tissue is thin and the broom is strong, but you will not be able to break the tissue! Why?

The force you put on the broomstick is not all going straight down the tube toward the tissue. There are many tiny spaces between the salt crystals. When you jam the broomstick into the salt, the crystals collide, sending the force in every direction. Salt absorbs some of the force and divides the rest so it is diverted to all the surfaces of the tube. Only a tiny fraction of the original force reaches the tissue.



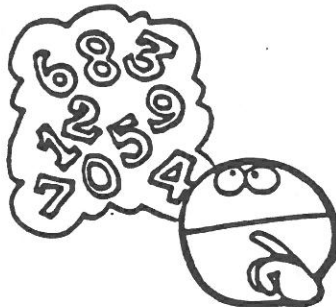
7. Wasted breath -

Put a ping pong ball in a funnel. Tilt you head back and try to blow the ball out of the funnel. Blow with a steady pressure, not short blasts. The harder you try to blow the more firmly the ball stays in place!

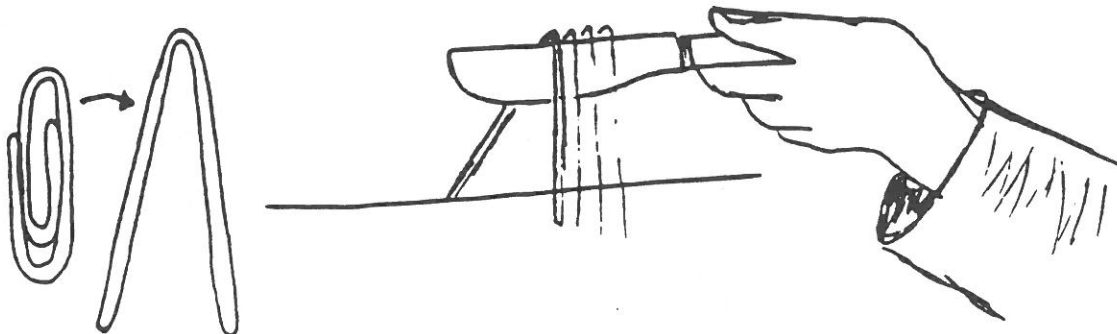
The rushing air coming out of the funnel hits the surface of the ball and rushes around the ball, creating lower pressure on the underside of the ball. The greater pressure of the atmosphere becomes immediately apparent. It holds the ball in the funnel.



8. This challenge has no restrictions. All you have to do is to fold a sheet of paper in half more than 9 time. Use any kind of paper, any size, any thickness, --as long as it can be folded in half. Divided the paper evenly in half on each fold. The folds may be in any direction = lengthwise, crosswise, or even diagonal. Try it.



9. Hold your hand still - Unfold a paper clip and smooth out all the bumps. Then fold in half. It should look like a V shape. Put the V upside down on the backside of a table knife. Hold the knife over a table with the ends of the wire lightly touching the table. Try to hold the wire still. You may not rest your hand on the table or any other surface. The harder you try to hold your hand still, the faster the wire moves down the knife.



MAGIC WAND

Materials:

black paper, a pencil, aluminum foil, tape and scissors

Directions:

1. Place the piece of black paper on the table so that one corner points toward you.
2. Wrap that corner around the middle of the pencil.
3. Roll the paper tightly around the pencil.
4. Tape the paper down at the middle.
5. Tuck the paper in at both ends.
6. Cut out a piece of foil about 1 and 1/2" x 2 and 1/2"
7. Wrap the foil around one end of the wand and tape down.



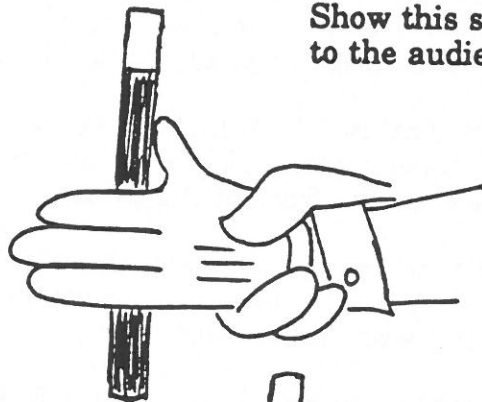
MAGNETIC HAND

If I rub my left hand on my leg, my hand becomes a magnet. See! My magic wand sticks to it.



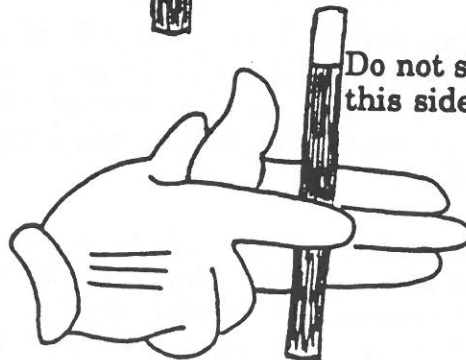
Here how to do this trick..

1. Rub your left hand on your leg and say "I can turn my hand into a magnet."
2. Now hold your left fingers straight out. Your thumb holds the wand in place.
3. Hold your left wrist with your right hand.
4. Put the first finger of your right hand on the wand.



Show this side to the audience.

5. Lift up your thumb.
The wand stays in place!
6. Audience in front of you will think the wand is stuck to your hand.



Do not show them this side.

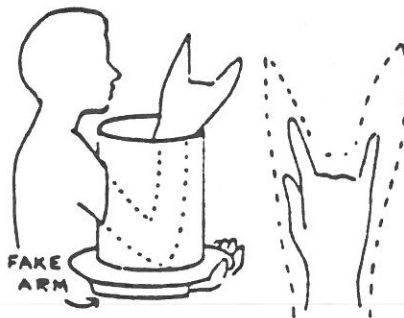
Magic Props:

Some tricks require a "magic prop" to fool the audience. The following two tricks fall into this category.

THE FUNTASTIC HAT

Both hands are holding the hat - and a rabbit pops up! Your audience will be amazed!

The secret is: one hand actually holds the hat while the other hand manipulates the rabbit. The third hand is just a stuffed glove! Use a matching glove on visible hand.



For the hat, use a 3 - gallon ice cream carton with a cardboard circle brim. Make the hat about 4" higher by adding a construction paper or poster board ring. Using rubber cement, cover the hat with black crepe paper or paint it black. In the back cut out a circle for your arm to fit in up to you shoulder.

For the artificial hand, stuff a bright colored or white glove (so it can be seen easily). Glue and pin the glove to the underside of the hat with the tops of the fingers up over the front of the brim.

For more realism, you may attach an "arm" to the glove. To make the arm, sew one or two leg portions from nylon stocking together, stuff so it reaches the back brim. If you want cover with fabric.

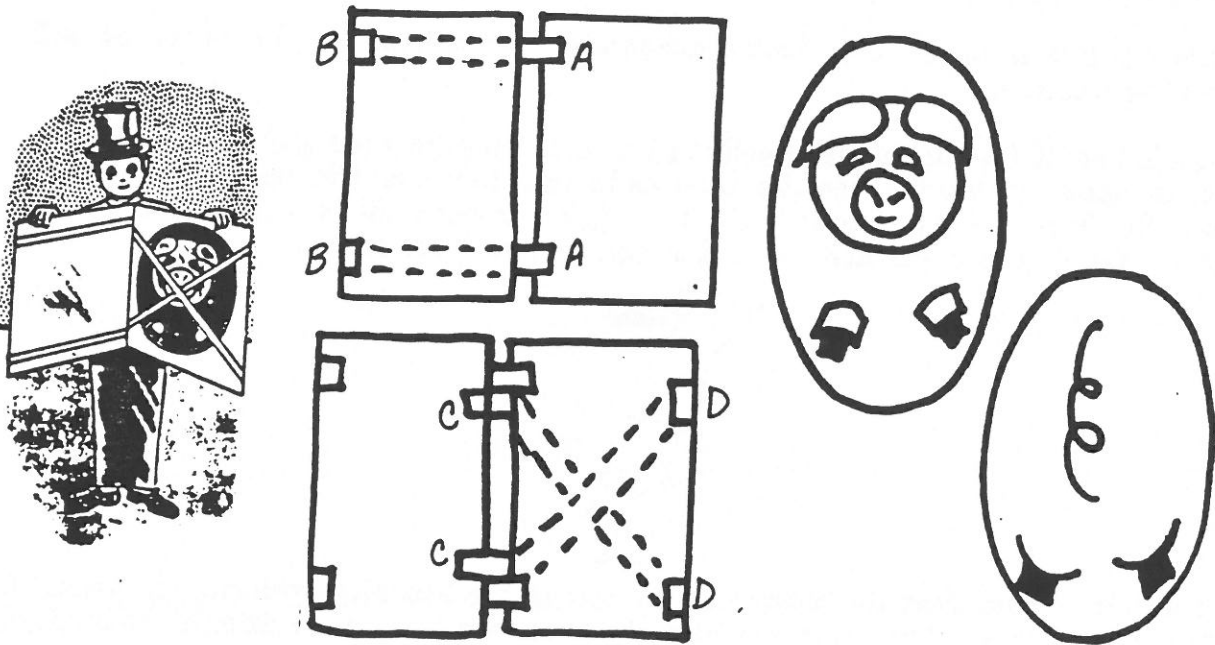
For your rabbit, make a hand puppet from crepe paper, felt, or use a rabbit puppet you may already have. If you make one, use your arm for size. Cut two pieces front and back and glue together around edges, leaving bottom open. Make the hand puppet so your index fingers will keep his ears perked up. Be sure his neck is long enough.

You may make other animals, if you want. Keep your rabbit down until you've said the right magic words. Try a few wrong words first to increase the suspense. After his appearance, your rabbit could return inside the hat and with coaxing and petting (giving time and help to change costumes, could send up his friend - any other animal you have chosen to make. This part is optional.)

THE WANDERING PIG

This pig moves magically from side to side in his cardboard pen. In fact, he is so fascinating, you're liable to get your nose caught trying to find out how he does it!

For his "pen", use two pieces of carton cardboard, 18" x 24". Place them on a flat surface, 24" lengths of ribbon, tape one end of each to top of right cardboard at "A's". Bring ribbons under left cardboard, over end, and tape on top at "B's".



Now, take two 28" lengths of ribbon, tape ends on top of left cardboard at "C's". Crisscross ribbons under the right cardboard and bring up over ends, taping at "D's". Now, fold cardboards so ends are to the outside. Adjust ribbons, if necessary, so they are taut but allow folder to open and close freely from both long sides.

For the pig, cut an oval of construction paper or poster board about 17" x 21". Draw the front of the pig on one side and the back on the other side.

Now, open your folder and place the pig on top of the crisscross ribbon. Close the folder and open from the opposite side. There he is! Facing the other way and under the straight ribbons!

Close the folder again open from the opposite side - he's still strapped in, but this time he's under the crisscrossed ribbons! Continue closing the "pen" and opening from the opposite side, and your pig will keep traveling.

You see, how it works is the pig doesn't change, but the ribbons do. If you just watch closely as the folder is closed, you'll see as you get closer that - oh, well, we told you to watch your nose!

Mental Telepathy:

You will need a trained assistant to whom you will transmit a secret number.

Send the person or cub that is assisting you offstage, so he can not hear, and ask the audience to select a number from 1 - 100. When you have agreed on a number, call the assistant back, seat yourself in a chair, and ask your assistant to help you concentrate by placing his hands on your temples.

After a few minutes of deep, deep concentration by both of you, the assistant will give the number.

Here 's how it was done! By clenching and unclenching your teeth, with your mouth closed, you will tense the muscles in your temples: the assistant will feel this. So, "tap" out the number. For two digit numbers, allow a few seconds pause before "tapping" out the last digit. For zeros, clear your throat.



Have you noticed that the clowns at the circus are actually performing "tricks" in their funny acts? You can dress as a clown rather than a traditional "magician".

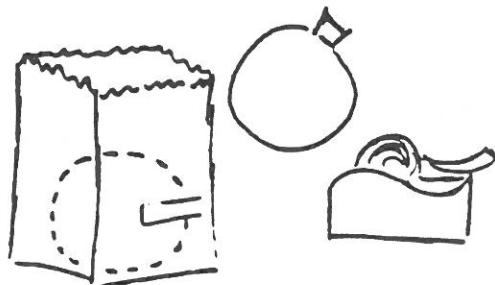
Some funny tricks your clown might perform are:

Blow up a balloon by magic - Pretend you are looking for something. You look high and low. You look into a paper bag on the table. You turn the bag upside down. A red balloon falls out.

There! You found what you wanted. You let the air out of the balloon and drop the empty balloon into the bag. Then you bend over the bag and blow, blow, and blow.

You look into the bag. You reach into it and pull out the balloon, blown up big and round!

The trick: Use two red balloons. Blow them up. Stick one in the bag with sticky tape. Drop the other balloon in on top. No one will know there are two balloons in the bag.



Handkerchief from nowhere - Say: "What do I have in my hands? Nothing. Or do I have something in them? I can never be sure. Sometimes I surprise myself."

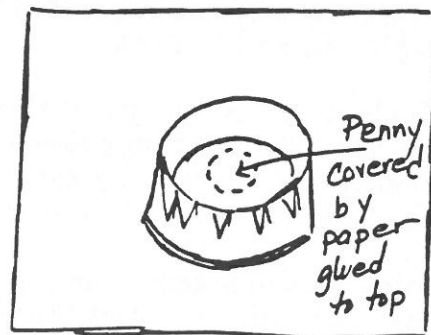
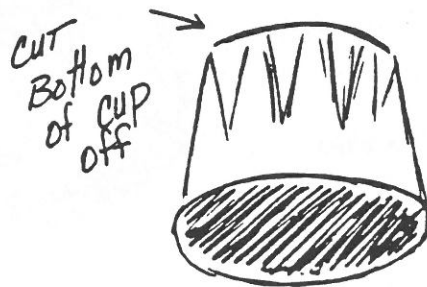
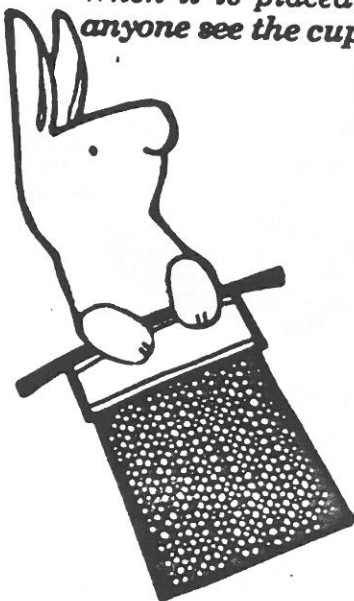
Pull back your sleeves. Nothing is hidden in them. Then hold out your hands. Rub them together. As you rub your hands, a handkerchief begins to appear between your fingers. Shake it out and show it around.

The trick: Use a small handkerchief. Squeeze into a ball. Hide it in the bend of your left arm. Pull back your right sleeve first. As you pull back the left sleeve take the handkerchief from your arm.



The appearing penny - A paper cup with the bottom cut out is sitting bottom-up on a sheet of red paper. Ask someone to look through the cup and tell what they see. They see nothing. You say the "magic words" and pick up the cup. A PENNY! Allow the person who looked into the cup to pick up the penny and then put it back on the paper (anywhere he chooses as long as it is somewhere in the center area) You put the cup back down and have the person look again. NO PENNEY. Repeat as before and the penny appears again.

The trick: You have pasted a circle of matching red paper to the rim of the cup. When it is placed over the penny all anyone can see is paper. Just do not let anyone see the cup when you have it off the paper.

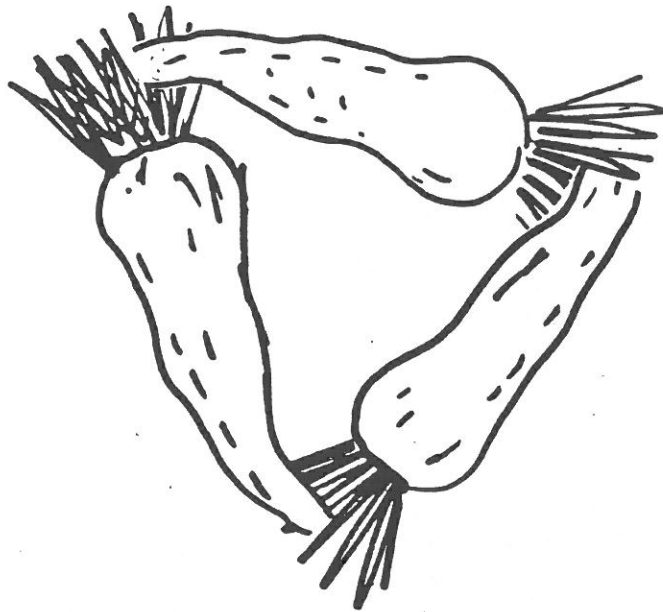


A special finale for your show.

Have the Master of Ceremonies thank everyone for coming. Then, he says:

"Because of the great enthusiasm you have shown, we want to present you with a token of our appreciation. A number of magician assistants have just arrived to give you these authentic - **THREE CARAT RING!!!**"

And out come cubs dressed as Rabbits . They go down the aisles distributing the rings - three paper carrots, stapled together into a ring.



THE CUB SCOUT MAGIC TEAM
(Tune: The Marines' Hymn)

From the halls of illu-u-sion,
To the stage of trickery.
Our magic we will accom-m-plish,
By a slight-of-hand you see.

We will show you things you'll think are real,
But they won't be what they seem.
Our tricks displayed to every eye,
We're the Cub Scout Magic Team!

(This might make a good opening if all of your "Cub Scout magicians" wearing their costumes sing this together before performing their magic tricks.)



OPENING CEREMONY

Props: Two fancy pillows, one smaller than the other.
1 large can like a 2 lb. coffee or a Crisco can, etc.
1 hand held can opener.

Directions: Decorate the Can with bright, colorful, shiny paint. Use glitter and large stars, etc. Give it a very "magic" look. Then place it on the largest pillow with the open end down. Be sure to decorate with the fact in mind that the unopened bottom is the "top" in our ceremony. Tie colorful ribbon with long streamers to the can opener and place on the small pillow.

Personel needed: Cubmaster, or Committee Member dressed as Magician.
A leader dressed as an Magician's assistant to carry the large pillow. A den chief to carry the smaller pillow. If possible the Den Chief should be in a costume also.

THIS WHOLE OPENING IS DONE IN A VERY SERIOUS MANNER. VERY FORMAL WITH "POMP AND CIRCUMSTANCE".

Setting: Have a small table covered with a cloth or scarf sitting to the side of the stage area. Turn down the lights. If possible have a special light to shine on the small table and on the center of the stage. Get everyone very quite and then...

CUBMASTER: Announces very solemnly that "We will now have our opening ceremony."

ASSISTANT (with the large pillow) comes from the back of the room very slowly and carrying the pillow forward as if holding a special treasure. Arrives at the center of the stage area, stands to one side of the Cubmaster who is center stage, and faces the audience.

CUBMASTER: "May we have the magic instrument."

DEN CHIEF (with the small pillow) carried like the can, comes forward and stands on the other side of the Cubmaster and faces the audience.

ACTION: With great ceremony the Cubmaster will take the can opener from the pillow and lift it high so that the audience can see it. Very solemnly begin to remove the bottom (which is tonight's "top"). When it is completely cut let it fall to the "bottom" of the can onto the pillow. Very carefully return the opener to the small pillow and the Den Chief takes it back to a place at the back of the room. The Assistant very ceremoniously carries the now OPEN CAN and pillow to the small table with the spot light and places the pillow in the center of the table. There it remains for the duration of the Pack meeting.

The Cubmaster and Assistant take a bow and take their places. Give the audience a moment or two to realize they have just seen the "opening ceremony"

Nothing is said during this entire ceremony except the two sentences by the Cubmaster.

Advancement

From an large round ice cream carton, make a magician's hat. Use black poster board for the rim and paint the carton black.

In the hat layer bright colored scarves or pieces of cloth. On one scarf pin the Bobcat awards, the next the Wolf Badges, etc. Be sure to put them in the hat in reverse order so that the awards for the Bobcat are on the top.

The Cubmaster can take his "magic wand" and wave it over the hat and "find" the awards. Each award might have a paper rabbit on it. After the boy has received his award he can tape the rabbit to a cut out of a magician's hat. It will be interesting to see how many cubs reached "rabbit" (oops rank) tonight.

After all the advancement is given out, the empty scarves are on the table, and the hat should be empty, have the Cubmaster look into the hat and say "What! Something is still in the hat! Here, let's take it out." He reaches in and pulls out a large cut out of a tissue paper rabbit that has been on the bottom. (Have a colored string attached to the top with which to pull up the rabbit.

"Oh!, " says the Cubmaster, "this is to remind me to have a special applause for the boys who have just received their awards. So on the count of three let us all say: "HARE! HARE! HARE!" = the magic rabbit applause.

Closing ceremony:

You might wish to reverse the "opening ceremony" that appears on page 17 of this section and bring the open can to the center stage and ceremoniously put the plastic lid that came on the coffee can, etc. back on the can and take the can from the room. Thus having a "closing ceremony"

A more serious closing, would be to place small slips of paper with the following words: careless, unkind, meanness, selfness, and rude into the magician's hat.

Say: "These are traits that we want to disappear from all Cubs. Let us put them in our "magic hat". They are read aloud are dropped one by one in the hat."Now, we need special words to make these disappear. "

Ask all Cub Scouts to stand and repeat the Cub Scout Promise.

"If each Cub will live by this promise every day the traits we dropped into our hat will easily disappear. "

At this point the Cubmaster lifts up the hat and shows the audience the inside, which is empty. (All evening long a "false bottom of black construction paper has been loosely fastened to the side of the hat. When the last slip was dropped in the Cubmaster stirs the slips and waves his wand over them. While doing these things he pushes the false bottom into place.)

JANUARY 1994

theme of the month

Exploring
Alaska

THERE ARE ONLY TWO CARPETS ON THIS PAGE THAT ARE EXACTLY ALIKE. CAN YOU FIND THEM?



January 1994

Miami Valley Council Calendar

SUNDAY

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

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		OFFICE OPEN STAFF GROWTH & GOAL PLANNING SCOUT SHOP CLOSED (INVENTORY)																																																																																							
9	10	11	12	13	14	15 BEARCLAW STAFF SELECTION																																																																																			
16	17 Martin Luther King, Jr. OFFICE CLOSED	18 CO-ORDINATED MEETING & CALENDAR PLANNING	19 FACILITIES EXEC. BRD. MEETING NOMINATING CHAIRMAN BRIEFING	20 POS KICK OFF SUPPORT STAFF MTG	21 FIELD STAFF MTG	22																																																																																			
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Exploring Alaska

Al-ay-ek-sa! What a fine sound these four syllables make. They mean "the great land" which is the early name of Alaska. Al-ay-ek-sa is your password for adventure this month. A magic word to take you sealing with the Eskimos far to the north in the Bering Sea; then off to join the Indians on a great caribou hunt across the vast tundras. Al-ay-ek-sa may lead you on to the Yukon to prospect for gold or far to the south to see the totem poles of the Tlingit Indians. Along the way you may stop to listen to a story teller. Eskimos and Indians are wonderful story tellers. They act out tales of brave hunters so vividly the whole village will sit entranced for hours. Here's a story you can act out at your next Pack meeting. It's all about Amulik the hunter and Oogjook the bearded one, a seal so big nobody ever caught him — just like the one that gets away when you and your father go fishing! Of course this story is just for fun. It never really happened. It's an exciting story with some very special sound effects. It should be read by one of the boys in your Den dressed in the ceremonial blanket and hat of a Tlingit Indian. Each character, dressed according to the part he plays, makes his special sound effect and does his action whenever his name is mentioned by the narrator. You'll find costumes, sound effects and other vital information on the next two pages.

AMULIK THE HUNTER

Cast of Characters with sound effects and action:

Amulik, the hunter: (lift hand to forehead) A-ha!

Hunters: (same action as Amulik) Hé-ya -há-ya.

Snow: (lift hands over head and scatter white confetti) Shhh.

Aurora: (raise hands over head and wave) Dazzle, dazzle.

Sun: (arms out spread) Ahh.

Seals: (slap flippers together) Arf! Arf!

Oogjook, the bearded one: (same action as above) Arf! Arf! (nice deep bark).

Totem of my fathers: (stands with elbows at sides, hands clasped under chin). A-woo! Churrump! Caw-caw! (imitating wolf, frog and raven).

Producer's Note

(The narrator should stop after the name of each character long enough for the sound effect and action.)



TLINGIT
READER



SHHH...

AHH...

Many moons ago in the great darkness that spreads down over the northland. Amulik the hunter (pause) came out of his innie to look around. There had been a great snow (pause) that winter and everywhere he looked. Amulik the hunter (pause) saw nothing but the whiteness of the snow (pause). He heard no sound but the seals (pause) frolicking far off in the Bering Sea. He looked to the north and saw Aurora (pause) flash her bright, mysterious light and Amulik, the hunter, (pause) knew it was not yet time to start the hunt for Oogjook, the bearded one (pause). The snow (pause) would fall for yet another moon. Amulik the hunter (pause) returned to his innie to wait for spring and dream of how he would capture Oogjook, the bearded one (pause). Far off in the Bering Sea, the seals (pause) frolicked undisturbed. The snow (pause) fell silently on all the land and Aurora (pause) flashed her bright, mysterious light. Came the time when the great darkness rolled itself up for a long sleep and Aurora (pause) flashed her last bright, mysterious light. Amulik the hunter (pause) felt the warm rays of the sun (pause) and came out of his innie.



SNOW
EQUIPMENT



DAZZLE-
DAZZLE

Oogjook, the bearded one (pause), beware! Now is the time of the hunter. Amulik the hunter (pause) joined the other hunters (pause) in the village oomiak to journey many sleeps up the coast. The sun (pause) fell on the hunters (pause) and spread a great brightness on the snow (pause). They were blinded by it (pause for hunters to put on snow glasses). And Amulik, the hunter (pause) thought he saw Oogjook, the bearded one (pause). At last the prize would be his; but as Amulik, the hunter, (pause) raised his harpoon, Oogjook, the bearded one, (pause) vanished into the mist. The oomiak headed out toward the open sea and Amulik, the hunter, (pause) knew in his heart no hunters (pause) would ever capture Oogjook, the bearded one, (pause) and he was sad. Be not sad, my brother from the North. It is written on the totem of my fathers (pause). "Wise hunter know, one seal in oomiak make better maktak than great seal in ocean." The meat pit will be full, my brother. Amulik, the hunter, (pause) will harpoon many seals (pause) and there will be much maktak for the whole village when the hunters (pause) return. All will be well when the great darkness rolls down from the north and Aurora (pause) flashes her bright, mysterious light. When the snow (pause) silently falls on all the land, and far to the north, the seals (pause) frolic in the Bering Sea. Oogjook, the bearded one, (pause) will rise again from the mist and once more fill the heart of Amulik, the hunter (pause).



HE-YA
HA-YA

A-HA



ARF
ARF

CAW
CAW

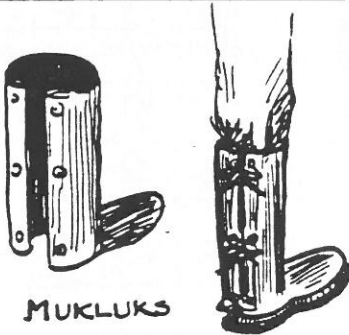
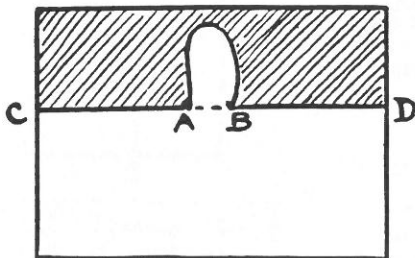
A 300



HUNTER



SEAL



MUKLUKS



TLINGIT CEREMONIAL HAT

TLINGIT CEREMONIAL BLANKET

TLINGIT INDIAN NARRATOR

Ceremonial Blanket: Completely stretch a fold of Black Crepe Paper. Cut off a 1 1/2 yard length and decorate with designs cut from brilliant shades of Gummed Crepe Paper. See blanket design at the bottom of this page.

Ceremonial Hat: Follow directions for sombrero (Page 3) with these exceptions. Use Black Crepe only and cut 5" from top of crown cone. Don't flatten or tuck it inside. Put crown and brim together according to sombrero instructions. Leave brim unrolled. Decorate the crown with designs cut from Gummed Crepe Paper.

AMULIK AND HUNTERS

Parka Fur: (refer to directions for Hairy Legs, Page 7). Make small loops in the ends of a #15 wire. Pad the remainder of the wire with crushed tissue. Cut 5" strips (across the fold) of White and Grey Crepe Paper. Slash each to within 1/4" of one edge. Unfold fringe and using 3 thicknesses (white, grey, white), wind padded wire closely from each end to the middle. Paste to hold. Shape "fur" by bending wire gently over head so the ends meet under the chin. Tie a short length of ribbon to each loop and tie two ends together under the chin.

Mukluku: Cut 2 pieces of Grey Crepe 24" x 17". Put one on the floor and place foot in the middle of strip with toes 1/2" from the edge. Draw around front of foot from ankle bone to ankle bone. Lay a yardstick on the Crepe from C to D, cutting across A and B (Fig. 1). Draw a line from C to A and D to B. Cut out shaded area shown on diagram. Stiffen toe section by lining it with stiff paper, (put paste on paper and press Crepe down on it). Crease base of toe section so it will rest on shoe. Fold straight ends under and wrap Crepe around leg. Adjust so that it laps over about 1" at the back. Make 3 pairs of eyelets with Gummed Reinforcements along each edge and lace together with 3 short lengths of Crepe Twist, (refer to directions on Page 3 for eyelets and twist).

Snow Glasses: Cut a strip of White Mat Stock (15" x 1 1/2"). Fold in thirds lengthwise. Cut 2 narrow eye slits in the middle section. Cut out a shallow curve at the bottom for your nose and another just above it at the top. Divide both end sections in half lengthwise and cut away bottom half.

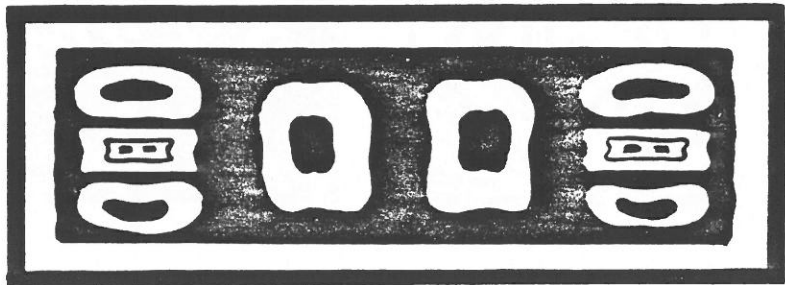
Harpoon: Cut arrow-shaped pieces of Mat Stock and paste over end of stick.

HARPOON

OOGJOOK AND THE SEALS:

Hoods: Cut 34" length, full width piece of Black Crepe Paper. Gather one long side together and bind tightly with Spool Wire. Turn hood right side out. **Oogjook's Whiskers:** Twist 2" width of White Crepe (cut across the fold) with the fingers. Cut off several different lengths. Make small eyelets with Gummed Reinforcements in both sides of the opening in the hood, below the gathered end. Insert several Crepe whiskers through holes. **Other Seal's Whiskers:** Wind similar lengths of Spool Wire with 1/4" wide strips of Grey Crepe. Insert through eyelets as above. Stick on 2 Blue Notarial Seals for eyes. Put hood over head with the opening in the front. Pull gathered nose end toward the front and hold hood in place with Black Crepe Twist.

Flippers: Cut a 10" wide strip of Black Crepe slightly longer than the distance from finger tip to finger tip across the back. Staple each end of Crepe over end and along the sides of a No. 12 paper bag. To wear flippers, slip arms into bags with the connecting Crepe strip across the shoulders.



SUN

Basic Headdress (Sun, Snow, Aurora, Totem Pole): Cut 24" length of Mat Stock and cut a half circle with a 12" radius. Cut an identical half circle. Staple straight edges together leaving a section open in the middle (approx. 1 1/2") to slip over the head.

Sun: (Yellow Mat Stock) Cut newspaper half circle. Fold in half three times. Cutting toward the point, cut a wiggly snake shape 6" long. Open pattern and use to cut Mat Stock.

Snow: (Blue Mat Stock) Cut and fold newspaper pattern as for sun. Cut two and a half graduated diamond shapes 6" deep. Spray headdress with artificial snow. Be sure to have two pockets full of White Confetti for "snowing".

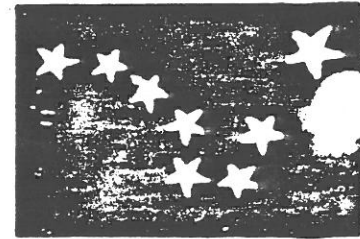
Aurora: (Blue and Orange Mat Stock) Cut and fold newspaper pattern as for sun. Cut three points of different length and all no deeper than 6". Use this pattern to cut orange half circle. Staple to uncut blue half circle.

TOTEM POLE

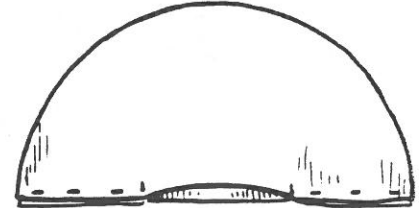
Trunk: Wrap the boy's body with wide wrapping paper (approximately 40" wide). Cut off a piece long enough to just meet at the widest part of the body. Cut a width of Black Crepe Paper slightly longer and staple over the ends and across the bottom of wrapping paper. Staple a width of Holiday Green Crepe above it. Punch holes at the bottom, top and at the widest part of the body on both ends of Crepe covered wrapping paper sheath. Strengthen holes with Gummed Reinforcements. Decorate both color strips as indicated below with Gummed Crepe Paper.

Headdress: Follow directions for Basic Headdress and cut from Red Mat Stock. Cut newspaper pattern (identical half circle). Fold pattern in half and cut straight across, 9 1/2" from the bottom (see diagram). Make dot (A) 4" from the fold on the edge you have just cut. Mark location of inside staple (B) at the bottom of pattern. Connect A and B with a slightly curved line. Make dot (C) 6" up from the bottom on the line you have just drawn. Make dot (D) 3" up from the bottom on the outside edge of pattern. Connect C and D with a curved line. Cut from A to D and D to C. Open and use pattern to cut Mat Stock. Enlarge scale drawing of beak and cut from Yellow Mat Stock. Fold on dotted lines. Shape by pasting construction tab to E, inside bottom edge of C. Paste A and B to front of headdress. Cut eyes and decorative bands from Gummed Crepe.

Alaskan Flag: Did you know this beautiful flag with eight golden stars on a field of blue was designed by a school boy not much older than you are? You can make a copy of this flag for your Den meeting room. Stretch a length of Midnight Blue Crepe Paper and cut off a piece 30" long and 20" wide. Using No. 5 Gold Gummed Stars, stick on 7 in the shape of the Big Dipper. Add a No. 6 Star in the far corner to represent the North Star. You can even make small flags (3" x 4 1/2") for table favors for a Pack meeting. Use No. 1 and No. 2 Gold Gummed Stars. Furl one edge around a short length of #9 Wire wound with a 1/4" width of Beige Crepe. Add a tiny Gold Gummed Dot to the top of the staff.



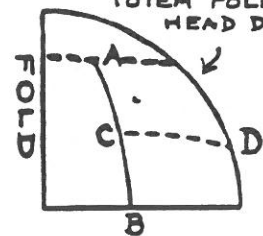
ALASKAN FLAG



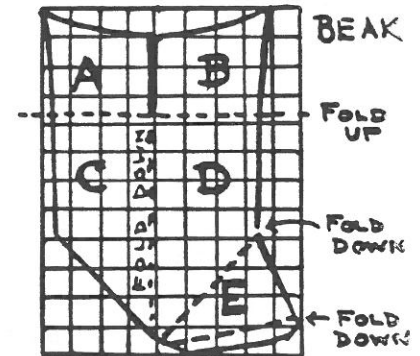
BASIC HEAD DRESS



TOTEM POLE HEAD DRESS



B



BEAK

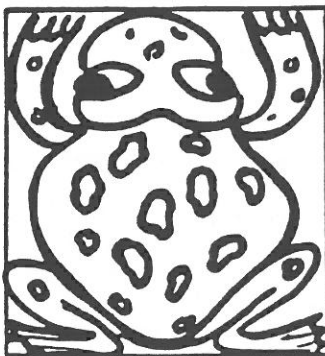
FOLD UP

FOLD DOWN

FOLD DOWN

SNOW

AURORA



FROG + WOLF
FOR TOTEM POLE

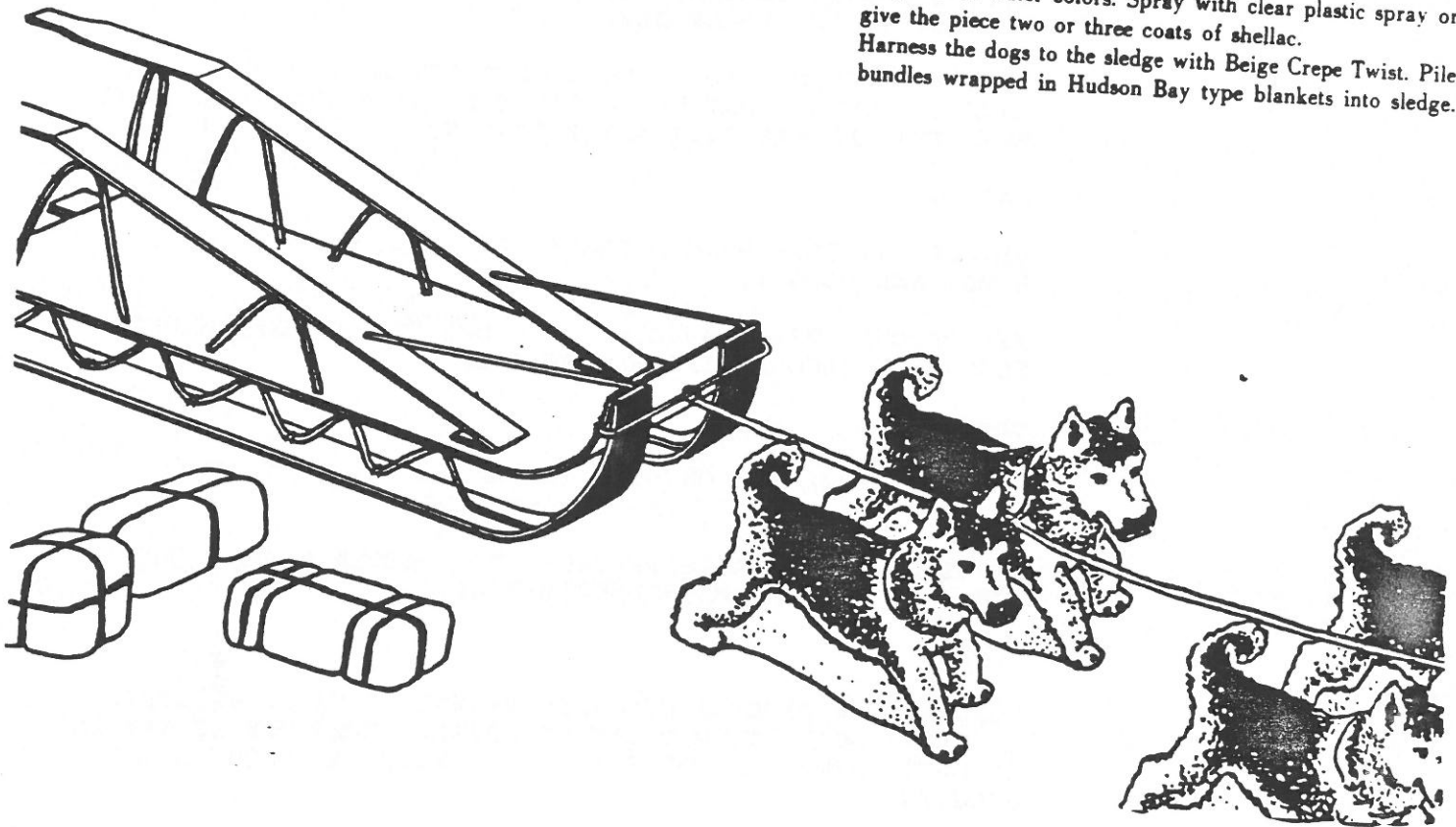


HUSKIES AND DOG SLEDGE

SLEDGE — Cover a 5" x 15" piece of medium weight cardboard with stretched and crushed Beige Crepe Paper pasting in strategic places. Cover #15 wires with a 1/2" strip of Beige Crepe Paper. Paste a wire along each side of the covered strip and bend strip up at end of platform of sledge. Make runners and handles of strips of cardboard covered with Beige Crepe Paper. Wires are put through holes in platform and runners, and pasted to underside of handles. Staple or paste handles to platform. Have each boy make a huskie for the sledge from Crepe Clay.

Recipe — 1 fold of White Crepe cut up in confetti-like pieces or
1 bag of white confetti.
Cover with water and let stand for 10 or 15 minutes.
Drain off excess water and add enough flour to make a dough mixture.
Add a pinch of salt and mix well.
(Enough for 2 dogs)

Shape dogs from this much as you would work with clay. Let the dogs dry for three or four days and then paint with temperas or water colors. Spray with clear plastic spray or give the piece two or three coats of shellac.
Harness the dogs to the sledge with Beige Crepe Twist. Pile bundles wrapped in Hudson Bay type blankets into sledge.



WALRUS HUNT SONG

TUNE: USE YOUR OWN ORIGINAL ESKIMO TUNE FOR THIS ACTION SONG.

DIRECTIONS:

LEADER EXPLAINS THAT THE ESKIMO GETS INTO HIS KAYAK AND PADDLES WITH ARMS FOLDED (MOVE ARMS BACK AND FORTH IN PADDLING MOTION). LEADER GIVES DIRECTIONS TO CUB SCOUTS WHO FOLLOW HIS ACTION AND THEN ALL SING CHORUS.

chorus,
HAUKIE' TAUKE COMBAH, HAUKIE TAUKE COMBAH, HEY DIDDLE,
HI DIDDLE, HO DIDDLE HEY.
HAUKIE TAUKE COMBAH, HAUKIE TAUKE COMBAH, HEY DIDDLE,
HI DIDDLE, HO DIDDLE HEY.

LEADER: ESKIMO STOPS AND SIGHS FOR WALRUS WITH RIGHT HAND TURNED SO THAT HE IS SIGHTING WITH THE BACK OF HIS HAND SHADING HIS EYES WHILE SINGING:

chorus

LEADER: HE GETS WITHIN RANGE, TAKES HIS WALRUS GUN, AIMS, AND SINGS:

HEY TACOMA, MISHAWAUKEE-BOOM: HEY TACOMA MISHAWAUKEE-
BOOM: HEY TACOMA MISHAWAUKEE-BOOM.

chorus

LEADER: HE GETS ALONGSIDE THE WALRUS. IT IS HEAVY.
HE LIFTS IT INTO HIS KAYAK AND SINGS:

HEY TACOMA, MISHAWAUKEE-UGH: HEY TACOMA MISHAWAUKEE-
UGH: HEY TACOMA MISHAWAUKEE-UGH:

chorus

LEADER: HE PADDLES HOMEWARD SLOWLY AT FIRST BECAUSE OF HEAVY LOAD, THEN PICKS UP SPEED. EVERYONE IS WAITING TO GREET HIM. HE WAVES TO ALL, SMILES A TOOTHY SMILE, SINGING:

HEY TACOMA MISHAWAUKEE: HEY TACOMA MISHAWAUKEE:
HEY TACOMA MISHAWAUKEE:



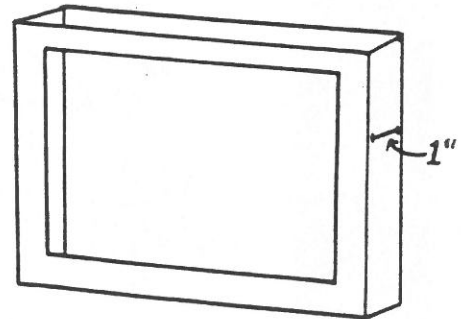
CANADA — LAND OF THE MOUNTIES

"A Mountie Always Gets His Man." What a thrilling reputation to live up to! The Royal Canadian Mounted Police are responsible for enforcing federal law throughout Canada, and since 1873 have been performing their duties with courage and skill.

Does a Mountie always get his man? Well, let's see if he does. Make a stage and drop-card scenes dramatizing this inspiring motto.

STAGE — Following the diagram on this page, make the stage from corrugated cardboard. Use Midnight Blue Crepe Paper for the curtains. Cover the bottom strip with Black Gummed Paper.

DROP-CARD SCENES — Cut pieces of White Mat Stock or cardboard that will drop into your stage with ease. With Gummed Crepe Paper, "draw" a scene on each card showing the action of the story. For instance: 1st card, The Bad Man Shoots an Innocent Trapper — 2nd card, The Mountie Discovers the Crime — 3rd card, The Mountie Hunts Down the Criminal — 4th card, The Mountie Brings the Criminal to Headquarters and Justice.



THE CREMATION OF SAM McGEE

Another look at Canada with a bit of humor added is Service's THE CREMATION OF SAM McGEE. Make cards showing four or five of the important scenes. Some of the Cub Scouts could take turns reciting the lines of the poem that go with each scene as the cards are shown on the stage.

1. Now Sam McGee was from Tennessee, where the cotton blooms and blows.

Why he left his home in the South to roam 'round the Pole, God only knows.

He was often cold, but the Land of Gold seemed to hold him like a spell;

Though he'd often say in his homely way that "he'd sooner live in a well."

2. "Yet 'tain't being dead — it's my awful dread of the icy grave that pains:

So I want you to swear that, foul or fair, you'll cremate my last remains."

He crouched on the sleigh and he raved all day of his home in Tennessee

And before nightfall a corpse was all that was left of Sam McGee.

3. The flames just soared and the furnace roared — such a blaze you seldom see;

And I burrowed a hole in the glowing coal and I stuffed in Sam McGee.

I was sick with dread, but I bravely said: "I'll just take a peep inside.

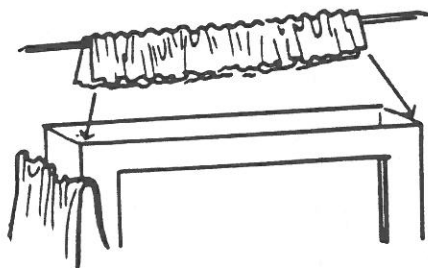
I guess he's cooked and it's time I looked" . . . then the door I opened wide.

4. And there sat Sam, looking cool and calm, in the heart of the furnace roar;

And he wore a smile you could see a mile, and he said: "Please close that door.

It's fine in here, but I greatly fear you'll let in the cold and storm —

Since I left Plumtree, down in Tennessee, it's the first time I've been warm."



DEN SPARKELERS

TWO SKUNKS

Once upon a time, there were two skunks named IN and OUT. When In was out, Out was in. When Out was out, In would be in. One day Out was in and In was out. Mother Skunk who was in with Out, said "I want you to go out and bring In in." And in two shakes of a skunk's tail, Out did go out and brought In in. "How did you find In so quickly?" Mother Skunk asked. "It was easy," said Out. "In-stinct!"

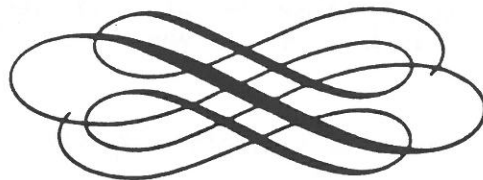


RESEARCH INTO NATURE

A Cub Scout was making a collection of insects and decided to try some experiments to find out more about the insect world. One of the first insects he captured was a cockroach. He set the cockroach on a table and told it to jump. And it jumped to the end of the table. The Cub Scout picked up the cockroach and pulled off a couple of legs. Then he set it back down and told it to jump. The cockroach jumped about halfway down the table. The Cub Scout picked it up again and pulled off two more legs and set it down. He then told it to jump and it just jumped a little ways. Then the Cub Scout picked it up and pulled the cockroach's last two legs off and set it down. He told the cockroach to jump, but it didn't move. At the next den meeting, the Cub Scout made an announcement of his discovery: "A cockroach with no legs is deaf!"

LITTLE TURTLE

There was a little turtle. (make small circle with thumb and index finger)
He lived in a box. (cup hands to form box)
He swam in a puddle. (make swimming motions)
He climbed on the rocks. (make climbing motions with hands)
He snapped at a mosquito. (snap with thumb and forefinger)
He snapped at a flea. (snap again in another direction)
He snapped at a minnow. (snap again only up this time)
He snapped at me. (turn hand toward self and snap)
He caught the mosquito. (snap and munching motions with fingers)
He caught the flea. (repeat above)
He caught the minnow. (repeat)
But he didn't catch me. (point to self and shake head "no")



NATURE HIKES

MEMORY HIKE

This game is played after a hike or trip to the zoo, aquarium or park. During the outing, tell the boys to observe everything very carefully so they can make a list of all that they have seen. Just after the outing, hand out paper and pencils and have the boys make their lists. See who was most observant.

KRAZY KRITTERS

During a hike around your neighborhood, park, etc. be on the look out for any objects of nature, bark, leaves, branches, dead limbs, fungus, etc. that could be made into a 'krazy kriter' and named. Each person or group is to arrange the 'krazy kriter' for display at the den or pack meeting. The searchers should not be permitted to disturbed growing things or things alive that could be destroyed.

HEAR, SMELL, SEE

During a break in a hike, give each boy paper and pencil. Ask him to write down all the different sounds, smells and sights he observed. Give one point for items seen by others, give 2 points for unique observations.

ROADSIDE CRIBBAGE

As a hike begins each boy gets to pick up ten small rocks which he carries. During the hike, the leader points out some natural objects - a leaf, tree, flower etc. - without identifying it. He calls on one boy to name the item. If he is correct, he can drop one of his rocks, if not someone else gets to try. The game continues until one boy has dropped all his rocks.

SCAVENGER HUNTS

List of items to find (leaf, stick, rock, branch, litter, etc.)

Give each group the same list

Bag to carry items in

Time limit set



BABY HIKE

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

DETECTIVE HIKE

Spot and list all evidence of man in nature (litter, footprints, fire scars, chopped trees, etc). What litter you may find pick up and dispose of properly.

STRING HIKE

Follow string and identify objects along the way.

INDIAN HIKE

Hike quietly, tell and nature-related indian story, always look and listen.

FEBRUARY 1994

theme of the month
Blue & Gold
Traditions

THERE ARE ONLY TWO CARPETS ON THIS PAGE THAT ARE EXACTLY ALIKE. CAN YOU FIND THEM?





February 1994

Miami Valley Council Calendar

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
		1	2	3	4 ALL STAFF EXPL. ALL NIGHTER	5 SFF BAG DISTRIBUTION
					BEARCLAW STAFF TRAINING	
6 SCOUT SUNDAY	7 EXPL - LDR DEVELOP. SEMINAR	8	9	10		12 SFF BAG PICK-UP SCOUT SABBATH <i>Lincoln's Birthday</i>
				MGMT STAFF PROG. PLANNING		
13	14 <i>Valentine's Day</i>	15 ACTIVITIES/SFF ADV SCOUT CAMP PROMO	16 EXECUTIVE COMMITTEE MTG FACILITIES <i>Ash Wednesday</i>	17 CUB OUTDOOR DIST. CHAIRMAN DAY CAMP COUNCIL FOS REPORT #1 SUPPORT STAFF MTG	18 FIELD STAFF	19
20	21 <i>President's Day office closed</i>	22 CAMPING BUCKSKIN STAFF B-A-T CHR MN BADEN POWELL'S B- DAY <i>Washington's Birthday</i>	23 TRAINING	24	25 OA LODGE CONCLAVE & LDGE MTG	26 OA CONCLAVE & LODGE MTG TRAIN THE TRAINER
27	28 COMMISSIONERS MTG EOA					

January

S	M	T	W	T	F	S
						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					

March

S	M	T	W	T	F	S
		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		



THE BANQUET PROGRAM

In planning the banquet program, remember that it must appeal to the boys as well as to the adults. There are no set rules governing the Blue and Gold banquet programs. The evening can be conducted like a regular pack meeting (with songs, skits, stunts and awards) or it can be something different and special when a magician, puppet show, entertainers or some-one special or famous is on hand. Sometimes a pack will have a slide presentation of Scouting activities or of the pack's activities during the past year.

Guest speakers, while appealing to the adults, do not hold the interest of the young folks present. Most packs prefer to use entertainment from within their own group. You might even want to have the den/pack leaders or den chiefs perform songs, stunts or skits, as a change of pace. Boys love this!

The following are agenda items to include in the program - move them around to suit your pack; include a few additional "ice breakers", songs and stunts:

- Gathering Period - Have displays and exhibits. Also have games or other activities to keep the younger children busy until the meal is served.
- Opening Ceremony - This need not be lengthy or elaborate. Remember to involve the boys.
- Invocation - This may be given by one of the Cub Scouts, a pack leader or a minister guest.
- Dinner - Allow sufficient time to enjoy the meal. Try having two serving lines so service will be quicker.
- Welcome and Introductions - At this time the master of ceremonies should recognize pack leaders, guests, and families. Keep the comments short, encourage plenty of applause.
- Songs and Entertainment - Keep the entertainment light and lively, the songs fun (you may want to provide song sheets so everyone can participate) and not too long.
- Awards Ceremony - Make this memorable. The ceremony should be impressive and well presented. This is the part of the evening the boys and their parents have been waiting for.
- Recognition of Pack Leaders - Time to present certificates of appreciation to pack leaders, parents, and special guests who have helped the pack. (Or use other appropriate form of recognition - plaque, book, or just a sincere thank you and group applause.)
- Closing Ceremony - At this point in the program it is fitting that the meeting should become more serious, but don't put the "damper" on a fun evening. Close with something that is inspirational or patriotic.

Thank all in attendance, make any announcements concerning pack plans for the coming month, wish everyone goodnight, and a safe journey home.

The agenda can be adjusted to fit the needs of the pack. Try to limit the total program time (not including the meal) to 1½ hours. Keep the program moving and on an up-beat note - and for "goodness sake" --

HAVE FUN!!!

Entertainment from within the pack is really first-rate entertainment. Dens provide skits and stunts (keep them short). If you use special program people to entertain be sure it is suited to a large crowd and that it is suited for Cub Scouts.

SPECIAL EVENT OPENING/FLAG CEREMONY

(Blue and Gold Banquet, Pack Kick-Off Program, Scout Sunday, etc.)

- NARRATOR: I represent the Spirit of Lord Baden-Powell, the founder of Boy Scouting. I am also the Spirit of Scouting Past and Present. Here is our future -- Cub Scouts of America.
- Boy #1. (carrying Bible) In the Cub Scout Promise, we say, "I promise to do my duty to God", and religious activities are part of our rank advancement program. I like to wear my uniform to church on Scout Sunday. Nearly half of all Cub Scout Packs are sponsored by churches.
- Boy #2. (in complete uniform) I wear my uniform with pride. People know I am a Cub Scout, growing straight and strong through Cub Scouting. There is only one official uniform. The colors of the uniform have meaning. Blue stands for truth and loyalty; gold, for good cheer and happiness.
- Boy #3. (carrying and Indian headdress) Early Cub Scout ceremonies were based on Kipling's Jungle Tales. When Cub Scouting was established in America in 1930, Indian themes were used. Akela was the big Chief of the Webelos tribe, to which all Cub Scouts belong. Chief Akela's father, Arrow of Light, stated that all men were brothers, and a tribe could be no greater than its boys.
- Boy #4. (carrying wood projects) Cub Scouting means FUN! We have lots of fun, but I like making things - real boy project things we can play with or that follow a theme. Cub Scout arrow points and Webelos activity badges give us many different projects to work on so we make useful things and learn new skills while we progress.
- Boy #5. (carrying a collection) I like to go on hikes and collect things for my nature collection. Hikes help us to appreciate the outdoors and help us grow physically.
- Boy #6. (carrying American Flag) I am proud to be an American so I can salute our flag. I also like to see our pack flag (points to pack flag) because then I know I am part of ___ years of Scouting. I belong! When you salute the U.S. Flag, you salute your family, your friends, your Cub Scout den, your fellow Americans, and this land of freedom, because they are America!!
- NARRATOR: Yes, I represent the Past and the Present. These boys, Cub Scouts now, are the men of tomorrow. They will be the preservers of our American heritage.

(Cubmaster or narrator call for attention and the pledge of allegiance.)

FEB-2

Lord Baden-Powell



A FLAG SKETCH FOR BLUE AND GOLD BANQUET

STAGING: Flag in stand on table, under which "voice" is concealed. Or have flag posted near screen concealing "voice". Cub Scout in uniform walks by flag and stops when flag starts to "speak".

- Flag: Hey, Cub Scout!
- C.S.: Who's that?
- Flag: Me....your flag.
- C.S.: What's the matter?
- Flag: Well, I get taken lots of places, but why am I here?
- C.S.: We always take you everywhere with us. We carry you proudly, even in our hearts and on our uniforms. The Cub Scout program has taught me to respect the flag and to love my country.
- Flag: But what is all the festivity about? Why did you bring me here?
- C.S.: This is our Blue and Gold Banquet. All the Cub Scouts get together once a year with their families to recognize another anniversary of Scouting in America. In doing this it gives us all a renewed sense of certainty and confidence in the future of our country.
- Flag: Scouting!! Yes, there is hope after all, but why am I here?
- C.S.: But don't you know? Why, you are the guest of honor! Without you and what you represent we couldn't have Scouting at all.
- Flag: Thank you, Cub Scout!
- C.S.: (Salutes) Any time! (Walks off stage)
- (Have appropriate song or repeat the Pledge of allegiance)



BANQUET SONGS

Get togethers are made for singing and the Blue and Gold Banquet is no exception. Have songs appropriate for the occasion, not too difficult and with a familiar tune. Have a designated song leader (a single person or perhaps a whole den) and have song sheets or words printed in the program.

Resource:

Use your
Cub Scout
songbook!



THE BANQUET

(Tune: "On Top of Old Smokey")

Our Blue and Gold Banquet's
The best one in town!
We celebrate Scouting
While gulping food down!

Cub Scouting's a pleasure,
And eating is too!
So pass the fried chicken,
Yea, Gold and Blue!

CUB PLEDGE

(Tune: "America")

Cub friendships, pure and deep,
We promise we will keep
Our pledge to thee.
We'll honor and obey
Akela all the way,
And when we graduate,
Good Scouts we will be.

O BLUE AND GOLD

(Tune: "O Tannenbaum")

O Blue and Gold, O Blue and Gold,
You know it stands for truth untold.
O Blue and Gold, O Blue and Gold,
The youth that wear it aren't so old.

So carry on your colors bright,
Until the whole world you will light.
O Blue and Gold, O Blue and Gold,
The memories live though we grow old.

BANQUET/BIRTHDAY SONG

(Tune: "On Top of Old Smokey")

We were all at the banquet, on Blue and
Gold Day,
The whole family came there, to eat and
to play.

Then somebody told me we're more than
fifty years old,
I could not believe what I had been told!

Then they brought out the cake, with
candles a-top,
I counted the candles and I didn't stop.
Now, how could a Cub Scout be that many
years old?

If I live that long, I'll be starting to
mold!

Then somebody told me an astonishing fact,
That the Boy Scouts are older than that!
My den leader told me that I shouldn't fret,
That's the age of Scouting - I'm not that
old yet.

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 uniform,
We like the gold and blue,
You know that you can count on us
To live our Promise true.

We follow our Akela,
We always do our best,
We work on our 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.

STUNTS, APPLAUSE AND EVEN A RIDDLE OR TWO

Leaping Salt or Thread

Put a small amount of salt on the table. Run a comb through your hair. Then hold comb about 1" above the salt. The salt will leap up and stick to the comb. A piece of thread will move in circles when the comb moves.

Acrobatic Matchbook

Using a paper clip and empty matchbook, try to make the matchbook automatically turn crazy somersaults. Open match book and clip onto the striking strip. Close cover, bend slightly across the middle. Stand matchbook on end with paperclip up and watch it flip.

It Can't Be Done

Tell your friends that you can jump backwards farther than they can jump forward, if they do exactly as you do. Prove it by grasping your toes and hopping backward a few inches. When assuming the same position, they find they cannot budge.

Cub: Why don't you join the Cub Scouts?

Boy: I thought about it. Bobcat is okay, I can do it. I wouldn't be so bad as a Wolf. It would be cool to be a Bear and even a Webelos, but my Dad was an Eagle and I don't want to be bald!

Do you know why the corn does not like the farmer? The farmer pulls it's ears!

Overeater's Applause - Looking uncomfortable, rub stomach and say slowly: "I can't believe I ate the whoooooooooole thing."

Clam Clap

Ask everyone to roll up his sleeves in preparation for this strenuous applause. Double up your fists with your left arm in front of your face and right arm overhead. Then silently open and close your right fist.

Can You Make It Knot?

Ask if anyone can take the ends of a 4 ft. rope, one end in each hand and without letting go, tie a knot in the middle. Solution: First fold your arms and then take hold of the ends of the rope. Unfold your arms and the knot is made.

Strong Arm

Place your hands so the palms are against your chest, with the fingers touching in such a way that the arms and shoulders form a straight line. Your opponent tries to pull your fingers apart by holding your wrists and pulling.

Brush It Off

Put a coin in the palm of your open hand and challenge anyone to brush it out with a whisk broom or shoe brush. Practically impossible!

Pack Yell Applause - "Clap your hands!" (clap three times); "Stomp your feet!" (stomp feet three times).
"Pack _____ can't be beat!!"

Flapjack Applause

Pretend to pry a spatula under a pancake, then throw it up into the air, nod your head three times up and down as if watching the pancake flip, and then catch it on the spatula.

BANQUET GAMES

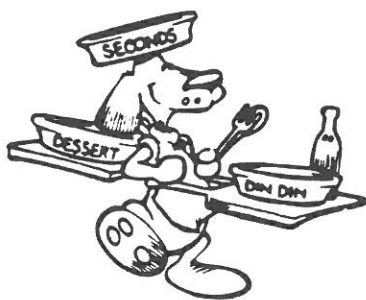
CUB SCOUT INTELLIGENCE TEST

Hand out copies of the following test to the people attending the banquet. If their answers are correct, they will find an appropriate message.

1. If you ever saw a cow jump over the moon, write V in spaces 14 and 18. If not, write a C in these spaces.
2. If X comes before G in the alphabet, write a Z in spaces 1 and 10. If it comes after G, write an H in these spaces.
3. If 31,467 is more than four dozen, write an I in spaces 7 and 22. If not, do nothing.
4. If you like candy better than mosquitoes, write A in spaces 2 and 12. If not, you'd better see a doctor.
5. If elephants are pink, write the fourth letter of the alphabet in spaces 6 and 16. If not, write the second letter in these spaces.
6. If Shakespeare wrote "Twinkle, Twinkle Little Star", put a Q in spaces 15 and 20. If not, write a U in those spaces.
7. If black and white are opposites, write Y in spaces 5 and 13. If not, write nothing.
8. If 8 quarts make a pint, draw a star in spaces 9 and 21. If not, write a T in those spaces.
9. If blue and gold are the Cub Scout colors, write an S in space 17 and a P in spaces 3 and 4.
10. If summer warmer than winter, put a D in space 11 and an R in space 8.
11. If Cub Scouting comes after Boy Scouting, put a Y in space 19. Otherwise, put an O in that space.
12. If October comes after November, put a B in space 23 and an F in space 24. If not, put an N in space 23 and a G in space 24.
13. If you think this is foolish, read the message you have written

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

|_| |_| |_| |_| |_|
17 18 19 20 21 22 23 24.



FELLERS CAKE BAKE

This popular father-son (or Cub Scout and any other male companion) activity adds an extra amount of fun and excitement to the evening's activities. Suggested rules and regulations are detailed in the Cub Scout Leader How-To Book (page 9-51).



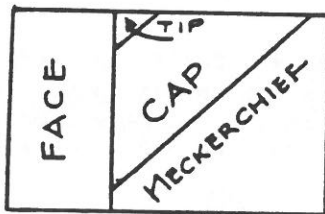
FELLERS CAKE BAKE

CUB SCOUT CAKE

Bake a Cub Scout Birthday cake in a 9 x 12-inch pan. Cut 5 inches from one end for the face. Cut diagonally across the larger piece (an inch off the center line as shown). The largest piece is the neckerchief, small triangle for the neckerchief ends, and the remaining piece round off for the cap.



Arrange the pieces on a tray or foil-covered cardboard and frost with pink icing for the face, gold for the neckerschief and cap trim, and blue for the neckerchief. Use gumdrops for the facial features and coconut for the hair.



UNSCRAMBLE THE SCOUT LAW

Try the following scrambled Scout Law on the Webelos Scouts. The winner is the first to unscramble them correctly.

- | | |
|---------------|-------------|
| 1. HORRSTTUWY | TRUSTWORTHY |
| 2. YOLLA | LOYAL |
| 3. LFEPULH | HELPFUL |
| 4. SOTUCOREU | COURTEOUS |
| 5. DIKN | KIND |
| 6. TEIEOBDN | OBEDIENT |
| 7. URECHEFL | CHEERFUL |
| 8. HITTRFY | THRIFTY |
| 9. RVEAB | BRAVE |
| 10. ANLCE | CLEAN |
| 11. EEENTRRV | REVERENT |
| 12. RENFILYD | FRIENDLY |

BANQUET DECORATIONS

Preparing the hall and the tables for the Blue and Gold Banquet is part of the excitement of the event for the boys and the den leaders. The decorations will set the stage for the evening and put everyone in a festive mood. It is very important that the decorations be boy made. Use the banquet theme as the guideline for decorations. With planning you will be able to make use of inexpensive and scrap materials.

In order that each den will make generally the same amount of decorations and favors it will be a good idea to have some coordination between the leaders, the den leader coach and the program committee. Agree what items each den will make - the type and end results will vary with each den, but all dens will be doing the same amount of items. This extra coordination will eliminate one den making place mats, nut cups, place cards, napkin rings, etc. while the den at a neighboring table has only place cards or place mats. Making decorations as part of the den meetings before the banquet will build enthusiasm for the event.

Some suggestions for banquet decorations and favors are:

- | | |
|-----------------------|--------------------------------------|
| ___ Table centerpiece | ___ Napkin rings |
| ___ Nutcups | ___ Corsages for mothers |
| ___ Place mats | ___ Boutonniere for dads |
| ___ Place cards | ___ Party favors for brother/sisters |

Don't forget the invitations!

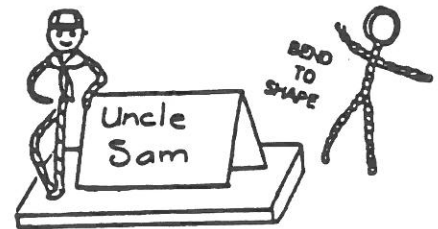
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TIMELY TIPS



BLUE AND GOLD MINTS
Edible and tasty! Cream 6 TBS. butter, 2 tsp. peppermint or spearmint flavoring, dash salt and 7 TBS water (color with food coloring). Add 2 LBS confectioner's sugar. Blend with mixer and knead with an additional 1 LB confectioner's sugar. Cut or shape mints in mold. Spread on cookie sheet and refrigerate.

PIPECLEANER FIGURES are useful in many ways - on place cards, table decorations, etc. Make from pipe cleaners and add that special touch.



CUB SCOUT FAVOR - Use yellow, cellophane-wrapped lollipop. Trim excess cellophane at the base of lollipop. Cut cap from blue construction paper. Draw stripes and emblem with paint or crayon. Glue in place. Draw facial features with felt-tipped pen. Cut neckerchief from yellow construction paper and glue in place. Make a base of styrofoam or wood - something with weight so the Cub will stand upright.



BLUE AND GOLD SKIT TO MUSIC

(Tune: "I've Been Working on the Railroad")

- Brenda Rumsey

<u>Sing</u>	<u>Action</u>
I've been working on my Wolf patch,	- 1 - Hold up Wolf patch sign
All the live-long day.	- 2 - Wipe hand across forehead
I've been working on my Bear patch,	- 3 - Hold up Bear patch sign
Just to pass the time of day.	- 4 - Pretend to look at wrist watch
Don't you hear the Cub Scouts shouting	- 5 - Cup hand around ear
A Webelos we'll soon be!	- 6 - Hold up Webelos sign
Can't you hear Akela shouting,	- 7 - Cup hand around ear
Come and follow me!	- 8 - Hold up two-finger salute

Chorus

(Sung by boys #1-#7, 8th boy blows horn)

Tiger, won't you blow, (blow)
Wolf, won't you blow, (blow)
Bear, won't you blow your horn? (blow)

Tiger, won't you blow? (blow)
Wolf, won't you blow? (blow)
Bear, won't you blow your horn? (blow)



AN OPENING CEREMONY

(A Cub Scout stands blindfolded, gagged and bound.)

Cubmaster: This is an American boy.
The American Revolution won him freedom.



The Constitution gaurantees him freedom of speech.
(Remove gag)

A free education gives him the ability to see and understand.
(Remove blindfold)

Help Cub Scouting teach him to preserve and to enjoy his
glorious heritage and to become a good citizen.

Turn out lights, spotlight on the American Flag, and lead in the salute
to the flag and Pledge of Allegiance.

BLUE AND GOLD ADVANCEMENT

OLD MAN
(CUBMASTER): Back in my day, the trail of the Wolf had many challenges. The way took effort and work. You learned about the flag, home, the community, conservation and safety. It challenged you with skills, knots, and collections. It taught you about good helath and books. And you had fun at the same time. Then for the Cub Scout that wanted more, there were the many challenges of the arrow points.

ASST. CM: Cub Scouts, line up over here while I tell Mr. Blue N. Gold something. Mr. Gold.

OLD MAN: Mr. Cubmaster, it's about time you called me Blue. My father was Mr. Gold.

ASST. CM: OK, Blue. Today's Cub Scout program has all you mentioned and we certainly challenge the Scouts with the requirements. These Scouts have gone further up the Scouting trail by earning the Wolf rank, the second rank in Cub Scouting. Blue, will you help me honor them?

OLD MAN: I didn't know that. I'd be honored to help. (Gives awards and sits back in rocker.) Well, I guess you can learn something, even at my age. Let me continue, the next rank was the Bear. And I suppose the requirements today are as challenging as those were then.

ASST. CM: Will the following Scouts please join us. (Reads names of boys to receive Bear rank. Have them sit around Blue.)

OLD MAN: To earn the Bear rank during the early days, the Scouts had to overcome bigger challenges requiring more skills and effort than for the Wolf. It should be that way because the older Cubs needed more of a challenge. They had to learn about ropes, woodworking, conservation, American heritage, and the folklore, along with whittling and games.

ASST. CM: Cubs, come here for a noment. Blue, I'm proud to tell you these Cub Scouts have done all that and more. They have come even further up the Scouting trail beyond the Wolf to earn the Bear rank, the third rank of Cub Scouts. Blue, you have the honor of presenting these awards.

OLD MAN: Well, I am impressed and prud to give these awards. (Presents awards and sits back in rocker.) I think i've got you now. The Lion Rank really required a lot. I'm sure you Cub Scouts haven't worked nearly as hard for their Lion badges.

ASST. CM: Blue, I know that in the past there was a Lion Badge program that was quite a challenge.

OLD MAN: You can say that again, Sonny.

(CONTINUED NEXT PAGE)



ASST. CM: However, we have a program called Webelos - a separate program for the older Cub Scouts that prepares them for Boy Scouts. It has crafts, sports, outdoor activities, camping and hiking.

OLD MAN: Sonny, it sounds great!! If these boys work hard they will be Webelos Scouts before you know it.

Well, I'll be going now. I'll see you. So long, folks, and keep up the good work, Cub Scouts!!

(Old Man exits, waving to the audience as he moves off stage.)

THESE COUNTRIES HAVE SCOUTING

Argentina	United States
Armenia	Uruguay
Australia	Venezuela
Austria	Iran
Belgium	Iraq
Bolovia	Jordah
Brazil	Kuwait
Burma	Libya
Canada	Malaya
Ceylon	Sudan
Colombia	Tunisia
Costa Rica	Viet-Nam
Cuba	
Denmark	
Dominican Republic	
Ecuador	
Egypt	
El Salvador	
Finland	
France	
Germany	
Great Britain	
Greece	
Guatamala	
Haiti	
Iceland	
India	
Indonesia	
Ireland	
Israel	
Italy	
Japan	
Korea	
Labanog	
Liechtenstein	
Luxembourg	
Mixico	
Netherlands	
New Zealand	
Nicaragua	
Norway	
Pakistan	
Panama	
Peru	
Philippines	
Portugal	
South Africa	
Sweden	
Switzerland	
Syria	
Tiawan	
Turkey	

FAMOUS SCOUTERS

Some of the people who have been involved in Scouting during the past have become famous or have been given special honors. The following is a list of some of these people. Dens may choose to decorate their table in honor of one certain person and his accomplishments.

Lord Baden-Powell (Scouting's founder)
William D. Boyce (Founder of B.S.A.)
Ernest Thompson Seton (Founder of Woodcraft (Indians, contributed early BSA material))
Daniel Carter Beard "Uncle Dan"(Artist/Author)
James E. West (First Chief Scout Executive BSA)
Capt. Colin Kelly, Jr.(Bomber Commander, WWII)
Dr. Ernest O. Lawrence (Nobel Prize in Physics)
Dr. Ralph Bunche (Nobel Peace Prize)
Pres. Franklin D. Roosevelt (U. S. President)
Pres. Gerald R. Ford (U.S. Pres. and Eagle Scout)
Pres. John F. Kennedy (U.S. President)
Pres. Jimmy Carter (Cubmaster, Scoutmaster)
Thomas E. Dewey (Governor)
William O. Douglas (U.S. Supreme Court Justice)
Hurbert H. Humphrey (U. S. Senator)
Comm. Alan B. Shepard, Jr. (First Man In Space)
James Lovell (Astronaut)
Neil Armstrong (First Astronaut to Walk on Moon)
Buzz Aldrin (Astronaut)
Henry Fonda (Actor)
James Stewart (Actor)
Bob Hope (Comedian)
Walt Disney (Artist)
Edgar Bergen (Ventriloquist)
Arthur Godfrey (Entertainer)
Dr. Frank Stanton (Eagle Scout & Pres. C.B.S.)
Robert G. Dunlop (Eagle Scout, Pres. Sun Oil Co.)
Juan T. Trippi (Pres. Pan American Airways)
Hank Aaron (Baseball Homerun King)
Bruce Jenner (Olympic Decathalon Winner)
John Davidson (N.Y. Ranger Hockey Goalie)
Eric Heyden (Olympic Speed Skating Winner)
Terry Bradshaw (pittsburg Steeler Quarterback)
Tommy John (New York Yankee Pitcher)
John Wayne (Actor)



A SALUTE TO PACK LEADERSHIP

The Blue and Gold Banquet is an excellent time for giving a salute to the leaders for their service to the pack for the year. A token of thanks will be appreciated and will act as a new burst of energy for the events yet to come!

Remember the old stand-by admonition - the key slogan of the program - K.I.S.M.I.F. - "Keep it simple, make it fun!"

How about a hand-shaped award (for a pat on the back)....

Cut out a hand-shaped piece from leather or other appropriate material. Add pack number, date, and an appropriate saying. Punch a hole and string on a strip of leather or other craft strip. Make the loop long enough to go over the head.

Or - how about cutting out the shape of a sailboat for "smooth sailing" through the year.

Or - a bear shaped cut-out, with "It was you who make the year "bearable!"

You take it from here -- lots of good ideas out there!



CUB SCOUT THANKS PLAQUE

Materials: Wooden plaques. Thin wood or paneling scraps, Jigsaw. Stain. Acrylic paints. Glue, permanent pen marker. Hanger.

Stain the border and paint the front of the plaque light blue. Paint on camp site and flag.

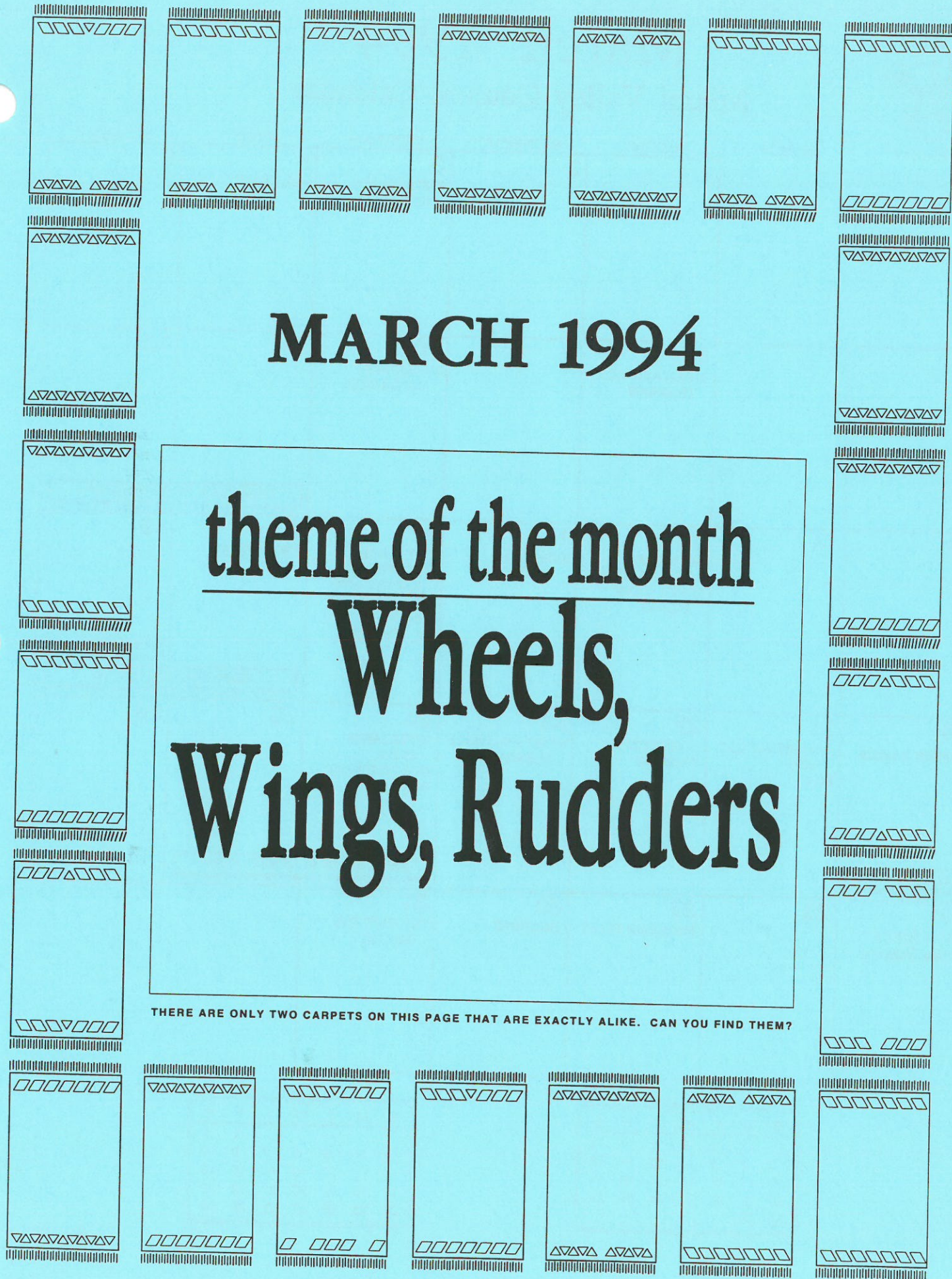
Cut out insignia and Cub Scout "heads". (Using a nickle for a pattern.) Draw a semi-circle for cap. Paint heads and insignia. Glue in place on the plaque. Add the Cub Scout's names on the heads and the leaders' name on the insignia. Add date and present with words of praise and thanks!!

FEB-12

MARCH 1994

theme of the month
Wheels,
Wings, Rudders

THERE ARE ONLY TWO CARPETS ON THIS PAGE THAT ARE EXACTLY ALIKE. CAN YOU FIND THEM?





March 1994

Miami Valley Council Calendar

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
		1	2	3 DISTRICT FOS REPORT	4 ALL STAFF	5
6	7	8 EXPL-BASIC LDR TRAINING	9	10 INTERFAITH COMMITTEE	11 BEARCLAW STAFF TRAINING	12
13	14	15 ACTIVITIES ADVANCEMENT SCOUT CAMP PROMO	16 EXECUTIVE BOARD	17 DAY CAMP COUNCIL FOS REPORT MTG SUPPORT STAFF MTG <i>St. Patrick's</i>	18 FIELD STAFF COPE COURSE (YOUTH)	19 DISTRICT B-A-T
20 <i>Spring begins</i> DISTRICT B-A-T	21 COMMISSIONERS MTG EOA	22 MARKETING CAMPING	23 MONT.CO. LDRSP BREAKFAST	24 INTERFAITH CMT CUB OUTDOOR OA LEC (CH) PROF. STAFF PLANNING CONF.	25	26
27 PALM SUNDAY <i>Palm Sunday</i>	28	29 BUCKSKIN STAFF	30 TRAINING	31 DISTRICT FOS REPORT		

February

S	M	T	W	T	F	S
		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					

April

S	M	T	W	T	F	S
					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

CEREMONIES

OPENING CEREMONY

When ceremony is presented, Cub Scouts come on stage each holding a large cardboard picture of appropriate train car. Large pieces of cardboard from office furniture stores, refrigerator cartons, etc., could be used opened flat, the inside or plain side used. Den Leader or other adult could sketch train, and Cub Scouts could paint with tempera or marks-a-lot pens. Cub Scouts could simply march across stage with appropriate signs hung around necks describing cars.

- ENGINE: This is the engine that represents our Government that keeps us on the right track.
- COAL CAR: This is the coal car that represents the people who supply the energy to run our Government.
- GONDOLA CAR: This is the gondola car that represents the open minds of the people who supply the energy to run our Government.
- TANK CAR: This is the tank car that represents the energy to produce the ideas in the open minds of the people who supply the energy to run our Government.
- POX CAR: This is the box car that carries the food from our farmers, that helps produce the energy to supply the ideas in the open minds of the people that run our Government.
- CABOOSE: Last but not least, this is the caboose that represents Scouting, which trains the boys with fantastic energy, who eat the food from our farmers and grow to men who produce the energy to supply the ideas in the open minds of the people that run our Government.
- CUBMASTER: This train is unique, in that it runs on FREEDOM, the freedom that has made this country the strong nation that it is today.

(The engine could have a small American flag posted in a proper place and the caboose could bear the Scout emblem. The other cars can be decorated appropriately.)

Please stand and join me in the Pledge of Allegiance.

ADVANCEMENT CEREMONY

Cubmaster awards badges of rank and arrow points to boys and their parents. He may preface the awards by saying something like: "In competitions like our _____, there are winners and losers. But in Cub Scouting, there are no losers so long as a boy does his best. Tonight we have some boys who have shown how to be winners in Cub Scouting by taking another step on the advancement trail. It's a pleasure for me to recognize these winners and their parents."

CLOSING CEREMONY

Using eight Cub Scouts holding cutouts of cars made from poster board and painted in different bright colors. As each boy speaks his line, the car is turned over to show the large letter printed on the back of each one to spell out the word C O N S E R V E. The boys can have fun painting their own car and might even want to add a whip antenna made from a reed and fasten it onto the car with a paper or felt flag on top.

C Cars and busses and such were invented by men.
O Oil fields were discovered also by them.
N Nobody really worried about the amount of fuel this would take.
S So on no transportation did they put the brake.
E Eventually the amount of fuel used grew to an astonishing amount.
R Raising on everyone's mind a great big doubt.
V Very soon the world's traffic was put to the test.
E Everybody to conserve fuel must now do their best!

DON'T FORGET!

Be sure to thank all the ADULTS who have helped make your pack event a success.

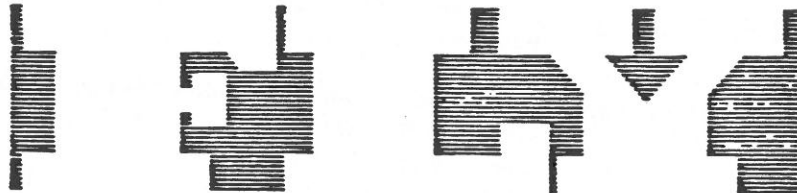
STUNTS, TRICKS AND PUZZLES

HOW DID THEY GO?

Each of the fictional characters below made a famous trip. By what means of transportation?

- | | |
|---------------------------------------|--------------------------|
| 1. Casey Jones | Locomotive |
| 2. 3 Wise Men of Gotham | bowl |
| 3. Cinderella | pumkin coach |
| 4. Hans Brinker | ice skates |
| 5. Huckleberry Finn | raft |
| 6. Phinneas Fogg | balloon |
| 7. Eliza | foot |
| 8. Winken, Blinken, and Nod | wooden shoes |
| 9. Ulysses | ship |
| 10. Butcher, Baker, Candlestick Maker | tub |
| 11. Owl and the Pussycat | beautiful pea-green boat |

CAN YOU SEE A WORD HERE? It is an easy word and has only three letters, but it is hard to find.



DO YOU KNOW YOUR CARS?

Each of the definitions below describes a type of car. Can you identify them?

- | | |
|------------------------------------|---------------|
| 1. Our 16th President | Lincoln |
| 2. River in New York | Hudson |
| 3. First colony in New England | Plymouth |
| 4. Indian Chief | Pontiac |
| 5. Theatre where Lincoln was shot | Ford |
| 6. Wild animal in cat family | Cougar/Jaguar |
| 7. A young horse | Colt |
| 8. A spotted horse | Pinto |
| 9. A motherless calf | Maverick |
| 10. A stinging insect | Hornet |
| 11. A showman | Comet |
| 12. A bull | Matador |
| 13. French 18th century | Riviera |
| 14. Prince Rama's Country | Monoco |
| 15. A Roman mythological God | Mercury |
| 16. A Tall building in New York | Chrysler |
| 17. Deep sea fish | Barracuda |
| 18. A hawk | Falcon |
| 19. A deer-like animal | Impala |
| 20. A fast bird | Roadrunner |
| 21. A letter in the Greek alphabet | Omega |
| 22. A hundred years | Century |
| 23. A musical instrument | Coronet |
| 24. A lady with a credit card | Charger |

Go Cart Applause: Move hands in a down-hill motion and shout "Swoosh".

Motorboat Applause: Knife hand out from you in a swishing manner while fluttering tongue on roof of your mouth.

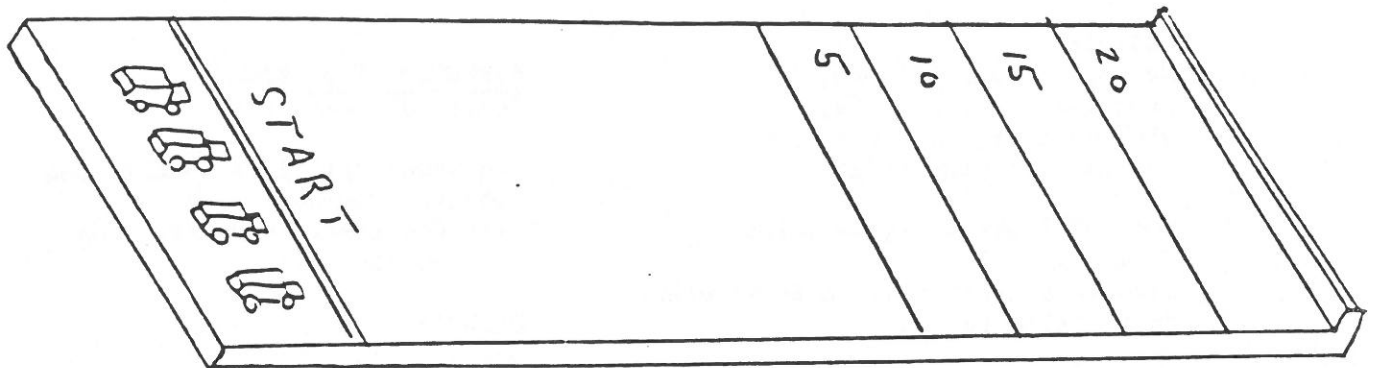
Motorcycle Applause: Start with foot, rev up take off with hands out like on handlebars, yelling "Vroooooom".

Steamboat Applause: Use both hands to make large rotary motions as if they were paddle wheels on an old side-wheeler. At the same time, say: "chug-a-chug-chug", then reach up with right hand and pull down saying, "Toot! Toot!"

Spaceship Applause: Countdown "10 9 8 7 6 5 4 3 2 1, Blast Off!" Using hand motions, attain orbit and say "Beep-beep-beep-beep".

GAMESPARK YOUR CAR

Mark out a parking lot on a driveway, floor or tabletop and push pinewood derby cars or toy cars into the parking space. Count the score from the area where the front wheels sit. Call the space where you will park and, if the car stops there, score an extra 10 points.

STEAMBOAT RACE

Dens line up relay style. Each boy locks his arms around the waist of the boy in front of him and holds on during the race. On "go" signal, each group or den moves off as a body, walking or running in step. They race to a given point and back again. First "steamboat" to puff into port wins. For extra effects: Give first boy in each group or den a bell or whistle to use during the race; give the last boys rattles to simulate stern paddle wheels.

TIRE BOWLING

Use discarded tires in place of ball, with milk cartons, tin cans, or detergent containers for pins. Arrange "alley" on the ground with the bowling line 20 or 30 feet from the "pins". Each bowler rolls two tires. Score as in bowling.

HITTING THE TARGET

This game requires skill, coordination, timing, and marksmanship. Four to six coffee cans or other receptacles are set up about 15 feet apart in a straight line along a 100 foot course. Each Cub Scout is given one small object (marble, bottle cap, stone) for each of the cans. Den members follow each other down the course at average speed, dropping one object into each can. The winning den is the one with most hits after all have run the course.

SONGS

OUR CAR

Tune: Camptown Races

Pinewood derby's here again,
Oh Boy, Oh Boy!
Dad and I would like to win
Oh Boy, we will try!

CHORUS:

My pop's thumb is sore,
From the carving knife,
Wish he'd let me try it too,
You can bet your life!

Our car looks a little weird,
Oh my, Oh my!
Glad it doesn't have to be steered,
Oh my, time to go!

CHORUS

Now it's racing down the track,
Hurry, Hurry!
We're close to the finish line,
Hurry up and pass.

CHORUS

We won the trophy, Dad and me,
Hurrah, Hurrah!
See the smile on old dad's face,
Cause we won the race!

CHORUS

WHEN YOU TRAVEL

Tune: Clementine

When you travel, don't unravel!
Plan your trip ahead of time.
Those who go around in circle,
Never leave and stay behind.

RACE YOUR CAR

Tune: Row, Row, Row Your Boat

Race, race, race your car
Swiftly down the track,
If we don't place first this year,
Next year we'll be back!

PINEWOOD DERBY SONG

Tune: Camptown Races

Cub Scouts all join in the song
Doo-dah, doo-dah!
Pine car track is mighty long
Oh, doo-dah day!

CHORUS:

Going to run so fast,
going to get ahead
bet my money on a blue pine car,
somebody bet on the red.

CHORUS

Red cars, blue cars, green and gray,
Doo-dah, doo-dah!
Running on the track today.
Oh, doo-dah day!

CHORUS

Pinewood cars have lots of class,
Doo-dah, doo-dah!
Even though they don't use gas,
Oh, doo-dah day!

CHORUS

They're the pride of all the lads,
Doo-dah, doo-dah!
Built by Cub Scouts and their dads,
Oh, doo-dah day!

CHORUS

SKITS

THE BIG WHEEL

(Audience Participation)

Divide audience into four groups to respond to the following words in the story:

BIG WHEEL: Spin, spin
CANOE: Paddle, paddle

CARS: Rattle, rattle, bang
AIRPLANE: Zoocom

Man has invented many different things that go and have provided him with transportation down through the years. The Indian made his CANOE that took him from place to place and served his purpose well. Men like Henry Ford invented CARS which today is the most popular type of transportation. There were men like the Wright Brothers who pioneered the invention of the AIRPLANE. And then there is a group of people called the BIG WHEELS who really don't go anyplace or do anything, but they like to feel important.

This story is about one of those BIG WHEELS who just sat and spun his wheels and felt so important while he was doing nothing at all. Everyone around him was working on new and better types of CANOES, designing new and more efficient CARS and designing and testing new and faster AIRPLANES. But our BIG WHEEL just sat around feeling important, not doing anything to help anybody, while everyone else was doing the work.

Somehow he always seemed to get by and fool people into thinking that he was important because everyone around him was making progress. The BIG WHEEL depended on their brains and energy to make him look good. Finally, one day something happened that changed things overnight for the BIG WHEEL.

Everyone who had been working on the CANOES, the CARS, and the AIRPLANES decided it was time to teach the BIG WHEEL a lesson. They were tired of him doing nothing except acting important. So they all became very busy and didn't pay any attention to him. When something came up, the BIG WHEEL found he couldn't rely on the others to answer questions and make him look important. Finally the BIG WHEEL realized that he could not accomplish anything without help from others. He realized he was making no contribution to the world at all. He was just sitting there spinning his wheels, while the others accomplished a lot on CANOES, CARS, and AIRPLANES. BIG WHEEL felt very bad.

It was a terrible feeling when BIG WHEEL finally realized something he should have known all along. If you're going to get anyplace in this world, you can't expect other people to do all the work. You must learn to do your part and paddle your own CANOE.

WHAT DID YOU SAY YOUR NAME WAS?

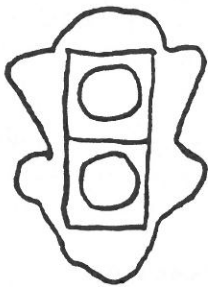
- Characters: Boy in Cub Scout uniform and a group of boys in street wear.
- Props: Toy airplane, a ball for the group of boys to bounce, sign on easel saying "small town in 1939".
- Scene: Opens with boys bouncing ball to each other when Cub Scout enters. Easel is set up with a sign on far left side of stage.
- CUB SCOUT: Hi fellas! (holding airplane)
- BOY #1: Hi, you're new here aren't you?
- CUB SCOUT: Yes, we just moved here from Ohio. I'm on my way to my first den meeting. Are you guys in Scouts?
- BOY #2: Naw, we don't have time for stuff like that. They don't do much anyway.
- BOY #3: What kind of airplane have you got there?
- CUB SCOUT: We're building rockets in our den and I made this airplane at my last meeting in Ohio. I just thought I'd bring it to show the guys in the den. It will really fly.
- BOY #4: You say you're building rockets?
- CUB SCOUT: Yes, when they are finished we are going to shoot them off after pack meeting so everyone in the pack can see how they work. I'm glad to get the chance to build one. You know I'm going to fly one someday for real. Maybe I'll even walk on the moon.
- BOY #5: Wouldn't that be something! What else do you do in den meetings?
- CUB SCOUT: We do a lot of different things. Of course I'm really interested mostly in aviation. I'm going to have my pilot's license by the time I'm 16.
- BOY #6: Sure, sure ... do you guys ever camp out?
- CUB SCOUT: Sure when you become a Webelos they have great Dad and Son camp-outs. You know, I'm going to test new aircraft when I'm grown ... maybe even rocket-powered planes. I've got to go now ... I don't want to be late. Bye!
- BOY #7: Boy those Cub Scouts think they can do anything ... He sure has big ideas ... What did he say his name was, anyway?
- BOY #1: Neil Armstrong! What a dreamer! He really thinks he's going places!

TIE SLIDES

SLIDES FROM VINYL

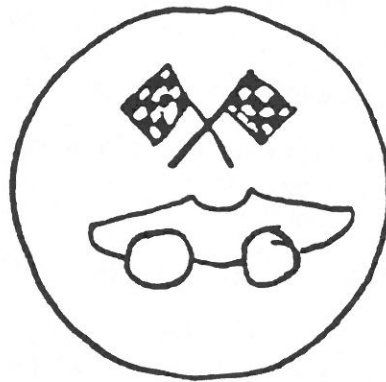
Traffic Light

Draw lines with pencil
Brads are used for lights
Paint brads red and green



Pinewood Derby

Cut out car of contrasting color
and glue onto vinyl backing
Brads are used for wheels. Racing
flags are decals



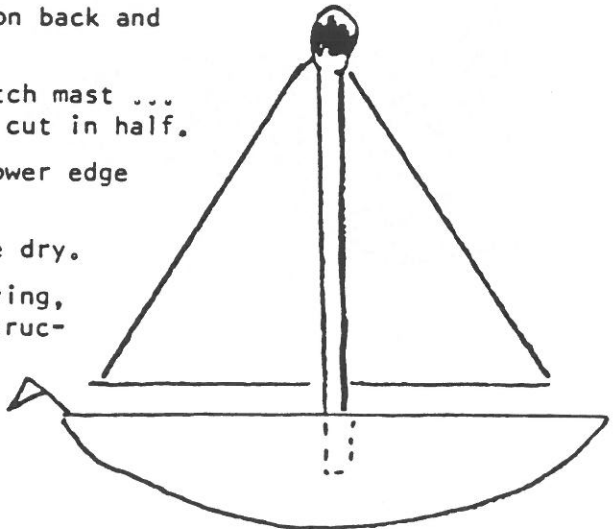
Vinyl strip to make ring for slides



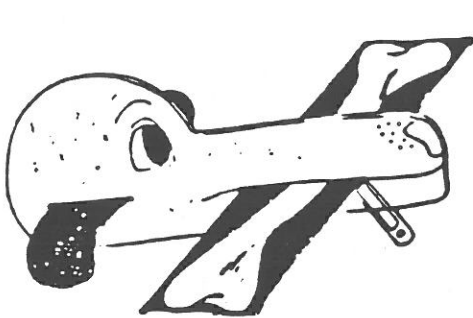
A YACHT SLIDE

The hull is whittled from white pine or balsa. The mast is a burned match. The boom is a toothpick. The sail is a triangle of white or red fabric.

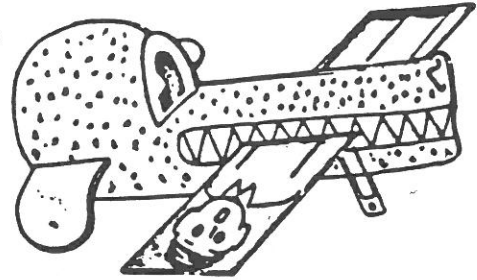
1. Whittle and sand hull. It is flat on back and curved on front.
2. Drill 3 holes ... one in top for match mast ... 2 in back for plastic or metal ring cut in half.
3. Glue mast in place. Glue boom to lower edge of sail.
4. Glue sail and boom mast and let glue dry.
5. Glue ring in place. While it is drying, make small flag for stern from construction paper triangle (tiny) glued to straight pin.



WINGS, WHEELS AND RUDDERS



FLYING CRITTERS



These critters are made from the trays used in packaging meats and produce. You may use either the plastic foam or pulp trays. Foam trays work better, because they are lighter in weight. Use foam trays to make the crocodile and dog, because each has a large tail section.

Actual size patterns are given for the fuselage or body and the tail elevator on the next page. One fuselage pattern is for the bird and man. The other is for the crocodile and dog. The elevator and wing patterns are the same for all.

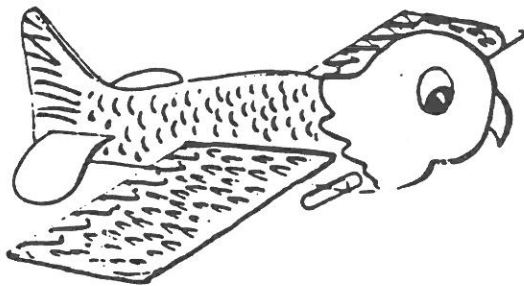
Trace and cut out the critter you want, with his particular features.

Cut wings, 2" x 7½", from a tray. Cut out the elevator. Color your critter with felt tip pens, crayons or pencils. The brighter, the better.

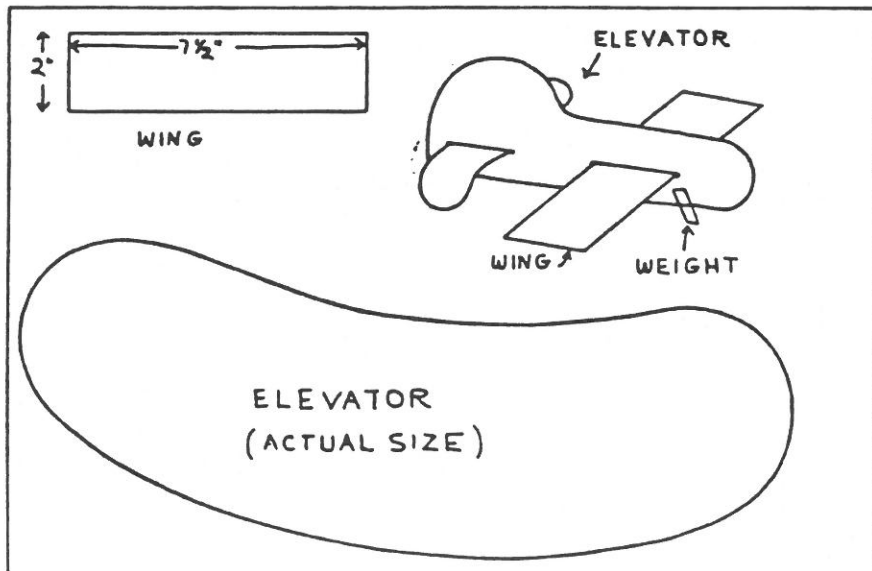
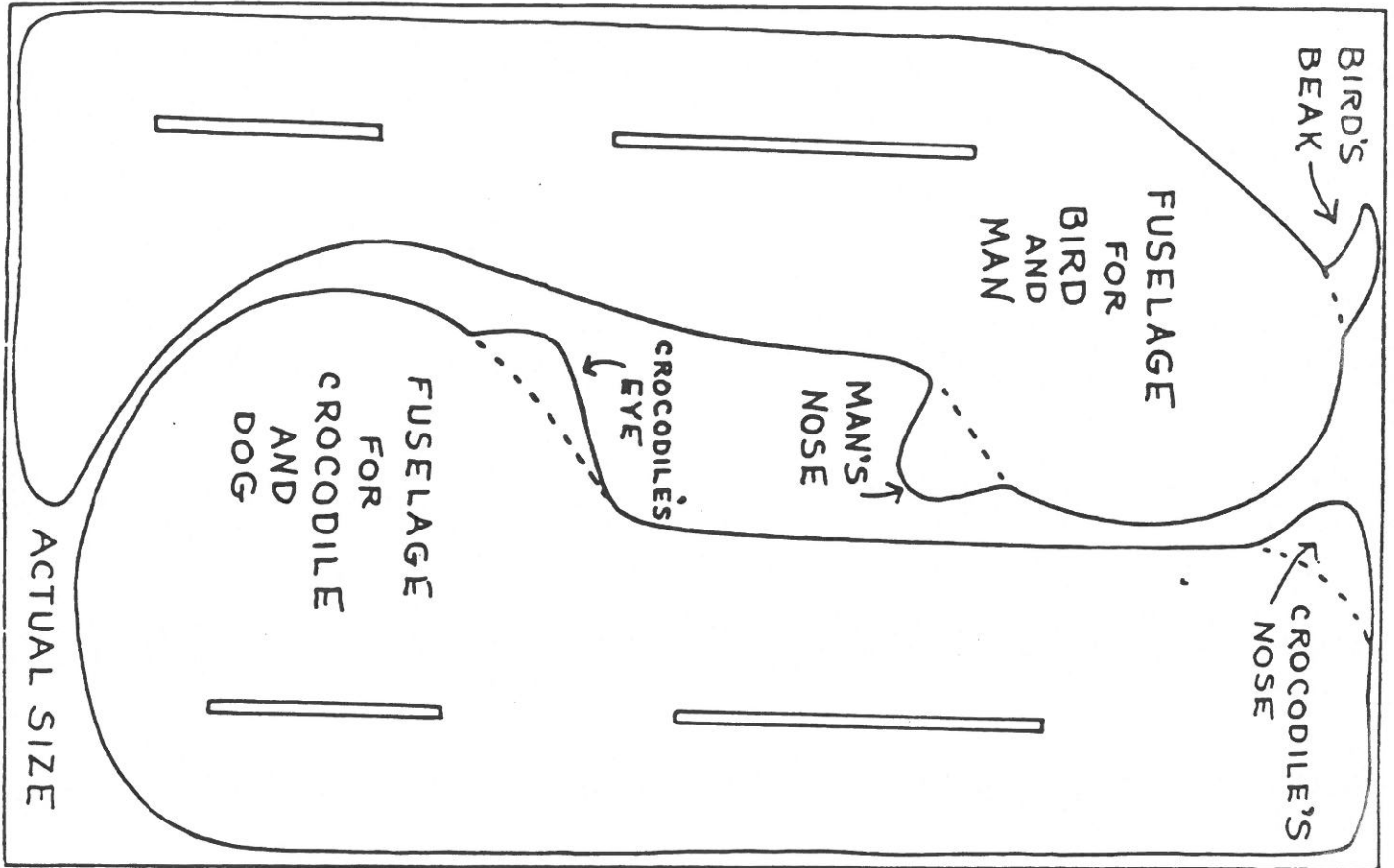
Carefully cut snug-fitting slots in the fuselage to insert the wings and elevator.

To weight the critter for smooth flying, attach a hair clip or two or three paper clips near the bottom front. Adjust the weight until you are satisfied with your critter's flight.

Now, you're all set for takeoff!



PATTERNS FOR FLYING CRITTERS

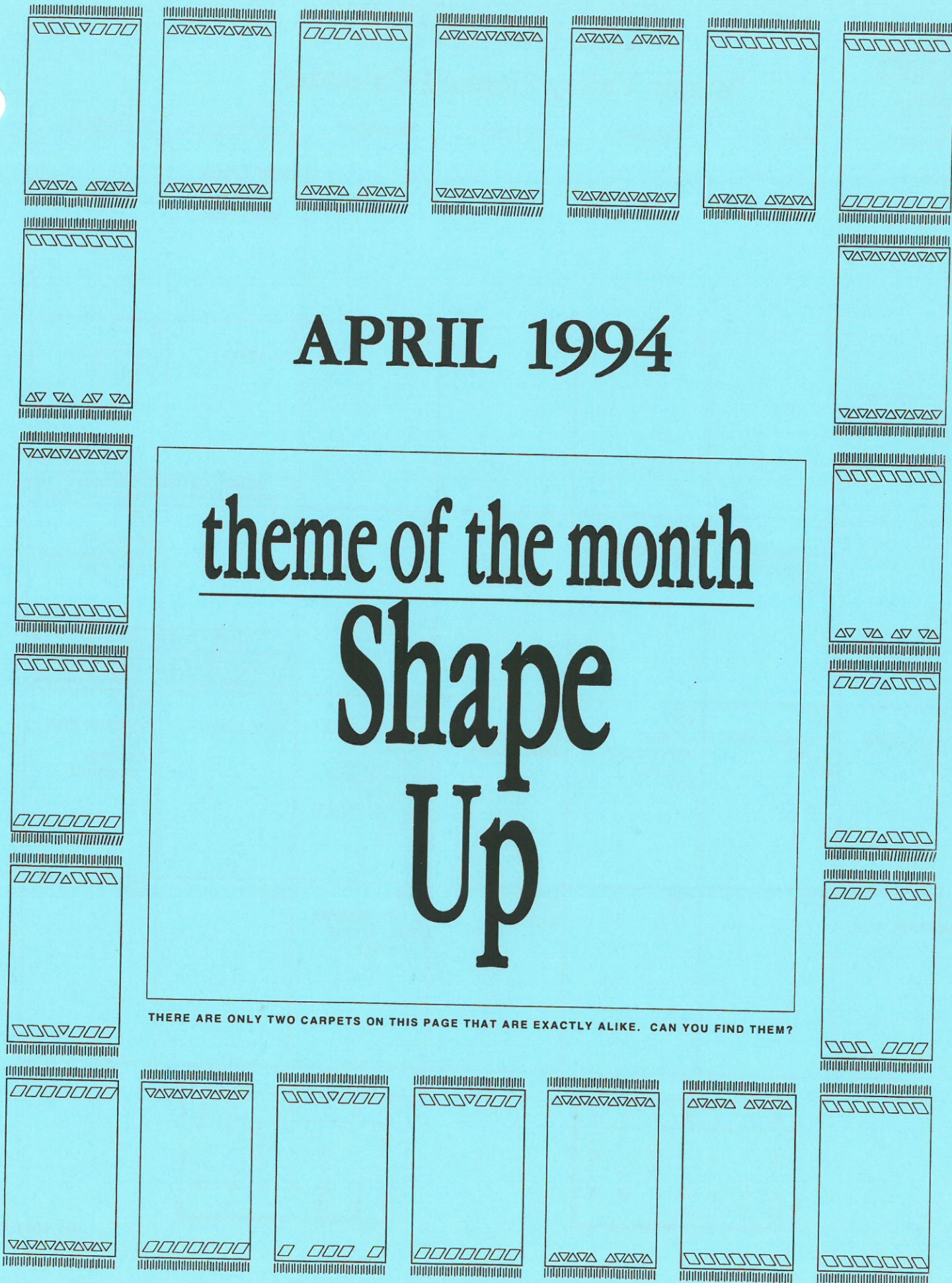


APRIL 1994

theme of the month

Shape
Up

THERE ARE ONLY TWO CARPETS ON THIS PAGE THAT ARE EXACTLY ALIKE. CAN YOU FIND THEM?





April 1994

Miami Valley Council Calendar

SUNDAY

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

					1 Good Friday office & shop closed	2
3 Daylight Savings--set ahead 1 hour Easter	4	5	6	7	8 ALL STAFF	9 CAMP WORK DAY (CH)
					BEARCLAW STAFF TRAINING	
10	11 CH SUMMER CAMP LDR'S MTG	12 BUCKSKIN TRAIL	13	14	15	16 OA SPRING BROTHERHOOD LEC (CH)
					COPE COURSE (ADULTS)	
					CUB ADVENTURE WEEND (CH)	
17 ORIENTEERING (CH)	18 COMMISSIONERS MTG EOA	19 ACT/SFF SCOUT CAMP PROMO ADV.	20 FACILITIES EXEC. COMM.	21 CUB OUTDOOR DISTRICT CHAIRMAN COUNCIL FOS REPORT SUPPORT STAFF MTG	22 FIELD STAFF	23 PRE-CAMP INSP. (CH) BUCKSKIN TRAINING
24 BUCKSKIN TRAIL	25	26	27 TRAINING	28 B-A-T CRITIQUE EXPL. RECOG. DINNER	29	30

March

S	M	T	W	T	F	S
		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		

May

S	M	T	W	T	F	S
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				

CUB SCOUT SPORTS - THE EASY WAY

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

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

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

The Cub Scout Sports program is designed to work at all Cub Scouting levels -- in the family, Den, Pack, or the District and Council levels -- and to teach a boy, at every level, how to get along with others. This program includes adult guidance and training, a safe environment, a share in decision making, awards, and achievements. As in other Cub Scouting activities, it involves adult family members. They will be playing, exercising, and influencing their sons in important sportsmanship values. From the Cub Scouts point of view, he will have more fun than he ever dreamed of.

Sports has a long and honorable history. Early records show that organized sports go back in time to the oldest civilizations we know -- ancient Egypt, India, and China.

Today the average boy at school or play is exposed to two or three team sports such as softball, basketball, or soccer. Some swimming, as an individual sport, during the summer. But how often does this average boy get a chance to learn golf, tennis, skiing or archery?

Where can he find a year-round program designed for his age group that provides a choice among many different sports, both team and individual? You're right, in the Cub Scout Sports Program! It's a program that emphasizes not only the sports themselves but the physical fitness a boy must develop to learn and play these sports. It is a program that permits him to take part at his own ability level and to play as a relaxed child, not as an adult under pressure.

THE SPORTS PROGRAM

- * Fulfills a need of Cub Scouts and their families.
- * Provides recognition for being introduced to a sport, for continued development in the sport.
- * Is flexible.
- * Is fun for the boys and their families.
- * Increases tenure in Pack.
- * Is an outreach program for your Cub Scout Packs.

The Cub Scout Program augments the program of the Boy Scouts Of America!

The Cub Scout Sports Program is based on the following concepts:

1. It supplements the existing program, it does not replace it.
2. It is not an advancement program, therefore it has a minimum number of requirements. The Cub Scout will be recognized for participating in his unit, community, district/council or as a lone scout.
3. The Sports Program does not emphasize winning, only that each boy does his best.
4. There is emphasis on value and standards which in sports is called sportsmanship.
5. There is an opportunity for every boy registered as a Cub or Webelos Scout to participate.
6. There are summer and winter sports, indoor and outdoor sports, active and less active sports and team and individual sports.
7. The boy may be introduced to several sports during his years in the Cub Scout program.
8. There is family involvement.
9. The program is flexible and easy to manage.
10. It supports and strengthens the aims and purposes of the Boy Scouts of America

GETTING STARTED

...is easy!!

- There are four simple steps:
1. Select one of the sports offered in the Cub Scout Sports Program.
 2. Gather the resources.
 3. Learn about the sport, sportsmanship, and the physical techniques.
 4. Do It!

Cub Scouts Are Good Sportsman

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

Cub Scouting introduces families to:

- * Habits of good physical development.
- * Better understanding of others through team play.
- * Learning to do their best, striving for excellence.
- * Learning new sporting skills.
- * Participation in limited competition.
- * Values of decision making - - - honesty, fair play, and getting along with others.

The continuation of civilization depends on maintaining standards and values. In sports the standards and values are called sportsmanship. Three values are stressed in the program of the Boy Scouts of America.....

Honesty - is a key to success. It is the foundation of everything we do; without it our society could not exist. The freedom that we all cherish is based on honest relationships. Our day to day activities are based on the promises made by us and to us.

Fair Play - is involved with everyone we come in contact with -- others in our family, the Cub Scout Den and Pack, the neighborhood and even in the United States. Everyone has a share in whatever is at stake.

Respect For Other People - should be there regardless of how old they are, what their position is in life, and whether or not we agree with their actions. Respect for others starts in the home and works its way outward. Courteous behaviour opens doors which might otherwise remain close.



The Parents' Role

Some Do's

- * Be a voice of encouragement and moderation. Show the boys you love them no matter how well they play.
- * When there's a game, be there to watch your boy play.
- * Help them have fun!

Some Don'ts

- * Don't shout advice or criticism to your boy or to anyone during the game.
- * Don't interfere with the coach or other officials.
- * Don't criticize players, coaches, or officials.
- * Don't enter the playing area.
- * Don't keep anyone from having fun.
- * Don't push your son into a sport he isn't qualified to play or does not like.

The Coach

A word about coaches. The coach does not have to be a skilled sportsman. All he or she must be is an adult who knows something or is willing to learn the skills and strategy of the sport. He or she should be willing to work with and know boys. Keep his ego and temper under control; keep open communications; and teach the enjoyment of the sport.

His/her motto should be, "Lord, help me to remember that most boys would rather play and lose than sit on the bench and win."

Young Athletes Bill of Rights

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

1. THE RIGHT TO PARTICIPATE IN SPORTS

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

2. THE RIGHT TO PARTICIPATE AT HIS OWN ABILITY LEVEL

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

3. THE RIGHT TO QUALIFIED LEADERSHIP

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

4. THE RIGHT TO A SAFE AND HEALTHY ENVIRONMENT

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

5. THE RIGHT TO SHARE IN LEADERSHIP AND DECISION MAKING

The Cub Scouts Sports Program aims not only to help a boy find fitness and fun but to help stimulate his growth toward maturity and active citizenship. If we adults make all the decisions and do all the talking, a magnificent opportunity for growing up will be missed.

6. THE RIGHT TO PLAY AS A CHILD NOT AN ADULT

However much a boy may love a flashy uniform and being treated like an adult professional, he is neither an adult or a pro. He is still a child, so handle with care. Do not rush! Let him enjoy his childhood.

Young Athletes Bill of Rights

cont.

7. THE RIGHT TO PROPER PREPARATION

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

8. THE RIGHT TO AN EQUAL OPPORTUNITY TO STRIVE FOR SUCCESS

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

9. THE RIGHT TO BE TREATED WITH DIGNITY

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

10. THE RIGHT TO HAVE FUN

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

REMEMBER

- * Emphaize learning about the sport, sportsmanship, reasonable physical involvement, and "Doing His Best."
- * DO NOT emphaize winning.
- * recognise the Scout for time spent in practice or play at in his Den or Pack, in his community, or as an individual Scout.

KITE DERRY

KITE TYPES (For Competition)

1. Plane surface or flat kite
2. Bow kite
3. Box Kite
4. Tetrahedral Kite
5. Free Design

The free design is left to the imagination of the maker but it must be distinctively not of one of the first four types.

DESIGN RULES

1. The longest axis of the kite may not exceed 5', no minimum.
2. Flying line will not exceed 600', no minimum.
3. Materials used unlimited (wood, paper, metal, plastic, foil cloth, synthetics, etc.).
4. Colors - decorations unlimited.
5. Kite must be capable of sustained flight for 5 minute with kite flyer standing in place (5' radius).
6. Parents may assist their sons in the construction and design of the kites.

SPORTSMANSHIP

1. Kites may be fragile, therefore, respect toward the other person's property is encouraged.
2. A kite airborne with flyer standing in place has right of way over competitor trying to get a kite airborne.
3. A low flying kite endangering a kite flying higher should be moved forward with the kite flyer (low flyer) moving forward with the wind direction to avoid entanglement if at all possible.
4. A broken line may mean goodbye kite - accidental inflight crashes between kites may occur - heavy wind gusts may rip or cause a terrific nosedive into the ground. These things are to be expected and are unavoidable.

CONTEST PRIZES

1. Best kite of each type (5 awards). Qualities to be judged:
 - (A) flight stability
 - (B) construction quality
 - (C) height of flight
 - (D) appearance
2. Highest Flight (1 award).
Limited to 600'. In case of ties, winner will be declared by considering most colorful in appearance.
3. Most interesting design. Qualities to be judged:

- | | |
|---------------------------|----------------------|
| (A) originality of design | (C) flight stability |
| (B) craftsmanship | (D) appearance |

Although prize awards are limited, everyone wins by the fun and thrill of the competition.

JUDGING RULES FOR THE AWARDS

1. Best kite of each type - 2 judges (will be picked from the spectators present) and will be assigned to each type. Each judge will independently assign points for each kite, for each of the qualities to be judged.

POINTS ASSIGNED

- | | |
|------------------------------|--------|
| A. Flight stability..... | 1 - 10 |
| B. Appearance..... | 1 - 10 |
| C. Construction quality..... | 1 - 5 |
| D. Height of flight..... | 1 - 3 |

2. Highest flight - 2 judges assigned to determine winner

3. Most interesting design - 3 judges (will be picked from the spectators present) and will consider all kites in the contest. Judges will determine jointly the three most interestingly designed kites (not limited to the free designs). Each of the three judges will then assign points, independently for each of the three kites to determine the winner.

POINTS ASSIGNED

- | | |
|-------------------------------|--------|
| A. Originality of design..... | 1 - 10 |
| B. Appearance..... | 1 - 10 |
| C. Craftmanship..... | 1 - 5 |
| D. Flight stability..... | 1 - 3 |

COURSE LAYOUT

1. Separate spectators from boys.
2. Provide wind direction sock or flag.
3. Group the different types based upon flying characteristics of each particular type; box kites will fly much higher than plane surface kites.

OBSTACLE COURSE

Cub Scouts love to climb, crawl, run, and jump, and a good obstacle course includes all of these. An obstacle course is a fine activity for a pack picnic. It could be either an informal event or a race run on a den basis. It should be difficult enough to challenge the imagination of the cub scouts, but not so difficult that they cannot do it successfully.

PREPARING THE COURSE

A large area is not necessary. This event can be adapted to the facilities available. A park, playground, vacant lot, or a backyard could be used. The illustration shows some obstacles, but there are many more possibilities. These might include-

- crawling through a hoop
- crawling through a barrel
- crawling between legs of a picnic table
- crawling under a fence
- running around a tree three times
- hopping with a paper cup full of water
- jumping through auto tires
- jumping across a real or imaginary brook.

MAKE IT A RACE

An obstacle course can be run on a den basis, starting with one or two boys at a time. The total time is kept for each den so that a den winner can be determined.

Situation den chiefs or adults along the course to keep the boys on the right track and prevent them from falling over one another. Two identical layouts can speed the event.

REMEMBER CUB SCOUTING'S SECRET WORD--

KISMIF-KEEP IT SIMPLE, MAKE IT FUN, FUN, FUN, FUN!!!!!!

FIELD DAY

The Pack Field Day should be planned as an afternoon of fun for both Cub Scouts and their families. Include races and contests for the boys, their parents, and brothers and sisters.

In preparing for the Field Day, the pack committee must consider such things as location, promotion, signmaking, events and instructions, equipment, marking game areas, scoreboards, and decorations. Be sure to have a final check-up a few days before the Field Day to make sure plans are progressing smoothly.

When the big day arrives, the committees come early, and the area soon takes on a gaily decorated air. Large signs inform families of the events and where to deposit their picnic suppers.

Sample Field Day Schedule. . . .

2-3 p.m.--While they gather activities

Informal games such as box hockey, beanbag tossing at targets, tetherball, tin-can golf course or baseball catapult (see Cub Scout Activities book).

3-4 p.m.--Field Events

LEADER

1. 30-Yard Dash for Cub Scouts
2. Crab Race for Cub Scouts
3. Nail-Driving Contest for mothers
4. Three-Legged Race (fathers and sons)
5. Barefoot Marble Race for Cub Scouts
6. Shoe-Kicking Contest for distance (sisters only)
7. Hopping Race for Cub Scouts
8. Sack Race for Cub Scouts
9. Dutch-Shoe Race (mothers and sisters)
10. Bottle Filling Race for Cub Scouts
11. Clothespin Race for fathers

NOTE: Probably it will be necessary to run each event in heats unless 15 or fewer are competing. If so, two heats may be run at the same time to speed up the event. Finalists then compete for pack championship.

4-4:30 p.m.--Den Contests

1. Tunnel Relay
2. Balloon-Batting Relay
3. Other den relay game

4:30-5 p.m.--Informal Period--wash up

5-5:15 p.m.--Recognitions

5:15 p.m.--Eat up, clean up



FIELD DAY EVENTS

Crab Race.—Cub Scouts line up sitting on the ground, backs to starting line. Their hands rest on the starting line. On signal, Cub Scouts walk like a crab, backward on hands and feet.



Barefoot Marble Race.—Cub Scouts remove shoes and stockings. Place two marbles on the starting line in front of each. On signal, each boy grasps a marble with the toes of each foot and walks to the finish line. If he drops a marble, he must pick it up with his toes before continuing.



Nail-Driving Contest.—Start the nails in the board so the ladies won't hammer fingers. The idea is to see which mother can pound two nails into a board first.



Shoe-Kicking Contest.—Just what its name implies. Cub Scouts' sisters loosen their shoes, stand at a line, and see how far they can propel the shoes by kicking.



Three-Legged Race.—Dad's left leg is tied to son's right. On signal, they make their stumbling way toward the turning line and return to the starting line.



Hopping Race.—Cub Scouts line up at a starting line. On signal, they hop out on the left foot to a turning line and hop back to the starting line on the right foot.



Sack Race.—Onion or potato sacks of 50-pound capacity are needed. On signal, each Cub Scout picks up a sack and pulls it over his feet and legs. Holding it with both hands, he jumps from the starting line to a turning line and returns.



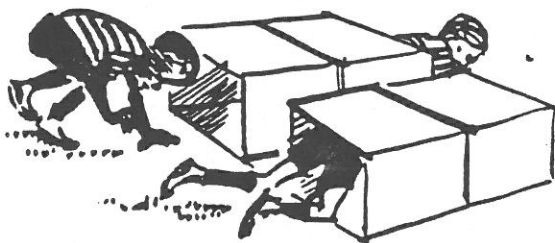
Clothespin Race.—String a clothesline between two trees and mark off a starting point. On signal, each dad must race to the clothesline, attach 12 clothespins, take them off, and race back to the starting point.



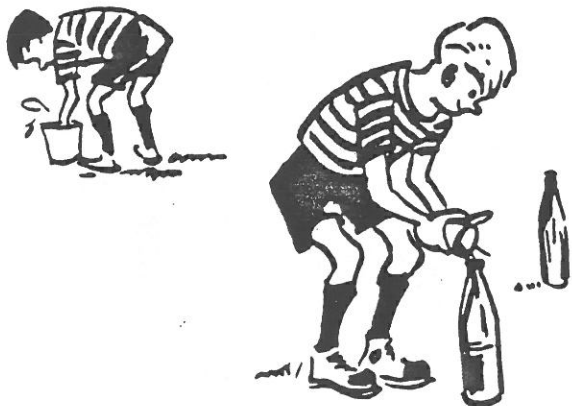
Dutch-Shoe Race.—Each mother and sister is given two shoeboxes. With these on her feet, she must race by sliding the "shoes" along the ground from starting line to turning line and back.



Tunnel Relay.—Get four fiberboard boxes about 20 inches square and 3 feet high and reinforce them at the corners. Fold in the top and bottom of each box and lay them on the ground end to end to form two tunnels. Two dens compete to see which can wiggle all boys through the tunnel first. The tunnels can also be used as part of an obstacle course.



Bottle-Filling Race.—Each Cub Scout has a cup. An empty soda bottle is placed 20 yards in front of him and a can of water is behind him. On signal, each boy must fill his cup with water, run to the soda bottle, and pour in the water. He runs back and forth between can and bottle until the bottle is full.



Balloon-Batting Relay.—Have an inflated balloon 6 to 8 inches in diameter for each den. Divide the den into two equal groups about 15 feet apart. On signal, number-one boy bats the balloon with either hand toward teammate in the other group, who bats it back toward the starting group, and so forth until all boys have had a chance. Winning den is the first one completing. If the balloon touches the ground, the participants return to the line and start over.



CUB SCOUT GOLF



Golf is a simple game (at least it seems so until you've tried it) and it's easily adapted to a Cub Scout tourney.

On these pages are two versions. One involves throwing a rubber ball toward the "holes," which might be No. 10 cans or gallon ice-cream containers fastened securely in the ground. The other is somewhat more like golf, except that Ping-Pong balls are used, and the clubs are Venetian blind slats or something similar.

TIN-CAN GOLF COURSE

This is a good dad-and-son event for a picnic, or dens can compete as teams in a pack tournament. It can be played in just about any area, but don't make the course too large or the game will take too long.

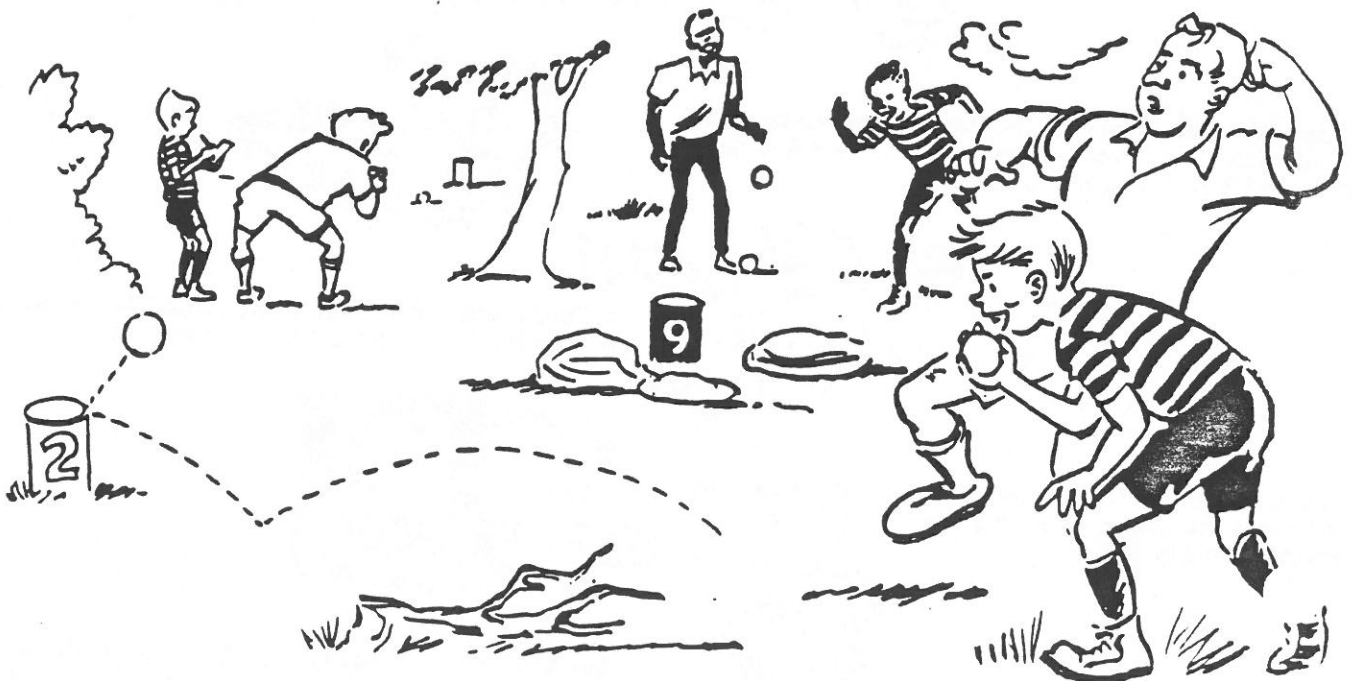
Rules.—Follow these simple directions.

- Rubber ball or tennis ball is tossed underhand toward the tin can hole.
- Second and third "shots" are taken from where the ball stops.
- Overhand toss is permitted on the "green" near the "hole."
- Score is kept as in golf.
- Use natural hazards in setting up the course.

PING-PONG GOLF

Rules.—Follow these simple directions.

- Each player has a Venetian blind slat or something similar for a club.
- Each player has a colored Ping-Pong ball.
- Each player has a tally card to keep his score.
- Score is kept as in golf.



RAINY-DAY OLYMPICS

Here's a pack event that can be scheduled ahead of time or provide a quick and fun-filled substitute program on a day when the pack has planned an outdoor program and been rained out. The beauty of the rainy-day Olympics is that it will take you only about ½ hour to gather materials for it. You will need such items as feathers, uncooked

navy beans, lemons or hard-boiled eggs, paper plates, balloons, string, Ping-Pong balls, paper bags, marshmallows, crackers.

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

OLYMPIC EVENTS

Hammer Throw.—An inflated balloon is tied to the end of a string. Each Cub Scout throws the "hammer" by the end of the string. One throwing the farthest wins.



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



Football Game.—One team gets on each side of a table. Each side tries to blow a Ping-Pong ball off opponent's side of table.



Standing Broad Grin.—The width of the grins are measured by judges. Broadest grin wins.

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



16-Pound Put.—An inflated bag is put for distance, as though it were shot from the shoulder.

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



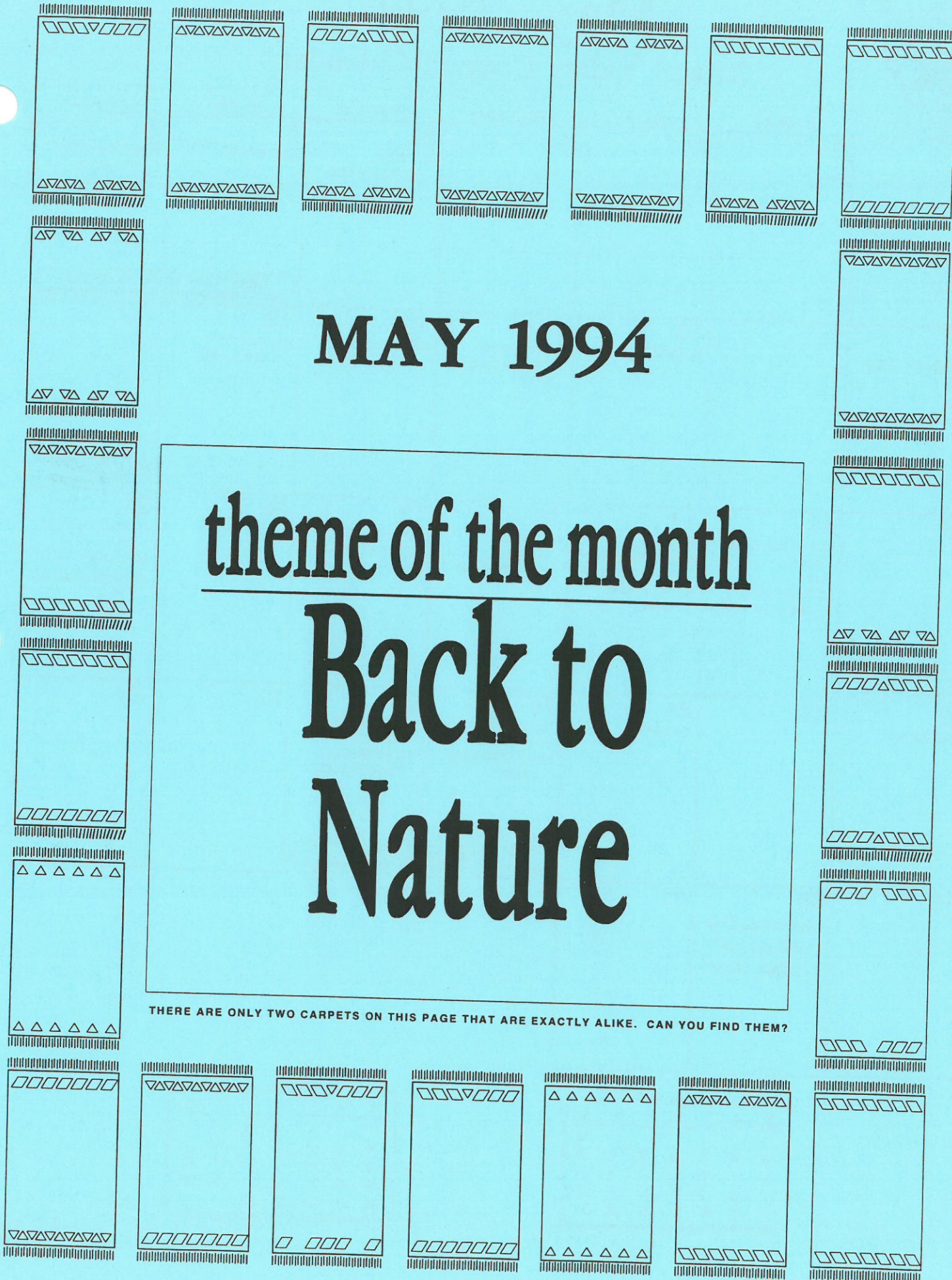
Running High Whistle.—The Cub Scout who holds a whistled note the longest with one breath wins.

MAY 1994

theme of the month

Back to Nature

THERE ARE ONLY TWO CARPETS ON THIS PAGE THAT ARE EXACTLY ALIKE. CAN YOU FIND THEM?





May 1994

Miami Valley Council Calendar

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1	2	3	4	5 COUNCIL VICTORY FOS	6 ALL STAFF	7 PRE-CAMP INSP (WT) AND WORK DAY
					BEARCLAW STAFF TRAINING	
8 <i>Mother's Day</i>	9	10 BUCKSKIN TRAIL	11 CH SUMMER CAMP LDRS MTG	12 INTERFAITH COMMITTEE	13 OA CS-B SEC. CONCLAVE	14
						OA CS-B SECTI...
15	16 COMMISSIONERS MTG EOA LDRSHIP MTG CUB CAMP (CH)	17 ACTIVITY ADVANCEMENT COMMISSIONERS SCOUT CAMP PROMO	18 COUNCIL ANNUAL MEETING 7 P. M.	19 CUB OUTDOOR SUPPORT STAFF MTG	20 FIELD STAFF	21 ARMED FORCES DAY BUCKSKIN TRAIL <i>Armed Forces Day</i>
OA CS-B SECTI...						
22 BUCKSKIN	23	24 CAMPING	25 TRAINING FACILITIES LDRS MTG CUB CAMP	26 INTERFAITH COMM. OA LODGE MEETING CH	27	28
			NATIONAL MTG			
29	30 <i>Memorial Day (Observed) office closed</i>	31				

April

S	M	T	W	T	F	S
					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

June

S	M	T	W	T	F	S
			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		

I MEANT TO DO MY WORK TODAY.
BUT A BROWN BIRD SANG IN THE APPLE TREE,
AND A BUTTERFLY FLITTED ACROSS THE FIELD,
AND ALL THE LEAVES WERE CALLING ME.
AND THE WIND WENT SIGHING OVER THE LAND,
TOSSING GRASSES TO AND FRO,
AND A RAINBOW HELD OUT ITS SHINING HAND-
SO WHAT COULD I DO BUT LAUGH AND GO.

-RICHARD LE GALLIENNE

WHERE WILL YOU GO? WHAT WILL YOU DO TO DISCOVER THE "OUTING IN SCOUTING"? DO YOU LIVE IN THE CITY? LOOK ON YOUR OWN CITY BLOCK, OUTSIDE YOUR DOOR, IN A VACANT LOT, IN A ZOO. LOOK UP AND DOWN AND ALL AROUND.

DO YOU LIVE IN THE COUNTRY? LOOK IN THE FIELDS AND THE WOODS. EXPLORE AN ORCHARD, A PASTURE, A FENCEROW, OR A BARNYARD.

DO YOU LIVE IN A SUBURB? LOOK IN YOUR OWN BACKYARD, DOWN YOUR STREET, OR AROUND THE CORNER.

DOES YOUR DEN HAVE A FAVORITE OUTDOOR SPOT: A MEADOW, TINY CREEK, SANDY BEACH, OR A PARK? VISIT IT AT DIFFERENT TIMES OF THE YEAR. VISIT IT IN THE RAIN, WHEN SNOW IS ON THE GROUND, WHEN THE WIND IS COLD, WHEN THE SUN IS HOT, OR AT SUNSET. SNOOP, SEARCH, SNIFF, TASTE, EXPLORE, ASK QUESTIONS, AND WONDER, OR JUST SIT QUIETLY, AND LET THINGS HAPPEN.

WHAT HAS CHANGED SINCE LAST YOU WERE THERE? WHAT DID YOU DISCOVER BY TOUCH AND SMELL? HERE ARE SOME GAMES TO PLAY AND THINGS TO DO THE NEXT TIME YOU GO OUT.

Stake a Claim. You and a partner play this game by taking a piece of rope about one meter long and tying the ends together with a square knot. Drop the rope down on the ground anywhere you like. Together look carefully at everything inside your circle. How many different things can you discover?

Animal Home Hike. On your next hike, look for animal homes and discover the different ways they are built. Perhaps you will see a spider web, an insect gall, or a bird nest. You might even find the front door to some animal's underground home.

Bundle up and head outdoors!! See how many of this list you can find!

Name _____

- | | |
|--------------------------|--|
| _____ RABBIT TRACK | _____ CHEWED PINECONE |
| _____ DEER TRACK | _____ BLUE JAY |
| _____ SPARROW | _____ DEER CHEWED TWIGS |
| _____ CARDINAL | _____ BERRIES ON A BUSH FOR BIRDS |
| _____ SQUIRREL LEAF NEST | _____ FOOD A RABBIT MAY EAT |
| _____ GROUNDBOG HOLE | _____ FOOD A SQUIRREL MAY EAT |
| _____ OLD BIRD NEST | _____ WHERE A CHIPMUNK MAY BE SLEEPING |
| _____ SQUIRREL | _____ OIL PELLETS OR ANIMAL SCAT |
| _____ DEN IN A TREE | _____ A MOUND-UP TUNNEL OF A MOOSE |
| _____ WOODPECKER | _____ BIRD TRACKS |

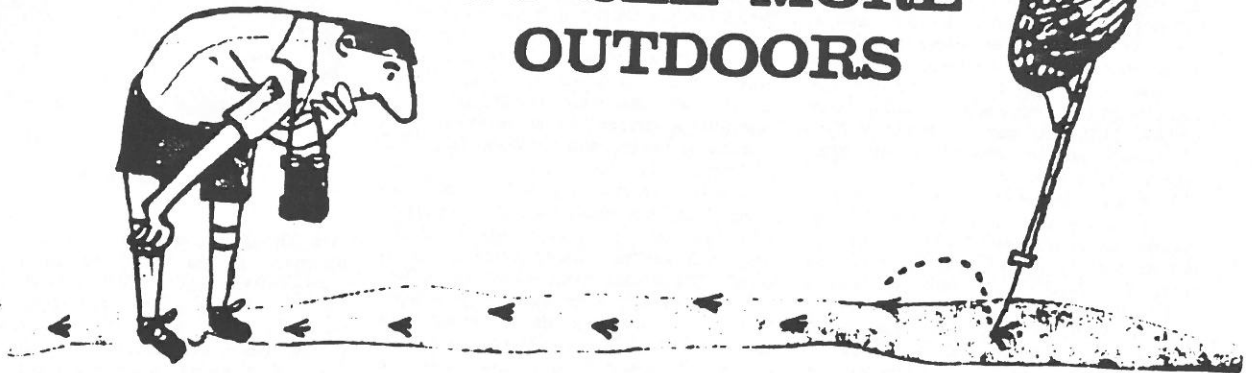
Bees and Butterflies. The next time your den is anyplace where there are a lot of flowers, pretend that all of you are bees and butterflies. Zigzag from one flower to another. Look at a blossom from the insect point of view. Stick your finger down into the blossom to find the pollen. How would you get to it if you were an insect?

Feel the pollen and smell it. Be careful that you don't run into a real bee!

That's My Leaf. Each boy takes a leaf from the same kind of tree and looks at it carefully for one minute. Then put all the leaves in a pile and stir them up together. Can you find your one-of-a-kind leaf? What makes it special—different from all the other leaves? Press the leaf carefully. Send pressed leaves to one-of-a-kind friends, and tell them how they are like the leaves.

Listening Post. Find a spot just for you within sight of your leader and listen carefully for two minutes. Then come together and tell each other what you heard. How many sounds did you hear? Could you tune out sounds from the world of people?

12 WAYS TO SEE MORE OUTDOORS



Hiking along a wilderness trail or just walking in the woods near home, you need to be an eye-ear-and-nose specialist to get the most nature has to offer

By Edwin Way Teale

A distinguished naturalist, Mr. Teale is past president of the New York Entomological (insects, that is) Society, a member of the Explorers Club, a Fellow of the New York Academy of Sciences and an Associate of The Royal Photographic Society. He holds the John Burroughs Medal for distinguished nature writing, and his books have been translated into various foreign languages. His latest book is "The Lost Dog."

IN NORTHEASTERN Connecticut, I have cut more than a mile of trails across my seventy-nine wild acres. They wind through woods, beside a brook, near a waterfall. They skirt a swamp and climb a hill and run along old stone walls. Following these trails day by day is a sport of continual interest. In winter there are stories written in the snow. In fall grouse rise with a roar of wings from glades that are brilliant with autumn foliage. In spring there are wildflowers to see and bird's nests to watch. And in summer there is all the life of the outdoors for anyone to observe.

Walking along these trails today, I began running over in my mind the varied ways in which one person has more fun than another in watching nature. I recalled some of the best nature-observers I have known and the tricks they used to increase their chances of seeing something of interest in the open. When I came home, I jotted down the following twelve ways for having more fun outdoors by seeing more in nature.

I remember once looking for alligators in the great Okefenokee Swamp of southern Georgia. The native who poled our shallow boat down one of the innumerable dark water-trails that thread the swamp had been watching alligators since boyhood. A month or so before he had taken a government scientist from one side to the other of this vast water wilderness. On the way the scientist had seen three alligators. He had spotted 119. Yet this same man, with eyes so keen at detecting hidden and camouflaged saurians, assured me that among all the myriad butterflies that drifted about in the sunshine that day, there were only two kinds: "yellow ones" and "speckled ones."

He was fascinated by alligators; uninterested in butterflies. He saw, as we all do, what interested him most. We are hardly aware of the things in which we have no interest. Hence it follows that the more we

are interested in, the more we are likely to see. So my initial suggestion is: **WIDEN YOUR INTERESTS.**

A friend of mine is a specialist in hawks. On every field trip he sights hawks that otherwise would be missed. One of his tricks is to pay special attention to the action of small birds. When he is watching a songbird in a bush or tree or in an open field and sees it peer suddenly and intently upward, he always sweeps the sky carefully with his binoculars. Oftentimes, far above, he catches sight of a hawk sailing so high it is almost invisible to human eyes.

All through the web of nature, things are thus associated one with another. When you see a kingfisher carrying a minnow with the head projecting from its bill, watch where it goes. It may lead you to its nest. It carries fish in this manner to feed the young. When it is going to swallow the fish itself, it holds it tail out and head in. It is where cattails grow in a muddy pond that you are most likely to find muskrats. Where jewelweed blooms densely, look for ruby-throated hummingbirds. And where nettles grow, keep your eyes open for the larvae of the red admiral butterfly. Because the more links of this kind you have in mind, the more you are likely to see outdoors; my second suggestion is: **NOTE RELATIONSHIPS.**

Along my trails there are some places where I always see more than at others. In summer, there is always something going on in a swamp. You will notice that you find more birds along the edge of a woods or in glades than you do deep in the forest. For many years a favorite haunt of New York City bird-watchers has been the mouth of a sewer that dumps refuse into the bay in Brooklyn. Gulls are always milling about over the spot and rare species are sometimes found among them. To see more in the outdoors, learn where in your region there is most to be seen. And then you must take pains



Be curious.

10 GO TO THE RIGHT PLACE.

Similarly you soon will discover that certain times of day are better than others. Most animals are creatures of habit. They have daytime and nighttime rhythms. In summer, songbirds, for example, are most active in the early morning and late afternoon with a resting period in the middle of the day. Just as more is to be seen at the meeting place of different habitats, such as the edge of a pond or where woods and open fields meet, so the times when night and day are merging, at dawn and dusk, are times when it is especially interesting to be abroad. Then you may see both creatures of the night and creatures of the day beginning or ending their activities.

Note the times when you see the most in your area. Try different times. Try different seasons. Go in different weather, in fog and rain as well as in sunshine. See what the beam of a flashlight can pick out along a trail in the darkness. Go out after storms. In unusual weather you may see unusual things. And, as you go, keep note of the relationship between what you see and the time you see it. When one time proves better than another, remember it and try to: **GO AT THE RIGHT TIME.**

There is, far back in the forests of northern Maine, a steep, wooded hillside that slants down to a beaver pond. Among the balsams and poplars there, I used to sit motionless, silently watching what went on below me. Even in midday I used to see the usually nocturnal beavers swimming about, apparently unaware of my presence. Such vantage points multiply your chances of seeing things in nature. Stop and look ahead carefully before you emerge over the brow of a hill or when you come to the bend in a stream or a turn in a woodland road. Pause before you step into a glade or clearing. I remember one September day riding a canoe down the Au Sable, Michigan's famous trout stream. Time after time, as the twisting river carried me through the forest, I cautiously rounded bends and saw just ahead of me deer drinking at the water's edge. One American scientist, an authority on field mice, made many of his observations from the vantage point of the low crotch of an old apple tree. Sitting there motionless, he

watched the activity of the mice in the grass below him. So on your walks notice the best lookouts. Be alert: **USE VANTAGE POINTS.**

Of course, part of the effectiveness of such lookouts depends on your remaining perfectly still. If you lie down or sit with your back to a tree or are partly screened by a bush, you make yourself less conspicuous. Whenever you are trying to see things in nature, attract as little attention to yourself as possible. Wear clothes of a neutral shade, gray or brown or green, rather than bright colors. Sink into your background like a camouflaged animal. In as many ways as possible, to see the most outdoors: **SEEK TO BE INCONSPICUOUS.**

Also be inaudible. If you shout and crash through the underbrush you will scare everything and see little. Walk as quietly as you can. Such sudden, unaccustomed noises as coughs and sneezes alarm shy creatures. Yet, curiously enough, even the wildest animals become accustomed to steady, monotonous sounds. Howard Cleaves, the pioneer in taking wildlife movies at night, used to haul a portable generator powered with a gasoline engine into the forest to provide the floodlighting needed for his pictures. In time, raccoons, and even bears, became accustomed to the steady sound of the motor and came to the clearing where bait stations had been established. Along the Texas Gulf Coast I remember watching shore birds from an automobile. Even when the car slowed to a gradual stop close by them, they continued feeding as long as the motor ran. But the instant I cut the switch and the purring sound of the engine suddenly stopped, they all took wing. Be especially on guard, when stalking or watching wild creatures, to avoid sudden sounds. To see the most in nature, go alone or with a single companion, and: **GO QUIETLY.**

On the wide Kissimmee Prairie, above Lake Okeechobee in Florida, where there is no hiding place, I found I could draw closer and closer to burrowing owls by remaining motionless while they looked my way and then taking a step or two forward when they snapped their heads to right or left to survey their surroundings. Similarly in the jackpine barrens of Michigan I once approached a



Use all your senses.

rare Kirtland's warbler until I was almost directly under the branch on which it was perched. Each time it lifted its head to sing, I would advance a step, then freeze in my tracks. It is the sudden movement, like the sudden sound, that alarms most. When you hear a slight sound behind you in the woods, it is a good plan to turn your head slowly rather than whirling suddenly around. The rapid movement may scare away something interesting. Stop often along the trails. To see the most, take a few steps, then pause and look about you. Incidentally, on a windy day in the woods, when everything is moving around you, your movements will be less apparent than on a day when hardly a breath is stirring the leaves. But at most times, and especially when all is still around you, be careful to: **AVOID SUDDEN MOVEMENTS.**

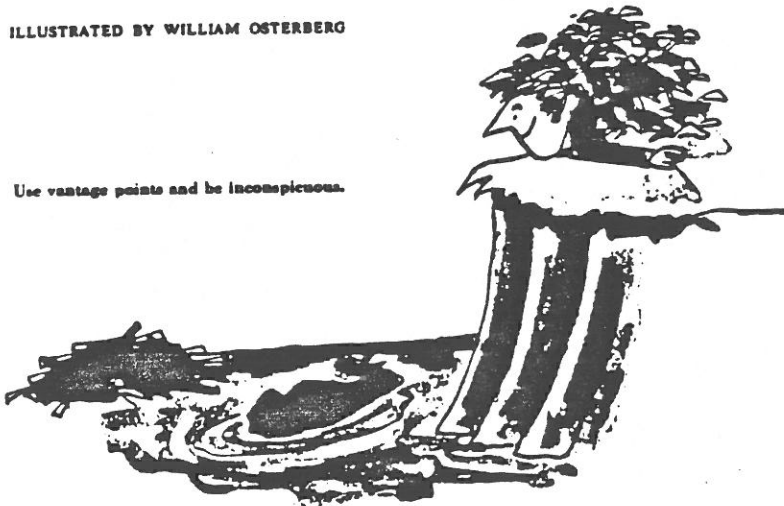
Also, to see more outdoors, let your nose and ears help your eyes. Employ all your senses. Your nose sometimes will lead you, by the perfume, to some hidden wildflower or, by detecting a faint musky odor in the woods, will call your attention to a fox den. Your ears will help you recognize the insects singing in the darkness. They will identify the scream of an unseen hawk and will catch faint scratching sounds among the leaves and thus direct your attention to something your eyes might otherwise miss. So when you are in fields and woods and swamps: **USE ALL YOUR SENSES.**

One day, late in July, I was following one of my trails that leads along a hillside when I came upon a line of marching ants. Many of them carried white pupae in their mouths. Investigating, I found the column extended for more than an eighth of a mile, from the home nest to that of another colony of ants. What I was witnessing was a slave raid. The insects were carrying home immature ants to grow up in their colony and act as their slaves. By investigating whatever "looks different" in the outdoors, you see many things of special interest. Be alert for all kinds of wildlife signs, the droppings of caterpillars, the pellets disgorged by owls, tracks in the sand. Go off the beaten path. Turn over stones along brooks to find salamanders. Investigate knotholes for tree frogs or flying squirrels or screech owls. Backtrack trails in the snow to see what animals have been doing. Look under leaves. Examine fallen trees and logs. In a word, in the outdoors: **BE CURIOUS.**

A famous dinosaur hunter

ILLUSTRATED BY WILLIAM OSTERBERG

Use vantage points and be inconspicuous.



12 Ways to See More Outdoors

(Concluded from page 25)

ones told me: "In the end, it is the man who looks over the most square miles of likely land who finds the most dinosaur skeletons." Similarly, the more hours you spend in the open, the more unusual things of natural history interest you are likely to see. You can't dash out and dash back again and see much of interest. Take your time. Sit quietly and watch things around you. Give things a second glance. I know a man who added a new bird to the list recorded for a western state by stopping and going over each member of a flock for a second time with his field glasses after he had examined them once. The famous naturalist, John Muir, sometimes would take hours to walk a mile. He would stop to watch birds or squirrels, examine trees, sit down beside some wild flower by the trail. In the sport of watching nature, it is what you see, not how far or how fast you go that counts. Don't rush. Instead: **TAKE TIME TO SEE THINGS.**

Among American bird watchers, Ludlow Griscom, of Harvard University, was an outstanding expert. When I went out with him, I was amazed at his ability to identify species at a fleeting glance. Once Griscom was out on a "big count" day with a group that was trying to pile up the largest possible list of birds seen in a twenty-four-hour

period. A tiny warbler flashed from one tree-top to another 70 feet overhead. It was gone in an instant. It was not seen again. Yet Griscom confidently called it:

"Magnolia warbler!"

How could he be sure? In that brief interval he had seen the underside of its tail, marked with white and jet black. No other warbler in North America, he knew, is similarly marked. He had observed the bird for years. He had handled hundreds of museum specimens. He had a perfect mental image of it and all its field marks. He did not need to see any more to be sure.

THE MORE EXACT your knowledge is, the more exact you will be in seeing things outdoors. If you know what you see, and what is happening when you see it, your fun is multiplied. When we don't know what we are seeing, we only half see it, or hardly see it at all. It doesn't register in our minds. Interesting things become more interesting when we recognize their interest. So: **THE MORE YOU KNOW, THE MORE YOU SEE.**

One day, years ago, the American naturalist, John Burroughs, was showing visitors along a trail near Slabeides, his rustic cabin in the woods. He pointed out a rather obvious bird's nest beside the path. "Oh, Mr. Burroughs," one

woman exclaimed! "What do you use to keep your eyes so bright?" He replied with a straight face: "Ordinary stove polish, madame." It is a common misconception

that the person who sees the most in the outdoors is the one with the "brightest eyes." Sharp eyes help. But other factors—the twelve suggestions listed here—are more important. **THE END**



CUB CORNER

1

2

Explore a part or vacant lot for living things in the air, on the ground or in the water. Make a collection or display. Fig. 1 shows method of pinning down butterfly wings so they aren't damaged. Mount them on cotton under glass. Fig. 2 shows method of mounting insects. Glue small ones to triangular piece of paper.

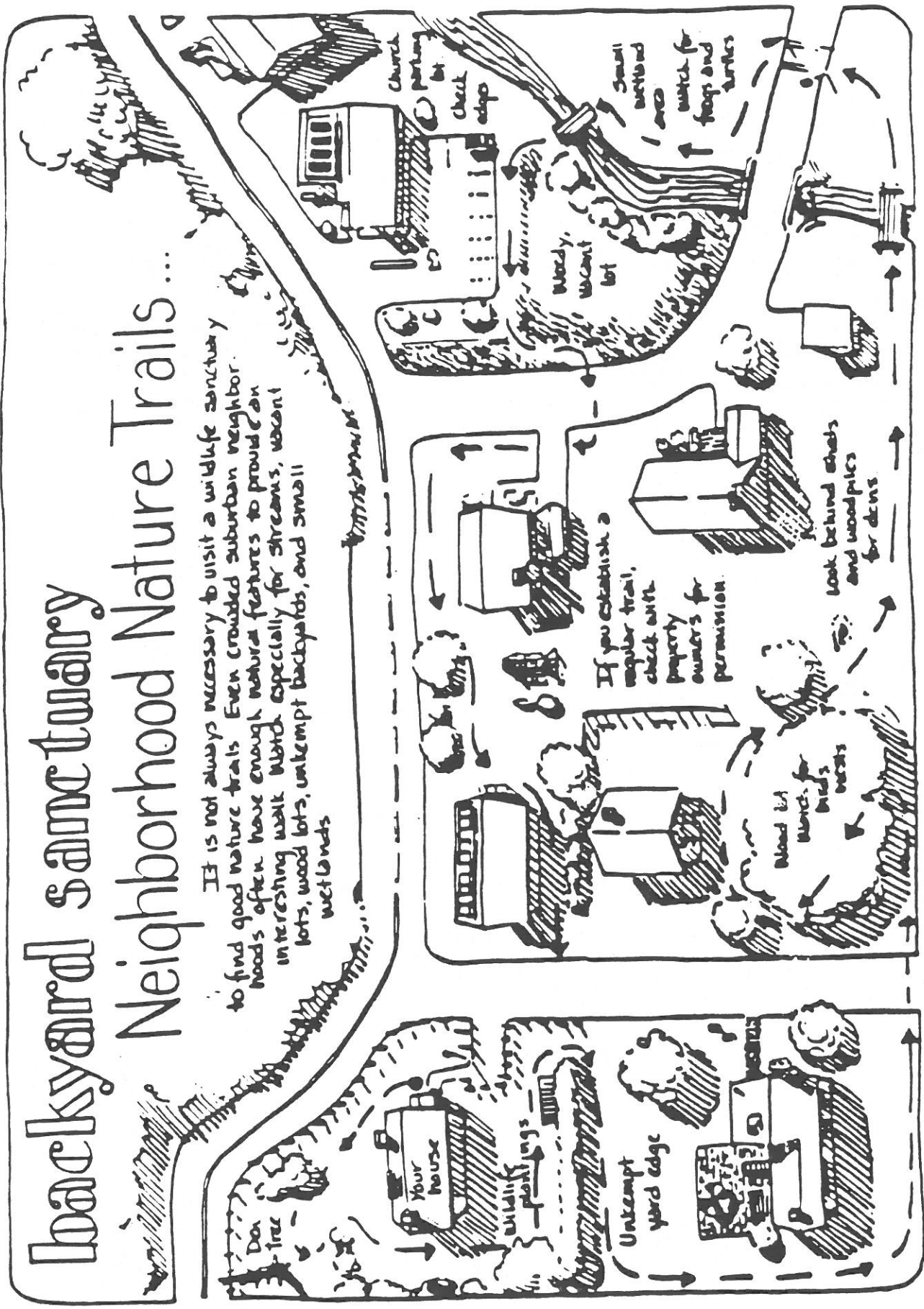
Dry and press leaves and plants between layers of weighted newspapers. Change sheets next to plant every day for about five or six days until dry. Scotch tape to cardboard.

Scrub seashells in hot soap and water. Spray with plastic spray if you wish, and glue to display board. Dry starfish and crabs in sun before mounting.

Fig. 3 shows a Cub exploring a marked off cubic foot of ground. See how many different types of plants, grass, stones, insects, etc. you can find in this small area. A digging tool and magnifying glass will help.

backyard sanctuary Neighborhood Nature Trails

It is not always necessary to visit a wildlife sanctuary to find good nature trails. Even crowded suburban neighborhoods often have enough natural features to provide an interesting walk. Watch especially for streams, wood lots, wood lots, unkept backyards, and small wetlands.



NATURE HIKE TREASURE HUNT

REMEMBER: The boys should not collect any item that would disrupt the ecological balance of the natural environment. Keep the natural environment natural.

1. An acorn _____
2. A rock containing two kinds of material _____
3. Evidence that an insect has been at work _____
4. Two kinds of seeds that travel _____
5. A bark rubbing labeled with the tree name _____
6. A piece of material used in making a nest _____
7. A branch with the winter buds _____
8. A wild flower _____
9. A cocoon _____
10. A siver maple leaf _____
11. Evidence of erosion _____
12. A weed found in a grassy area. _____
13. Evidence of a litter bug. _____
14. A bird's feather with proper identification _____
15. An Oak leaf _____
16. A clover leaf _____
17. Something destructive by man _____
18. A leaf with insect eggs _____
19. A leaf with spores _____
20. Evidence that a predator has been at work _____
21. Evidence of good conservation _____
22. Evidence of poor conservation _____
23. A dead tree branch with a fungus growth. Identify _____
24. A frog or toad _____
25. Evidence of dependency between two plants _____
26. An animal track with proper identification _____
27. Plant succession _____
28. Five geometric patterns in nature _____
29. Evidence of one way to measure the height of a tree _____
30. A bone of some type _____
31. A way to tell how fast a stream is running _____
32. Your choice _____

Squirmy wormery

Worms live underground where you can't see, but you can watch them at home in a wormery.

Find a large empty jar. You won't need a lid. Put in a layer of damp soil. Add a layer of sand. Then fill the jar with more damp soil.

With a spade, dig up a patch of earth to find two or three worms. Collect a few leaves, too.

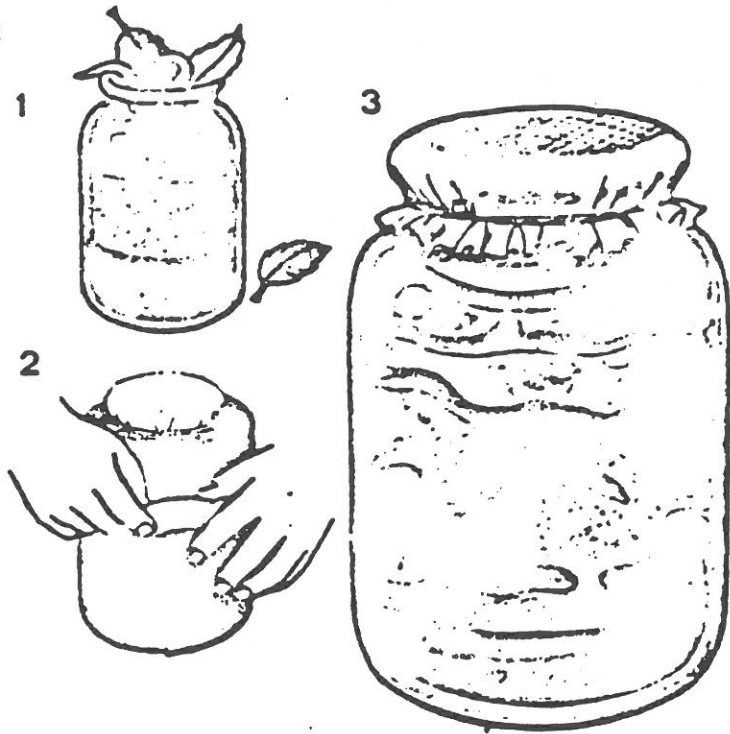
1. Put the worms and leaves on top of the soil. Stretch a piece of cheesecloth over the jar and hold it in place with a rubber band.

2. Wrap black paper around the jar and fix the seams with cellophane tape.

Leave the jar for a few days.

3. Take the paper off. See how the burrowing worms have mingled the soil and sand?

To keep worms as pets, make sure that they always have fresh leaves and moist soil.



Fruit fancy

Here's a way to make sure that everyone knows which fruit is yours - initial it.

Use scissors to cut out your initials from a sheet of black paper.

Mix flour and water in a bowl to make a paste.

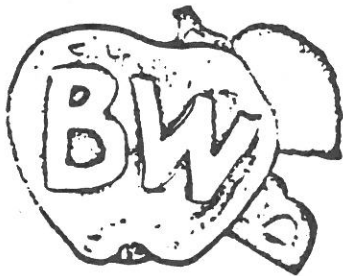
Put some paste on one side of the initials and stick them to a piece of unripe fruit - for instance, a green apple, a plum or a pear.

Leave the fruit in a sunny place to ripen.

Remove the paper when the fruit is ripe.

Wash off the paste and see your pale initials in the fruit.

(You can also initial tomatoes if you like.)



Grass shrieker

There are hundreds of different kinds of grasses. Some are grown by farmers and others grow wild in meadows, ditches, marshland, and even by the seashore.

Try making a shrieking noise with a blade of grass. Any kind of grass will do.

Turn the blade so that the edge of the grass is facing toward you.

Hold one end of the grass lengthwise between your thumbs.

Hold the other end of it between the heels (or the bottom parts) of your hands.

Your hands should be cupped around the grass and the blade should be stretched tightly.

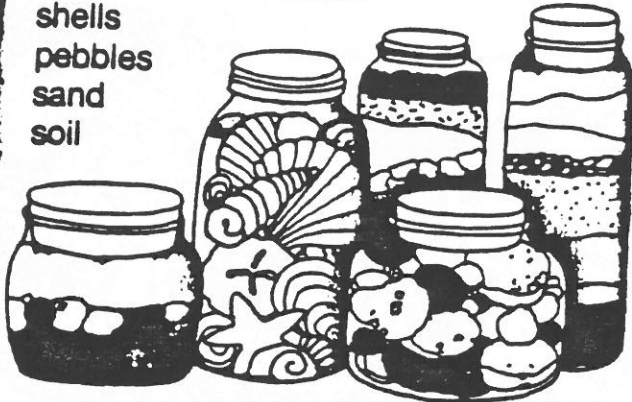
Now blow across the blade of grass and listen to the shrieking sound you make.

SHOW THEM OFF

When you get all these great things don't let them just lie around. Make something!

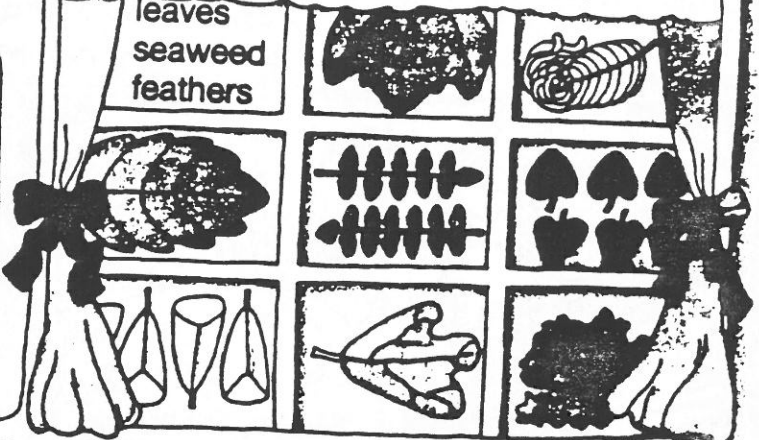
FILL BOTTLES WITH—

shells
pebbles
sand
soil



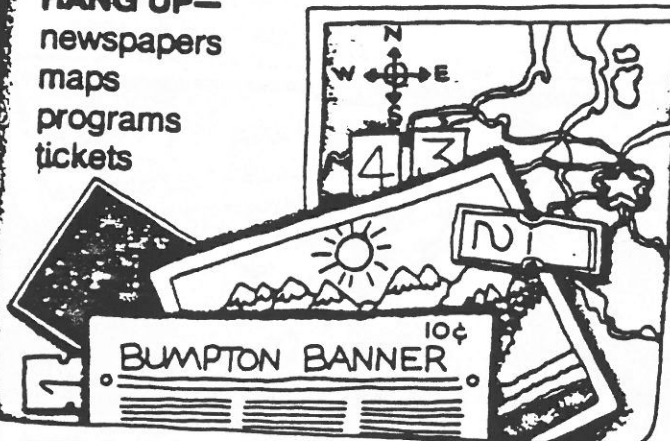
DECORATE WINDOWS WITH—

leaves
seaweed
feathers



HANG UP—

newspapers
maps
programs
tickets



MAKE DISPLAYS OF—

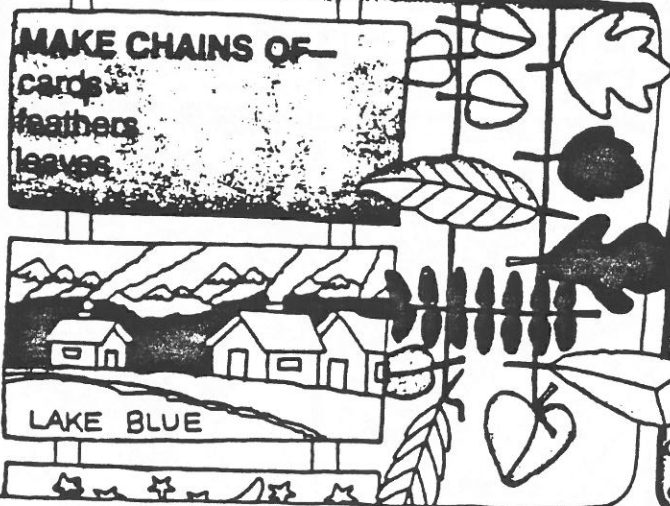
rocks
shells
bottle tops



in egg cartons or candy boxes.

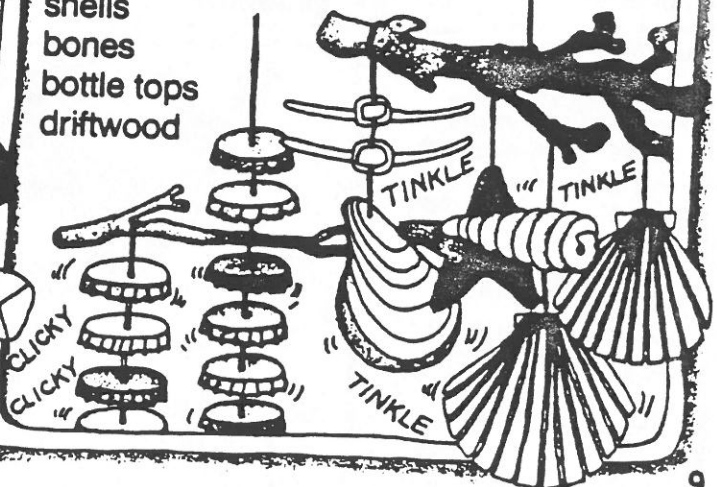
MAKE CHAINS OF—

cards
feathers
leaves



MAKE WIND MUSIC FROM—

shells
bones
bottle tops
driftwood



COLLECTING

Summer is a good time to collect things.
 We often go on trips. And we have more time to find things.
 Here are 12 good collecting ideas:

Postcards. Mail home to yourself, or ask your friends.

Shells, fish bones, driftwood, seaweed. (Press seaweed in newspaper.)

Newspapers. The front page tells the day you visited and the news.

Feathers. Search ponds, parks, zoos, beaches, bushes.

Bottle tops. There are often different kinds in different places.

Wrappers for sugar, soap, other motel giveaways.

Leaves. Press them flat in newspaper so they can dry.

Maps. Paper place mats often have pictures.

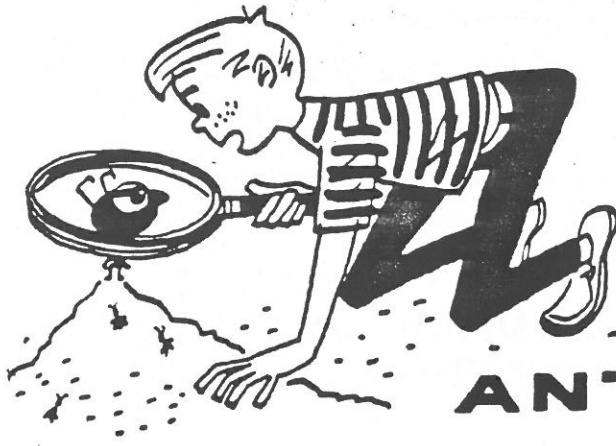
MY NAME LIST
 WOODPECKER POINT
 Slippery when wet
 Higglesville
 SLOW-SHEEP CREEK
 Slippery Rock, Pa.
 Slipp Jigglesville
 DEAD END
 IOWA-OHIO-IDAHO-OREGON
 DISCATAWAY THATAWAY

Signs. Keep a notebook of towns, states, shops. Some are funny.

Colored sand —white, gray, black, red. Soil, clay. Coarse, fine.

Ticket stubs. Time-tables. Programs from the places you visited.

Rocks. Pebbles, ore, minerals. Different colors, shapes.



ANT WATCHING

By ROBERT J. WYNDHAM

YOU CAN BUY A READY-MADE plastic ant city in a pet shop. They are called "anterioriums" or ant farms. Or, if you are handy, you can make one yourself, basing your plans on the commercial ant farms you see in pet shops or catalogs.

Fill your ant city almost to the top with slightly moist dirt. Then go into the garden or any wooded patch and find an ants' nest. Let the ants crawl up a thin stick and shake them down into their new home. When you have caught a good many ants, dig the nest out carefully with a garden trowel. There you'll find their larvae and cocoons, which you also put into the ant city. If possible, catch one or two queen ants. They are much bigger and fatter than the other ants. Be sure to take ants from one nest only. If you mix your ants up, they'll fight to the death. At home, add more dirt to the ant city, but don't fill it to the top.

Find a spot where the sun doesn't shine directly on the ants. The heat will kill them. They can't stand freezing temperatures either. The ants will behave more naturally if you keep them covered up with dark material or paper when you are not watching them.

They will take a week or so to build their city and get organized. Then, when you lift the cover, you'll see that they have built a system of tunnels and rooms. You'll see them run through the tunnels, each working at a project. Since too much light is not good for them, you could make a cover of red cellophane to use for prolonged watching. Ants are blind to red light.

After your ant colony is well established, you'll notice that not all ants are the same: there are three different kinds. The great majority are workers, females that will never develop. Under unusual circumstances they may lay eggs from which male ants only will hatch. The workers keep things humming in the community: see them build tunnels, the streets and highways of their city. They work as nursemaids, caring for the eggs, larvae and cocoons. You will see the workers shop for food, if you put a bottle cap, upside down, on the dirt. They eat almost anything. But remember, they can eat tiny meals only. Don't overfeed them. They will be happy with some bread crumbs soaked in sugar water, tiny slivers of cooked meat, a speck of hamburger or crumbs of nut meats.

The second type of ants are the winged males. Their only task is to mate with a queen. In a colony in captivity they don't mate since this takes place high up in the air. Thereafter the males are no longer admitted in the colony.

The queens—the third kind—have wings at birth. They break them off after mating for they mate only once in a lifetime. Both queens and males are fed by the workers. The queens are the mothers of the colony. Normally they are the only ants that lay eggs. After a few days the eggs hatch into tiny larvae, they look like little white worms. The workers feed them a sweet liquid and keep them clean. The larvae grow fast and then—in most species—spin a cocoon in which they develop into queens, males or workers. When an ant is one day old, it is full grown and takes care of itself. It starts working at its special task as a good citizen of the community.

The better you get to know your ants, the more fun it is to watch them. Your public library will have many interesting books about ants.

ACTIVITY

UNIT ONE
Chapter 1

Use with page 10.

What does an ant colony look like?

Materials large glass jar/sandy soil/spoon/nylon stocking/rubber bands/sheet of black construction paper/lettuce

Procedure

- A. Get a large glass jar. Put sandy soil into the jar until it is three-quarters full.
- B. Find an ant colony. With a spoon, put dirt and ants from the colony into the jar. Be sure to include the largest ant, which will be the queen ant.
- C. Use rubber bands to hold a piece of nylon stocking over the mouth of the jar. Also use rubber bands to wrap the jar with a sheet of black construction paper.
- D. Sprinkle the soil with water every other day. Feed your ants pieces of lettuce every few days. Remove the construction paper every day to observe your ant colony.



DAY 1



DAY 2



DAY 3

Conclusion

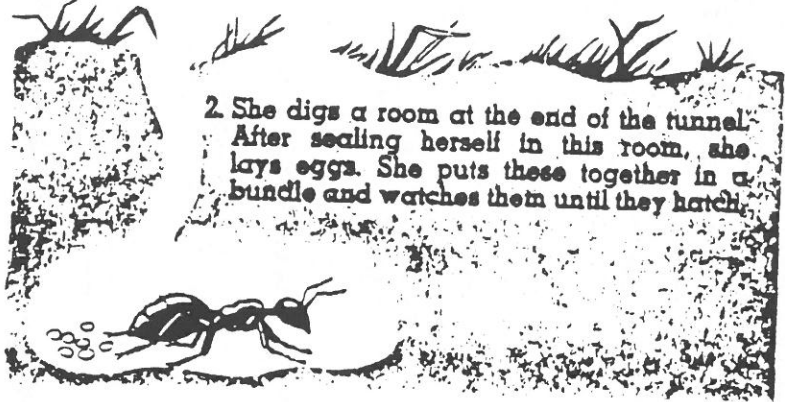
1. Describe your ant colony. _____

2. Complete the drawings on the right to show what your ant colony looked like on days 1, 2, and 3.

THE GROWTH OF AN ANT COLONY



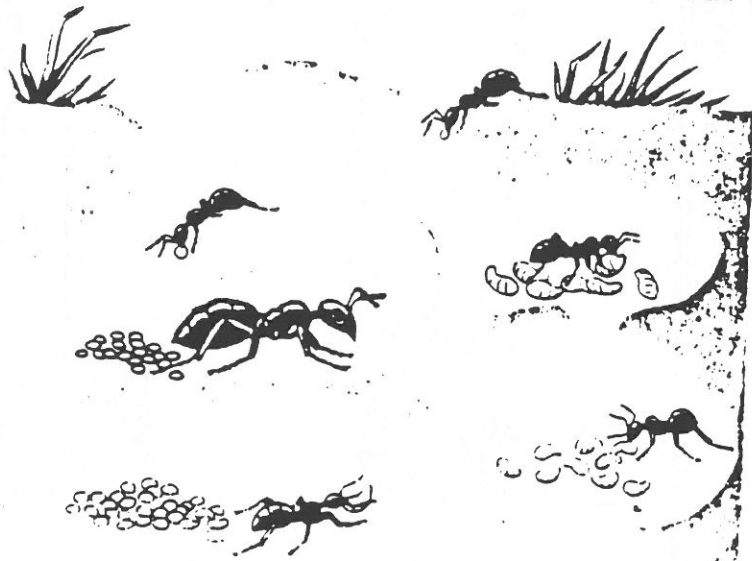
1. After the young queen ant returns to earth from her mating flight, she rests for a while. She breaks off her wings and digs a tunnel into the ground.



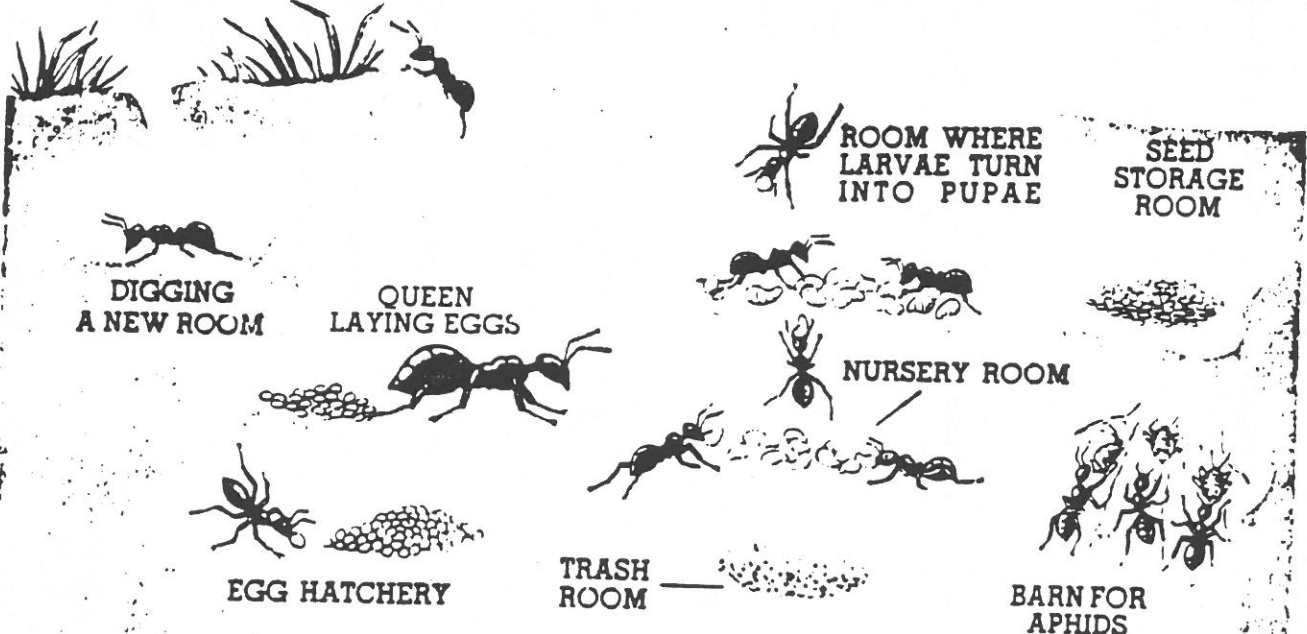
2. She digs a room at the end of the tunnel. After sealing herself in this room, she lays eggs. She puts these together in a bundle and watches them until they hatch.



3. After the young ants get strong, they go out for food and feed the queen, who has not eaten anything since she left the nest.



4. As the queen lays more eggs and the colony grows, more and more rooms are dug. Larvae which hatch from the eggs are fed carefully by the worker ants.



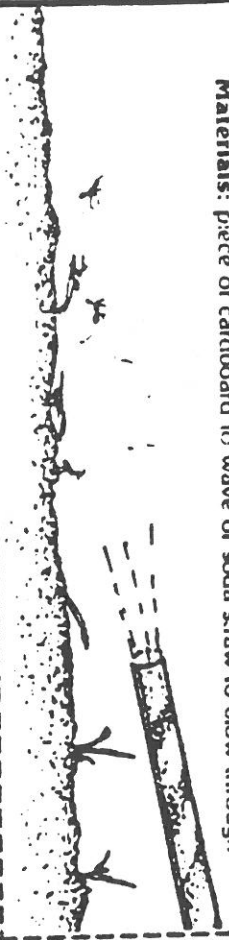
A well-developed ant colony is highly organized. Each room is designed for a specific purpose. Sometimes, you will find hundreds of thousands of ants in one nest.



**Ants
Action Card
Fanned Ants**

Create wind on an ant trail to determine what the ants do.

Materials: piece of cardboard to wave or soda straw to blow through



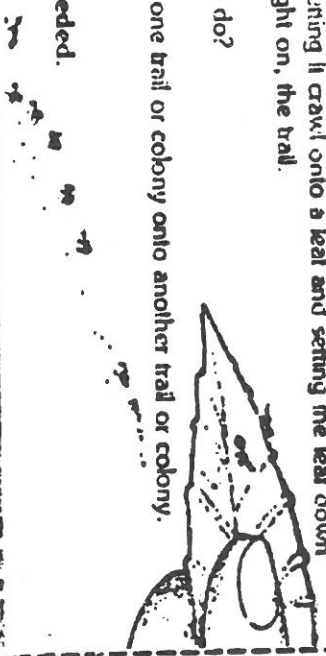
**Ants
Action Card
Ants Sometimes Get Lost**

"Lose" an ant by turning it crawl onto a leaf and setting the leaf down close to, but not right on, the trail.

What does the ant do?

Place an ant from one trail or colony onto another trail or colony.

No materials needed.

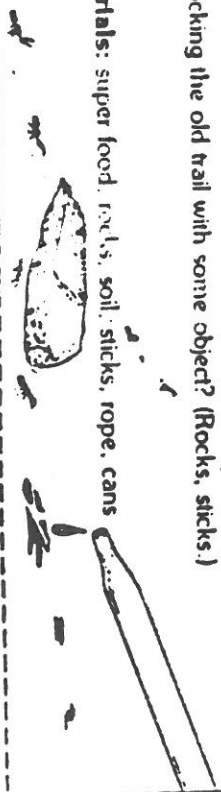


**Ants
Action Card
Changing an Ant Trail**

Which is the best way of changing an ant trail:

1. Providing rewards, such as laying down a new trail of food?
- OR
2. Blocking the old trail with some object? (Rocks, sticks.)

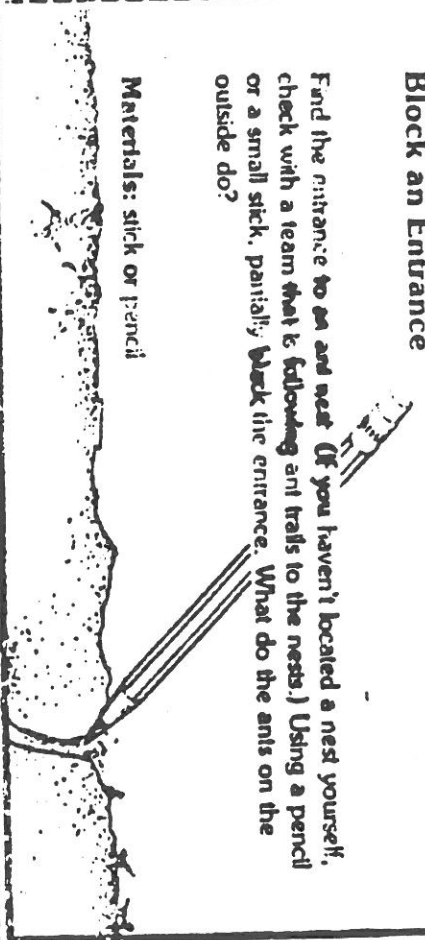
Materials: super food, rocks, soil, sticks, rope, cans



**Ants
Action Card
Block an Entrance**

Find the entrance to an ant nest (if you haven't located a nest yourself, check with a team that is following ant trails to the nests.) Using a pencil or a small stick, partially block the entrance. What do the ants on the outside do?

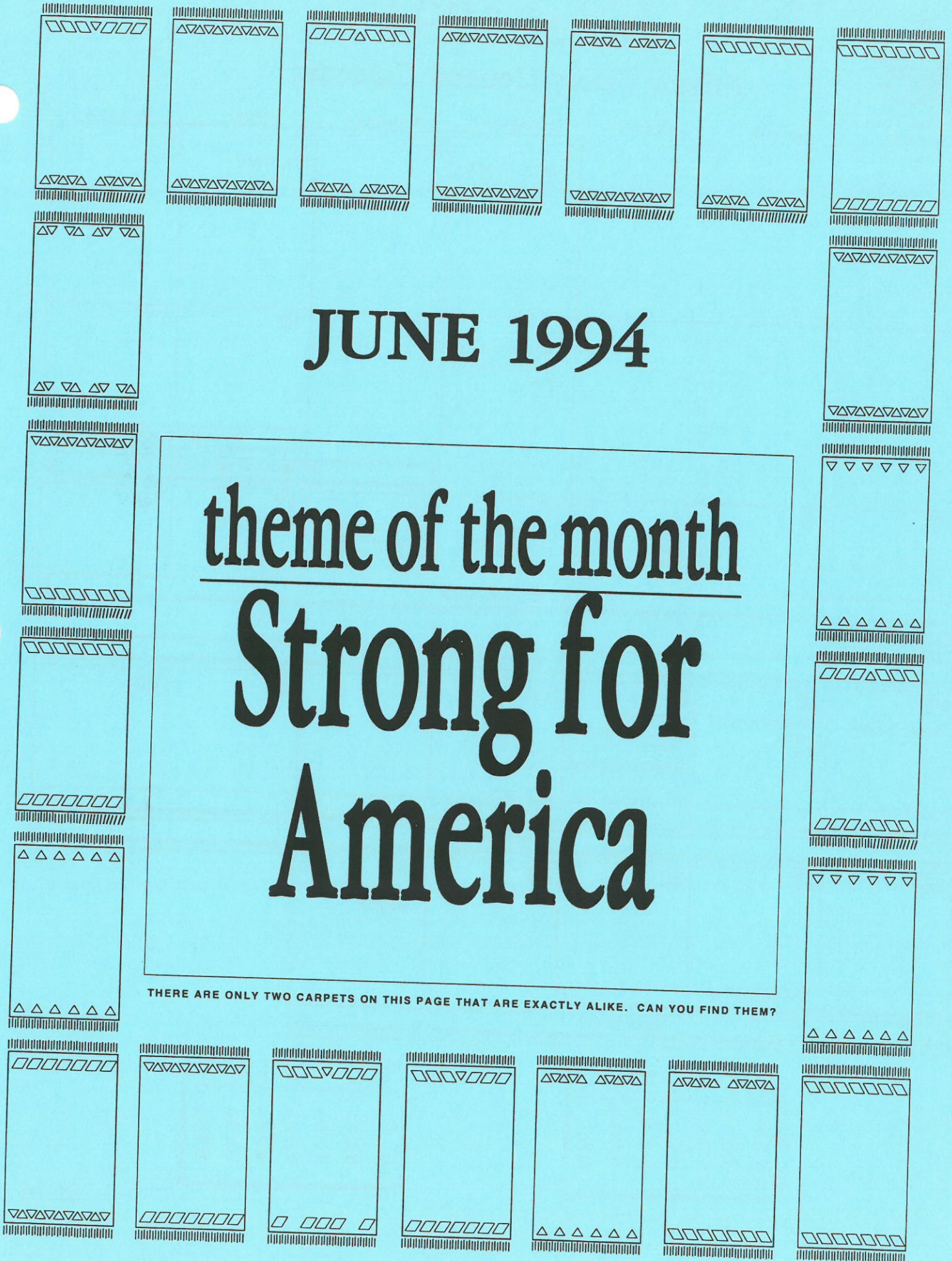
Materials: stick or pencil



JUNE 1994

theme of the month
Strong for
America

THERE ARE ONLY TWO CARPETS ON THIS PAGE THAT ARE EXACTLY ALIKE. CAN YOU FIND THEM?





June 1994

Miami Valley Council Calendar

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
			1 EXECUTIVE BRD ORIENTATION 8 A.M.	2	3 ALL STAFF	4
5	6	7	8 EXECUTIVE BRD ORIENTATION 4 P.M.	9	10	11
						OA SPRING ORDEAL
						BEARCLAW TRAINING
12	13	14 POPCORN CHAIRMAN TRAINING Flag Day	15 EXECUTIVE COMMITTEE MTG	16 DIST CHAIRMAN / CLUB OUTDOOR SUPPORT STAFF MTG	17 FIELD STAFF	18
WTSC STAFF WEEK						
OA SPRING OR...						
BEARCLAW TRAINING						
19 <i>Father's Day</i>	20 COMMISSIONERS MTG EOA	21 ACTIVITIES ADVANCEMENT (WT) <i>Summer begins</i>	22	23	24	25
CH STAFF WEEK						
WEEK #1 WT						
26	27	28	29 TRAINING	30 CH SESSION #2 BEGINS		
CH SESSION #1						
WEEK #2 WT						

May

S	M	T	W	T	F	S
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				

July

S	M	T	W	T	F	S
					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						

Opening or Closing

HELLO, REMEMBER ME? (The Flag Speaks)

Setting: Flag on stage or in center of room spotlighted.
Narrator hidden from sight, with speaker system.
Use fan to make flag wave, if you like.

Narrator:

Some people call me "Old Glory." Others call me "The Star Spangled Banner," but whatever they call me, I am your flag, the flag of the United States of America. Something has been bothering me so I thought I might talk it over with you because it is about you and me.

I remember some time ago people lined up on both sides of the street to watch the parade and, naturally, I was leading every parade, proudly waving in the breeze; when your daddy saw me coming he immediately removed his hat and placed it against his left shoulder so that his hand was directly over his heart....REMEMBER?

And you, I remember you, standing there straight as a soldier. You didn't have a hat, but you were giving me the right salute. Remember, little sister? Not to be outdone, she was saluting the same as you with her hand over her heart....REMEMBER?

What happened? I'm still the same old flag. Oh, I have a few more stars since you were a child. A lot more blood has been shed since those parades of long ago.

But now I don't feel as proud as I used to; when I come down your street you just stand there with your hands in your pockets and I may get a small glance and then you look away. Then I see the children running around and shouting -- they don't seem to know who I am. I saw one man take his hat off and then look around. He didn't see anybody else with their's off so he quickly put his back on.

Is it a sin to be patriotic anymore? Have you forgotten what I stand for and where I've been -- Anzio, Guadalcanal, Korea, and Viet Nam? Take a look at the memorial honor rolls sometime of those who never came back to keep this republic free -- one nation under God. When you salute me, you are actually saluting them.

Well, it won't be long until I'll be coming down your street again. So when you see me, stand straight, place your right hand over your heart; and I'll salute you by waving back. And I'll know that.....

YOU REMEMBER!



OPENING CEREMONY
THE FLAG OF AMERICA

Personnel: Four Cub Scouts and Cubmaster

Equipment: Three candles (one red, one white, one blue) and the U.S. Flag
Matches and a dish. Flashlight for Cubmaster.

Arrangement: Darken the room.

(1st Cub Scout lights the red candle.)

Cubmaster: The red of our flag is for the lifeblood of brave men ready to die for this, our country.

(2nd Cub Scout lights the white candle.)

Cubmaster: The white of our flag is for purity, cleanliness of purpose, thought, word and deed.

(3rd Cub Scout lights the blue candle.)

Cubmaster: The blue of our flag is for truth and justice, like the eternal blue of the star-filled heavens.

(4th Cub Scout turns toward the flag. Lights on.)

Cubmaster: Our flag....the flag of America....home of liberty, land of opportunity, where people of all races and creeds can live together in peace and friendship.

4th Cub Scout: Will everyone please rise and join me in saying the Pledge of Allegiance? (Salute and lead the pledge in strong voice.)

(Cub Scouts exit in order.)

Opening

MELTING POT

The circus is one of the many things we enjoy that did not begin in America. The circus came to us from Europe.

Our land is made up of people from different nations who have brought with them their native ideas, customs, and talents. America is sometimes called a "melting pot" because it is a blend of so many different people and cultures. As we pledge allegiance to the United States flag, let's be thankful for the people of other lands who have brought us so many things we can enjoy.



Opening

OUR COUNTRY IS DIFFERENT (Staging Den and Pack Ceremonies)

Personnel: Leader and six Cub Scouts

Arrangement: Flags already in place

Leader: Our country is great in different ways. We would like to tell you some of the things that are different, that help make it great.

1st CS: We call it the United States, and we're bound together by our Constitution and our language. Yet, in many ways we're a group of separate kingdoms.

2nd CS: We practice more than 250 different religions and observe thousands of different hunting laws, tax laws, and labor laws.

3rd CS: Our land grows palm trees and pine, redwoods, and beech, vanishing key deer and whooping cranes.

4th CS: Our people say "you all," "y'all," "youse," and just plain "you."

5th CS: We catch shrimp and sell stock, live in lean-tos, skyscrapers, and split-levels.

6th CS: We are a very diverse people, and this diversity is what makes the United States great.

Leader: Please join us in the Pledge of Allegiance.

o=o



Closing -

CONSERVATION

1. What a terrible world in which to be
If there were no trees for us to see;
No birds to please us all day long
With brilliant color and beautiful song;
No fish to swim in pond or brook;
No bubbling spring in a shady nook;
No fireflies bright on a summer night
Filling the darkness with twinkling light;
No stately buck with doe and fawn
Standing so proudly in the mist-filled dawn.

2. But God has given us, unselfishly,
A wonderful world, with gifts so free;
The leaves of spring, so fresh and new;
The grass so green the sky so blue;
The soothing rain, the warmth of sun;
The twilight's magic when day is done;
The thunder of a waterfall.
The majesty of a pine tree, tall.
All these, and more, both great and small,
The Lord has given, to share with all

3. And as we study each plant and flower
Or find a nest in a leafy bower,
When listening to the sounds of night
Or bathed in morning's early light
May each of us, throughout each day,
Truly appreciate Nature's way
And help to guard her treasures rare
By protecting them with patient care
So that we'll never have to fear
The loss of them in a future year.

- John S. Hill
"Scouting" magazine

FLAG FACTS EVERY CUB SCOUT SHOULD KNOW ABOUT OUR FLAG



The word flag covers all kinds of banners and standards. It is thought to come from the Anglo-Saxon word "fleogan, to fly or float in the wind." Usually a banner was used by a country and a standard by a particular person.

The American Flag is the symbol of the oneness of the nation: when a Cub Scout salutes the flag he salutes the whole country. The American Flag is also known as "Old Glory," "Stars and Stripes," "Star-Spangled Banner," and "The Red, White and Blue."

We think of ourselves as a young country, but we have one of the oldest written constitutions under which a nation operates, and our flag is one of the oldest in existence.

On July 4, 1776, the Declaration of Independence was signed in Philadelphia and the United Colonies dissolved all ties that bound them to England and became an independent nation -- the United States. It was immediately necessary to adopt a new flag. Tradition says that in the latter part of May, 1776, George Washington, Robert Morris and Colonel Ross called on Betsy Ross to make the first flag, which they designed. They kept the thirteen stripes of the Colonial flag, but replaced the Union Jack by a blue field bearing thirteen stars, arranged in a circle.

The birthday of the flag was June 14, 1777, when Congress passed this resolution: Resolved: That the flag of the thirteen United States be thirteen stripes; alternate red and white; that the union be thirteen stars, white on a blue field, representing a constellation. We still celebrate every June 14th at Flag Day.

The flag is a symbol of our country and an inspiration during a time of war - it was during such times when Francis Scott Key wrote "The Star Spangled Banner". It has its victories in peacetime too - our flag flew from the first vessel ever propelled by steam - Robert Fulton's "Claremont." It was carried by Wilbur Wright on his first successful airplane flight. Robert Peary planted it at the North Pole. It has been to the moon and back and to the depths of the ocean.

FOR YOUR INFORMATION, THE RESOURCES ARE:

Previous editions of council Pow Wow books. (Ours and others)

BSA, Staging Den and Pack Ceremonies, pages 25-31

BSA, Den Chief's Handbook, pages 110-116

BSA, Your Flag

BSA, Boy Scout Handbook

U.S.M.C., Our Flag

BSA, Cub Scout Songbook

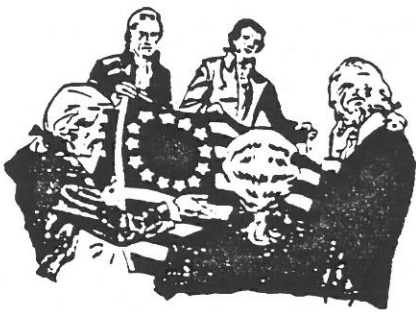
Consult these sources
for further
information.



HOW WELL DO YOU REALLY KNOW "OLD GLORY"?

We see the American flag many times a day - flying at school, over office buildings, decals on vehicles - we even wear it on our Scout uniforms, but how well do we really know "Old Glory"? Can you draw an accurate picture of the flag? There are certain rules to be followed in flag-making.

The Flag of the United States has thirteen horizontal stripes - seven red and six white, the red and white stripes alternating - and a union, which consists of white stars of five points on a blue field placed in the upper quarter next to the staff and extending to the lower edge of the fourth red stripe from the top. The number of stars is the same as the number of states in the Union. The canton or union now contains fifty stars on nine staggered rows, six stars in five rows and five stars in four alternating rows, each star with one point upward.



The thirteen stripes stand for the thirteen original states - Delaware, Pennsylvania, New Jersey, Georgia, Connecticut, Massachusetts, Maryland, South Carolina, New Hampshire, Virginia, New York, North Carolina and Rhode Island.

THE COLORS of the Flag are red, representing valor; white, representing purity; blue, representing justice. The five-pointed stars originally designated "a new constellation" arisen in the skies of the world - in other words, a new nation.

The exact proportions of the American Flag have been fixed by the executive order of President Taft October 29, 1912. The exact size is variable, but the proportions must remain constant, as follows:

If the width of the flag is taken as the basis and called 1, then -

- The length will be 1.9.
- Each stripe will be $1/13$ of 1.
- The blue field will $.76$ long and $7/13$ of 1 wide.

Other features of an officially designated flag are as follows: The top and bottom stripes are red. Each state is represented by a five-pointed star, one of whose points shall be directed toward the top of the flag.

Hoist (width) of flag - 1

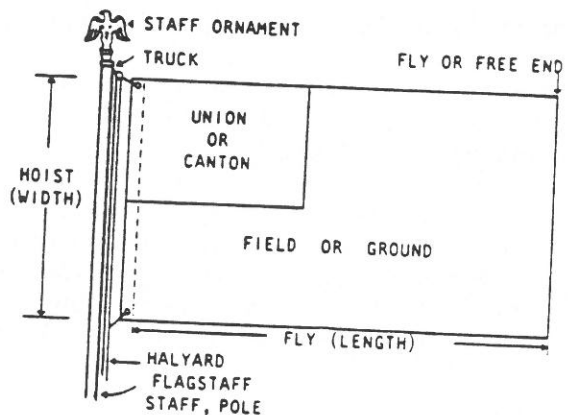
Fly (length) - 1.9

Hoist (width) of Union - $7/13$

Fly (length) of Union - 0.76

Width of each stripe - $1/13$ of hoist

Diameter of star - $.0616$



RETIRING THE STARS AND STRIPES

There comes a time in the service of the flag when it is no longer serviceable due to constant use, age, or a number of other reasons. At this point it should be retired with dignity and due respect.

DESTROYING WORN OUT FLAGS (FROM THE BSA PUBLICATION, YOUR FLAG, page 51)

"When the national flag is worn beyond repair cut it into small pieces that will burn easily and completely on a modest, but blazing fire.

This should be done in a simple manner with dignity and respect. Be sure the flag is reduced to ashes unrecognizable as a former flag."

A CEREMONY FOR RETIRING THE COLORS FROM SERVICE

Our "colors" are showing their years of service and should be fittingly retired.

Let us pray.... Almighty God, bless and consecrate this present hour. We do thank you for our glorious country and our flag of stars and stripes which should emblazen on our hearts, minds and consciousness the freedoms for which it stands.

We also thank you for the Boy Scouts of America movement, knowing the young men who receive preparation therein will join in service to our country in both times of strife and peace. Amen."

Many thousands have given their all through the years to protect our nation's flag, as it symbolizes the truth and virtues on which she was established and which we still hold dear.

May the colors now be presented for inspection.

(Open flag in inspect)

What is its service record? (present, if origin and service is known)

The stresses of this honorable service have resulted in faded colors, wear and tear; it should therefore be retired from service with dignity and fittingly destroyed.

A flag may be a flimsy bit of printed gauze or a beautiful banner of the finest silk, its monetary value may be great or small, but its real value is beyond price. It is a precious symbol that we have worked for, lived for, died for, ... a free nation of free men and women, true to the faith of the past, devoted to the ideals and practice of justice, freedom and democracy.

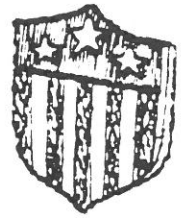
(The audience stands)

"Almighty God, bless and consecrate this present hour. We thank Thee for our country and its flag and for the liberty for which it stands. To clean in purging flame, we commit this flag, worn out in worthy service. As it yields its substance to the fire, may its light spread over us and bring to our hearts renewed devotion to God and Country. Amen."

(Right hand salute, cut out grommets, burn flag in safe contained area.)

I AM AN AMERICAN

(For presentation following colors and Pledge of Allegiance)



ARRANGEMENTS:

Flags are advanced in regular manner. After Pledge of Allegiance and posting of flags this presentation is given.

PERSONNEL: 12 uniformed Cub Scouts (or divide the parts if smaller number)

- CUB My country gives each one of us the opportunity to advance according
#1 to his ambition. Education is for all. I am an American.
- CUB My country means love of freedom, faith in democracy, justice and
#2 equality. I am an American.
- CUB My country believes in the moral worth of the common man.
#3 I am an American.
- CUB My country gives us the privilege of expressing beliefs or opinions
#4 without fear of persecution. I am an American.
- CUB My country has the best form of government. It is our duty to keep
#5 it that way. I am an American.
- CUB My country promises life, liberty and the pursuit of happiness.
#6 I am an American.
- CUB My country gives us privileges that we shall protect and defend,
#7 even with our lives. I am an American.
- CUB My country is and always shall remain the land of the free and the
#8 home of the brave. I am an American.
- CUB My country offers a living Americanism which demands an informed,
#9 intelligent and active citizenship. I am an American.
- CUB My country meets any needs of suffering with its abiding love and
#10 loyalty. I am an American.
- CUB My country is the servant .. not the master. I am an American.
#11
- CUB My country possesses the Statue of Liberty, whose torch shall burn
#12 as long as we keep it alight with our devotion to the freedom of
the individual. I am an American.

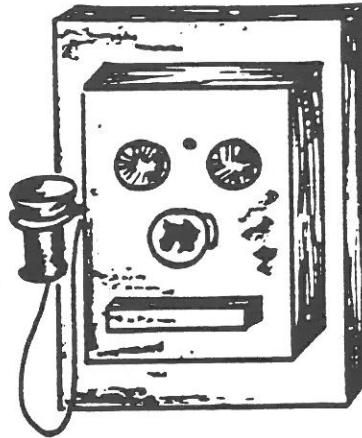
Teddy Roosevelt on Americanism.

"Americanism is a question of spirit, conviction and purpose,
not creed or birthplace."

TELEPHONE

Materials: 2 3/4" of 1/4" elastic
3 pieces of wood - 1/8" x 1 3/4" x 3"
 2 1/2" x 1 3/8" x 5/8"
 7/8" x 3/4" x 1/8"
(stain all three pieces of wood with a
walnut stain, wipe off excess, set to dry)

- 2 brass tacks
- 2 regular thumb tacks
- 2 small brass nails
- 2 black plastic push pins
- 1 metal electrical connector
- 3 1/2" black yarn
- 1/4" black plastic striped from electrical wire



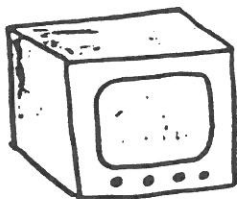
Drill a hole the size of round end of connector one-third of the way down on the left side of the thickest piece of wood. With pliers, pull out pin in one of the push pins. Den leader should use a hot nail and melt hole in the opposite end 1/8" deep. Glue one end of yarn in this hole. Insert other end of yarn and electrical connector together into hold previously drilled. Bend up prongs of metal connector slightly to hold the push pin which serves as the listening device.

Put 1/4" black plastic from wire onto brass nail. Nail 1/3" down on right side of wood. Bend nail 90° then 90° out from block of wood at 1/2" intervals to form a crank.

On face of the phone, nail second brass nail 1/2" down in center of wood with brass tacks on each side. Put second black push pin in center half way down in center of wood. Then glue smallest piece of wood 3/4" down from black push pin to make a shelf.

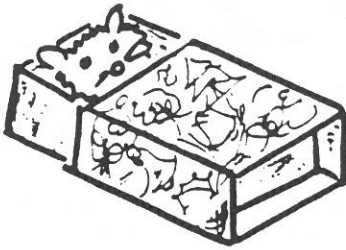
Glue phone box to the remaining back piece of wood. Make a ring from the elastic, overlapping 1/2". Attach to back one-third of the way down from top of the back piece with 2 thumb tacks (or hot glue gun).

(To make into a refrigerator magnet, glue strip of magnetic tape to back.)



There are so many ways we communicate with one another - books, newspapers, television - think of other means of communication and develop them in miniature to make tie slides.

SLEEPING MOUSE IN MATCH BOX



Materials: small match box
Christmas calico to cover outside of box
3" square red or green tissue paper
½" gray pom-pom for mouse head
pink felt - ears
tiny black beads - eyes
tiny pink beads - nose
elastic for loop
glue

Pull out tray. Glue material to outside of match box. Put tissue paper in box, forming pillow for mouse head. Glue eyes, nose and ears to pom-pom to make mouse head. Glue tissue pillow in box, glue mouse head to tissue. Slide tray back into match box cover, leaving mouse revealed. Attach elastic to back to slide over neckerchief.

The holiday season suggests many ideas for tie slides. Check availability of molds available - snow men, Santas, holly, tree ornaments.

Have a tie slide gift exchange with each Cub Scout making a slide at home to bring to den or pack meeting to exchange - does not need to be limited to the holiday theme, but one that can be worn all year.

FOLKLORE

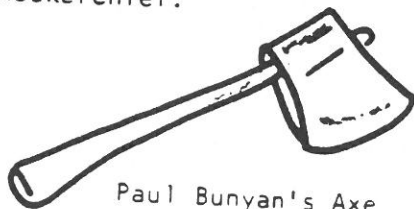
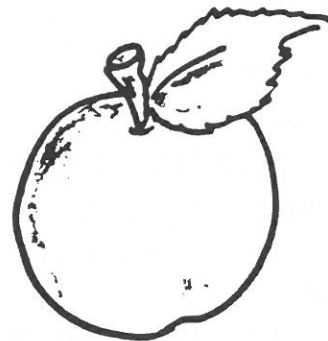
JOHNNY APPLESEED

Let's honor Johnny Appleseed by making a tie slide that looks like an apple.

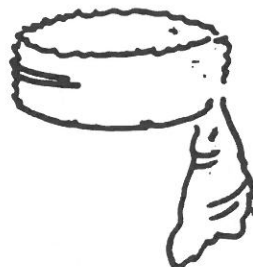
Materials: styrofoam ball or large red pom-pom
twig for apple stem
artificial leaf

(If you decide to use the styrofoam ball you will need to paint them red before den meeting.)

Glue stem and leaf into top a ball. Add ring with hot glue gun or push a red pipecleaner through the styrofoam ball to form a loop to slide over neckerchief.



Paul Bunyan's Axe



D. Crocket's Hat
(mock fur)

THE FLAG OF AMERICA

The flag is assembled on a base during the program. Cut a 26" x 4' cardboard rectangle. Place it on an easel. From cardboard, cut 7 strips 2" x 24" and 6 strips 2" x 14". Color strips. Cut a square of blue and add 50 stars. Back all building pieces with plenty of 2 sided tape.

Cub #1: Our flag is sometimes called the Stars and Stripes. The stars and stripes are there for a reason.

Cub #2: In the corner of the flag is a field of blue -- like the sky.

Cub #3: On this there is one star for each of the current United States.

Cub #4: Once there were 13 stars here. Now there are 50.

Cub #5: The stripes are red and white.

Cub #6: George Washington said the red was taken from the red in the flag of England.

Cub #7: And the white broke up the red to show America had separated from England.

Cub #8: There are 13 stripes, one for each of the original colonies.

Cub #1: Virginia

Cub #2: North Carolina

Cub #3: Massachusetts

Cub #4: South Carolina

Cub #5: New Hampshire

Cub #6: Pennsylvania

Cub #7: Maryland

Cub #8: Georgia

Cub #1: Connecticut

Cub #2: New York

Cub #3: Rhode Island

Cub #4: New Jersey

Cub #5: Delaware

(As each colony is named, a stripe is added to the base)

Cub #6: The Stars and Stripes is a beautiful flag.

Cub #7: Will everyone now rise and join us in singing 'The Star Spangled Banner'.

Cub #8: Thank you. You may be seated.

CASEY JONES TRAIN RELAY - Divide into teams (dens, if played at pack meeting). Line the teams up for a relay race. Have each team member lock arms around the player ahead of him. On signal, the teams race ahead in a joined line. If a line ("train") breaks, it must reform before proceeding. When a team returns to its starting position, the head of the line (engine) leaves the line and joins the end of the line as the number 2 player becomes the engine and leads the train for another sprint. This continues until the original engine is at the front of the line again. The first team to finish wins.

JOHNNY APPLESEED SEED-PLANTING RELAY

Using a heel-toe action each person in turn follows a line drawn on the floor by placing the heel of one foot against the toe of another. About every three feet he must stop and place a seed (use black beans to simulate apple seeds) in a smallmouthed receptacle set about 1½ feet on each side of the line. When the "Johnny" reaches the end, he runs back and touches the next person who plants his "seeds" in the same manner.



(Johnny Appleseed traveled the country barefooted; as a variation have the team members remove their shoes/socks and run the course barefooted. Explain why.)

FOLKLORE CELEBRITIES - Cut out pictures of characters from American folklore stories and paste them on cardboard or other suitable way to display - number the pictures for identification. Have boys guess their names. The boy with the longest correct list is declared winner.

BEAR KILLING CONTEST (Davy Crockett is said to have killed bears "bear" handed) Give each player a loosely rolled newspaper. Blindfold and place them around the room. On the command "Look out for the bear!" have the players try to swat everyone else. Each player is eliminated as he is hit. The person remaining is the winner.



DAVEY CROCKETT - Have all the players except "Davy Crockett" form pairs and stand in a circle (or a designated play area). When Davey Crockett says, "face to face," the partners face each other. When he says, "back to back," or "side to side," his directions must be followed. If he says "Davy Crockett," everyone, including himself, tries for a new partner. The one left out becomes Davey Crockett, and the game continues.

PAUL BUNYAN - Have a nail driving contest in honor of Paul Bunyan.

INDIAN LEG WRESTLE (Hiawatha) - Two players lie side by side on their backs with their heads in opposite directions. They hook right elbows. When the Chief counts "one," they raise their right legs and touch them together. At the count of "two" this is repeated. At "three" they hook their right knees and try to turn each other over. The player who does a backward somersault is the loser.

PONY EXPRESS - one player is blindfolded and stands in center of the area as the Pony Express Rider. Another is selected to be Station Agent and has a list of cities or towns. Other players have been given names of one of the towns. The Station Agent calls out names such as: "I have a letter from Deadwood to Tombstone". Immediately the players with these names must rise and exchange seats. The Pony Express Rider tries to catch one of them or sit in his seat. If a player is caught or his chair is taken, he becomes the Pony Express Rider. Players may crawl, run, walk, dive or dodge to get by the Pony Express Rider, but they are not allowed to step outside the circle of chairs. If the rider has difficulty catching anyone, the Station Agent may call out several town names at once. Keep the game moving rapidly. The announcement of "General Delivery" causes a mad scramble as all players must change chairs.

ROUNDUP - This is a group game, such as an ice-breaker before the pack meeting. Everyone is given, secretly, the name of an animal or ranch fowl. Every kind is duplicated, so there are a few of everything. Tell all players, on the signal "go" to imitate the sound of his animal or fowl. Each player is to get together with his "own kind" by sound only!

HORSE TAG - One player is "It" and tries to tag someone to take his place, but when one player is on the back of another with both feet off the ground, both are "safe" and cannot be tagged. A runner may not mount the same "horse" twice in succession.

TAKING THE CATTLE TO MARKET - Line the dens up for a relay race. Give each team a broomstick and a "steer" (an empty 2-liter drink bottle is good). Each player in turn must take the "steer" to the designated turning point and back to touch off the next player on his team, but he must never lose contact with the "animal" with the stick.

MILKING THE COWS (for outdoor play) - Divide the group into three or four teams. Each group will need a one-gallon milk carton and a paper cup for each boy. At the sound of the cow bell, the teams fill up the milk carton with water from a bucket that is twenty feet away. First team to fill the carton is the winner.

WESTERN HOSPITALITY - Every boy knows that the West is noted for its hospitality. One boy is chosen to be the Stranger and the rest of the players form a circle. The Stranger runs around the the outside of the circle, he tags one of the other players and continues on his way. The tagged player starts around the circle in the opposite direction. Each boy is trying to reach the vacant place in the circle, but when the boys meet, they must stop, shake hands, and say "Howdy" before continuing on their way. The player who is the first to get back to the vacant spot remains in the circle; the one who is left outside becomes the "Stranger".

HOBBLE HORSE RACE - Teams line up for relay race. The first boy in each team is given a rubber band cut from a tire innertube. On signal the boy slips the band around both ankles and races up and around a marker, and back. He removes the band and gives it to the next team member, who repeats the action. The den who finishes first is declared the winner.

BUCKING HORSE CONTEST - Pogo sticks available? If so, riders can be times or the amount of jumps counted to determine a winner.

GOLD IS WHERE YOU FIND IT

CAST: 5 Cub Scouts

PROPS: Pan, gold rocks, bucket, hat, shovel

SETTING: Prospector is panning for gold

Son #1: Pa, what are you doing?

Prospector: Panning for gold.

(first son walks off flipping a golden rock)

Son #2: Pa, what are you doing?

Prospector: Panning for gold.

(second son walks off carrying a hatful of golden rocks)

Son #3: Pa, what are you doing?

Prospector: Panning for gold.

(third son walks away carrying a bucket full of golden rocks)

Son #4: Pa, what are you doing?

Prospector: Panning for gold.

Son #4: What is gold?

Prospector: It's a precious ore that will make us rich.

Son #4: What does it look like?

Prospector: It's a shiny yellow stone.

Son #4: Oh! Like those that my brothers are using to build their dam downstream.

(Prospector screams and swoons; 4th son walks off with shovel)

THE GOLDEN SPIKE

First bring out two sections of track -- short sticks nailed across two long ones to form ties. Have boys come out dressed as the politician, the rail-road tycoon, a tobacco chewing (licorice) laborer in overalls, and onlookers. The tycoon takes a whack at the golden spike, which is a large nail covered with gold paint or foil, and hands the hammer to the laborer as the politician begins his spec in pantomime.

Several times the laborer raises, then lowers his hammer (a large oatmeal box on a handle) and waits for the politician to finish his speech before he begins to hammer in the spike. He gets more and more impatient as the politician keeps talking. He makes several motions to hammer, and finally his patience is gone. He lifts the hammer and makes a mighty blow. It 'accidentally' lands on the politician's foot. The speech is over as the politician grabs his foot and half hops and half limps offstage as everybody else cheers and claps.

PAUL BUNYAN, THE TALL TIMBER HERO

NARRATOR: Tonight I'm going to tell you a story about Paul Bunyan. I'd like for you to watch and listen carefully. Do everything that I do.

In the old logging days of the American northwest, men who cut timber sat around the campfire at night and told tall tales about a mythical lumberjack named Paul Bunyan.

The loggers said that Paul was so tall that he used a young pine tree to comb his hair. (pantomime combing hair). He always did things in a big way (stretch out arms). His axe had a woven grass handle and when he swung it in a circle (pretend to hold axe in hands and swing it in a circle) he could cut down 1000 trees at a time.

Babe, his big blue ox, had a head that was forty-two axe handles wide (arms outstretched). She could drink a river dry. She was so big that a bird flying from one horn in the fall didn't reach the other horn until spring (make flying motions with hands).

Paul Bunyan had a helper called Johnny Inkslinger. He was a bookkeeper. Johnny used a fountain pen made from a hose attached to a barrel. It took thirty men just to keep the barrel filled with ink (pretend dumping bucket of ink into barrel).

The griddle on which the pancakes were cooked at Paul's logging camp was so big that the cook hired boys with bacon strapped to their feet to skate across the griddle to grease it (make skating motions with feet). One day a visitor to the camp said to the cook, "Why do you have those logs piled up outside the kitchen?" "Those aren't logs", the cook replied. "They're sausages!"

One story tells how Paul dug a channel for the Mississippi River (pantomime digging motions). The dirt he piled up on both sides of the channel became the Rocky and the Allegheny Mountains.

Another story tells how Paul once needed some water for Babe. He dug five holes (pantomime digging motions) and filled them with water. Those water holes became the Great Lakes.

The men in Paul's logging camp were ordinary sized men. They came up to the toes of Paul's boots (look upward). The smokestacks in camp were so high they were rigged up on hinges so they could be lowered to let the clouds go by. (pantomime lowering).

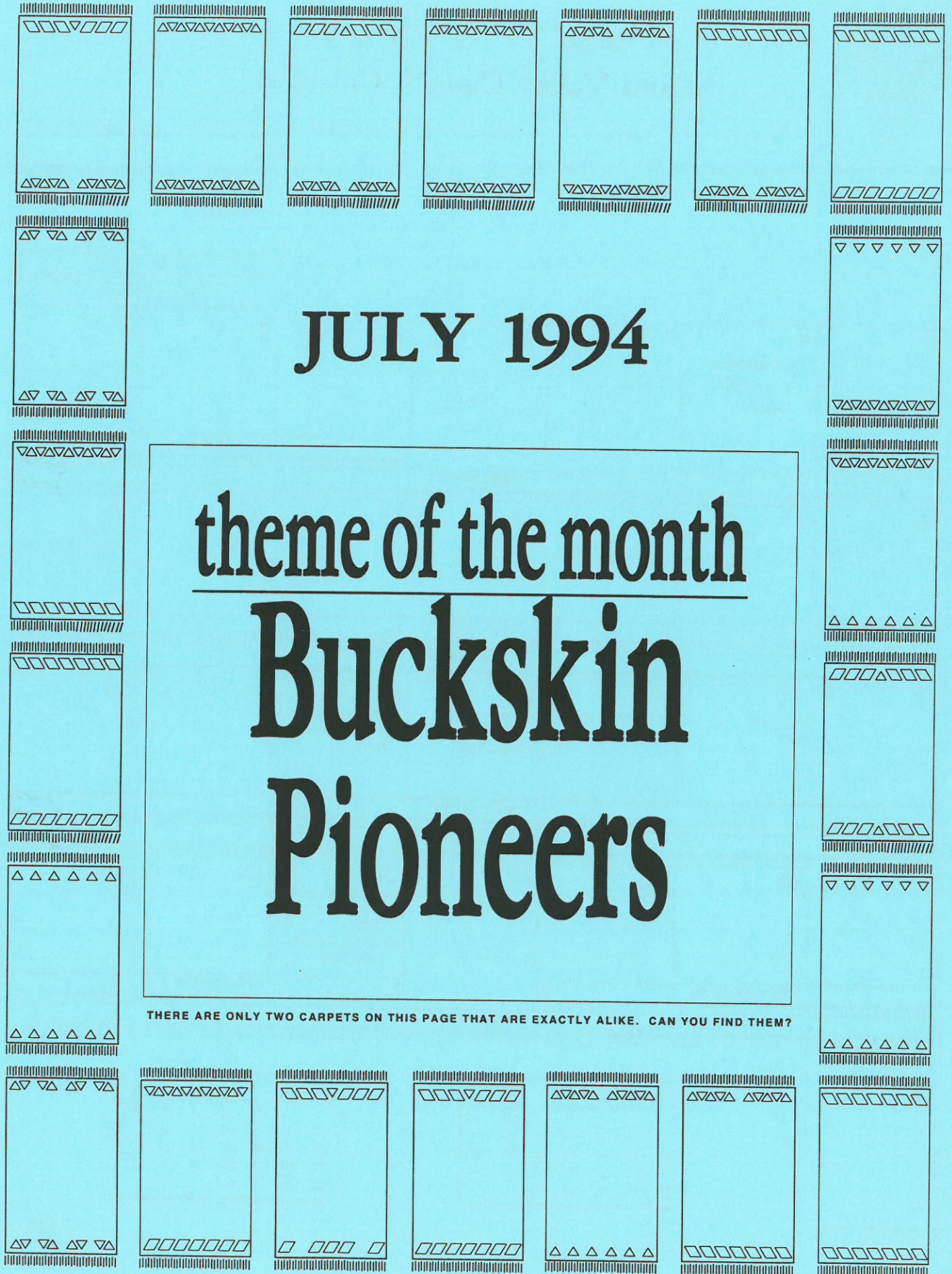
And that folks is the story of Paul Bunyan, the tall timber hero.

JULY 1994

theme of the month

Buckskin Pioneers

THERE ARE ONLY TWO CARPETS ON THIS PAGE THAT ARE EXACTLY ALIKE. CAN YOU FIND THEM?





July 1994

Miami Valley Council Calendar

SUNDAY

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

1 ALL STAFF <i>Dominion Day</i> <i>(Canada)</i>	2 SCOUT SHOP CLOSED
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WEEK #2 WT

CH SESSION #2

3	4 <i>Independence Day office closed</i>	5	6	7	8	9
CH SESSION #3						

WEEK #3 WT

10	11	12	13	14	15	16 OA VIGIL CEREMONY WT
WEEK #4 WT						
CH SESSION #4						

17	18 PRO AM EOA	19 SCOUT CAMP PROMO	20 EXECUTIVE BOARD MTG FACILITIES	21 CUB OUTDOOR SUPPORT STAFF MTG	22	23
WEEK #5 WT						
CH SESSION #5						

24	25	26	27	28 OA LODGE MTG & ELECTIONS (WT) COUNCIL CAMP MEETING	29	30
CH SESSION #6				CH SESSION #7		
WEEK #6 WT						

31
WEEK #7 WT

June

S	M	T	W	T	F	S
			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		

August

S	M	T	W	T	F	S
	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			

BUCKSKIN PIONEERS

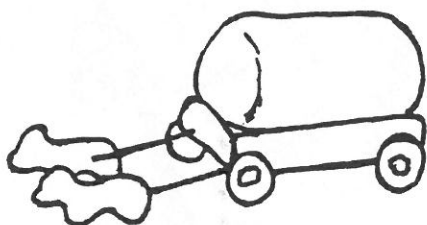
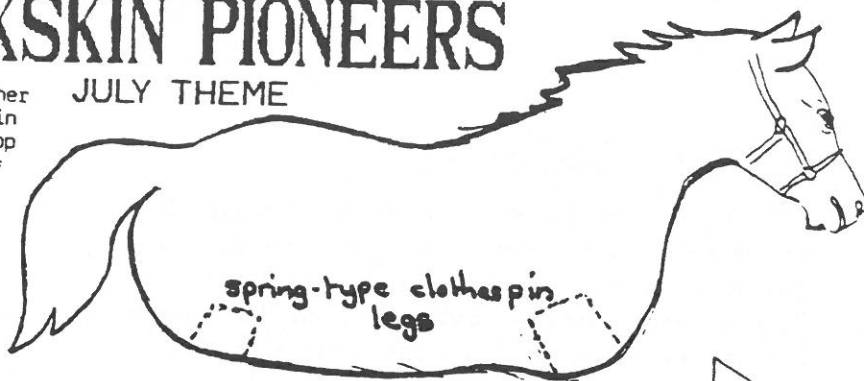
JULY THEME

Rendezvous Wrestle:

Two Scouts with left hands tied together and balloons tied to their backs, stand in a circle. The object of the game is to pop the other's balloon with a rolled up news paper and yet stay inside the circle.

Mountain Man Possible Bag

Cut a leather circle about 6" round. Punch holes around edge, string with thong and pull up into bag. Use as a survival kit with bandaids, ointment, or anything that's 'possible'.



Pioneer Wagon Cookie Treat:

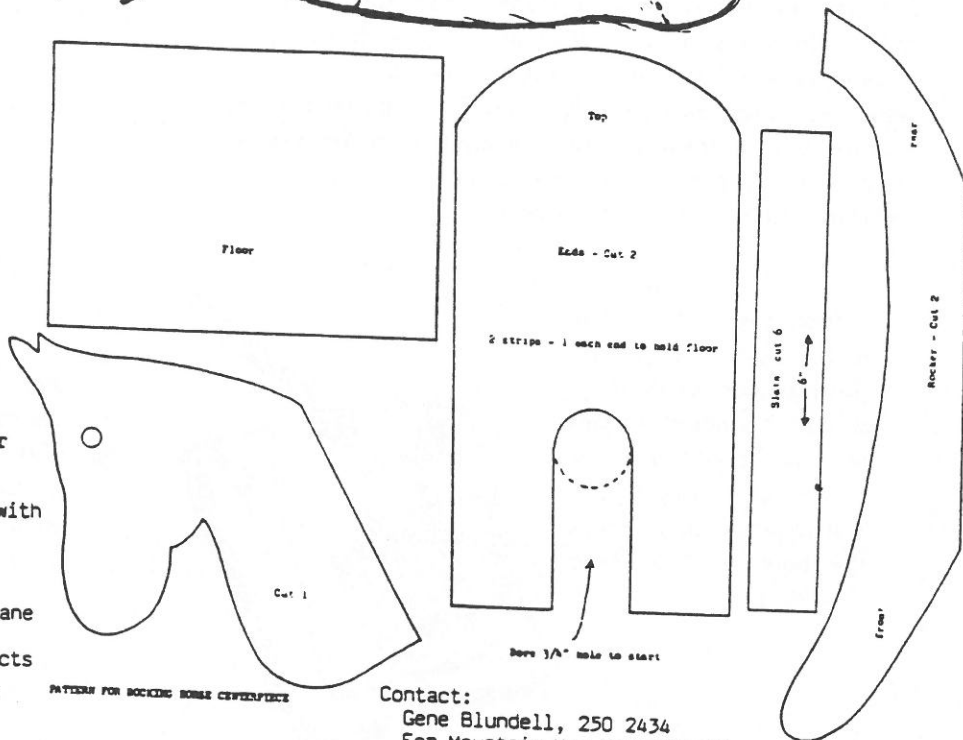
Wagon body: Fig Newton
Covered top: Marshmallow
Wheels: Butterscotch lifesaver with raisin hubs
Oxen: Animal Crackers
Secure wheels and make yoke with toothpicks.

Visit:

Wells Tannery, 1813 West Cudahy Lane
North Salt Lake.

Can buy scrap leather for projects

Pioneer Trails State Park, across from Hogle Zoo.



PATTERN FOR BUCKSKIN HORSE CAP/NECK

Contact:

Gene Blundell, 250 2434
For Mountain Man demonstrations

Feats of Skill:

Always include in a rendezvous - have Scouts throw safe darts at balloons, pound nails in a board, saw wood etc. (Well Supervised), run relays, climb poles.

Beef Jerky (The 'Home' Show)

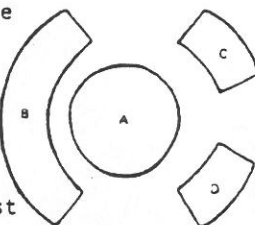
2lbs. Chuck roast (freeze about 1 hour then slice thinly against grain.)

Marinade 24 hours in:

- 1/2 bottle liquid smoke
- 1/2 cup Soy Sauce
- 3-4 T Worcestershire Sauce
- 1 1/2 t garlic powder
- 1/2 t onion powder
- 1 1/2 t Seasoned Salt
- 1/2 t pepper

Drain and pat dry. Spray oven rack with 'Pam'. Cook on rack in oven, (put foil underneath to catch drippings) at 150° for about 5-6- hours.

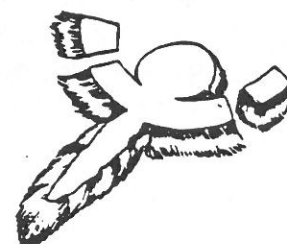
How to Make a Coonskin Cap



1. Pattern consists of four pieces. Crown (A) is the size and shape of the head at its widest. Headband is in three pieces (B, C, D), each about 4-in. wide.



2. Join pattern pieces A and B with pins and place them on flesh side of skin close to tail. Use felt tip pen to mark pattern Cut A, B, and tail as one piece.



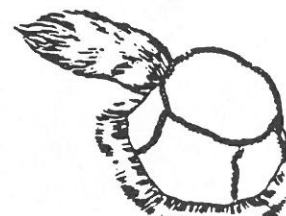
3. Place pattern pieces C and D on flesh side of skin near where A and B were cut. Mark with pen and cut. Grain and color of new fur pieces should match piece B.



4. Use knife to slice base of tail one-third of way in at each side, then use blanket stitch to sew tail together into a tubular shape all the way down its length.



7. After tail is sewn, join rear part of headband (B) to crown. Sew on the skin side and make stitches close so that joined fur looks like a single piece.



8. Add pieces C and D to headband and continue sewing to crown after testing for fit. Pieces C and D may need to be trimmed a bit so that the cap fits properly.

Beth Rosenlund

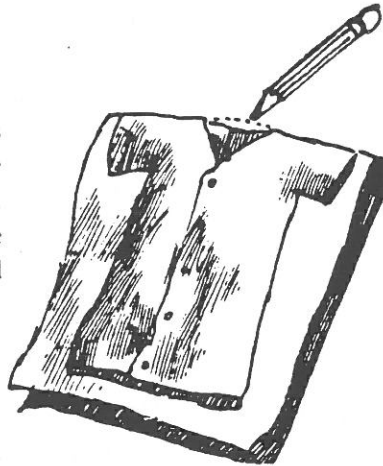
BUCKSKIN PIONEERS

Pioneer Costume

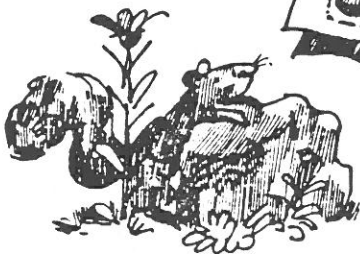
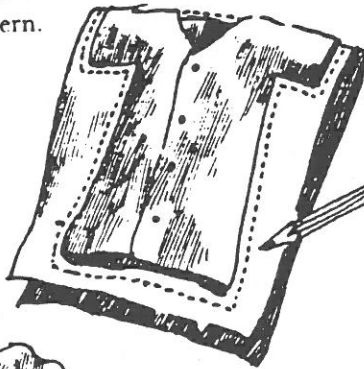
The early settlers did not get new clothes very often. The women had to make everything the family wore. But before they could make anything, they must first spin thread. Then they must weave the thread into cloth. The favorite cloth was linsey-woolsey. This is linen and wool woven together. The strong linen threads made the wool last longer.

Using an old sheet, you can make a fun costume in the same style as the early settlers wore. For a pattern, girls may use a loose-fitting bathrobe or nightgown. Boys may use a loose-fitting pajama coat or a bathrobe and cut the costume a little shorter than the robe.

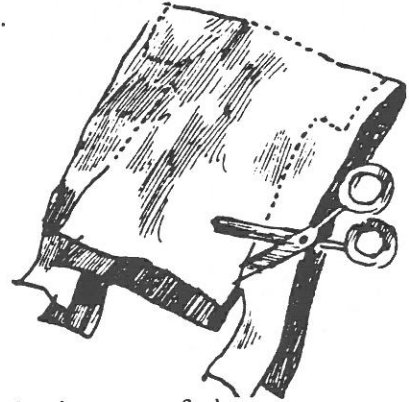
1. Double the cloth and lay it flat. Lay the pattern (buttoned up) on the sheet so that the shoulder seams are on the fold and the sleeves are straight out. With a pencil, mark where the hole for your head should be.



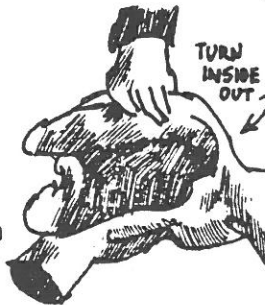
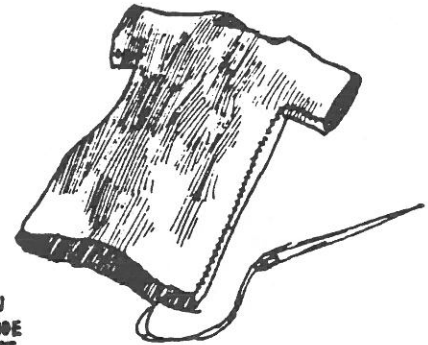
2. The sleeves of your pattern may not be exactly on the fold, but pretend that they are and draw the rest of the pattern.



3. Remove the pattern and cut along the lines. Be sure to cut through both layers of cloth.



4. Sew the bottoms of the sleeves and both sides of the costume.
5. Turn the costume so that the seams are on the inside.

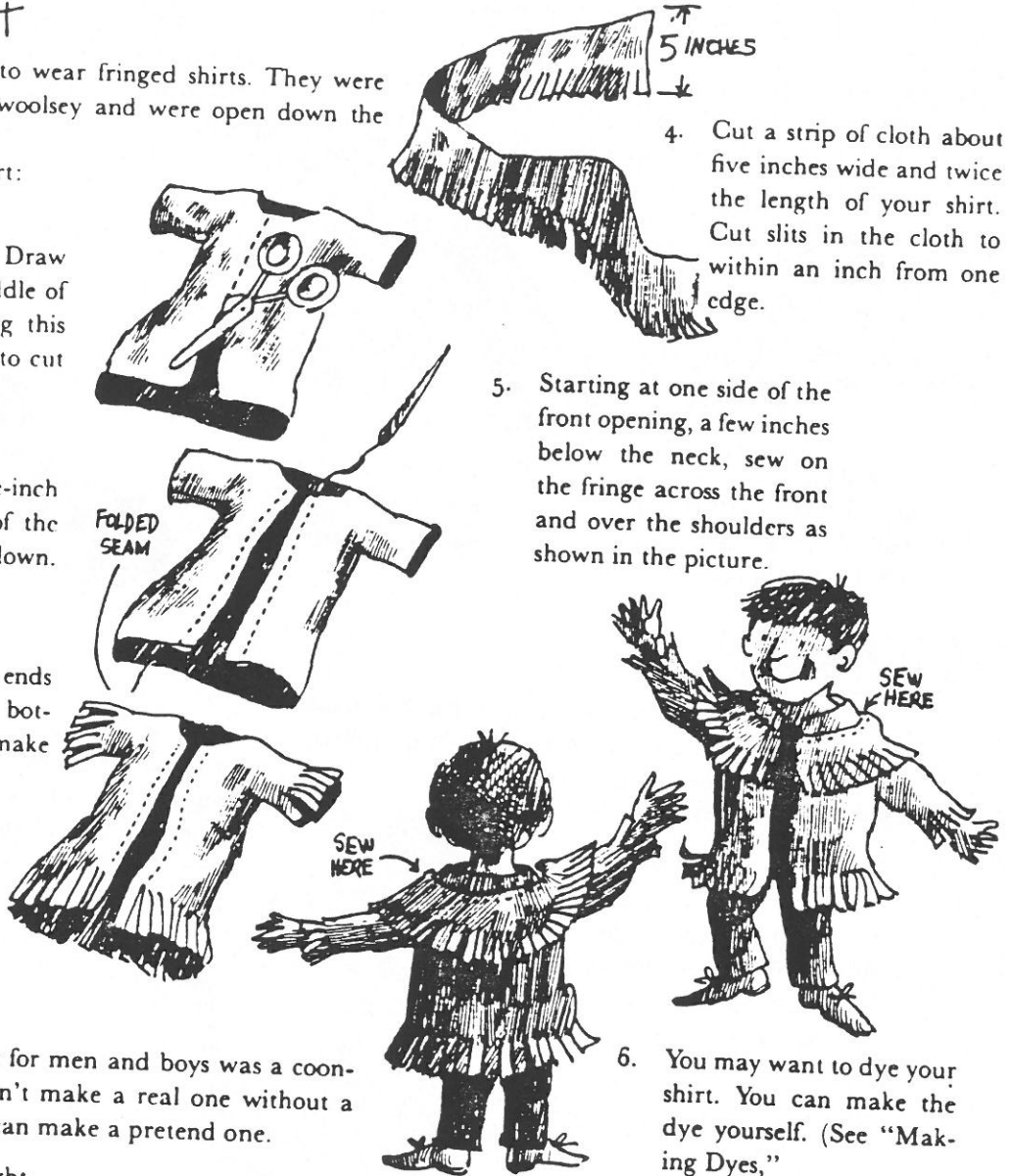


Fringed Shirt

Men and boys liked to wear fringed shirts. They were usually made of linsey-woolsey and were open down the front.

To make a fringed shirt:

1. Lay the costume flat. Draw a line down the middle of the front. Cut along this line. Be careful not to cut the back.
2. Turn under a one-inch hem on each side of the front. Sew the hem down.
3. Cut slits around the ends of the sleeves and the bottom of the shirt to make fringes.



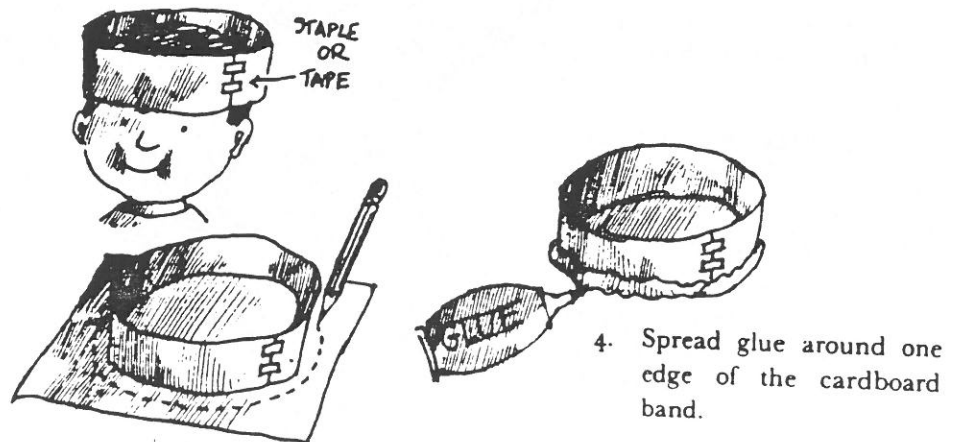
4. Cut a strip of cloth about five inches wide and twice the length of your shirt. Cut slits in the cloth to within an inch from one edge.
5. Starting at one side of the front opening, a few inches below the neck, sew on the fringe across the front and over the shoulders as shown in the picture.

6. You may want to dye your shirt. You can make the dye yourself. (See "Making Dyes.")

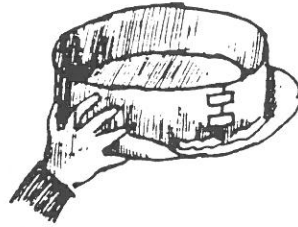
Coonskin Hat

The fashion in headwear for men and boys was a coonskin hat. Of course you can't make a real one without a real raccoon skin, but you can make a pretend one.

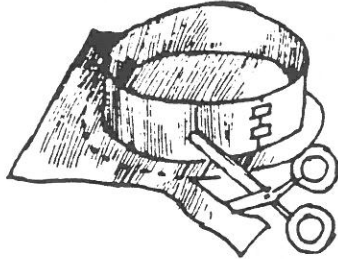
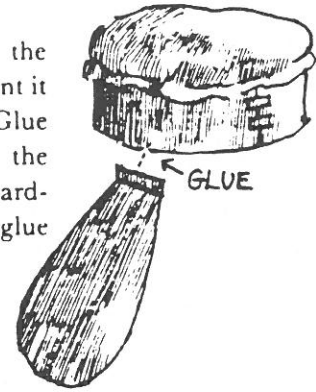
1. Cut a strip of lightweight cardboard long enough to go around your head with two inches left over.
2. Fit the band around your head, then staple or tape the ends in place.
3. Place this cardboard band on a piece of cloth and draw a slightly larger circle around it. Cut this out.



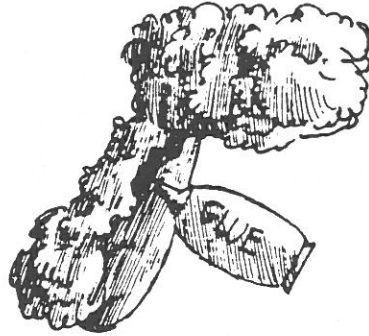
5. Lay the cloth circle flat and place the cardboard band, with the glued side down, in the center. Pull the edge of the cloth over the cardboard and press it onto the glue. This makes the frame for the hat.



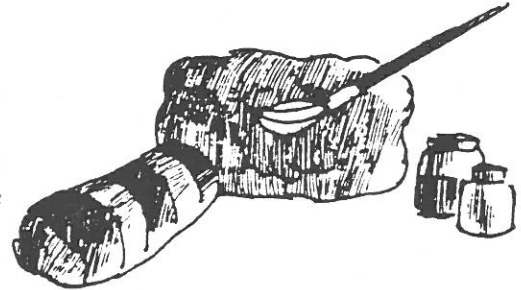
6. Cut the coonskin tail the size and shape you want it from a piece of cloth. Glue the tail in place at the lower edge of the cardboard band. Let the glue dry.



7. Spread glue over the frame and cover it with cotton. Then do the same with the tail. Let the glue dry.



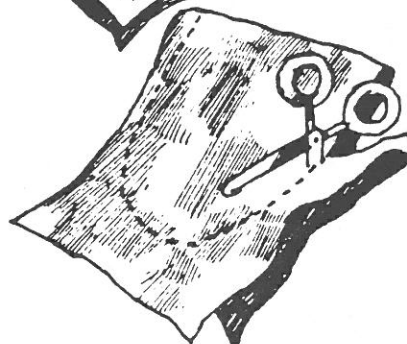
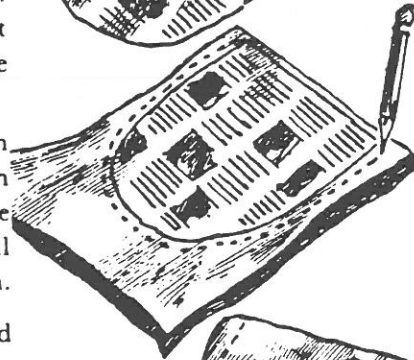
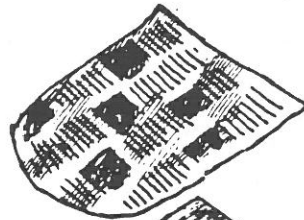
8. Paint over the cotton. Be sure to paint stripes on the tail. Let the paint dry.



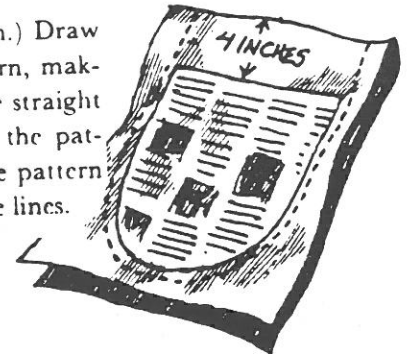
Shot Pouch

A man also had his leather shot pouch with him most of the time. In this he carried lead for making bullets, a bullet mold, the flint and steel with which to start fire, and some lead rifle balls.

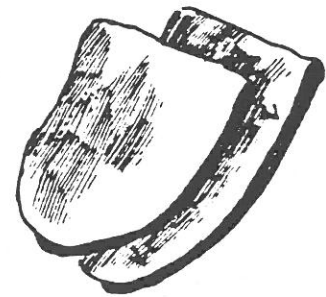
1. To make your pattern for a shot pouch, cut a piece of newspaper fourteen inches wide and nine inches deep. Round off the corners at one end as shown in the picture.
2. Double a piece of cloth and lay the pattern, with the straight edge along the fold, on it. With a pencil draw around the pattern.
3. Remove the pattern and cut along the lines. Be sure to cut through both layers of cloth.
4. Double another piece of cloth and lay the straight edge of the pattern four inches below the fold. (The extra piece will make the



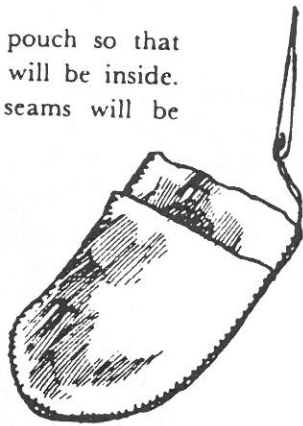
flap for the pouch.) Draw around the pattern, making the line come straight from the fold to the pattern. Remove the pattern and cut along the lines.



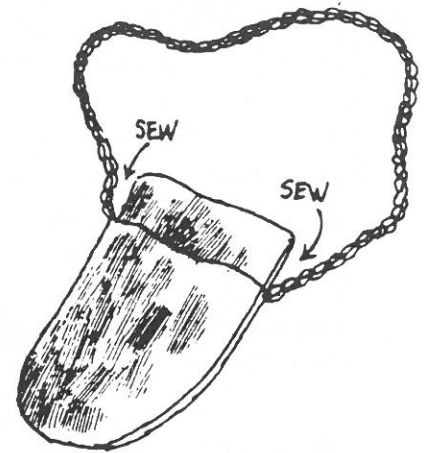
5. Put all four pieces of cloth together, making them fit at the rounded edges. Starting at the top fold, sew the pieces together all the way around.



- Turn the pouch so that the seams will be inside. The flap seams will be outside.



- Paint the pouch brown. Let the paint dry.
- Braid a strap long enough to reach across your shoulders and to the opposite side of your waist. Sew an end of the strap to each side of the pouch.



Powder Horn

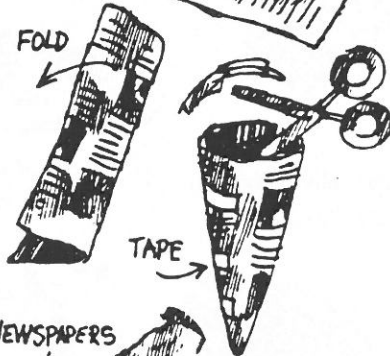
A man's powder horn was made from the horn of a cow or a buffalo. In this he carried his gunpowder.

To make a powder horn:

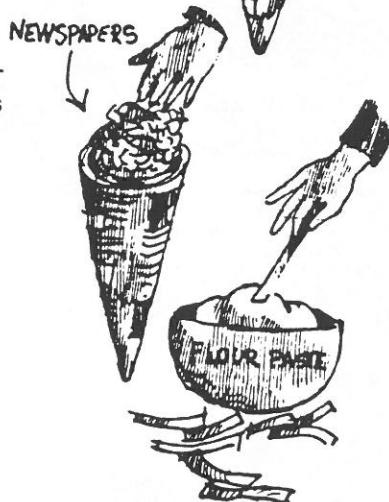
- Cut a sheet of newspaper in half the long way. Then fold it in half the same way. Starting with a corner on the folded edge, roll the paper into a cone shape. Tape the edges in place.



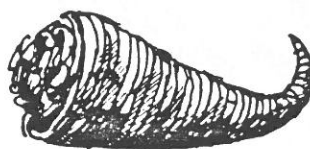
- Trim the top evenly all the way around. Tape all loose edges.



- Stuff the horn with newspaper so it will hold its shape.



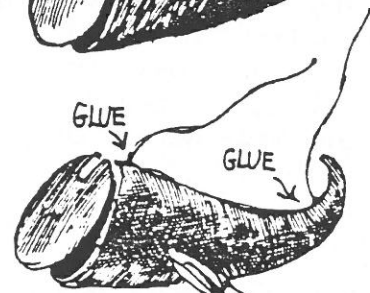
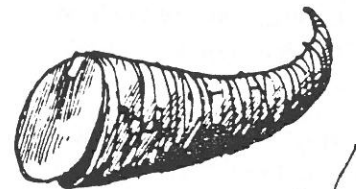
- Mix a flour paste. Cut or tear newspaper into strips. Dip each strip into the flour paste and smooth it onto the horn. Continue doing this until the horn is covered with several layers of strips. Curve the point of the horn with paste strips. Let the paste dry. Remove the newspaper stuffing.



- Cut a circle of cardboard large enough to cover the open end of the horn. Tape the cover to the horn on one side only, so you can open and close it.

- Cut two pieces of string, each eight inches long. Glue one piece to each end of the horn. Paint the horn. Let the paint dry.

- Lay the powder horn across the front of the shot pouch. Tie a string to each side of the strap of the pouch.

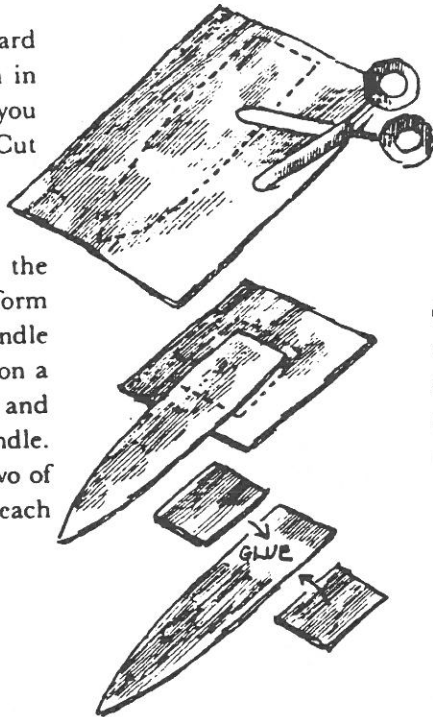


Hunting Knife

A hunting knife was another prized and important possession for a man. When he went on long hunting trips he had to have a knife to skin animals and cut up the meat.

To make a pretend knife:

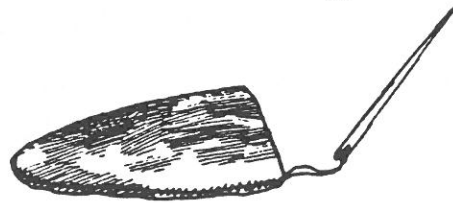
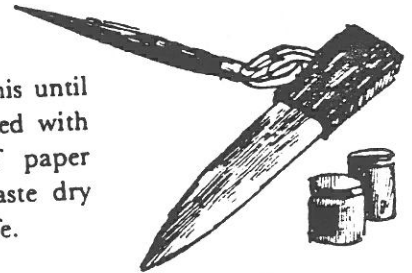
1. On a piece of cardboard draw a form as shown in the picture the size you want your knife to be. Cut the shape out.
2. Draw a line across the straight end of the form where you want the handle to end. Lay the form on a piece of cardboard and draw around the handle. Cut this out. Make two of these. Glue one to each side of the frame.



3. Cut or tear newspaper into strips. Mix flour paste. Dip each strip into the paste and smooth it onto the knife.



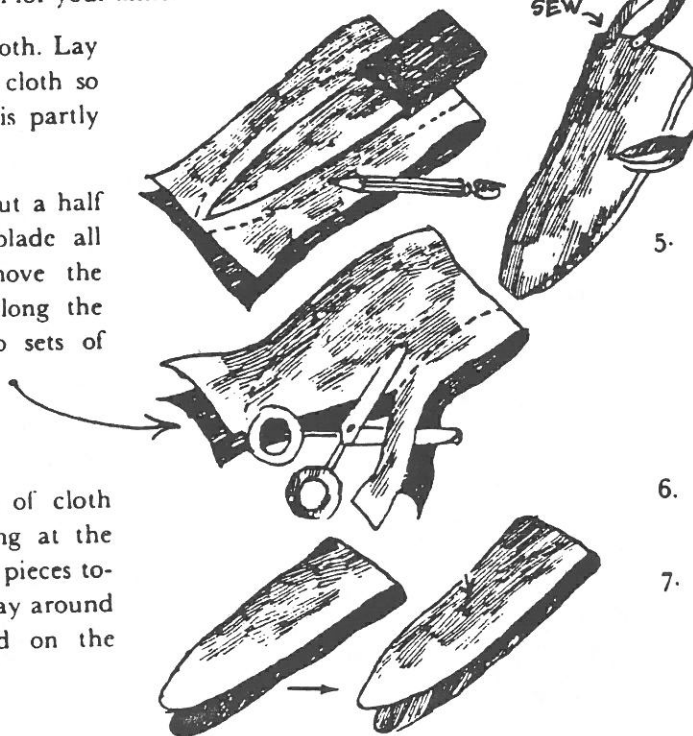
Continue doing this until the knife is covered with several layers of paper strips. Let the paste dry and paint the knife.



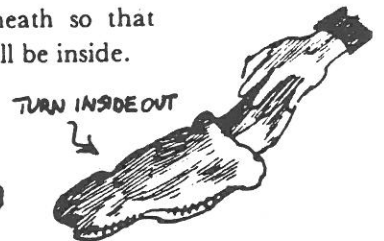
Sheath

The hunting knife was carried in a sheath. The man wore his sheath on a belt or tied around his waist. You may want to make a sheath for your knife.

1. Fold a piece of cloth. Lay the knife on the cloth so that the handle is partly above the fold.
2. Draw a line about a half inch from the blade all around it. Remove the knife and cut along the lines. Make two sets of these.
3. Put the pieces of cloth together. Starting at the top fold sew the pieces together all the way around to the top fold on the other side.



4. Turn the sheath so that the seams will be inside.



5. Cut a strip of cloth about one inch wide and six inches long. Fold the strip in half. Sew the strip to the top fold of one side of the sheath to make a belt loop.
6. Paint the sheath. Let the paint dry.
7. You may wear the sheath on a belt or tear a strip of cloth long enough to go around your waist and tie it on.

Rifle

A rifle was a man's steady companion. He never knew what kinds of dangers he might meet. And without a rifle he could not kill the animals he must have for food for his family. Some men even gave their guns a name. Daniel Boone called his Tick-Licker.

1. To make the barrel of your rifle, open two sheets of newspaper to their full size. Starting from a long side, roll the papers into a tight tube. Tape the edges in place.

2. For the handle, cut two pieces of cardboard twelve inches long and three inches wide. Shape the

cardboard as shown in the picture. Glue a piece of cardboard on each side of the barrel, starting about six inches from one end. Let the glue dry.

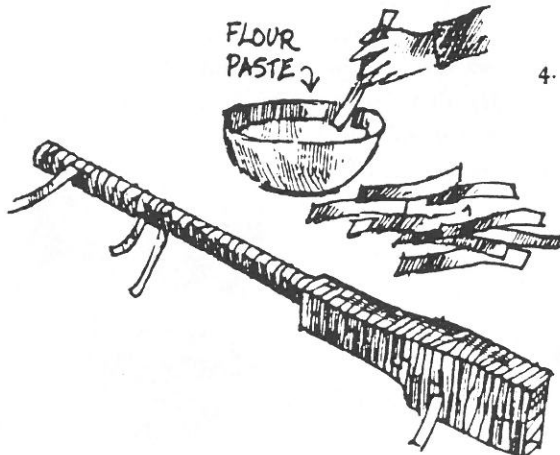
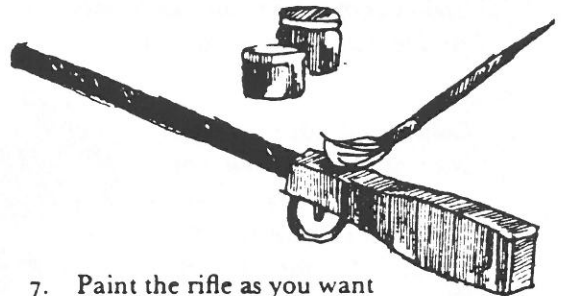
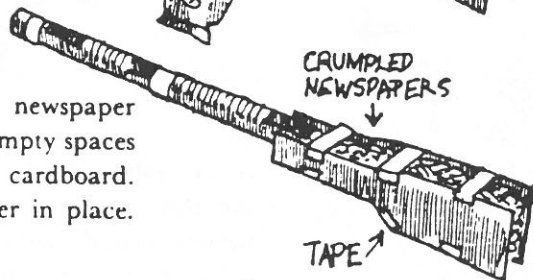
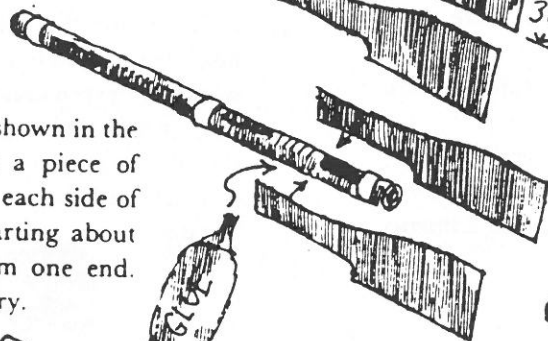
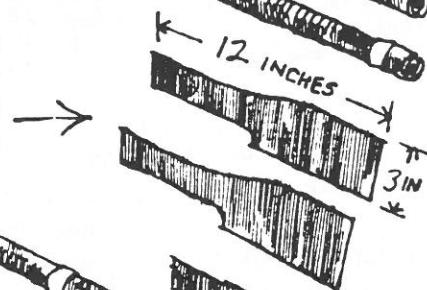
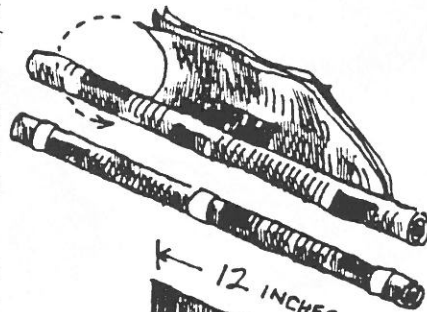
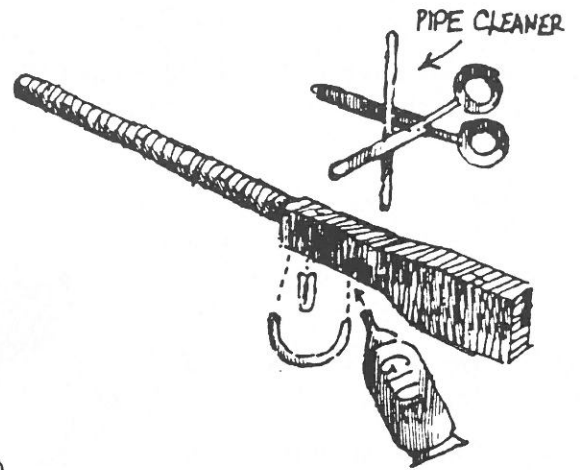
3. Crumple up newspaper and pad the empty spaces between the cardboard. Tape the paper in place.

4. Cut or tear newspaper into strips. Mix flour paste. Dip each strip into the paste and smooth it onto the rifle. Continue doing this until the rifle is covered with several layers of paper strips. Let the paste dry.

5. To make the trigger, cut a pipe cleaner in half. Fold this piece in half again and stick it into the handle of the rifle. Glue it in place.

6. Bend another pipe cleaner into a curved shape to make the trigger guard. Stick this into the handle around the trigger. Glue it in place. Let the glue dry.

7. Paint the rifle as you want it.



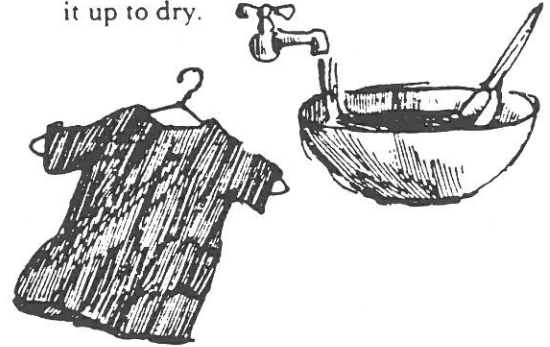
Dyeing Your Costume

You may want to dye some of the projects you've made, such as your costume, with your dyes.

1. Put the dye in a pan or bowl large enough to hold the cloth you want to dye.
2. Wet the cloth before you put it in the dye.
3. Add enough warm water to the dye to cover the cloth.



4. Stir the cloth so it will dye evenly. Try to keep it under the water. Let it stay in the dye for fifteen or twenty minutes.
5. Rinse the dyed cloth just a little in cold water. Hang it up to dry.



Making Dyes

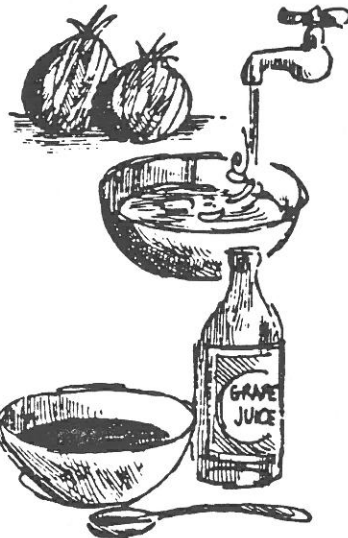
The early settlers not only had to spin their own thread and weave their own cloth, they also had to make their own dyes and dye the cloth. They used the bark from trees, certain plant roots, and other things from nature to make their dyes.

You can make dyes too. Perhaps the colors will not be as bright and clear as you are used to seeing, but you can see how it was done. You may want to try some experiments and find your own ways to make colors.

Here are some ways to make dye.

Yellow

1. Collect the dry outside skins of onions. Pour hot tap water over them. Let them soak overnight. Strain off the liquid. Throw away the skins.

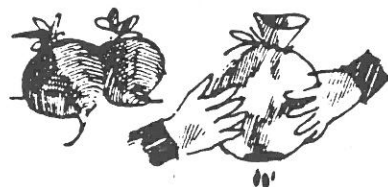


Purple

2. Bottled unsweetened grape juice makes a nice shade of purple.

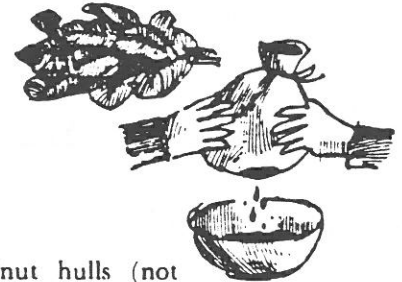
Red

3. Beets make a light shade of red. Grate or grind raw beets in a food chopper. Put the pulp in a piece of cloth and squeeze out the juice.



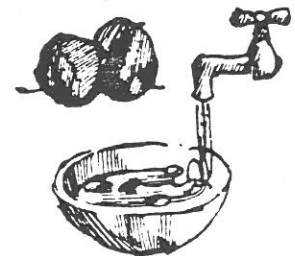
Green

4. A light shade of green can be gotten by grinding fresh spinach or green grass in a food grinder. After grinding, put the pulp in a piece of cloth and squeeze out the juice.



Brown

5. Black walnut hulls (not the shell) make a dark brown. Pound the hulls off the nuts and put them in a pan. Pour hot tap water over the hulls and let them soak overnight. Strain off the liquid and throw away the hulls.

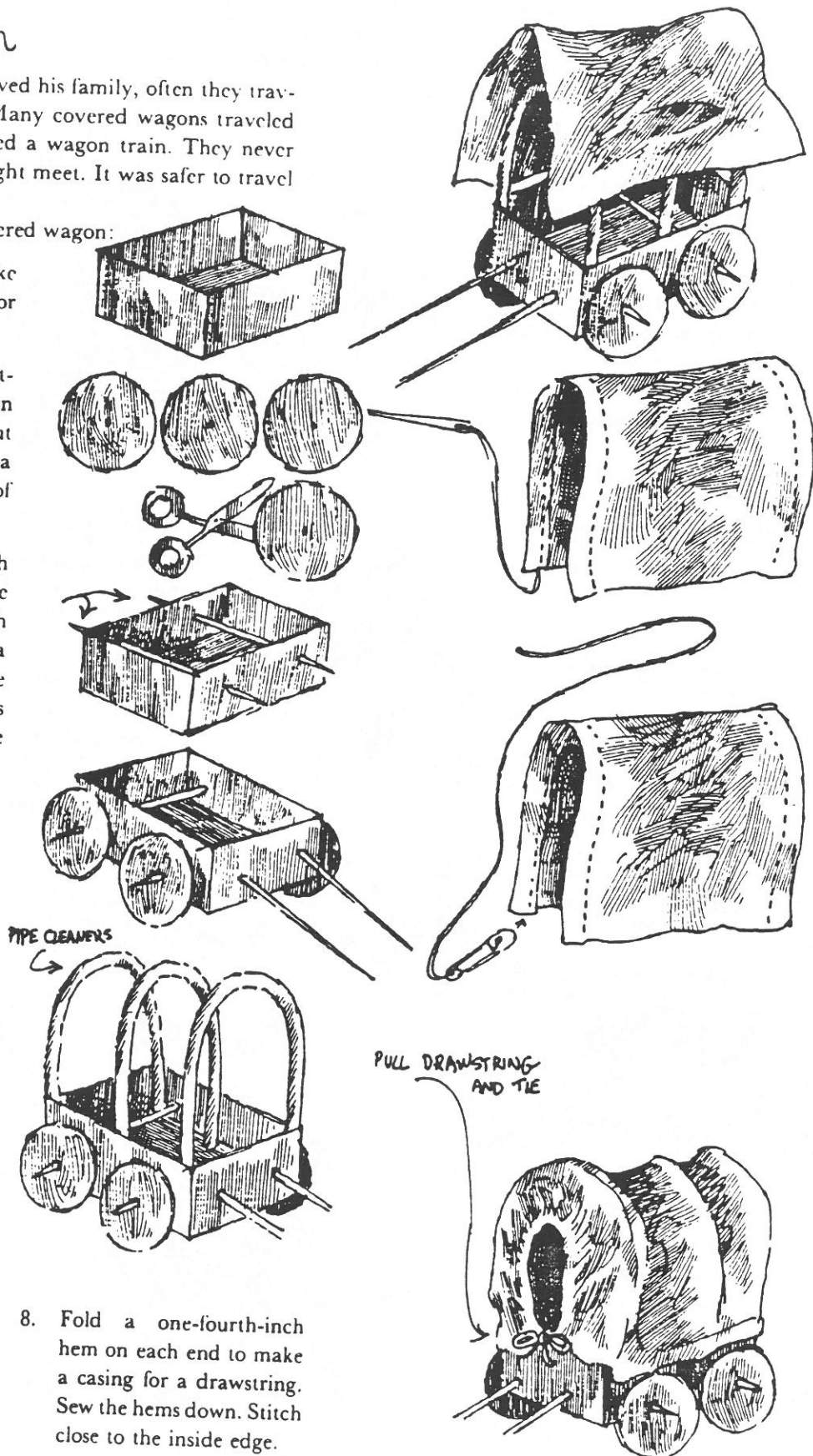


Covered Wagon

When an early settler moved his family, often they traveled in a covered wagon. Many covered wagons traveled together in a long line called a wagon train. They never knew what dangers they might meet. It was safer to travel in a crowd.

To make a model of a covered wagon:

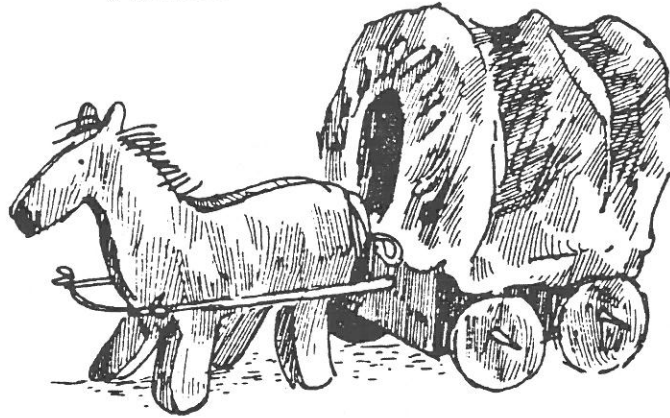
1. Use a small box to make the body. A match or paper clip box is fine.
2. Using a nickel for a pattern, draw four circles on a piece of cardboard. Cut out the circles. Make a small hole in the center of each.
3. Make a small hole on each side of the body of the wagon about a half inch from the corner. Stick a toothpick through the hole on each side so that it goes through the hole on the opposite side.
4. Put a cardboard circle on the ends of each toothpick for wheels. Glue the wheels in place.
5. Stick two toothpicks into the front of the wagon to make the shaft. Paint the wagon and let the paint dry.
6. Use three pipe cleaners to make the frame for the cover. Fit them inside the body of the wagon at the back, front, and middle. Glue the ends in place.
7. Cut a strip of white cloth long enough to reach from the top of the wheels across the frame and two inches longer than the length of the body of the wagon.
8. Fold a one-fourth-inch hem on each end to make a casing for a drawstring. Sew the hems down. Stitch close to the inside edge.



- Cut a piece of string a little longer than the cover. Thread the string through the casing. (If you tie the string to a bobby pin or safety pin, it will be easier to slip through.) Do the same thing on the other side.
- Lay the cover across the frame. Glue the sides in place on the body of the wagon. Pull the drawstrings to make the cover fit snugly. Tie them into a bow.

- Model a horse from salt clay. Let the clay dry, and paint the horse. Glue bits of string or yarn to make a mane and tail.

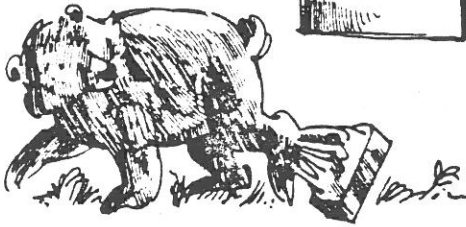
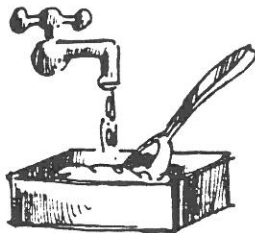
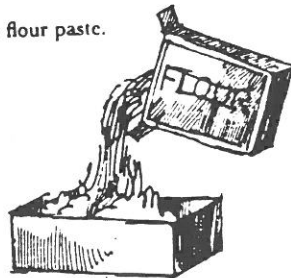
- Fasten the horse between the shafts with string. Make some string reins and tie or glue them to the horse.



Making Flour Paste

Several of the projects call for flour paste. To make flour paste:

- Put some flour in a bowl or pan.
- Add cool water and mix with a spoon. The paste should be rather thin.
- If the paste thickens before you have finished your project, just add more water and mix it well.

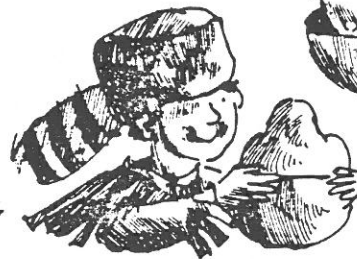
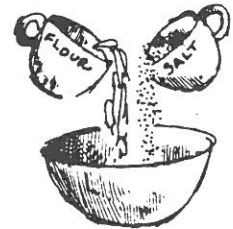


Making Salt Clay

Salt clay is used for a number of projects. Salt clay keeps well. It can be stored in a plastic bag. If the clay becomes sticky after being stored, just add a little more flour. Salt clay objects need time to dry. They will dry faster if placed near heat.

To make salt clay:

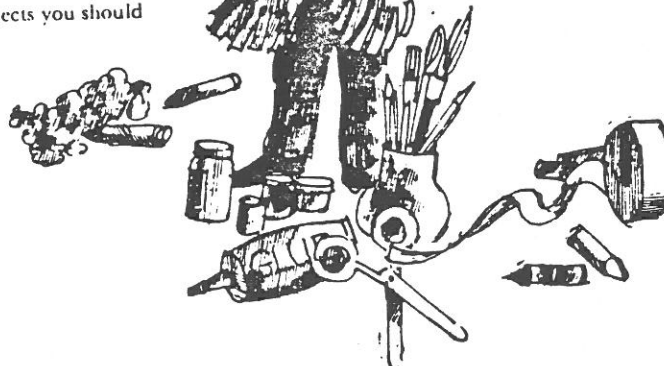
- Mix one cup of flour with one cup of salt.
- Add a little cool water and mix with your hands. If the mixture is too dry, add a little more water.
- Mix until you have a ball of clay. This clay should be firm and not at all sticky. If it is sticky, add more flour.



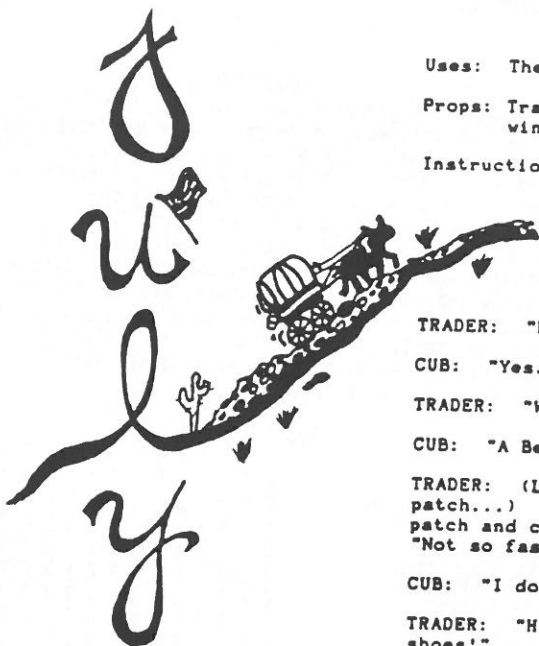
General Instructions

For the best results with these projects you should

- Read and follow the instructions carefully.
- Use a good all-purpose glue (Elmer's Glue-All, Sobo).
- Use tempera paints. (These can be purchased at any stationery or dime store.)



- Add a little liquid soap to the paint if you are going to paint a waxed or glossy surface or over tape.
- When painting cotton, thin the paint with water and pat the paint on with the brush.
- Always wash your paint brush thoroughly before you change to another color.



TRADING POST CEREMONY

Uses: Theme Awards Ceremony

Props: Trading Post (something the shape of a phone booth with a window), OR a TeePee, OR a table will do fine.

Instructions: Cubmaster announces that he ran out of money to buy the awards for tonight, but he has arranged for the advancing scouts to be able to get their awards 'Wild West' style at the traveling 'TRADING POST'. First boy is introduced and sent to meet the 'Trader'. (If TeePee version is used, modify for western accent at 'TRADING POST'.)

TRADER: "How! You want trade?"

CUB: "Yes."

TRADER: "What you need from me?"

CUB: "A Bear award."

TRADER: (Looks inside TEEPEE, comes back with the appropriate patch...) "Like this?" ("Yes.") "Here you go." (Trader holds out patch and cub makes a move to take it. Trader pulls it back...) "Not so fast! What you bring to trade?"

CUB: "I don't know..."

TRADER: "Hmmm. Me likum those shoes. Me trade Bear patch for shoes!"

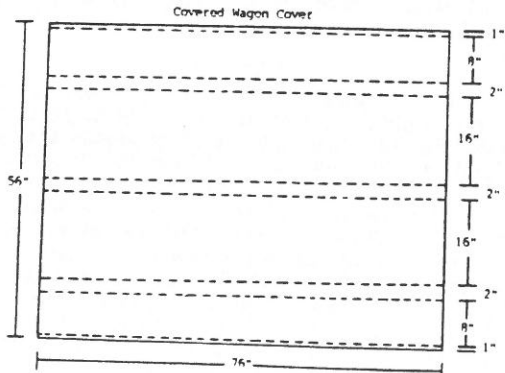
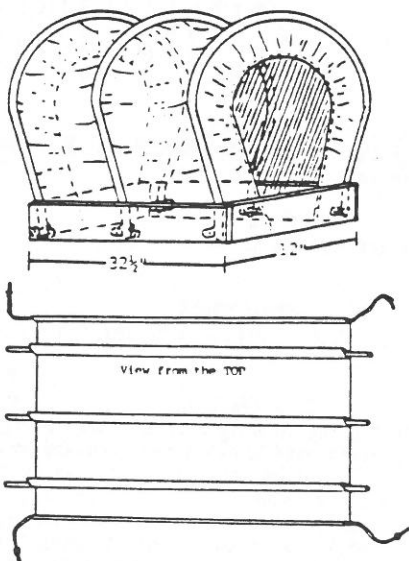
(Cub takes off shoes to trade for award. He will get them back at the end of Pack Meeting. This gives them a real sense of what trading was really like.)

Second Cub must trade his belt, his watch, or something else the Trader fancies for his award, and so on....

(Trader may see something he likes in the audience. He may try to barter for it with some strange object from his TEEPEE or Trading Post. For instance, he may try to trade for a Father's briefcase with a set of antlers, or an Indian blanket, etc.)

Cub Scouts may even be encouraged in the previous Pack Meeting announcement to bring a white elephant or an object to trade, and the Trader could have collected several odds and ends. The Pack activity could be to visit the Trading Post and exchange white elephants.

COVERED WAGON TRADING POST



(An original ceremony by Prop-It-Up! Inc.)

Instructions for assembling the "Covered Wagon"
 Materials: -Three 24" Hula Hoops. (Or other hoops cut to an 81" circumference).
 -One 1 X 4 (actual dimensions approx. 3/4" by 3 1/2") at least 88" long.
 -One white sheet at least 76" by 56" wide.
 -Six small conduit brackets to hold the hoops in place.
 -Two drawstrings at least 85" long.
 -Nails and/or screws, sewing machine, tools, and a wagon with inside dimensions at least 32" by 14" - standard Red Flyer size.
 Directions: Lay out the sheet and mark as shown. Hem along the dotted lines to form three hoop casings and two drawstring casings. Insert the hoops and strings. Cut the board into two 32 1/2" lengths and two 12" lengths and assemble with shorter boards inside the longer ones into a rectangle. Attach the hoops to the inside of the wood frame with the brackets, then tighten the drawstrings. Assembly should fit inside the wagon and remove intact for easy storage.

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 Prop it Up! Inc. (487-9170)

JULY
BUCKSKIN PIONEERS
W- EQUANAUT / FORESTER

DANIEL BOONE

DANIEL BOONE - Yeah! **BOONESBOROUGH** - Home sweet home
INDIANS - Ki-yi-yi-yi **CHIEF BLACKFISH** - Ugh!
In 1778 with thirty men, **DANIEL BOONE** left **BOONESBOROUGH**
to make salt at a distant spring. He and the others
were captured by the Shawnee **INDIANS**. **BOONE** had to 'run
the gauntlet.' This meant he had to run fast between
two lines of **INDIAN** warriors who attempted to hit him
with clubs or other weapons. **DANIEL** made it through,
and the **INDIANS** were amazed by his bravery. **CHIEF**
BLACKFISH adopted him. In the ceremony the **INDIANS**
plucked off all of his hair except for a scalp lock.
Then they washed him and painted him.

DANIEL pretended he liked being an **INDIAN**. One day
he heard a large war party was to attack **BOONESBOROUGH**.
DANIEL escaped and covered 160 miles in four days to
warn the fort.

CHIEF BLACKFISH and four hundred **INDIANS** attacked
the fort. There were thirty men and twenty boys to
oppose them. The **INDIANS** attacked several times, but
because of **DANIEL BOONE**, **BOONESBOROUGH** was saved.

Two men enter, find some tracks on the ground, and argue
over whether they are bear tracks or racoon tracks. The
argument gets heated and is ended when both men are run
over by a train (several boys moving in a chain, the
first one holding a flashlight to simulate a train's
headlight, making train like noises).

As long as I eat, I live, but when I drink I die. What
am I?
A fire.

1. If the pilgrims got here on the Mayflower, how did
the foreign students get here?
2. On scholarships.

1. If they got here on scholarships, how did the
doctors get here?
2. On blood vessels.

1. My Uncle can shoot a gun faster than any other man
in the West.
 2. What do they call your Uncle?
1. Toeless Joe.

Two hunters became lost in the woods.

"I know how to handle this," said the first hunter.
"We'll fire three shots into the air for the rescue
party." And he did. Hours later, the hunters were
still lost. So the first hunter made three more shots.
Again, hours later there was no sign of a rescue party.
As the first hunter started to make three more shots,
the second hunter stopped him. "You'd better shoot just
two this time," the second said. "We're about out of
arrows."

TRAP BEAVER

Using a rod and reel, cast a small cardboard cutout of a
beaver at a mousetrap until your beaver is 'trapped.'

SHAKE EATING CONTEST

Have partners face each other, then give each pair a
long black stick of licorice candy. Each one of the
pair puts one end of the licorice whip in his mouth and
stands with his hands behind his back. When the signal
is given, each contestant begins to eat his way towards
his partner. The pair who first reach each other are
the champion snake-eaters.

WAGON TRAIN

Here is a good gym or outdoor game to keep Cub Scouts
alert. No equipment is needed. Mark a circle about 50
feet in diameter. Cub Scouts all facing in a clockwise
direction, stand at intervals on the circumference.
They will pretend to be pioneers racing for their lives
from Indians. All run when the whistle blows. When one
Cub Scout is passed by another, he is considered
captured and drops out. Sharp unexpected blasts of the
whistle indicate an Indian attack, and all reverse their
direction. Overeager Cubs may thus be caught unless
they are really on their toes. It is suggested that
boys pass on the outside and that those caught sit in
the center of the circle.

EARLY PIONEERS

WILD BILL HICCOCK
ANNIE OAKLEY
BUFFALO BILL
DAVEY CROCKETT
JIM BRIDGER
JIM BOWIE
DANIEL BOONE
KIT CARSON
MERIWETHER LEWIS
WILLIAM CLARK

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

SIX SHOOTER

Point finger in the air and say 'Bang-Bang, Bang-Bang'
then blow smoke from the gun.

GUNSLINGER

Draw both guns and say 'Bang, Bang.' Then blow smoke
from each gun.

WAGON TRAIN

Say 'Head 'em up.' making circle with arm above head.
'Move 'em out!' Point in front.

SKIN THE SHAK

The Cub Scouts line up in single file. Each stoops over
and places his right hand between his legs and with his
left hand grasps the right hand of the player in front
of him. When all are ready, the last player in line
lies on his back while the line moves back over him.
The next player then lies down and so on until everyone
is lying down. The last one to lie down rises to his
feet and walks forward, each following in turn, until
all are back in original place.

BEWCO TAG

Pair off all Cub Scouts except two. The pairs stand 8
to 10 feet apart. In each pair, one stands in front and
the other behind clasping his partner around the waist.
The Cub Scouts who are not joined are the Chaser and the
Runner. The Runner tries to get in front of one of the
pairs so that the front player can grab him around the
waist. If the Runner succeeds, the rear player becomes
the Runner and tries to join another pair. Meanwhile,
the Chaser is trying to tag the Runner. The front
player in a pair always tries to help the Runner join
on, while the rear player tries to prevent this by
swinging his partner out of the way. If the Chaser
catches the Runner, they change places.

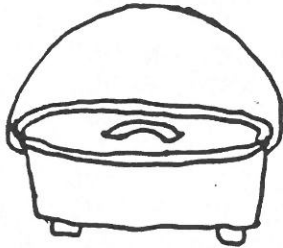
CUBS IN THE KITCHEN

Jul 27: Buckskin Pioneers

DUTCH OVEN BROWNIES

2 cups sugar
1/2 cup shortening
4 eggs
1/2 cup cocoa
hot water
1+1/3 cups sifted flour
1/4 teaspoon salt
1/2 cup milk
2 teaspoons vanilla
1+1/2 cups chopped nuts

Cream shortening and sugar. Add eggs and beat well. Dissolve cocoa in a small amount of hot water and add to creamed mixture. Sift dry ingredients and add. Mix in milk, vanilla and nuts. Spread evenly in oiled Dutch oven (may be foil lined). Bake 25 to 30 minutes at 375 with most of heat from the lid after the first 10 minutes. Cut into squares while warm.



DUTCH OVEN RAISIN BAR COOKIES

1 cup raisins
2 cups water
1/2 cup shortening
1 cup sugar
1 egg
1 teaspoon soda
2+1/2 cups flour
1/2 teaspoon cinnamon
1 cup chocolate chips
1/2 teaspoon cloves
1/2 teaspoon nutmeg
1/2 teaspoon salt

Boil raisins in water until 1 cup liquid remains. Cream shortening, sugar and egg. Add raisin mixture and mix. Add remaining ingredients and mix. Spread into large dutch oven (foil lined). Bake with coals on top (hot) for 15 minutes. Frost with powdered sugar frosting, if desired. Cut into squares.

DUTCH OVEN POPCORN

5 tablespoons oil
1/2 cup popcorn
1/4 cup butter, melted
salt

Over hot coals, add oil and popcorn to a Dutch oven. Cover, heat and spin the Dutch oven once in a while until popcorn stops popping. Add butter and salt to taste.

DUTCH OVEN BLUEBERRY FLUMMERY

2 16 oz. cans blueberry pie filling
1 teaspoon lemon juice
1 cup flour
1 tablespoon sugar
2 teaspoons baking powder
1/2 teaspoon salt
1 cup milk
3 tablespoons shortening

Heat blueberry pie filling and lemon juice in Dutch oven. Cook, stirring constantly, until mixture boils. Boil and stir 1 minute. Mix dry ingredients in a bowl. Add milk and shortening. Beat until about smooth. Pour batter over boiling blueberries. Bake covered 25 to 30 minutes, or until topping is golden brown. Serve warm.

DUTCH OVEN HONEY APPLE CRISP

6 cups sliced apples
1 teaspoon lemon juice
1/2 cup honey
1/3 cup flour
2/3 cup quick cooking oats
1/2 cup brown sugar
1/4 teaspoon salt
1/3 cup butter

Grease oven and place apples in bottom. Sprinkle lemon juice over them and pour honey over them. Mix other ingredients until they resemble coarse crumbs. Sprinkle over apples. Bake at 375 degrees for about 30 minutes. 8 to 10 coals bottom and 18 to 20 on top.

BUCKSKIN PIONEERS

THE DAY THE WOLVES PULLED GRANDPA LITCHFIELD HOME

EYE HERE IS A TALE AS TRUE AS THE DAY I WAS BORN. 'T WAS GETTING LATE IN THE YEAR WITH COLDER NIGHTS COMING UPON THE SMALL PARTY OF WESTERN TRAVELERS. FOOD SUPPLIES WERE GETT'N SPARCE, AND DUE TO BAD LUCK AND SEVERAL ACCIDENTS ALONG THE TRAIL THEY WERE DOWN TO THEIR LAST FEW GOOD HORSES. GRANDPA LITCHFIELD WAS AMONG THESE UNFORTUNATE TRAVELERS. HE WAS A SMALL MAN COMPARED TO MOST BUT HE WAS CLEVER AND HAD MORE SMARTS ABOUT HIM THAN MOST MEN TWICE HIS SIZE. WELL LOTS WERE DRAWN TO SEE WHO WOULD TAKE THE LAST REALLY GOOD HORSE AND GO OUT AND HUNT FOR SOME FOOD. GRANDPA LITCHFIELD GOT THAT SHORT STRAW AND HEADED OUT WITHOUT A GRUMBLE. HE RODE FOR ABOUT A DAY AND A HALF BEFORE HE SPOTTED A HERD OF BUFFALO. TAKING AIM HE SHOT AND A FAIR SIZED BULL FELL. THE NOISE HOWEVER STAMPEDED THE HERD AND STARTLED HIS HORSE WHO REARED BACK, BUCKED HIM OFF AND RAN AWAY. STANDING UP HE REVIEWED THE SITUATION. FIGURING HE WAS MILES FROM NOWHERE WITHOUT HIS HORSE HE WOULD GET TO WORK AND DRESS OUT THAT UGLY OLD BULL HE'D SHOT. AS BAD LUCK WOULD HAVE IT THE WEATHER TURNED FOR THE WORSE AND SNOW BEGAN TO FALL. THE ONLY SHELTER SEEMED TO BE INSIDE OF THE CARCUSS OF THE BULL SO IN HE CRAWLED. DARKNESS SOON LOOMED AROUND HIM AND THEN HE HEARD A SOUND WHAT MADE HIS BLOOD RUN COLD---WOLVES. THEY WERE COMING CLOSER AND THEN HE COULD FEEL THEIR HOT BREATH AS THEY CHEWED ON THE MEAT THAT HID HIM FROM THE COLD. AH BUT HE BEING A CLEVER MAN SOON HAD AN IDEA. TAKING HIS KNIFE HE CUT TWO HOLES IN THE FLESH OF THE BULL. THRUSTING HIS HANDS THROUGH THE OPENINGS HE CAUGHT TWO WOLVES BY THE TAILS AND THEY BEGAN TO RUN. 'T WAS IN CIRCLES AT FIRST BUT SOON HE GOT CONTROL AND BY PULLING HARDER ON ONE TAIL COULD STEER HIMSELF IN THAT DIRECTION. THEY WERE OFF AND HEADED STRAIGHT FOR THE CAMP. THE MEN IN THE CAMP SAW THEM WOLVES COMING AND SHOT THEM CLEAN ACROSS THE THROATS AS TO NOT SPOIL THEIR FUR. GRANDPA AS SHY AS USUAL CRAWLED OUT OF THAT OLD BULLS CARCUSS AS THOUGH IT WAS THE ACCEPTED MODE OF TRAVEL AND SHOWED HIS CATCH TO THE WIDE EYED OPEN MOUTHED ON-LOOKERS. YEP, THAT'S THE TRUE TALE OF HOW THE WOLVES PULLED GRANDPA LITCHFIELD HOME.

The Texas Cowboy

1. Enter as cowboy with coiled length of rope in hand.
2. Sight object about ten yards away, uncoil rope as you eagerly look at object.
3. Form a lasso, whirl rope overhead, toss rope, miss catching the object, let eyes follow fallen rope to ground, shake head in disappointment.
4. Pull rope back to you with both hands, again attempt to lasso object, again miss, again frown and tug rope back.
5. Carefully sight object, look very determined as you again whirl and toss.
6. Triumphantly cry out (in silent pantomime) as you catch object.
7. Tug object toward you with strained effort.
8. Clasp hands over head in satisfaction, forgetting that rope is still in your hand, feel sharp jerk, get pulled off stage with animal tugging you away.



AUGUST 1994

theme of the month

Water
Fun

THERE ARE ONLY TWO CARPETS ON THIS PAGE THAT ARE EXACTLY ALIKE. CAN YOU FIND THEM?





August 1994

Miami Valley Council Calendar

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
	1	2	3	4	5	6
NATIONAL OA CONF.			WEEK #7 WT			
7	8	9	10	11	12	13
WEBELOS CAMP			WOODBADGE STAFF			WOODBADGE ...
14	15 COMMISSIONERS MTG	16 ADV MTG SCOUT CAMP PROMO	17 EXECUTIVE COMMITTEE MTG	18 CUB OUTDOOR SUPPORT STAFF MTG	19	20
WOODBADGE ...	ALL STAFF FALL PLANNING		OA SUMMER ORDEAL			
21	22	23	24 TRAINING	25 POPCORN KERNEL MTG	26	27
OA SUMMER ...	NATIONAL TOP HANDS MTG			WOODBADGE #2		
28	29	30	31			
WOODBADGE #2	NATIONAL ALL HANDS TRAINING					

July

S	M	T	W	T	F	S
					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						

September

S	M	T	W	T	F	S
				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	

SEA ADVENTURES WORD SEARCH

Look for the words in this puzzle backwards, up and down, across, forward, and diagonally.

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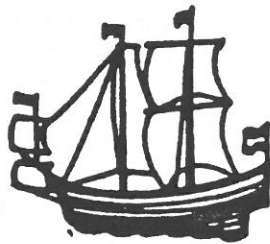
M A R I N E L I F E F R E T S B O L
S B E L P S G N I K I V U K Y F D Z
O C L A M A J E L Y F I S H F S
U Z O I K N S Y I F R E C E N X M E J
T K F R N S E A L H P N F N G Z A G L
H L G J A B D V G O R B E N W P C K
S T A O B L I A S O R A T E P A N T P
E T S T B E A R E Y U M C H T A N P
A M A N T A R E Y U M C H T A N P
S P I R T A T E Y U A C H T A N P
D C V T F X U D F O N O P R E C E R L
U D S Q U I L C S E A S S H E L L S L A E
G Y U S L C S E A S S H E L L S L A E
O C T O P U S S H O R N B A C E L N B
U X S R M E R N O R M E N A E S A H O
T Q R Q P A R R O T B D E E L G V A
R E G G I R T U O D B E R U S A E R T
A O Y S T E R H W A T E R S C O P E
    
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PADDLE BOAT
 KING NEPTUNE
 SOUTH SEAS DUGOUT
 OUTRIGGER
 GALLEON
 STARFISH
 SAILOR
 SQUID
 SEA ANEMONE

SEA
 YACHT
 EEL
 PARROT
 MANTA RAY
 LOBSTER
 CORAL
 SEAL

TREASURE
 SAILBOAT
 WHALE
 SEASHELLS
 MARINE LIFE
 SEAWEED
 OYSTER
 JELLYFISH

OCTOPUS
 STEAMBOAT
 WATERSCOPE
 VIKINGS
 CLAM
 PIRATE
 PEARL
 CATAMARAN



KING NEPTUNE OPENING

PERSONNEL: King Neptune...wearing a cape and crown of "seaweed,"
One representative of each pack.

EQUIPMENT: Treasure chest made of cardboard box covered with
"bamboo"...see crafts part of this section...old
jewelry and old "coins". All coins except one painted
gold...one "coin" painted green. (Coins may be made of
wood, plastic, or cardboard.) One empty margarine tub
for the scooper. One brand new CUB LEADER HOW-TO BOOK
for the prize. Peppermint or Butterscotch candies for
the other pack representatives. Records or tapes with
water themes to play (such as "Sailing, Sailing, Over
the Bounding Main", etc., two bandanas or neckerchiefs
for blindfolding.)

KING NEPTUNE: (Leads parade of sea "creatures" around the room
while music is played. Then stops in front of
room, invites everyone to sit down.)
I declare this Roundtable open. Will one represen-
tative from every pack please come forward? (These
may be chosen at time of registration, if desired.)

(Have the Roundtable Commissioner or one of the staff explain to
the audience that a treasure chest has been found buried in the
sand and they are going to get a chance to "scoop" up some of
the treasure in the treasure "chest". Show the "scooper", tell
them they will be blindfolded, one at a time, and given a chance
to get some of the until now "buried" treasure. As the represen-
tatives come forward, they are lined up away from the "treasure
chest". Open the chest briefly so all can see it is full of
treasure. Tell them there is one special treasure in the chest
and that whoever scoops up that particular treasure will receive
a special "treasure" to take back to his/her pack. If you prefer
you may let the person who gets the treasure keep the book instead
of giving it to the pack. After they have had their turns, have
them go through the "treasure" in their laps and see who has the
"special coin". Then award the prize.)

(A variation of this is to give each person an old key when they
register...then have them try the key in the "chest" after King
Neptune has declared the Roundtable "open". The person whose key
unlocks the treasure chest finds the HOW-TO BOOK inside and is
given it as the prize.)

CLOSING

At the end of the Roundtable, have King Neptune declare the Round-
table closed.

DEN OPENING

TREASURE STRINGS

Have a treasure hunt as an opening. Before the meeting, tie a small gift to the end of a ball of string (seaweed). Hide the gifts in different places around the meeting place. Taking one ball at a time, wander from one room to another unrolling "seaweed" as you go. Go downstairs, upstairs, out the back door and in the front; roll the "seaweed" under a chair or table and pick it up at the other side. Let one string of seaweed cross and recross the other balls of seaweed to make the hunt more confusing. The greater variety of places you can make the seaweeds go, the more exciting the hunt becomes. Finish the unwinding of each ball of seaweed at the same place so that all the players will start together. Tie a different colored tag on each ball.)

When all the boys arrive, let them choose their favorite colors and start winding the seaweed back on the ball. Each must follow his seaweed until he finds his prize. The first one to find his should call "Found" and should be given an extra prize for being the first one through.



KING NEPTUNE ADVANCEMENT CEREMONY

King Neptune sits in the ocean on a throne and talks to the Cubs through a curtain of plastic water. The throne is surrounded by chests of "treasure". (Mom's old jewelry, cardboard pieces of eight, and sea shells.)

Two lamps with green light bulbs are hidden off stage, to give a greenish tint to the stage. A fan gently blowing off stage, makes the plastic curtain flutter and ripple like underwater waves.

The "wall of water" curtain is made from a 9' x 12' clear plastic drop cloth found at most paint stores. The drop cloth is fringed along the 12' length. Leave about 6" at the top of the drop cloth. Splatter the drop cloth with blue and green dye. This water curtain is hung in front of the throne area on the stage, so the cloth is between the audience and King Neptune.

Awards are attached to large construction paper fish. The fish are then taped or pinned to the curtain and sprinkled in the treasure chest.

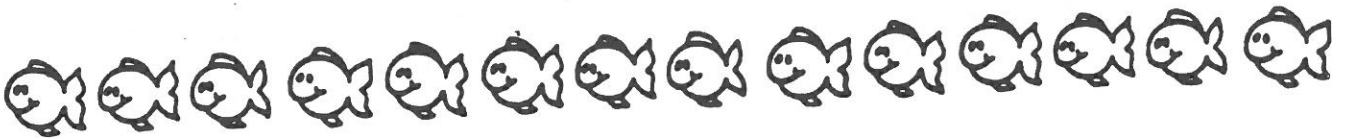
King Neptune is dressed in a green garbage bag, fringed so that it can drape like a cape from his shoulders. The "seaweed" is also attached to the under side of his crown, like hair, and he holds a trident.

Leave only the stage lights on, and check to be sure the fan is aimed at the water curtain and the seaweed costume. Be sure to leave a space on the stage that is not in the "water".

The following narration is to be used only as a guide. Make your dialogue fit your meeting.

"Hail! who dares to enter my domain?" King Neptune looks around menacingly. "Oh, you want to see my treasures...(handles the jewelry). No, you can't have them. They are worth much and it took a long time to accumulate them and it was hard work. What? Did I hear someone out there say that he had worked hard, too? Who was it?"

Call one of the boys and his parents forward to the water's edge. Do not let them enter the water area. After all the boys and their parents are assembled, ask the parents if these boys worked hard. Parents should answer, "Yes."



KING NEPTUNE ADVANCEMENT CEREMONY (continued)

King Neptune says, "Well...I suppose they deserve a reward then. Cubs, please advance into my watery home. Now, what can we find for each of you. Pearls? No, you don't want pearls. Pieces of eight? No, they are no longer spendable. Ahah. What is this? (King takes a fish with the award on it. Calls boy's name. "I have found a Bobcat Badge for you. If your parents will come forward, I will give it to them for you.")

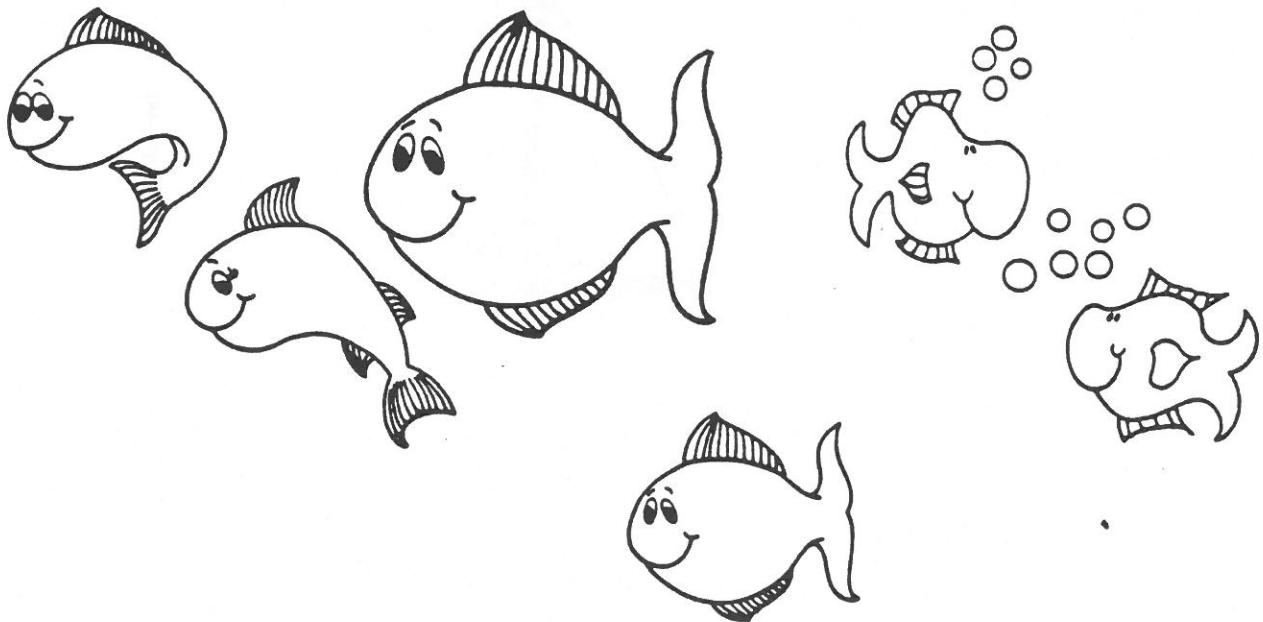
(King continues this until all awards are given out.)

King Neptune: Now, are you all satisfied? Do you all understand that we have treasures only when we work hard? (Hopefully, boys will answer "yes".) Then, be gone with you, and don't bother any of my treasures. You must find treasures of your own.

Parents and boys leave the stage. Close the curtain in front of King Neptune and turn the house lights back on.

You may vary the things King Neptune says when giving the awards to suit your needs. all the boys may come up at once or all the Bobcats, then Wolves, then Bears, then Webelos, etc. Still have their parents give them their awards.

by Tom and Jerry Hall
Pack 603
Palomar Roundtable Helps 1974



SONG

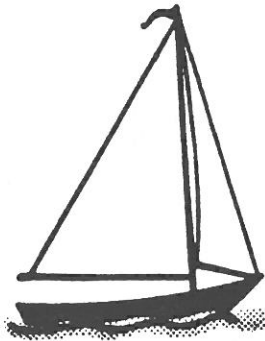
LISPING SONG

(Tune: Auld Lang Syne)

I with I were a little fith,
I with I were a fith.
I'd thwim and thwim in the deep blue thea,
I with I were a fith.

I with I were a little thip,
I with I were a thip.
I'd thail and thail on the deep blue thea,
I with I were a thip.

I with I wathn't thuth a thimp,
I with I wathn't a thimp.
I'd thing a thong that had thom, thenth,
I with I wathn't a thimp.



SONGS

THERE'S A HOLE IN THE BOTTOM OF THE SEA

1. There's a hole in the bottom of the sea,
There's a hole in the bottom of the sea,
There's a hole, there's a hole,
There's a hole in the bottom of the sea.
2. There's a log in the hole in the bottom of the sea,
There's a log in the hole in the bottom of the sea,
There's a log, there's a log, there's a log in the hole in the
bottom of the sea.
3. Add: knot on the log.
4. Add: frog on the knot.
5. Add: head on the frog.
6. Add: eye in the head.
7. Add: sty in the eye.
8. Add: hair in the sty.
9. Add: kink in the hair.
10. Add: germ on the kink.



BARGES

Out of my window looking in the night,
I can see the barges' flickering light.
Silently flows the river to the sea
And the barges do go silently.

CHORUS:

Barges, I would like to go with you
I would like to sail the ocean blue.
Barges, have you treasures in your hold?
Do you fight with pirates brave and bold?

Out of my window looking in the night
I can see the barges' flickering light.
Starboard shines green and port is shining red.
You can see the barges far, far ahead.

GETTING TO THE BOTTOM OF THINGS
(An Audience Participation Skit)

SEA.....Splash! Splash!
FISH.....Bubble-bubble
FRIEND
or FRIENDS.....Hello, there!

SEA HORSE.....Neigh-neigh
TREASURE.....Gold! Gold!
DIVER.....Blub-blub-
or DIVERS blub

There once lived way down at the bottom of the SEA_____, a friendly little FISH_____, named Finny FISH_____. Now this little FISH_____, who lived way down at the bottom of the SEA_____ and who was named Finny FISH_____ had a lot of FRIENDS_____ among the other FISH_____. In fact, down at the bottom of the SEA_____, all the FISH_____ were Finny's FRIENDS_____. She even had some FRIENDS_____ at the bottom of the SEA_____ who were not FISH_____.

One of these FRIENDS_____ who lived at the bottom of the SEA_____ and was not a FISH_____, was Sam SEA HORSE_____. Finny's FRIEND_____, Sam SEA HORSE_____, liked living at the bottom of the SEA_____ with the other FISH_____ except that the other FISH_____ would not be FRIENDS_____ with Sam the SEA HORSE_____.

Finny FISH_____ said that she didn't care if Sam SEA HORSE_____ didn't look like her other FISH FRIENDS_____. And this is how a beautiful friendship started at the bottom of the SEA_____ between Finny FISH_____ and Sam SEA HORSE_____.

There were many DIVERS_____ who came to the bottom of the SEA_____ to hunt for sunken TREASURE_____. Now, Finny FISH_____ and Sam SEA HORSE_____ knew the bottom of the SEA_____ well and they had seen a TREASURE_____ chest many times while playing among the seaweed and plants at the bottom of the SEA_____.

Finny FISH_____ and Sam SEA HORSE_____ hadn't told anyone about the TREASURE_____ chest for it was their own private hiding place. Finny FISH_____ and Sam SEA HORSE_____ had many hours of fun at the bottom of the SEA_____ playing hide and seek; Finny FISH'S_____ favorite place to hide was in the TREASURE_____ chest. This made it hard for Sam SEA HORSE_____ to find her because Finny FISH_____ was so shiny that she glittered just like the gold pieces in the TREASURE_____ chest. One day while Finny FISH_____ and Sam SEA HORSE_____ were playing their usual hide and seek game at the bottom of the SEA_____ all of Finny FISH'S_____ FRIENDS_____ came swimming up with a warning that a DIVER_____ was coming down to the bottom of the SEA_____ to look for the TREASURE_____ chest.



GETTING TO THE BOTTOM OF THINGS (continued)

Just as the DIVER_____came down to the bottom of the SEA_____looking for the TREASURE_____, all the FISH FRIENDS_____swam away to hide from the DIVER_____who was hunting TREASURE_____.

Sam SEA HORSE_____was the last one to leave because he didn't see Finny FISH_____in the group of FRIENDS_____and he was beginning to worry about her. Just as the DIVER_____was about to reach the TREASURE_____chest, he saw what he thought was a Gold piece fall out of the TREASURE_____chest and land on the bottom of the SEA_____. The DIVER_____was so greedy that he reached for it only to have it swim speedily away. It was only Finny FISH_____and not a Gold piece at all! But when the DIVER_____had reached, he had pulled off his face mask and had to surface without the TREASURE_____chest from the bottom of the SEA_____. All the FISH FRIENDS_____at the bottom of the SEA_____were so happy that Finny FISH_____got safely away from the DIVER_____and Sam SEA HORSE_____was especially happy. What really happened that day at the bottom of the SEA_____was seen by all the FISH FRIENDS_____. They knew now that Sam SEA HORSE_____was really a FISH'S_____best FRIEND_____and from then on they would always be his FRIEND_____. Sam SEA HORSE_____had saved Finny FISH_____! They learned that "A FRIEND_____in need is a FRIEND_____indeed!"

Sam SEA HORSE_____had bravely swum right in front of the DIVER'S_____face mask. That is what caused the DIVER_____to miss Finny FISH_____when he grabbed for what he thought was a Gold piece from the TREASURE_____chest at the bottom of the SEA_____. The DIVER_____, even though he didn't get the TREASURE_____chest from the bottom of the SEA_____, learned that "ALL THAT GLITTERS IS NOT GOLD!"

So, with this thought in mind, we leave Finny FISH_____, Sam SEA HORSE_____and all their FISH FRIENDS_____swimming happily around the TREASURE_____chest at the bottom of the SEA_____.

by Joyce Newell



PHINEAS RIDES AGAIN
(A Skit for Marine Puppets)

The Skit is intended for use with the puppets described on the following pages, but can be revised to provide more action for performance by live actors.

The puppet theater is described in the following section, also. Each puppet can be operated by a different person, or two persons could operate them all. Stage directions refer to right and left for a person ON STAGE, facing the audience.

(The ANNOUNCER appears in front of the curtain.)

ANNOUNCER: Good evening, ladies and gentlemen! For years the action-filled western has reigned supreme as a favorite with adventure story lovers. Recently, however, its popularity has been challenged by a rush of interest in underwater drama. Tonight, we combine these trends and proudly present a production that will please everyone: A Cowboy-Story-Under-The-Sea. Its title is "Phineas Rides Again" or the "Foam Ranger".

The following exciting characters will appear:

The Hero, Phineas Fish
His Sidekick, Clem Clam
The Heroine, Susie Starfish
The Villain, Dily Oliver Octopus
His Accomplice, Louie the Lobster
The Sheriff, Sam Sponge

Shall we join the players way down yonder in the wild western ocean?

(ANNOUNCER leaves, and the curtain opens far enough to reveal the puppet theater. PHINEAS has entered from right and is on stage, alone, singing. Others backstage may join him to add to the volume.)

PHINEAS: (To the tune of "Home on the Range")
Oh, give me a home where the mackerel roam
And the cod and the anchovies play.
Where often is seen, the cheerful sardine
And the sunfish is shining all day.
(CLEM enters from left during song.)



PHINEAS RIDES AGAIN (continued)

PHINEAS: Hi, ya Clem. Some tun-a,eh?

CLEM: Frankly, Finney, it smelt.

PHINEAS: Aw, quit carping.

CLEM: Did you hear about the commotion in town?

PHINEAS: What's up?

CLEM: Somebody robbed the Oyster bank early this morning.

PHINEAS: Great Grunion! Did they get much?

CLEM: Stole all the pearls and a million dollars in gold fish.

PHINEAS: Phew! That's a lot of fish! What's the Sheriff doing?

CLEM: Oh, he's floundering around.

PHINEAS: Clem, go tell him we'll help solve this case.

CLEM: O.K. (CLEM leaves. PHINEAS begins singing "I'm An Old Cow Hand", but is violently bumped as the SHERIFF enters, LEFT.)

PHINEAS: Hey, Sam, did you do that on porpoise?

SHERIFF: Sorry, Finney, I haven't been so excited since my dog-fish had guppies.

PHINEAS: Clem told me about the robbery. Have you found the varmints yet?

SHERIFF: Nope. They left a red herring on the trail.

PHINEAS: Hmm. Must have been some daring soles.

SHERIFF: Oh, I don't know, only an 'eel would do a thing like that.

PHINEAS: I'll go get my sea horse from the coral and join the posse.

SHERIFF: Fine. See you later. (SHERIFF leaves. Before PHINEAS can leave, a girl's voice is heard, crying, and SUSIE enters, LEFT.)

PHINEAS RIDES AGAIN (continued)

SUSIE: Oh, I'm so frightened! Please help me, Phineas.

PHINEAS: Stop your blubberin', little gal. What's wrong?

SUSIE: (weeping) I can't find the Sheriff! I think I know who robbed the bank, and they're after me!

PHINEAS: Who, gal, who?

SUSIE: Oily Oliver Octopus and Louie, the Lobster!

PHINEAS: Are you sure? Why, I remember them when they were just a couple of perch snatchers.

SUSIE: Oh, yes. I saw them near the bank this morning, but I didn't realize what they were going to do.

PHINEAS: I'll go tell the Sheriff. He'll throw out the fish net.

SUSIE: (wailing) Oh, don't leave me! Stur-geon-na be trouble.

PHINEAS: Don't you fret, Susie, gal. Hide behind that clump of seagrass till I come back. (PHINEAS leaves, RIGHT. SUSIE also leaves, LEFT, apparently to hide. OLIVER enters, RIGHT and LOUIE, LEFT.)

OLIVER: Well, we made our get-away all right.

LOUIE: Yep, but I'm scared, boss. We've got to catch that little starfish before she talks.

OLIVER: Well, where is she? She came this way.

LOUIE: 'Course I kinda hate to hurt her.

OLIVER: Forget it! Don't be a sucker for a pretty fish.

LOUIE: Reckon you're right. I'll go look that-a-way. (Leaves, LEFT.)

OLIVER: (Looks about, sees SUSIE hiding and drags her on stage from LEFT.) Aho! So there you are. Come on out.

SUSIE: I was right! It was you and Louie.

OLIVER: Yes, but you'll never tell.

SUSIE: Unhand me, you cod! Someone else already knows!

PHINEAS RIDES AGAIN (continued)

- OLIVER: Who?
- SUSIE: I won't tell.
- OLIVER: Talk, you little sprat!
- SUSIE: I won't! I won't!
- OLIVER: So you're gonna clam up? Wait'll I get Louie! (OLIVER leaves and SUSIE is alone.)
- SUSIE: (Wailing) Land O' O'-cean, what shall I do? (PHINEAS enters, RIGHT.)
- PHINEAS: I'll save you, SUSIE, gal! Go hide again, quick! (SUSIE disappears quickly and LOUIE enters from the LEFT.)
- LOUIE: Hey, boss, where are you? (sees PHINEAS) Out o' my way, Buster!
- PHINEAS: I'll fix you, you lobster mobster! (PHINEAS rushes at LOUIE, hits him from underneath with his head and mouth and LOUIE gives a bounce in the air and collapses over the front of the stage, hanging limply. PHINEAS leaves.)
- PHINEAS: (offstage) And you! I'll smush you, you oily octopus, you!
OLIVER flies in after some loud offstage noises, bounces up in the air and collapses next to LOUIE over the front of the stage.) Clem! Sheriff! Drag those sidewinders out of here! (OLIVER and LOUIE go off limply, as if being dragged. PHINEAS enters, RIGHT.)
- SUSIE: (offstage) Can I come out now?
- PHINEAS: Come on. It's all over. They've vamoosed to the cala-boose.
- SUSIE: (Enters, LEFT.) My hero! You're a dol-Phin-eas!
- PHINEAS: Shucks, 'twarn't nuthin'.
- SUSIE: But, however did you do it? They're so strong and powerful!

PHINEAS RIDES AGAIN (continued)

PHINEAS: For years I used to be just another poor fish. But then I started eating a better breakfast every day, and now I win all of my fights.

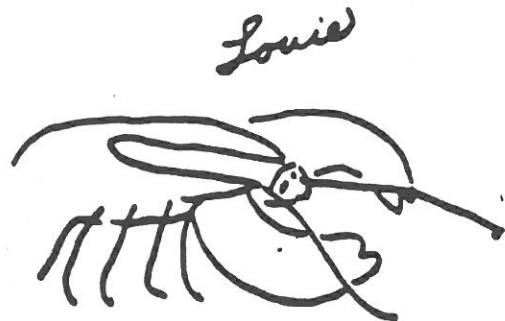
SUSIE: Oh, my! Tell me, What do you eat for breakfast?

PHINEAS: Why SEAWEEDIES, Gal, SEAWEEDIES!!!

SUSIE: My CHAMPION! (They kiss.)

CURTAIN

SHERIFF



DIRECTIONS FOR MAKING THE MARINE PUPPETS

SUSIE STARFISH: (For Right Hand)

Make Susie, our little heroine, from an old sock in a pastel color. Cut a star shape from matching felt or other stiff material. Add eyebrows, long eyelashes, a tiny nose, and a rosebud mouth. Along the top sew rickrack to suggest hair. To accent the star shape along the bottom sew black rickrack to the back with just part of the rickrack showing along front. Sew star to sock.



OILY OLIVER OCTOPUS (For Left Hand)

Start with one old black left handed glove. For the other three tentacles, cut three fingers from a second glove and stuff with paper or cotton. Sew one between the thumb and index finger, and the other two along the side of the hand below the little finger. For the head, cut out a round section from second glove, stuff with cotton, gather around the edge and sew to the first glove. Add white button eyes. To make Oliver look more threatening, fasten black plastic thong to the tip of each tentacle, wrapping each tentacle at the tip of the finger so that it tapers.



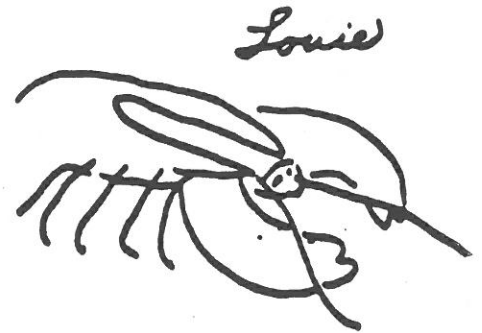
LOUIE, THE LOBSTER
(For either hand)

Cut a piece of cardboard as shown, and paint with red model airplane dope. Cut slits along the sides of a red sock and slip the cardboard claws in place and sew firmly in position. With yarn, tie off around the point about 1/2" down from the head, and add button eyes.



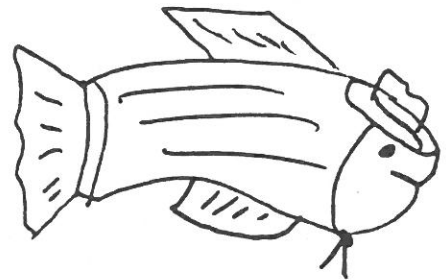
For feelers, slip a double length of plastic thong through the yarn tied at the head. To hold feelers in place, staple to the cardboard claws and then tack down farther back on the sock. Insert four red pipe cleaners for legs with the ends doubled back for extra thickness to make feet.

To animate Louie, slide your hand into the sock on top of the cardboard, stretching the middle finger up to the head. When he is speaking, bend and straighten out your hand to make a kind of flapping motion. You can also rock the claws back and forth.



PHINEAS FISH
(For Left Hand)

Phineas Fish is the hero of the skit. To make him, cut a slit in the toe of a sock about 1 1/2" in to form the mouth. Bind the edges of the slit with felt or other heavy material in a contrasting color. Cut a tail from burlap; sew to the cuff of the sock; then sew a small strip of felt over the rough edge of the burlap. Add fins of burlap in the same manner. A few accents of paint and felt, plus button eyes will provide realism. To animate Phineas, put your index finger in the upper part of the mouth and move it up and down.



SEPTEMBER 1994

theme of the month
Explore Your
Neighborhood

THERE ARE ONLY TWO CARPETS ON THIS PAGE THAT ARE EXACTLY ALIKE. CAN YOU FIND THEM?





September 1994

Miami Valley Council Calendar

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
				1	2 ALL STAFF	3
				NATIONAL ALL HANDS TRAINING		
4	5 <i>Labor Day office closed</i>	6	7	8 INTERFAITH COMMITTEE	9	10
					COPE COURSE INST. TRAINING	
					WOODBADGE WEEK #3	
11	12	13	14	15 DAY CAMP CUB OUTDOOR SUPPORT STAFF MTG	16 FIELD STAFF	17 OA LODGE PLANNING SEM.
WOODBADGE ...						
18 OA PLANNING SEM.	19 COMMISSIONERS MTG	20 ADVANCEMENT ACTIVITIES SCOUT CAMP PROMO	21 EXECUTIVE BOARD DAYTON SNFS	22 INTERFAITH COMM. GOAL SETTING CONF. OA LEC	23 <i>Autumn begins</i>	24 BUCKSKIN REUNION WT POST CAMP INSP. COUNCIL FAST START
GOAL SETTING WEEK						
25	26	27 CAMPING MTG	28	29	30 OA FALL ORDEAL (CH) ALL STAFF DEN CHIEF TRAINING	
POPCORN TRAINING						

August

S	M	T	W	T	F	S
	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			

October

S	M	T	W	T	F	S
						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					

EXPLORE YOUR NEIGHBORHOOD

SEPTEMBER THEME



Who are the people
in your neighborhood?
Where is the nearest
Doctor? electrician &
Helpful neighbors?

* Form a neighborhood watch.



What pets live
in your neighbor-
hood? How are
they taken care of?

Go on a neighborhood
treasure hunt. Look for
places, or things like
hydrants, road signs or
other landmarks. Also
a fun scavenger hunt for
certain leaves, plants or
insects.



clean up your
neighborhood!

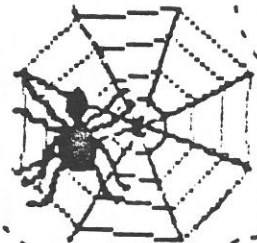
Where do birds
live, bugs hide,
or what kinds of
trees and flowers
grow around your
neighborhood?



What
nationalities
live in your
neighborhood?



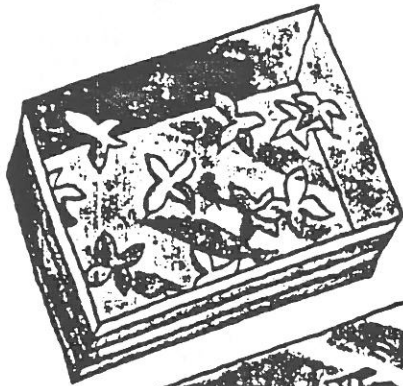
collect bugs,
leaves, seeds,
rocks, photographs,
spider web prints,
and do some rubbings off
of tomb stones, land-
marks and sidewalks.



Jean Litchfield

EXPLORE YOUR NEIGHBORHOOD

Jumping Spiders and Butterflies



You will need
a small box
acetate (see-through plastic,
often used for boxes of candy)
scissors and transparent tape
construction paper and tissue paper



Just rub the acetate and watch them creep and flutter

1 Spiders and Butterflies

Spiders - cut from construction paper. Bend the legs as shown.
Butterflies - cut from tissue paper. Twist in the middle or they won't keep moving.

2

cut here
cut acetate

Cut down a small box, like this. Cut some acetate to fit over the box.

Static Electricity

When you rub certain things you get static electricity. This is why your butterflies and spiders jump. Static electricity makes your hair stick out when you comb it hard on a very dry, cold day. In a dark room you might see sparks! Try it the next time you find that you have frizzy hair.

3

cover with acetate
tape down

Fill the box with six or seven butterflies or spiders. Tape acetate over the box.

From PAPER FUN by Scholastic Book Services, 1976.

Civic Ceremony

Uses: Theme Awards Ceremonies dealing with Community, Government, etc.

Props: Collect a bunch of old unused keys and tie them to ribbons for awards. (You may be able to get throwaways from a hardware store that grinds them.) Also have some long ribbons tied in the center with beautiful bows. Have a small shovel and a box or bucketful of dirt.

Instructions: Explain to the Pack the tradition of the Mayor bestowing on honored guests and Dignitaries a "Key to the City". Also in other Civic ceremonies the Mayor and other Civic leaders attend Ground-Breaking and Ribbon-Cutting ceremonies, and tonight the Cub Scouts earning awards and rank advancements will be the "Visiting Dignitaries" at the Pack's Civic Ceremonies.

The Cubmaster acts as Mayor, (perhaps in a Tuxedo or suit), and announces the contributions each advancing Scout has made to the Pack. These include but are not limited to participation in Pack events, in Den meetings, advancing in rank, helping the Pack go etc. The Cubs and their parents are invited to "Break Ground" to make way for the Cub to begin a new section of the Scouting trail, or they are asked to Cut the Ribbon as they pass into the next rank and/or Den. You may wish to bestow a "Key to the 'BEAR' rank" etc. as they have shown by their example how to be a good BEAR Scout.

There are other Civic ceremonies not mentioned here that might be adaptable to the presentation of Pack awards, like winning an election or a vote of confidence, or being honored in a parade by being the Grand Marshall etc. Use this as a guideline and have your committee think of others.

(An original ceremony by Prop it Up! Inc.)



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Prop it Up! Inc. (487-9170)

SEPTEMBER
EXPLORE YOUR NEIGHBORHOOD
-NATURALIST

BACKYARD FUN

Audience repeats each line after the leader.
LEADER: We know a place where you can find
AUD: We know a place where you can find
LEADER: Fun things to do of every kind
AUD: Fun things to do of every kind
LEADER: We can spy a sneaky snake
 Fill an ant farm in a shake
 Chase the butterflies flying by
 Jump the fence, it's not too high
 Hear the crickets serenade
 Sit on the grass, drinking lemonade
 Games of all sorts we do play
 And this is the way we pass out day
 From spacemen to jungles we explore
 With wooden guns we win the war
 We show our muscles with feats of skill
 And even for meals we don't sit still
 The first one able to climb the tree
 Tells the others what he can see
 The dirt and grime that's left on me
 Shows how much fun it is to be
IN OUR BACKYARD.

MY FATHER WAS A MERCHANT

LEADER: My father was a merchant. He used to bring me many fine presents from his store. One night he brought me a fan.
 (Everybody starts fanning motion with one hand. This is continued throughout the stunt).
LEADER: One night he brought me a pair of scissors.
 (Everybody starts snipping motion with two fingers of other hand in addition to fanning.)
LEADER: One night he brought me a sewing machine.
 (Everybody starts pedaling sewing machine with both feet.)
LEADER: One night he brought me a rocking chair.
 (Everybody starts to rock.)
LEADER: One night he brought me a cuckoo clock.
EVERYBODY: Cuckoo! Cuckoo! Cuckoo!

END

NOTE: This is a sure-fire, group-participation stunt and easy to put over. Take your time - let 'em fan for a few seconds before adding the 'scissors.' This will also give you a chance to look around the room and comment on people who are not 'fanning.'

1. Man has just been beaten up, and is sitting on the ground rubbing his jaw.
2. Can you describe the man who hit you?
 1. Are you kidding? That's what I was doing when he hit me.

KNOTTY GAME (for any group of six or more people)

Players stand in a tight circle, facing in. They join hands with two other people, but not their immediate neighbors. On signal all players try to untangle themselves without letting go of hands.

ARROW CHASE

Object is for two teams of cubs to follow colored arrows over a course around the neighborhood. Before boys arrive, mark 2 paths, one with white and one with blue chalk. The first arrows should be right outside your front door, the others should appear about every ten feet. It's more fun if you put some on the sidewalk, some high on a telephone pole, some on a rock, etc. Though difficult to find they should always be in plain view of a child standing on the ground. It doesn't matter if the paths cross and recross, but try to make both the same length and have both end up close to your house. The first team back to den wins the game.

MEET MISTER X

As people arrive, explain that there is a mysterious Mister X in the room. Tell them to introduce themselves to everyone asking, 'Are you Mister X?' (He is to answer in the affirmative.) At the end of the period, Mister X announces the first person to learn his identity and awards him a prize.

NEIGHBORHOOD TREASURE HUNT

This treasure hunt layout depends upon your meeting site. The committee should lay it out several hours before the meeting. Make sure the course is challenging enough to test the Cub Scout's knowledge. The sample course given here would be appropriate for a small park with some trees, picnic area, and a playground. Dens start at intervals of 5 minutes. All dens are given scorecards on which they write their findings for each station. Tell them this is not a speed contest. At each station they look under a rock to find a note telling them what to do and where to go next. A dad should be in the vicinity of each station to provide minimum help, if needed and to make sure the notes with directions are replaced by each den.

STATION 1: You are standing under a tree. Is it an elm, oak, maple, pine, or crabapple? Write down your answer. Go northwest to 4th street entrance to the park and look around a bush on the right side.

STATION 2: Within 5 paces of this spot, there is an insects home. Find it and write down the name of the insect. (Could be an ant colony, beehive, wasps' nest, etc). Go south 50 paces to the park bench and look around the north-east side.

STATION 3: Five paces west of this spot is a plant with a yellow flower. What is it? Is it edible? (Plant is a dandelion. Go west to the tallest tree you see in that direction and look around its base.)

STATION 4: Within 5 paces of here, there are scattered 10 pictures of birds. Write down the names of the ones you can identify. Go east to the twin oak trees and look around the base of the one on the right.

STATION 5: Pick up a leaf or bit of grass and toss it into the air. From which direction is the wind coming? Write it down. Go back to Station 1 and turn in your Scorecard.

The den with the best scorecard should be awarded a small prize - perhaps an inexpensive field guide to birds and a blue ribbon for each member. All treasure hunters might be given candy at the end of the hunt.

AROUND THE NEIGHBORHOOD

E	S	U	O	H	E	R	I	F	T	M
N	E	W	S	P	A	P	E	R	E	A
E	J	K	A	O	I	D	C	I	K	I
I	T	R	E	E	S	I	D	E	R	L
G	K	W	A	M	V	B	N	N	A	M
H	A	C	B	O	E	M	P	D	M	A
B	I	R	O	C	H	M	F	S	E	N
O	P	D	D	L	A	L	A	O	E	E
R	E	N	W	E	O	G	M	P	P	Z
H	E	I	B	W	H	E	I	D	U	I
J	R	F	E	K	R	S	L	I	S	T
S	T	R	O	C	S	A	Y	U	D	I
V	S	T	H	O	K	U	J	L	M	C
H	I	A	G	N	M	I	B	W	M	C
Y	N	P	O	G	H	E	W	L	B	N
T	C	D	R	A	Y	K	C	A	B	Z

CITIZEN
 NEIGHBOR
 STREET
 BACKYARD
 MERCHANT
 FAMILY
 SUPERMARKET
 FIREHOUSE
 FRIENDS
 PARK
 GARDEN
 TREES
 FLOWERS
 WELCOME
 MAILMAN
 NEWSPAPER
 GOSSIP

WTAN APPLAUSE

Buzzzzzzzzzz

FIREMAN YELL

Water, water, water. More, more, more.

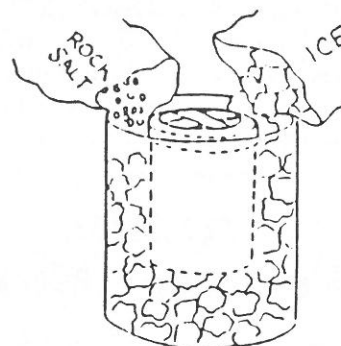
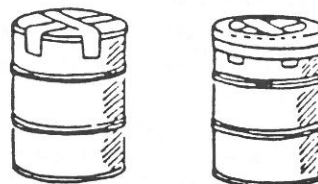
CUBS IN THE KITCHEN

Sep 20: Explore Your Neighborhood

TIN-CAN ICE CREAM

1 cup milk
1 cup whipping cream
1/2 cup sugar
1/2 teaspoon vanilla extract
nuts or fruit as desired

Put all ingredients in a 1-pound coffee can with a tight-fitting plastic lid. Place lid on can. (You may wish to seal it with duct tape.) Place can with ingredients inside a 3-pound (#10) can with a tight-fitting plastic lid. Pack larger can with crushed ice around smaller can. Pour at least 3/4 cup of rock salt evenly over ice. Place lid on 3-pound can. Roll back and forth on a table or cement slab for 10 minutes. Open outer can. Remove inner can with ingredients. Remove lid. Use a rubber spatula to stir up mixture, scraping sides of can. Replace lid (and reseal). Drain ice water from larger can. Insert smaller can and pack more ice and salt around it. Roll back and forth for five more minutes. Makes about 3 cups.



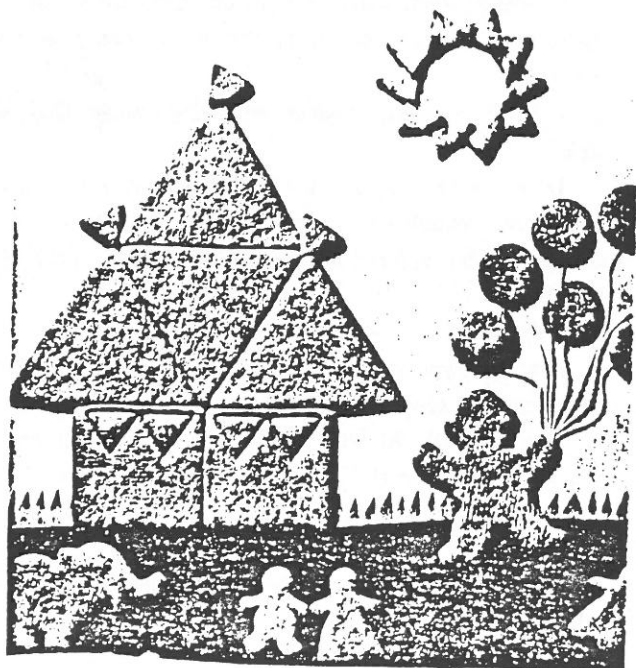
TIN CAN ICE CREAM

PEANUT BUTTER STICKS

1/2 cup granulated sugar
1/2 cup packed brown sugar
1/2 cup creamy peanut butter
1/2 cup soft margarine or butter
1/4 cup shortening
1 egg
1+1/4 cups all-purpose flour
3/4 teaspoon baking soda
1/2 teaspoon baking powder
1/4 teaspoon salt

Mix sugars, peanut butter, margarine, shortening and egg. Stir in flour, baking soda, baking powder and salt. Cover and refrigerate at least 1 hour.

Heat oven to 375 degrees. Roll dough 1/4 inch thick on lightly floured cloth-covered board. Cut into desired shapes or use cutters and create the neighborhood you want to live in. Place on ungreased cookie sheets. Bake 8 to 10 minutes. Cool slightly; remove from cookie sheet. Place on a prepared cardboard covered with construction paper for the proper background for your neighborhood. Use powdered sugar frosting to hold your pieces to the cardboard.



BIDEWALK SAFARI BINGO

START BY TAKING A WALK AROUND THE AREA THAT YOU WILL USE FOR YOUR SAFARI. JOT DOWN INTERESTING ITEMS THAT YOU SEE SUCH AS A BLUE TRASH CAN, STOP SIGN, ROCK OR FLOWER, ETC. IT CAN BE ANYTHING STATIONARY OR SURE TO BE THERE LATER WHEN YOU TAKE YOUR SAFARI. YOU WILL NEED BETWEEN 30 & 50 THINGS. WHEN YOU GET BACK PREPARE BINGO CARDS (SAMPLE ENLARGED) ONE FOR EACH BOY. WRITE DOWN THE ITEMS IN THE SQUARES OF EACH BOYS CARD. YOU WANT THEM TO ALL BE DIFFERENT IN ARRANGEMENT AND IN SOME ITEMS. GIVE THEM TO YOUR BOYS WHEN YOUR READY TO START AND WALK AROUND LETTING THE BOYS CROSS OFF THE ITEMS AS THEY SEE THEM. PRIZES MAY BE GIVEN.

S	A	F	A	R	I
blue trash can	yellow flower	stop sign	granite	frog	wren nest
white car	poka dots	flag	bank sign	sand box	Acorn
picnic table	bird bath	holi hock	smashed pop can	neat yard	Ash tree
School cross X	swing	For Sale sign	long grass	numbers 1456	bird feeder
old roller skate	bike	School Bus	pink flower pot	maple seed	well worn stone

Riddle Treasure Hunt

This is actually a game, developed one day by two young girls.

To make a riddle treasure hunt, you gather a bunch of riddles. The riddles can be original—or you can look for them in riddle or joke books.

Look for riddles which have answers that relate to things in your house or yard. Choose about four or five riddles.

Write each riddle, without the answer, on a small piece of paper. An index card, 3 inches by 5 inches, would be fine, too.

Number the papers or cards. These written questions are your clues.

Read clue number 1. Answer the riddle to yourself. Your answer will tell you the best place to hide clue number 2. Here's an example. Clue number 1 might be: What kind of fish is good on toast? You know that the answer is jelly. You place clue number 2 on top of the jelly jar in the refrigerator, just waiting to be found.

Think through all the clues and hide them where they belong. Your last clue will lead to the hunter's final destination. There will be no riddle there. At that location, the treasure hunt is over. Leave a small prize for the treasure hunter to find.

Now you're set.

Call your treasure hunter—a friend, parent, brother or sister. The game is about to begin. Give your hunter clue number 1, and see how long it takes to find the treasure.

This is the treasure hunt my friends sent me on. To start, I was given clue number 1—

• What business is best when things are dullest?

My next clue was found at the *knife sharpener*. It read—

• What never asks questions but demands answers?

That was hard, but eventually I found clue number 3 tucked under the *doorbell*.

• What do you do when the bathroom gets flooded?

Hard again. I was ready to throw in the towel, when I realized that expression was the answer!

Clue number 4 was in the *linen closet*—

• What musical instrument do you eat for dessert?

I fiddled with that for a while, then came up with *cello*. Sure enough, taped to the jello, was clue number 5—

• What was the matter with the house that was sick?

In a house with a lot of windows, it was hard to figure out which one had the *pane*, but it could be done. At the right window, I found the final clue, number 6—

• What has an eye but cannot see?

I went back to the refrigerator and inspected the potatoes—no clue, no treasure.

Think, think. At last! Yes, a *needle* also has an eye but cannot see. Way up at the top of the closet, in the sewing kit, I found my treasure—a shiny new dime!

Happy hunting! Enjoy the riddle business, and may all your troubles be riddle ones.

All In A Day's Work*

This rural campfire sketch is performed by two Scouts, the summer resident who is all dressed up, and Cy, the village storekeeper, dressed in straw hat, red bandanna, overalls, etc., and smoking a corncob. Every time he spits a bell rings, and some article of scenery vibrates, rocks or falls over. This is done by means of black threads.

At the opening, Cy is seated in a rocking chair "taking life easy." On the wall is a sign reading, "Cy Jenkins, Undertaker, Cider, Furniture, Feed & Grain, Notary Public & Fresh Eggs."

SR: "Good morning Mr. Jenkins."

CY: "Call me Cy . . . morning."

SR: "So you're an undertaker."

CY: "Yep."

SR: "Lived here all your life?"

CY: "Not yet I ain't."

SR: "Do people die here often?"

CY: "Nope . . . only once. Need an undertaker?"

SR: "Oh, no . . . they tell me you sell cement here."

CY: "Yep."

SR: "I need two bags."

CY: "What kind?"

SR: "Well, I don't know . . . Portland, I guess."

CY: "Good as any. . . Whadda you plan to use it fer?"

SR: "I want to build a few steps in my terrace next week."

CY: "How many steps?"

SR: "Six, I think."

CY: "How wide?"

SR: "About four feet."

CY: "How high each step?"

SR: "Why, I don't know . . . Let's see . . . I guess (measures with fingers, and then steps up an imaginary step with one foot) . . . about seven inches."

CY: "How deep yew goin'?"

SR: "Deep? . . . I don't understand."

CY: "In this climate we got frost. Gotta have two foot cement and then two foot gravel underneath . . . (Pause) You'll need three bags."

SR: "All right."

CY: "Mebbe four."

SR: "All right, give me four . . . the car is out front."

CY: "Can't. . ."

SR: "Well, then I'll pull into the rear, so you won't have to carry them."

CY: "Can't . . . ain't got no cement. Ain't had none for six months!" (Blackout)



Smoking in the Cellar

I swiped my grandma's cigarettes,
I didn't dare to tell her,
then Lumpy, Tony, Will and me
snuck down into the cellar.

We slipped inside the storage room
and bolted shut the latch.
I gave us each a cigarette
and Tony struck a match.

We lit them up together
and boldly took a puff.
We found out very quickly
that one would be enough.

We coughed and wheezed and sputtered
as we breathed in clouds of smoke,
Will turned white, and Lumpy green,
and Tony and I just choked.

I never want to smoke again
'cause smoking's really dumb.
Next time I feel like smoking,
I think I'll just chew gum.

then give your boys a pack of gum !

Cockroaches make good pets. They're small and can live comfortably in a jar. They eat almost anything. They don't bark or scratch the furniture. Also, for insects, they're relatively smart. You can even teach them to do tricks.

You can do Turner's experiment to see how many tries it takes a cockroach to learn its way home over a maze. You will need a cockroach that has been living in the same jar for at least a few days so that it feels at home there.

Find a jelly or pickle jar and put some holes with a nail in the

jar lid. Crumple a paper towel into the jar for the cockroach to hide in. Now catch a cockroach. Feed your cockroach dry cereal, dog or cat food, and give it bits of fruit for moisture.

Now you are ready to build the maze.

A variation of this experiment is to use two cockroaches. Do you think they will help or hinder each other?

A JAR HOME



HOW TO MAKE A COCKROACH MAZE

YOU NEED:

- A SHALLOW PAN OR BOWL
- SEVERAL EMPTY PILL BOTTLES OR SMALL FILM CANISTERS
- WATER
- SAND OR PEBBLES TO ADD WEIGHT TO THE EMPTY BOTTLES
- CARDBOARD STRIPS
- BOOKS OR A BOX FOR SETTING THE HOME JAR BESIDE THE PAN

1. FILL THE BOTTLES WITH THE SAND OR PEBBLES.
2. ARRANGE THE BOTTLES IN THE PAN.
3. LAY CARDBOARD STRIPS FROM ONE BOTTLE TO THE NEXT. ONE END OF THE MAZE SHOULD LEAD TO A DEAD END AND ONE SHOULD LEAD TO THE HOME JAR.
4. PUT 1 INCH OF WATER IN THE PAN SO YOUR COCKROACH HAS TO STAY ON THE MAZE.

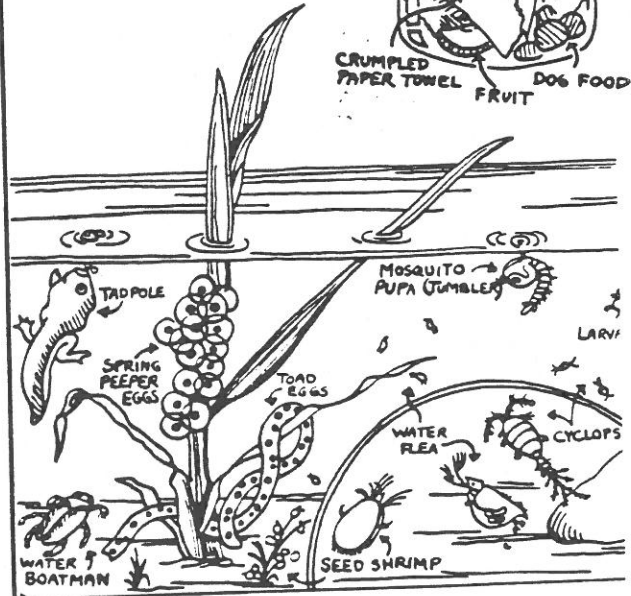


5. PUT THE COCKROACH AT "START" AND WATCH.

6. WHEN THE COCKROACH GETS "HOME," LET IT REST AWHILE AND FEEL SAFE. THEN REPEAT THE EXPERIMENT. A SMART COCKROACH WILL EVENTUALLY GO STRAIGHT HOME.

NOTE: SOME COCKROACHES CAN STILL REMEMBER THE WAY HOME THE NEXT DAY. OTHERS WILL FORGET.

LIFE IN A PUDDLE



Life in a Puddle

Here are some of the animals you might find living in puddles: water boatmen, mosquito larvae (wigglers), mosquito pupae (tumblers), water fleas, seed shrimp, cyclops, tadpoles, toad eggs, and spring peeper eggs.

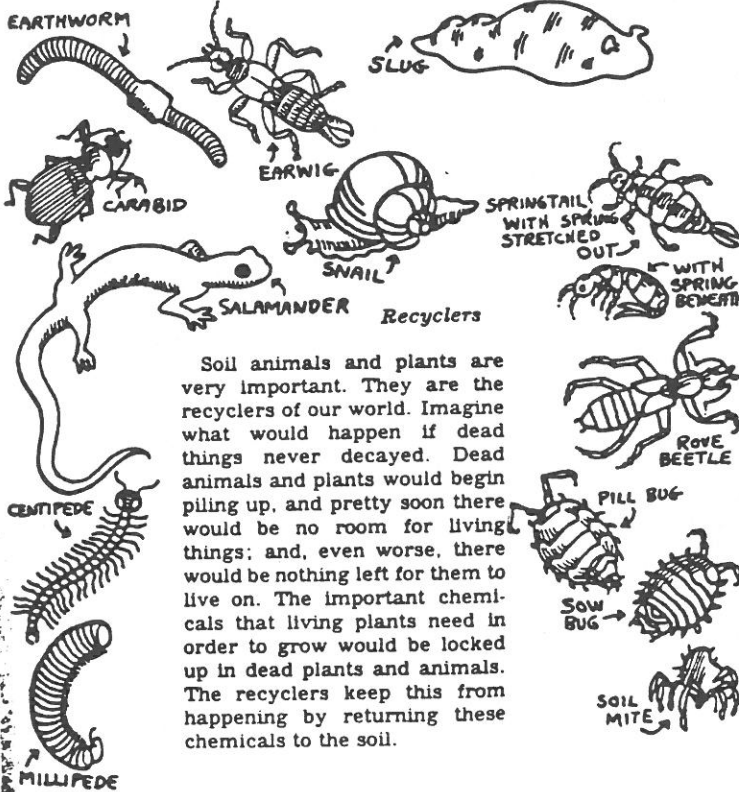
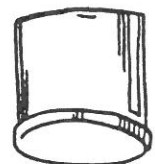
Water boatmen are true bugs that live in the water. They eat algae and breathe air. Watch them hide in the mud at the bottom of a puddle. Then wait a minute and watch them come up for air. True bugs are insects that have leathery wings, which

can be folded. They also have sucking mouthparts. Other true bugs you might see are backswimmers and water striders.

Cyclops, water fleas, and seed shrimp are tiny crustaceans that live in water everywhere. You can watch them best if you put them in a jar with some algae or sticks from the puddle. Hold the jar up to the light and watch them swim. These animals use their antennae like oars to row through the water. A magnifying glass will help you see all the action.

TO FIND THESE IDEAS AND MANY MORE CONSULT THE BOOK, "BEASTLY NEIGHBORS" BY MOLLIE RIGHTS

TO MAKE A WONDERFUL IN THE WATER VIEWER, CUT THE TOP & BOTTOM FROM A MILK BOTTLE. (LEAVE HANDLE) HOT GLUE PLASTIC WRAP ACROSS ONE END. HOLE WHAPPED END IN THE WATER TO GET CLOSER TO THE BOTTOM.



Recyclers

Soil animals and plants are very important. They are the recyclers of our world. Imagine what would happen if dead things never decayed. Dead animals and plants would begin piling up, and pretty soon there would be no room for living things; and, even worse, there would be nothing left for them to live on. The important chemicals that living plants need in order to grow would be locked up in dead plants and animals. The recyclers keep this from happening by returning these chemicals to the soil.

OCTOBER 1994

theme of the month
Advancement
Parade

THERE ARE ONLY TWO CARPETS ON THIS PAGE THAT ARE EXACTLY ALIKE. CAN YOU FIND THEM?





October 1994

Miami Valley Council Calendar

SUNDAY

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

						1 DEN CHIEF TRAINING COUNCIL FAST START OA FALL ORD...	
2 OA FALL ORD...		3		4 EAGLE'S NEST		5	
						6	
						7 POPCORN PRE-SALE ORDER DUE CUB & WEBELOS WKEND WT	
9 OA FALL ORD...		10 <i>Columbus Day (Observed)</i>		11		12	
						13 CUB OUTDOOR DAYCAMP	
						14 FIELD STAFF EAGLE'S NEST	
						15 COUNCIL FAST START	
16		17 COMMISSIONERS MTG		18 ACT/SFF ADVANCEMENT SCOUT CAMP PROMO		19 EXECUTIVE COMMITTEE FACILITIES	
						20 POPCORN DISTRIBUTION DISTRICT CHAIRMEN SUPPORT STAFF MTG	
						21	
						22 WEBELOS WEEKEND CH	
23		24		25 CAMPING MTG		26 TRAINING	
						27 OA LODGE MTG (CH) CUB OUTDOOR DAY CAMP MTG B-A-T CHAIRMEN	
						28 FIELD STAFF	
						29 CH HAYRIDES	
30 Daylight Savings--set back 1 hour		31 Halloween					

September

S	M	T	W	T	F	S
				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	

November

S	M	T	W	T	F	S
		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			

Advancement is not an end in itself, but is one means of achieving Cub Scouting's aims. The boy who regularly passes achievements and electives and moves up through the ranks may not be a better Cub Scout than one who doesn't, but we can be sure that he will have been exposed to a wide variety of activities and skills and thus profit from Cub Scouting.

Cub Scout-age boys love to be recognized for their accomplishments, which is why Cub Scouting has its badges of rank, arrow points, and Webelos activity badges. For progress recognition between ranks, Cub Scouts earn beads for their Progress Towards Ranks patch. Most dens also have other forms of recognition. They use the Cub Scout Advancement chart, No. 4192, or Webelos Scout Advancement Chart, No. 4187, so that the boys can see their progress at each den meeting. Many Cub Scout dens also use den doodles, homemade record keeping devices on which a boy can record his own advancement.

CEREMONIES

ADVANCEMENT--Advance in Rank

- Personnel: Cubmaster, Webelos den leaders, advancing Cub Scouts and Webelos Scouts and their parents.
- Equipment: "Trophy Skin" (see crafts), badges, and arrow points. Pin badges and arrow points on trophy skin in ascending order of importance--Wolf, badges and arrow points at bottom, Arrow of Light (if one is being awarded) at top.
- Cubmaster: This month our Cub Scouts have been working hard to advance in rank. Tonight we will honor those who have achieved a new rank or earned arrow points. We're very proud of them and of their parents, too. Because, you know, a Cub Scout can't advance without help from his family. And although our Webelos Scouts don't pass advancement requirements with their parents, they DO need their parents' encouragement. So we're going to ask them to take part in our ceremony, too.

Cubmaster then calls forward boys who have earned Wolf rank, with their parents. Each boy takes his Wolf badge from the trophy skin and parent pins it on this uniform shirt. The Cubmaster explains briefly how the badge was earned by passing 12 achievements with their parents' help. Follow the same procedure for Bear Badges and arrow points.

Webelos den leaders then use the same ceremony to award activity badge pins and Webelos badges. If you have Arrow of Light recipients, choose a ceremony from Staging Den and Pack Ceremonies.

Cubmaster: Advancement is just a part of the fun of Cub Scouting, but it's an important part. Through advancement the boys learn new skills that will help them when they join a Scout troop and throughout their lives. Let's give a grand howl for our denmates who advanced tonight.

GRAND HOWL: This is a ceremony that goes back to Cub Scouting's beginnings. It is sometimes used to honor Akela.

The Cub Scouts stand in a circle. If a person is being honored, he or she stands in the center. Starting from a crouching position, the boys make the Cub Scout sign, but instead of putting their right hands over head, they touch the ground. Then wolf-like, the boys raise their heads and howl, "Ahh-kay-la! Wee-e'll do-o-o ou-u-r best!" On the word "best," the boys jump up with both hands over head in the Cub Scout sign.

The hands are held high while the denner or den chief calls, "Dyb, dyb, dyb, dyb," meaning "Do your best." On the fourth "dyb," each Cub Scout drops his left hand smartly to his side, makes the Cub Scout salute with his right hand, and shouts, "We-e-e'll dob, dob, dob, dob," meaning "do our best." After the fourth "dob," the boys drop right hands smartly to their sides and stand at attention.

CEREMONIES

GRAND HOWL

Short Version: The short Grand howl ends when the boys have jumped up with hands overhead in the Cub Scout sign.

SKITS

ACHIEVEMENT PARADE

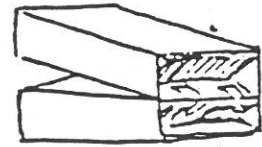
Here is a good simple puppet show. The Cub Scout puppets are made from Jello boxes covered with blue and gold paper. One puppet is made to look like a Boy Scout. As each puppet says his part, a Cub Scout holds up one of the large cardboard insignia posters for the appropriate rank.

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



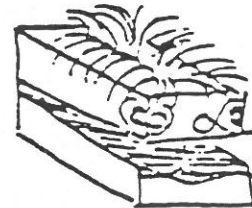
Cover 2 Jello
boxes with flesh.
colored paper.

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



Tape
Together

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



Add
Features

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

5th Cub: At last I'm a Boy Scout
And my Cubbing days are done,
When I think back the last 4 years,
It really has been fun.

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



Add paper
body

SKITS

ACHIEVEMENT PARADE

6th Cub: Then this little Cub Scout
Came and rescued me,
And told me that a puppet
I was going to be.
He gave me a face and a brand new name,
Then started teaching me a puppet game.
Now it's time for us to go,
And we really hope you liked our show.

MANY MUSCLES

Characters: 6 cubs, one dressed as a beautiful curvy girl. All boys wear shorts over uniform pants to resemble sweat suits except one who is in full uniform

Props: Dumbell, barbells, and jump rope.

Setting: Boys in shorts lined up across front.

Cub: (In full uniform comes in, looks at boys asks 1st boy)
Why are you doing that?

1st Cub: (lifting dumbell) Because I like many muscles.

Cub: (to next boy) Why are you doing that?

2nd Cub: (skipping rope) Because I like many muscles.

Cub: (to next boy) Why are you doing that?

3rd Cub: (lifting barbell) Because I like many muscles.

Cub: (to next boy) Why are you doing that?

4th Cub: (doing pushups) Because I like many muscles.

Cub: (to next boy) Why are you doing that?

5th Cub: (doing jumping jacks) Because I like many muscles.

Girl: (Boy in wig and dress walks on in front of boys.)

Cub: Who are you?

Girl: (smiles--winks) Why I'm Minnie Muscles!"

All boys: Whistle at her, take her by arms and escort her off the stage.

CRAFTS

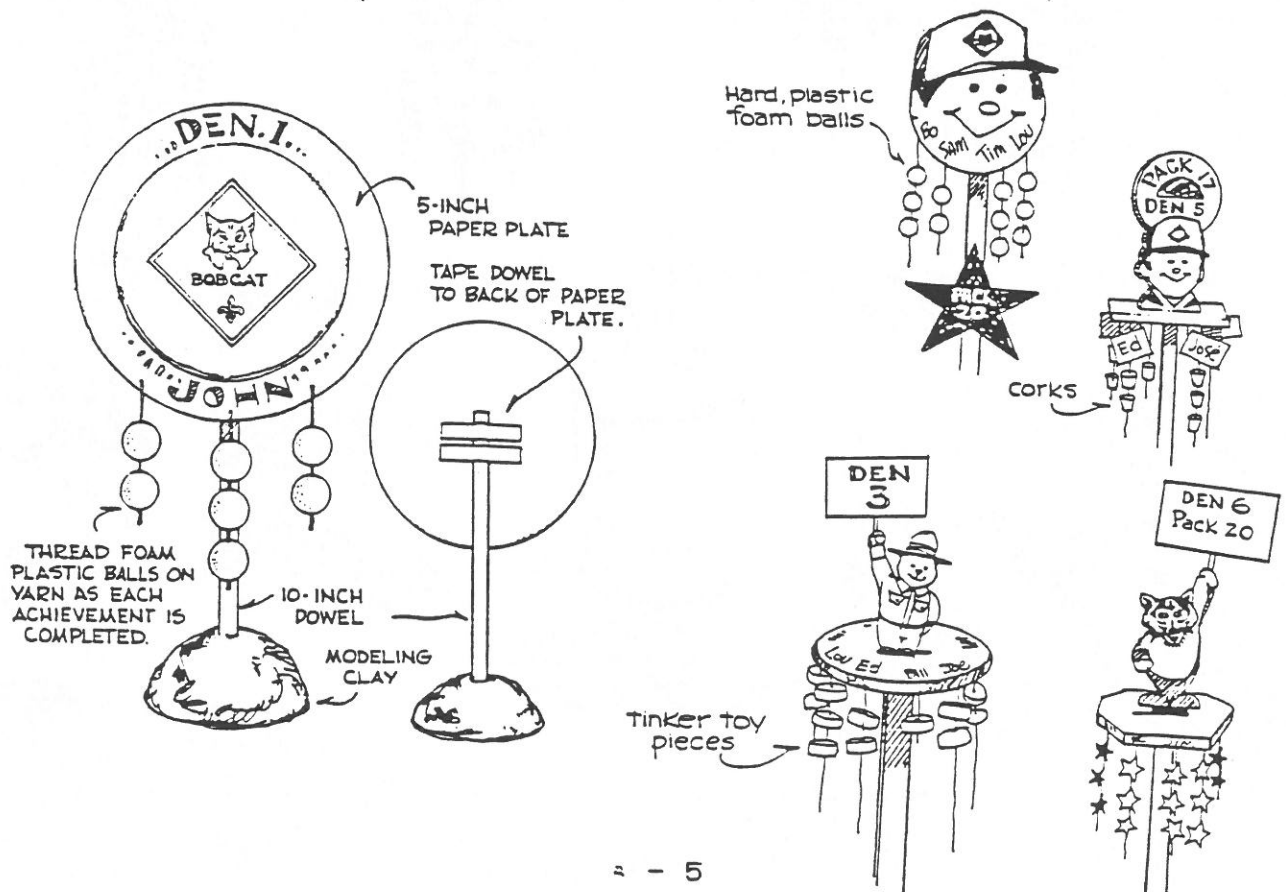
DEN DOODLES

Den doodles are an excellent way to stimulate advancement. They also make the den meeting and pack meeting places more eye-appealing. There are some ideas for den doodles shown, but there are many ways to make them. You and your boys will have some good ideas of your own. The main thing to remember is to use some object to recognize each boy's advancement.

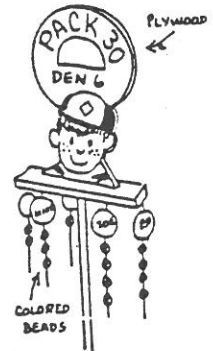
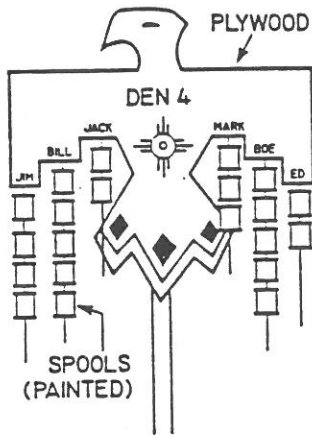
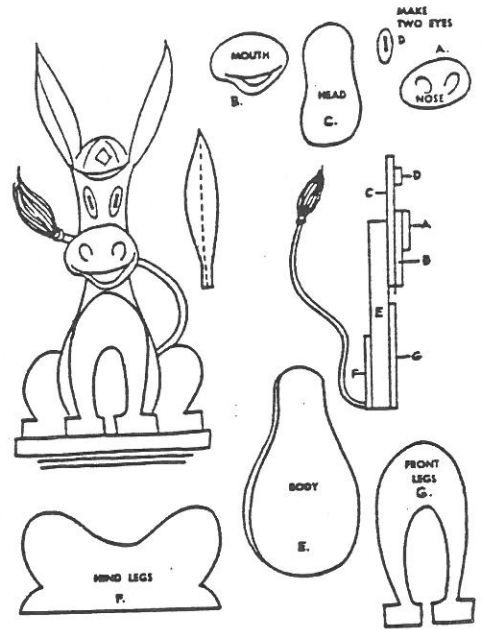
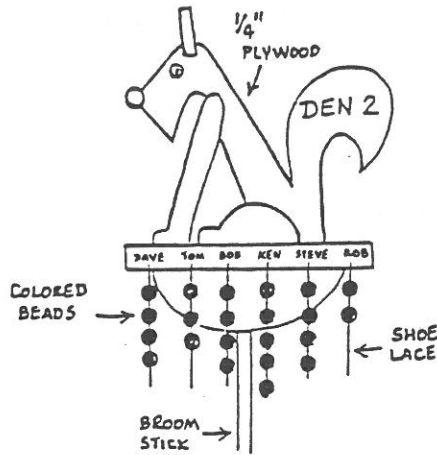
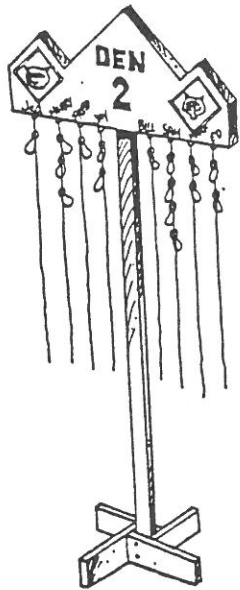
When additions are made to the doodle, it is nice to use a short ceremony in the den. You may wish to give each boy the opportunity to color or paint his own additions to the doodle. Be sure to take your doodle to pack meetings for display. This will give the parents an idea of where their boy stands advancement-wise in the den and pack.

Den doodles can be either floor or table models. The floor models are usually fastened to some type of pole, such as a broomstick or dowel. The base can be a large can filled with plaster. If you wrap the stick with foil, grease, or petroleum jelly and insert it when the plaster is soft, then you can remove the stick after the plaster is hard. This makes for easier handling and transportation from place to place. The plaster-filled can serves as a weight so the doodle won't topple over.

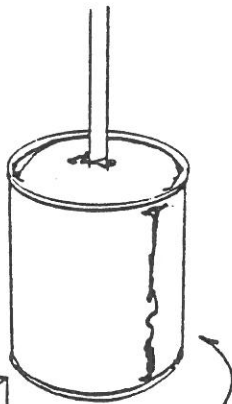
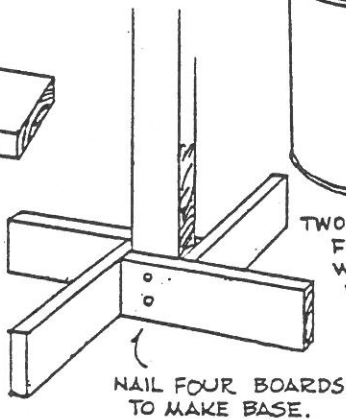
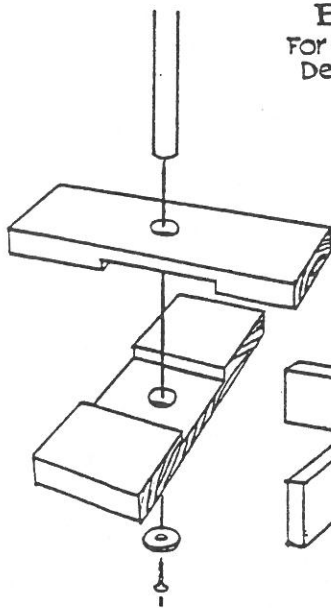
Any number of things can be used to recognize advancement on the doodles. For example: colored beads, spools, wood cutouts, cardboard cutouts, peanuts, modeling dough beads or objects, pinecones, heads made from cardboard rolls or modeling dough or walnut shells. The list is only as short as your imagination. Be creative.



DEN DOODLES

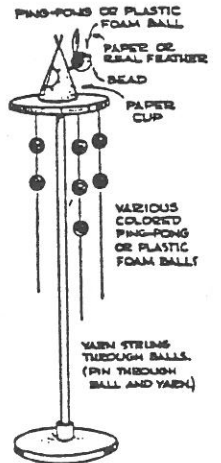
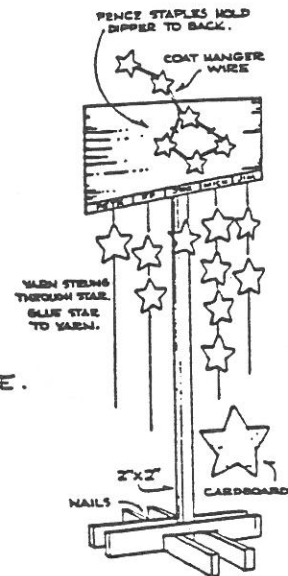


BASES
FOR FLAGSTAFF OR
Den Doodle



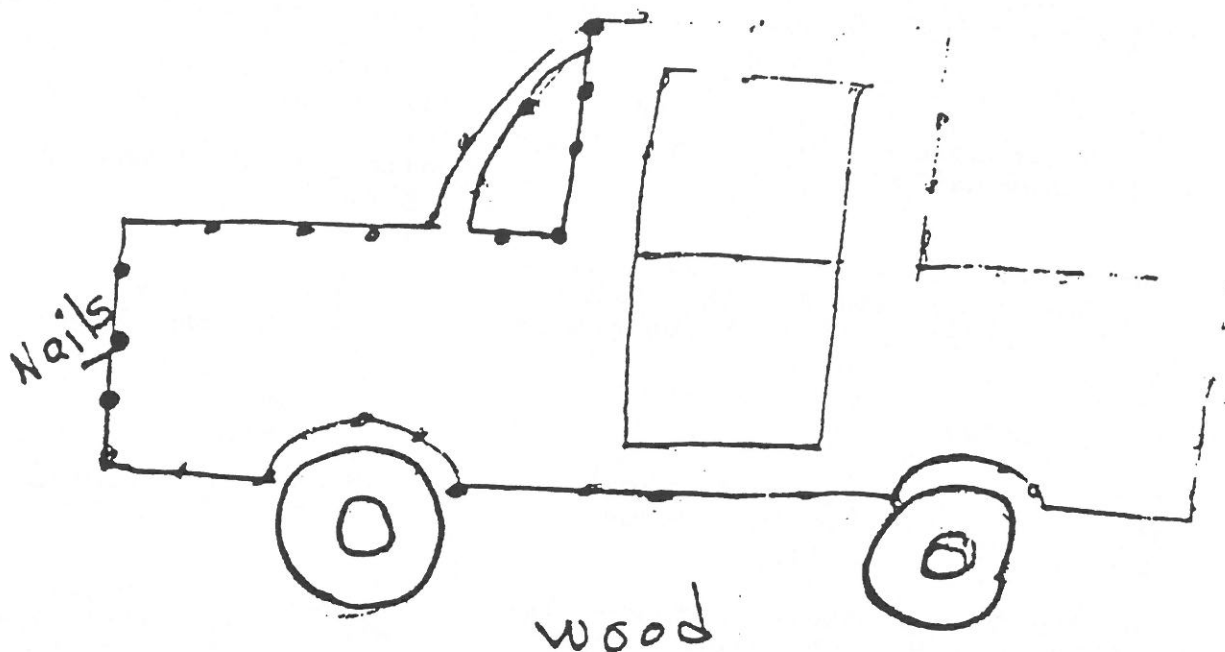
TWO-POUND COFFEE CAN
FILLED WITH CONCRETE.
WHILE CONCRETE IS
WET, INSERT STAFF.

NAIL FOUR BOARDS
TO MAKE BASE.



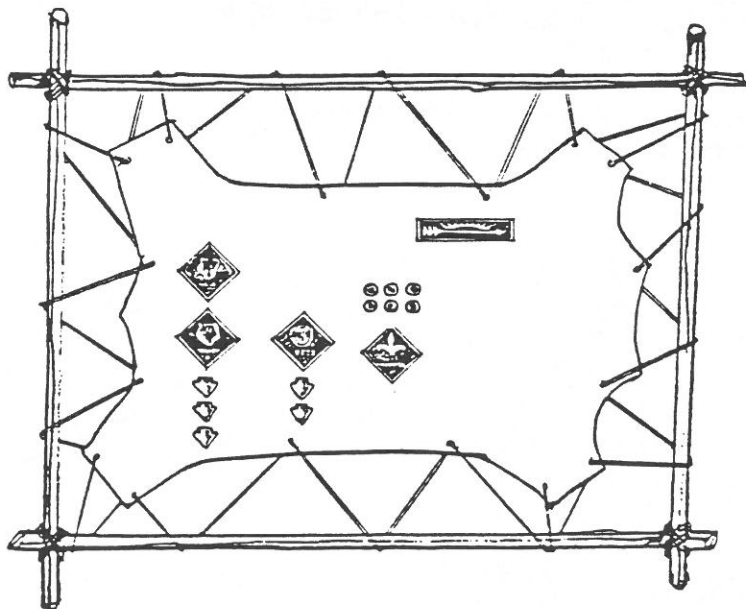
CRAFTS

WOOD AND NAILS: Give the boys a scrap piece of wood and nails and let them loose with their own ideas. Then give them string to use on the nails.



TROPHY SKIN:

Cut a piece of leather, cardboard, or suede about 2' x 3' or larger in shape of bear skin. Or buy the BSA Trophy Wall Banner, No. 1080. Lash sticks for frame and lace with cord, thong, or plastic strip.



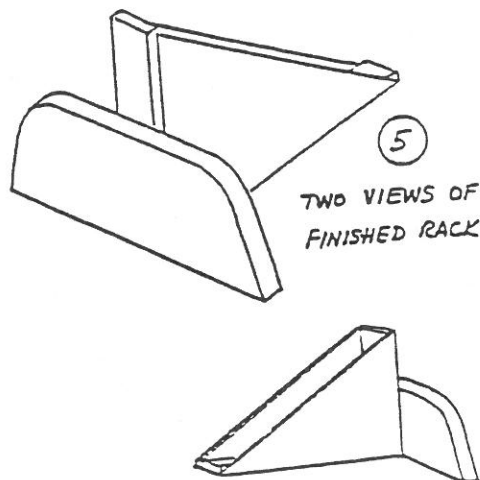
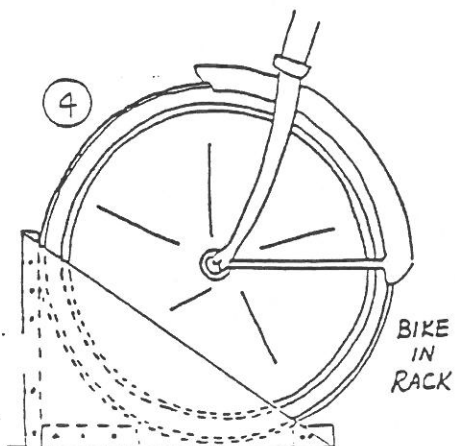
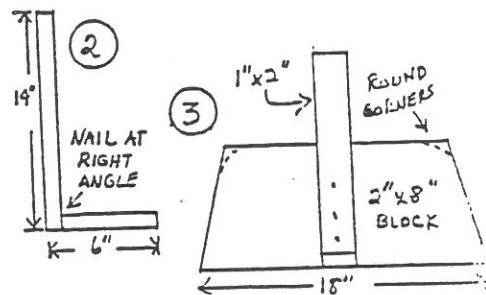
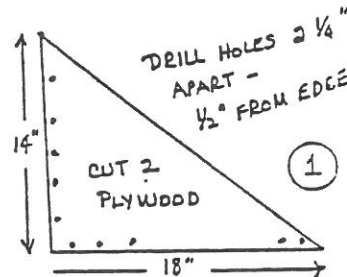
CRAFTS

WOODEN BIKE RACK

If you have a workshop, you may have all the materials for this bike rack on hand. Scrap lumber can be obtained at your local lumber yard at little or no cost. You will need:

- a piece of 1/2" plywood 14" x 18" (for medium-weight bicycle with 24" wheels)
- a 2' length of 1" x 2" wood
- an 18" length of 2" x 8" wood
- No. 6 flathead screws 1 1/4" long
- six-penny nails
- varnish or paint
- hammer, screwdriver, saw
- drill
- white glue or powdered resin glue

1. Cut plywood triangles. Drill holes as shown in figure 1 with a 5/32" drill. Paint or varnish the inside of the plywood now. It will be difficult to do it after the rack is assembled.
2. Cut the 1" x 2" pieces as shown in figure 2. Nail the two longest pieces a right angles.
3. Cut the 2" x 8" piece. Attach the nailed 1" x 2" with screws. Paint or varnish the 1" x 2" now. NOTE: The right angle is fastened to the 2" x 8" with screws from the inside. Figure 3.
4. Fasten the plywood triangles in place with screws through the pre-drilled holes. Don't forget the small piece of 1" x 2" that joins the tips of the triangle. Figure 4.
5. Sand and complete paint or varnish job. Figure 5.



CRAFTS

BREAD BOARD PICTURE

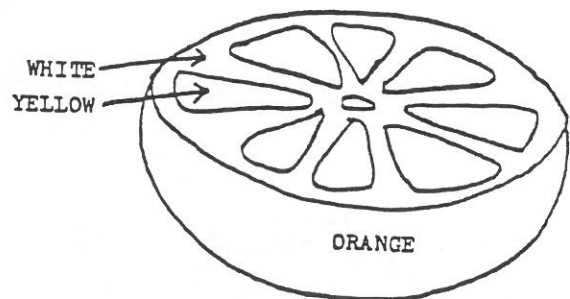
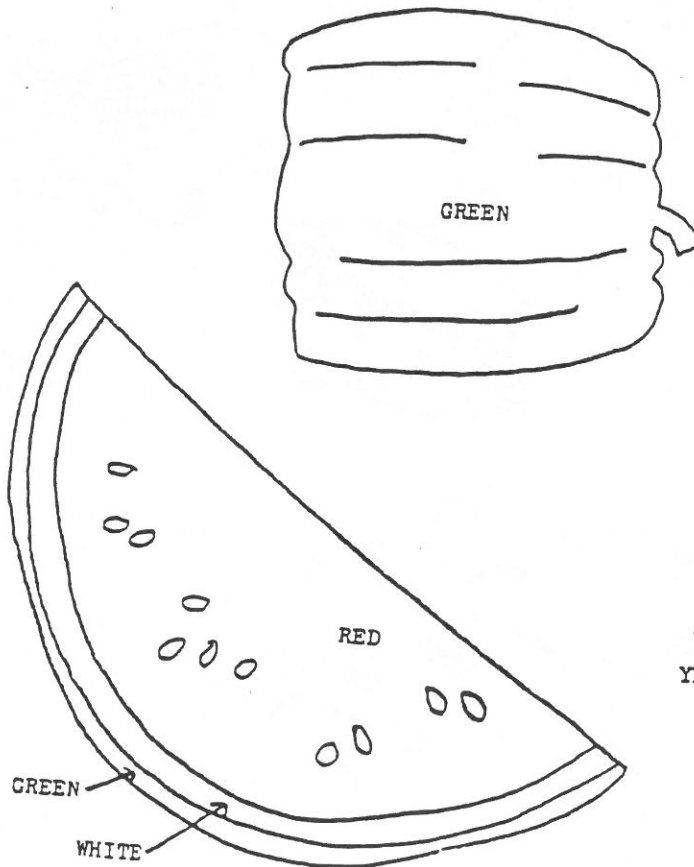
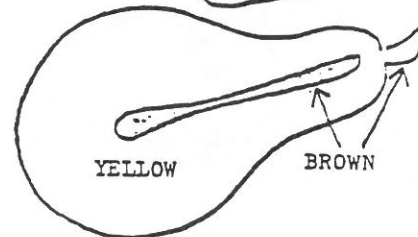
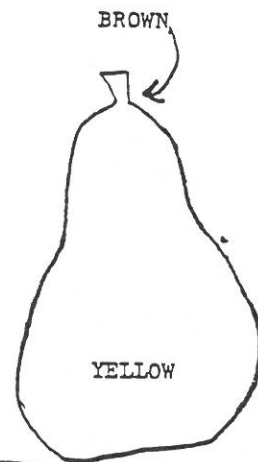
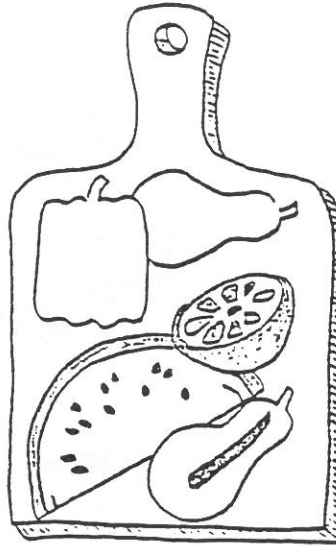
The varied shape and color of seeds, corn, etc. makes an interesting picture. The seeds are glued on a board using these patterns.

Pepper--Outline in long, black birdseed, then fill in with green parsley flakes.

Orange--Orange birdseed, yellow mustard seed, white is sesame seed.

Pear--Yellow is mustard seeds; brown is cumin seeds.

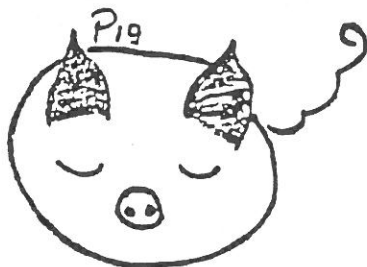
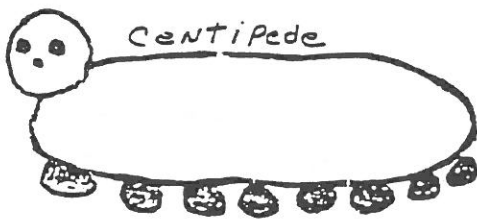
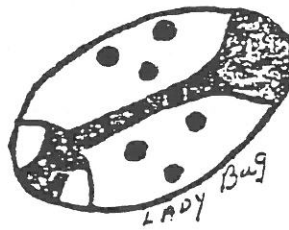
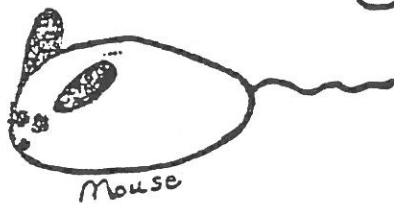
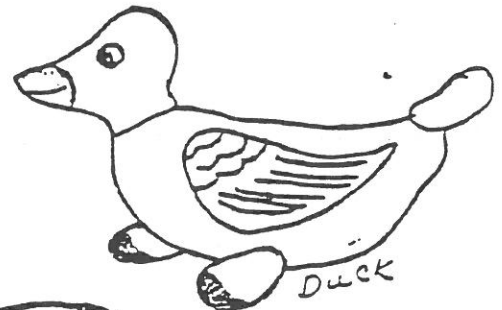
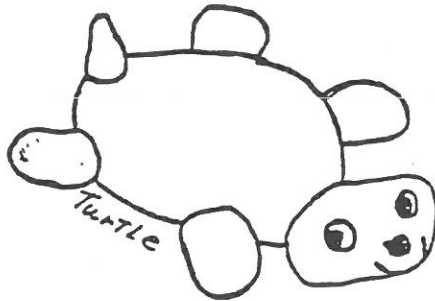
Watermelon--Red is cracked pistachio nut shells; white is sesame seed, green is parsley flakes. Watermelon seeds are made from black asparagus seeds.



CRAFTS

ROCK CREATURES

Find any kind of rocks you have in your yard or in a park or other place. Wash them and they are ready for painting and adding other craft items to create any thing you want.



GAMES

BEAN SHAKER--This simple, no see shaker bead game is made with 6 foam cups and about two dozen small beads of the same size.

Glue or tape the cups together in three pairs, bottom to bottom. Cut holes through the bottoms just large enough for a bead to fit through. Glue the pairs of cups together in a column, rim to rim. Cover the top and bottom of the column with cardboard circles glued in place, inserting the beads in the top cup before gluing.

Now try to get the beads from the top to the bottom by shaking the column gently. You can tell by the sound (or lack of it) when you have been successful. To start again, simply turn the shaker upside down. You can have a contest to see who can do it the fastest. You could also take turns, each contestant shaking once. If he gets a bead down, he gets another turn. If not, he passes the shaker on. The one getting the last bead down to the bottom is the winner. The secret is not to get all shook up!



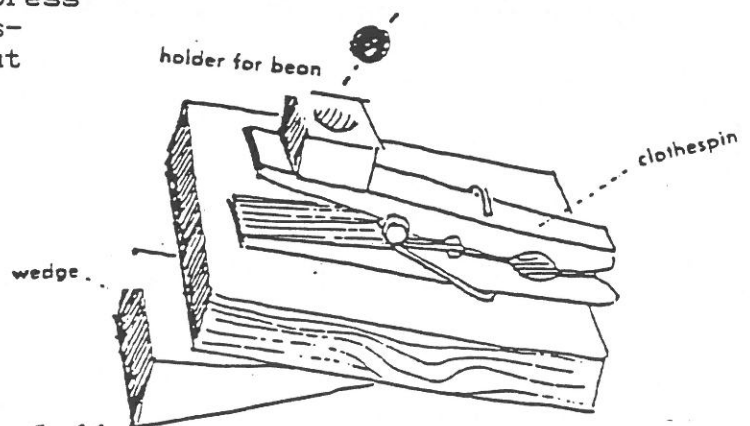
A CLOTHESPIN MORTAR

This little gadget is as simple as can be, but it is great fun and will shoot a small bean, pebble, or mini marshmallows a surprising distance. Get a pail or wastebasket and you can have target practice. See how many beans you can shoot in.

The main part of this mortar is a spring clothespin. It must be glued onto a piece of wood, which will serve as a base. You will also need something to hold the bean in place until it is fired. You can glue a small piece of wood near the end of the clothespin, or make a shallow hole in a small, flat piece of wood and glue that in place as shown.

If you simply keep the mortar flat when you shoot it, the bean may go straight up in the air--and hit you in the head coming down. You can control the angle at which the bean shoots off by raising or lowering the back end of the base. A small, wedge-shaped block of wood will be very useful for this.

You shoot the mortar by pressing down the end of the clothespin and then releasing it, allowing it to spring back. A piece of wood, or the end of a spoon, will enable you to press down and then release the clothespin with good control and without wear and tear on your fingers.



GAMES

OVER AND UNDER--Players form teams, standing in file formation. At a signal each first player passes a beanbag or rubber ball back over his head; the object is passed down the line overhead. The first player must count to ten aloud, quickly, and then pass a similar object back between his legs, like a football center. This is passed the rest of the way between the other players's legs. When the last player has received both objects, he runs to the head of the line and passes them back, as before. This continues until each player has passed both objects; the team that finishes first wins.

WISHING WELL--Another tossing game; this one is played by placing a light pie pan so that it floats in a tub of water. Each player stands at a distance of six or eight feet and attempts to toss pennies or bottle caps into the pie pan. Each one that lands and remains in the pan is worth one point.

SIDEWALK TENNIS--Here's a simplified version of paddle tennis--without the paddle! Using a level driveway, an untraveled street, or an actual sidewalk, a court is ruled off with chalk into four squares in a line. Each of these is about three or four feet square. The central dividing line takes the place of a net. The inner square on either side of the dividing line is called the service court, and the outer square is the back court. To begin play, one contestant stands in his backcourt bounces the ball once and hits it with the flat of his hand into his opponents's service court. The ball may be hit after one bounce or without a bounce, and may be returned to either of the opposite player's two boxes. Points are scored only by the server, when his rival fails to return the ball properly. If the server steps over the center line, does not serve to the correct box, or loses an exchange, his opponent gets the serve.

The game winning score is eleven points; if both players reach ten, a player must win by at least two points as in a tennis set.

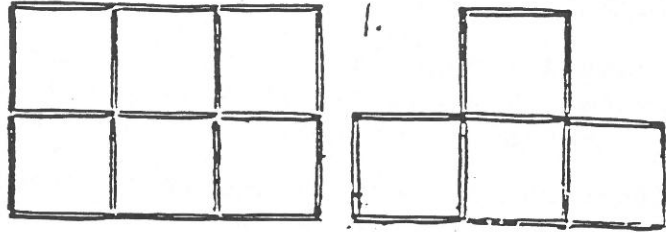
HIT THE PENNY--This game is played in Brazil and other South American countries. A bamboo stick or piece of broomstick is set firmly in the ground so that it is about twelve or eighteen inches high. A penny or other coin is placed on its top and a circle about three feet in diameter is drawn around the stick.

Standing about 4 or 5 feet away, players take turns trying to knock the coin off the stick by throwing another penny at it. Since this is hard to do, it may be wise to give each player a turn of five chances. He may be given two points if he knocks the coin off and it rolls outside the three foot circle; one point if it remains within the circle.

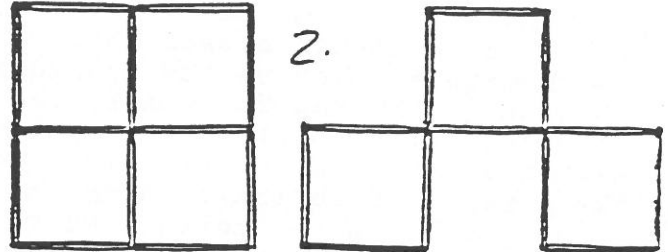
GAMES

MATCHSTICK PUZZLES

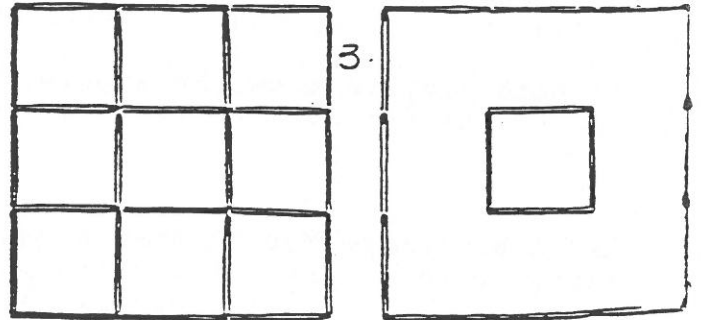
Puzzle 1--Arrange seventeen matches as shown. Remove five matches and leave three squares.



Puzzle 2--Arrange twelve matches as shown here below. Rearrange three matches in order to make only three squares.



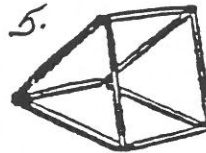
Puzzle 3--Arrange twenty four matches as shown, to form nine squares. Remove eight matches and leave only two squares.



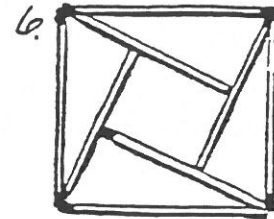
Puzzle 4--Take six matchsticks of equal length and make four equilateral triangles with them. The solution is to use three matches to make a base, and to construct a pyramid with the other three. See diagram. Each side of the pyramid is an equilateral triangle and so is the base. Do this on a cloth so the standing matches will not slip.



Puzzle 5--With nine matchsticks, construct three equal squares and two equal triangles. The solution is very similar to Puzzle 4.



Puzzle 6--Using eight matches, form two squares and four triangles.



Puzzle 7--Lay six matchsticks on the table, parallel to each other. Add five to these and make nine. Impossible? Maybe, but see the solution.



Puzzle 8--Form three squares with twelve matches, as shown in illustration. Take away any two and rearrange others to leave two.



GAMES

MATCHSTICK GAMES

Fifteen Matches--This is not a trick, but a contest between two players, in which matchsticks are used. Actually, there is a system which can give the player in the know an almost unbeatable advantage.

Fifteen matches are placed on the table. You take turns picking up either one, two, or three matches. The object is to force your rival to pick up the last one. If you play without a system, you may win or lose. Here is the method that will help you win steadily. You must be certain to pick up the fourteenth match. To do this, do your best to pick up the second, sixth, and tenth as well. Thus, if your opponent picks up one match, you pick up one which gives you the second match. If he then takes two, you also take two and you have the sixth. If he takes three at this point, you pick up just one which gives you the tenth. No matter what he takes at this stage, you can take just enough to pick up the fourteenth--which means he is forced to pick up the last matchstick.

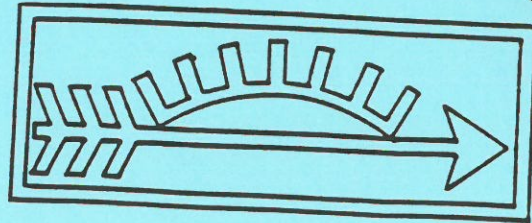
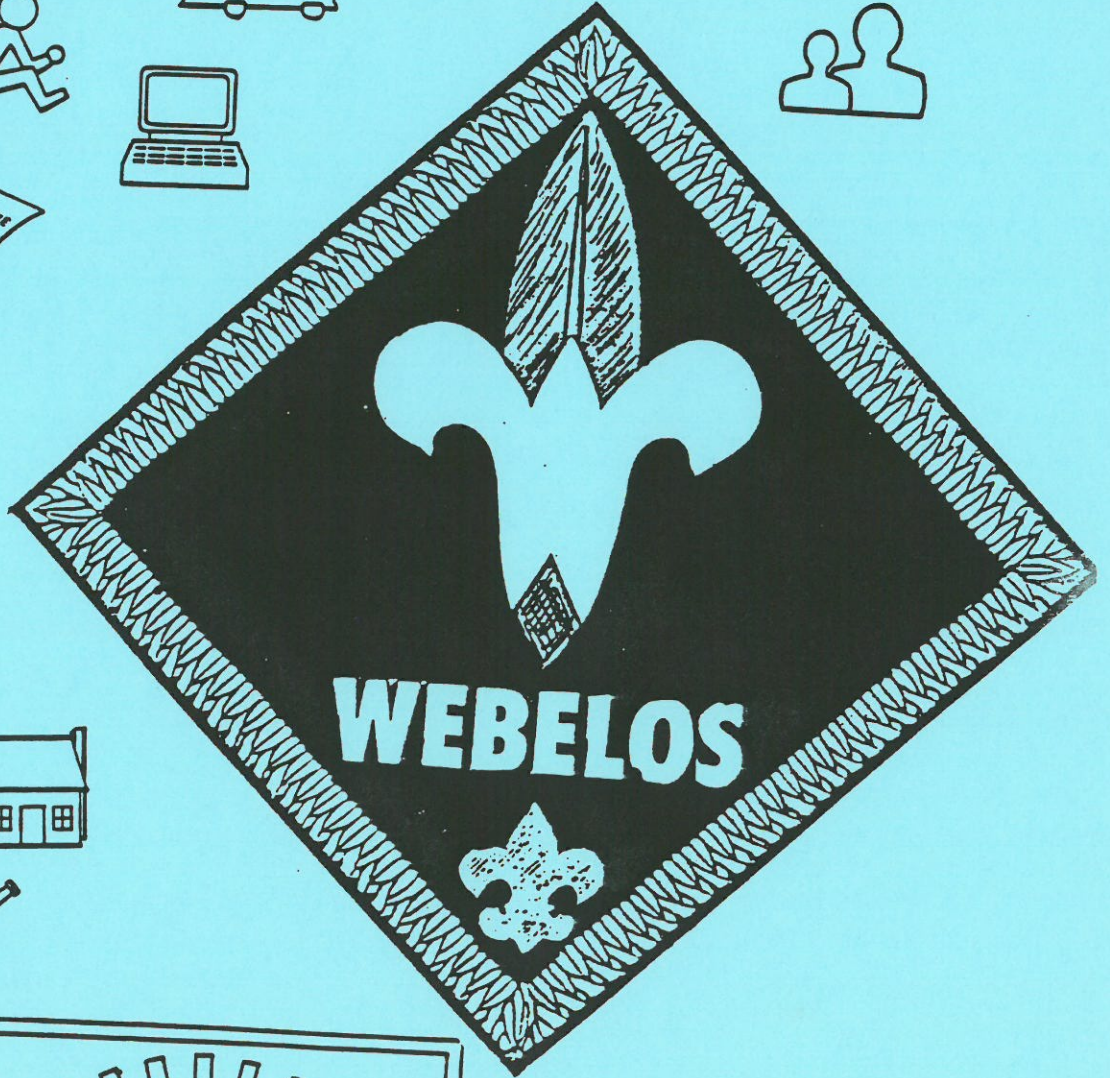
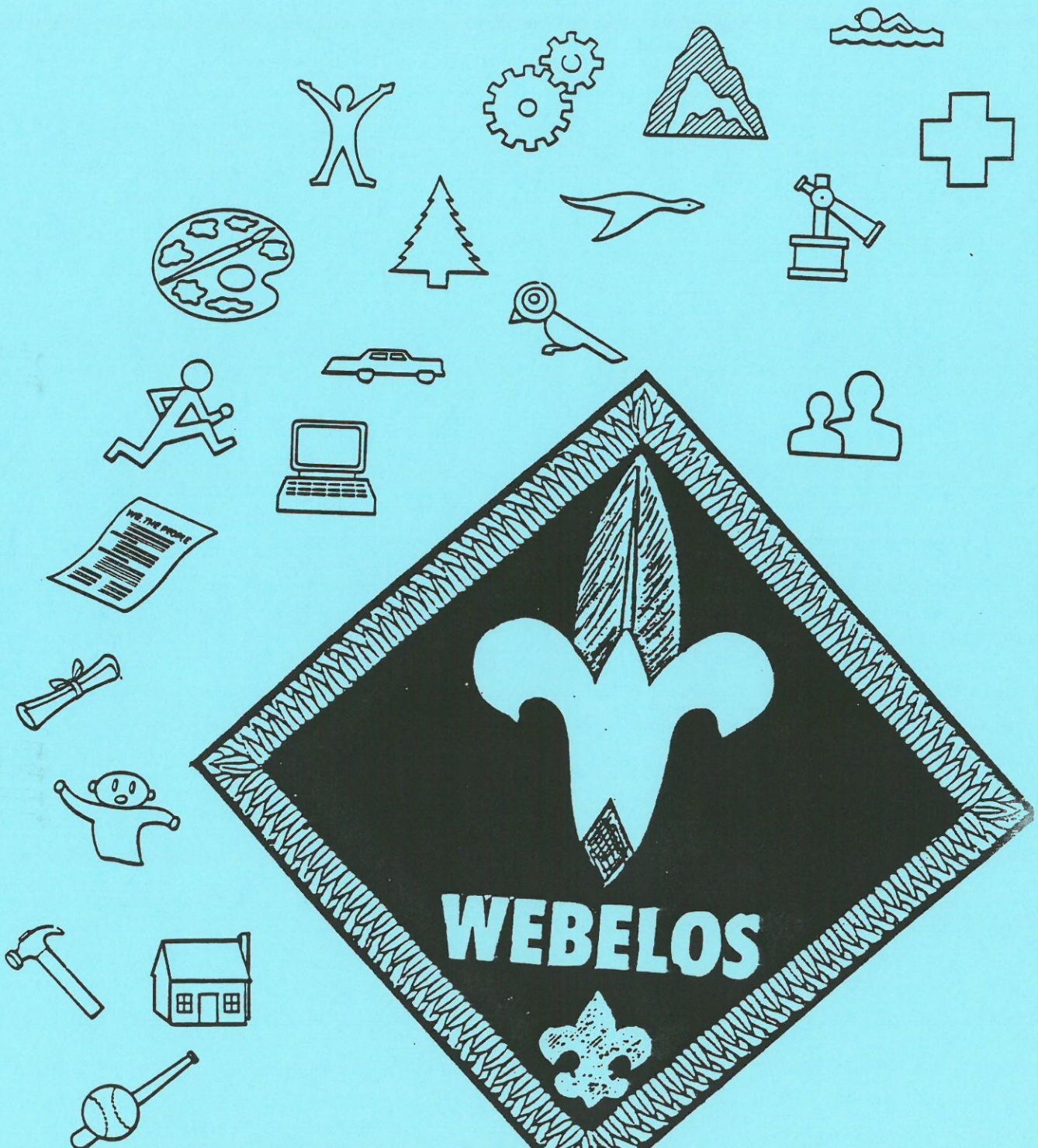
If both players know the system, the first player has the advantage, because he can pick up two matches and control the game.

Match Building--You'll need a box or two of kitchen matches and a bottle with a cork. Place the bottle on the table and set the cork firmly into its top. Several players stand around the table; each one is given the same number of matches. To begin, sharpen the untreated ends of four matches and stick them into the top of the cork, making a little square.

In turn, each player places a match between the matches that are in the cork. As this continues, an intricate little structure of matches is soon built, in and over the supporting matches. The players keep on taking turns, adding one match at a time. Only one hand may be used, and the player may not touch the bottle at any time. Matches may be inserted between, as well as on top of the matches already on the cork, provided that they remain in place. If a player knocks off any matchsticks while he is adding one, he must take these back and add them to his own pile of matches.

The player who first uses up his supply of matches, or who has the smallest number left when the game is ended, is the winner.

WEBELOS



WEBELOS DEN PROGRAM

Being a Webelos leader is a job not many men would undertake... to help build the future of America by influencing the lives of boys, the citizens of tomorrow. How well this job is done depends on willingness to take training and use of the many resources available.

Webelos is the final step a boy takes in Cub Scouting. He has a chance to work on activity badges which will broaden his knowledge, skills and hobbies. The key word is ACTIVITY. The more active and exciting the den meetings, the more the Webelos Scout will learn and accomplish. This section of the book has been developed just for the Webelos leader, to aid him in presenting to the boys the best Webelos program possible. Read this section carefully, keep it close at hand, and by all means use the contents of this section as often as desired for the den program.

The main purpose of a Webelos leader is to prepare and motivate boys so they will go on in Scouting and become good Boy Scouts. Maintain a good relationship with the Scoutmasters in the area. Visit one or several Scout troops. Plan to visit one of their campouts or arrange a joint campout. Visit a regular meeting of the Scout troop. Visit a Court of Honor. Let the boys know what is to come so they will stay excited and enthusiastic about going into Boy Scouts. When a Webelos is graduated into Boy Scouts make it a meaningful ceremony, something he will remember.

The new Cub Scout Leaders Book is a fine guide and reference which explains leader responsibilities and opportunities. Be familiar

with the Webelos Scout Book. Know what information is given to the boys and the approaches they are likely to take toward achieving the activity badges. This will help the leader develop a den program that will meet the boys' needs. Other reference materials are listed in this section of the book. Most of these items can be purchased through the local Council Service Center. Try to obtain as many of these resource materials as needed to make the den program as exciting as possible for the boys. Another good idea is to attend district roundtable each month and talk to everyone there. Other leaders are more than willing to share their experiences.

The job of controlling the boys at a den meeting may be more than one person can handle. Try to get other parents to help, at least on a rotating basis. It is a good idea to get one of the fathers as a permanent assistant in case someone is needed to fill in on occasion. Use all the other fathers in other ways as needed. Have each fill out a Parent Talent survey sheet and utilize those fathers who have the appropriate knowledge or skills on various activity badges. Most are more than willing to help if asked. A den chief can be a great asset to a good den program. What better way to show Webelos about Boy Scouts than through a good den chief? One thing to remember is give the den chief responsibility, don't make him just another boy in the den. Use a den chief in the proper way and the den program and the boys will profit from it.

Remember, a well planned program filled with exciting and active things for the boys to do is the responsibility of every Webelos leader. Through the use of this book and the many resources available the boys may be influenced and develop into young men of tomorrow to be proud of.

UNDERSTANDING

WEBELOS SCOUTS

Draw a line for them and they will try to cross or bend that line. While these boys are stronger and have more muscular skill than eight or nine year olds, they still lack adult judgement. They must frequently be reminded of their responsibility for property - theirs and the other person's.

A Webelos Scout thrives on praise and sometimes sulks at criticism. He is eager to please those he likes. He will follow a leader and participate in the program as long as the leader is fair and makes reasonable requests of him.

Baden-Powell, the founder of Scouting said: "You can only get discipline in the mass by discipline in the individual."


This age boy plays hard, and then may become intensely serious for a short time. It is best to mix periods of fun and seriousness in den meetings.

A great deal can be accomplished in a disciplined den. A rowdy den can accomplish little in the way of program and offers few chances for helping boys to develop character. One of the attributes of a good citizen is his ability to live comfortably within the restrictions of the law. To train boys in citizenship, they must be taught the importance of self-discipline.

An active program will help eliminate behavior problems in the den. Usually boys cause trouble because they are disinterested in what's going on. Here are some tips to help maintain good discipline:

- Insist on attention while talking. Boys who want to get on with the activity will help quiet the noisy ones.
- Do not shout or yell. Use the Cub Scout sign to get attention.
- Have a good pre-opening activity. Trouble starts when a few boys arrive early and don't have anything to do. Once control is lost, it's hard to regain it.
- Praise in public, criticize in private. No one likes to "lose face."
- Make good use of the advancement program. Boys who are advancing usually do not cause as much trouble.
- Keep den meetings going at a fast pace with lots of activity and interesting things to do. Prevention is better than cure.
- Give boys responsibility and expect them to meet it. When they have responsibility, they do not need to misbehave to get attention.
- Get the boys into uniform. A uniformed group has better behavior than one that is not. Set a good example of proper uniforming.
- Be impartial. Do not let one boy get away with something that would not be tolerated from another.
- Let a new member know what is expected of him - such as regular attendance, advancement, proper behavior, Cub Scout spirit, etc.
- Be prepared to back up comments or requests.
- Always mean what you say. Do not make idle threats.
- Be firm in a friendly manner. Set behavior rules and stick to them.





AQUANAUT

DEN MEETING

For your month of work on the Aquanaut badge, try to arrange for the use of a YMCA pool, community pool, lake, swimming hole, or even a motel pool.

Swimming Games

Some of your Webelos Scouts may be shy of the water, and the first step in teaching them to swim is to conquer their fear. This may be done painlessly by introducing water games. In the heat of play, the boys may forget their fear and become more assured in the water.

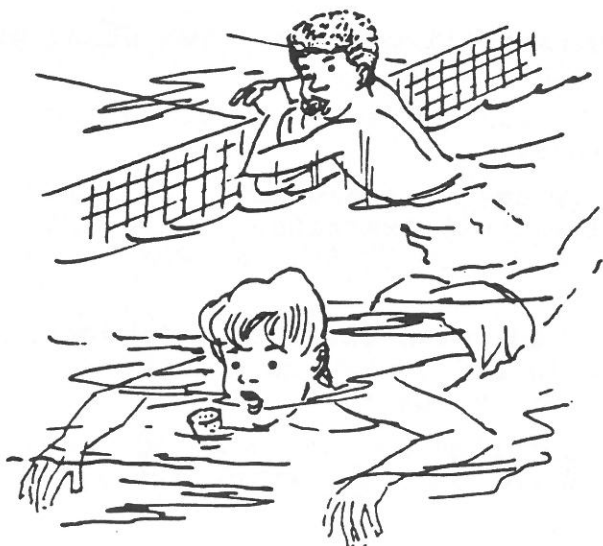
Here are some games:

Sharks' Teeth

Equipment: At least five corks for each player

Number of Players: Two or more teams composed of four players each

The teams line up on opposite sides of the pool. The corks are thrown into the water. At a signal, the players jump into the water, recover the corks by getting them between their teeth without the use of the hands, carry them to their collecting spot, and return for more. The team that secures the most corks is the winner.

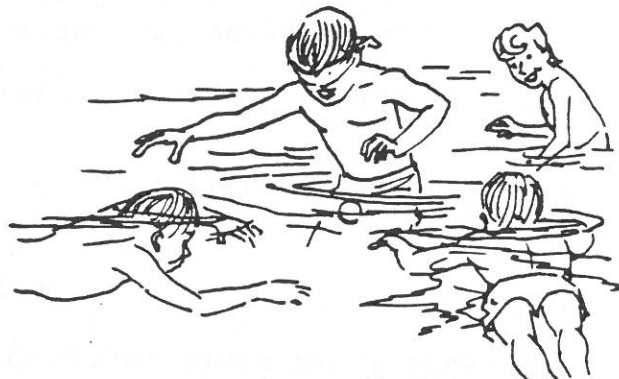


Pearl Divers

Equipment: One Ping-Pong ball and a blindfold

Number of Players: Four or more

One player, the oyster, is blindfolded. The Ping-Pong ball, the pearl, is placed directly in front of the oyster. One by one, the players advance to see who can get the pearl from the oyster. The oyster must keep his hands at least 6 inches above the pearl; but, if he hears any noise or feels the water ripple, he may strike out where he thinks the diver is. If a diver is touched by the oyster, he must return and give the other players a chance. The diver who succeeds changes places with the oyster.

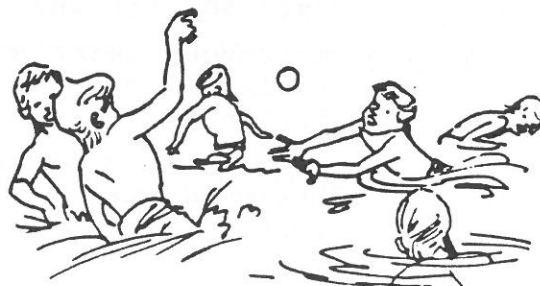


Water Spud

Equipment: One rubber ball

Number of Players: Five or more

The starter throws the ball high into the air and calls out a player's name. That player recovers the ball while the others scatter about the pool. From then on he tries to hit one of the other players with the ball. A player must stay in the same spot, but he may duck under to keep from being hit. If a person is hit, he picks up the ball and tries to hit someone else. If the ball goes wild, the thrower gets one spud counted against him. When a player gets three spuds against him, he must stand up and remain still, hands at sides, and let the players give him a good splashing.



IDEAS FOR WEBELOS DEN MEETINGS AND ACTIVITIES

1. Discuss the Safe Swim Defense. (See below.)
2. Take your den swimming and classify the boys according to their swimming abilities. Practice the other steps of the Safe Swim Defense while there.
3. Teach the basic rescue methods illustrated by the words: Reach, Throw, Go with support. Have them practice the first two methods.
4. Have a demonstration of mask, fins and snorkel by an expert.
5. Go to a boat race or swim meet.
6. Study about water pollutants in the area lakes and rivers and their effects on the uses of water for consumption and recreational purposes.
7. Attend a Red Cross Boat Safety course.

SAFE SWIM DEFENSE

- Step 1 An adult is in charge during a swim. He or she must be trained in water safety and use helpers who are.
- Step 2 Each swimmer must provide a current and complete health history from his parents, guardian or doctor.
- Step 3 The swimming place is cleared of hazards. Mark ability areas: No more than 3½ ft. deep for non-swimmers, a little deeper for beginners, and over the head for swimmers.
- Step 4 Strong swimmers take turns as lifeguards. Two stand on shore with a lifeline, ready to help.
- Step 5 A lookout stands where he can see and hear all areas. He directs any help needed.
- Step 6 Scouts swim in ability groups in areas matching their ability. A non-swimmer is just learning. A beginner can jump into the water and swim 50 ft. A swimmer can swim 300 ft. and float.
- Step 7 Everybody swims with a buddy with the same swimming ability. Buddies check in and check out together. They stay near one another during the swim.
- Step 8 There should be good discipline in the swimming area. Everyone must understand and obey the water safety rules.

WATER GAMES

CORK RETRIEVE:

Assign a small area of the poolside to each player. Scatter a dozen or more small corks or blocks of wood on the water close to the far side of the pool. On signal, each player dives into the pool and brings back corks one at a time and places them in his assigned area. The player who retrieves the most corks wins.

DOG RACE:

Racers line up, bark three (3) times, like a dog, and swim with a dog-paddle stroke to the finish line.

FROG IN THE SEA:

This is a good pack game that can be played in a yard or in shallow water. Players form a circle around five 'frogs' who sit with their feet crossed. The players in a circle skip (if on land) or walk (if in the water) close to the frogs and try to tap them on the head as they repeat the words, "Frog in the sea, can't catch me". The frogs try to tag the players without rising or uncrossing their feet. If a player is tagged, he changes places with the frog.

PRIATES' GOLD HUNT:

Glid 3/4-inch iron washers with gold paint. Scatter them over a roped-off area of water that is between knee and waist depth. On signal, the boys recover as many gold pieces as they can in an allotted time. Be sure boys have to duck for most of the gold pieces.

SAILBOAT RACES:

Have the boys build small sailboats. For a race have them line up 5 yards from the bank and blow their sailboats back to shore.

SIMON IN THE WATER:

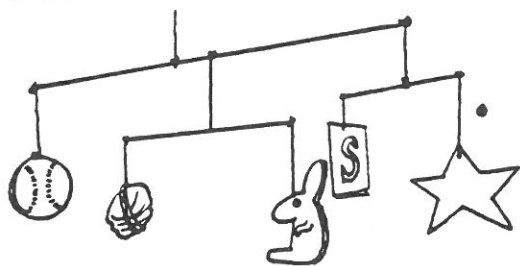
When leader prefaces a command by saying "Simon says", each player must follow instructions immediately. If he gives a command without saying "Simon says" no player may move. Commands may deal with any stunt in the water such as swimming, floating, ducking head, touching bottom, etc.

TABLE WAITER RACE:

For this race each swimmer carries a paper plate containing a stone or cork on the plate when he crosses the finish line. If it falls off, the swimmer may replace it.

TOWEL RELAY RESCUE RACE:

Divide group into two teams. Station one boy from each team on the shore. Give him a bath towel. The other team members stand in shoulder-deep water, facing the shore. On signal, the boy on shore runs into the water, heaves an end of the towel to first teammate, and pulls him to shore. Boy just rescued jumps back into water and rescues next boy, etc.

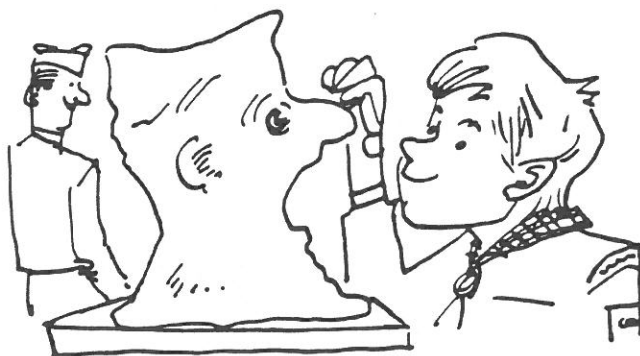


DEN MEETING

Art is such a personal thing that most of the Webelos Scouts will be working on their own projects during the month when you are featuring the Artist badge.

Group Mobile

The den could, however, plan a den mobile to hang in your meeting place, and each member might contribute a piece or two for it. Each boy could bring in a small item from a favorite sport (a baseball) or a hobby (a woodworking project or a camera) or from a collection (a rock or a small stampbook). These could be made into a mobile representing the interests of the Webelos Scouts in an art form. (The mobile would not last long, however, because it would be unbalanced as soon as the first contributor graduated into a Scout troop and asked to have his contribution back.)



PACK MEETING DEMONSTRATION

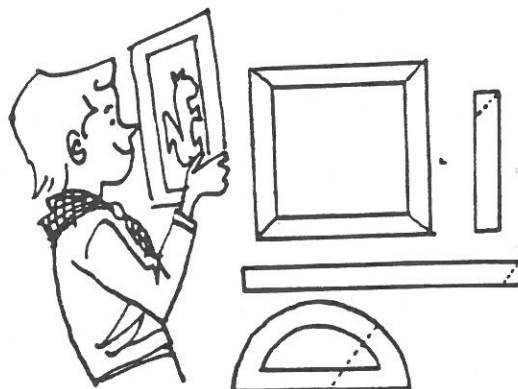
One or two items showing the best of each boy's work during the month should make an attractive display. Since they are presumed to have learned something about design, ask each of them to design the exhibit table. Then take a vote on which is best and use that one for the pack meeting display.

Making Frames

A den project could be making the frames for paintings and sketches the Webelos Scouts complete for the Artist badge.

Framing can take as much of the boy's time as the picture itself. But since the idea is to learn and practice art, frames should be as simple and easy to make as possible. Just about the easiest is a simple rectangle of softwood or even heavy cardboard to which the picture can be tacked. For a good-looking frame that won't require hours of labor, use four slats of soft pine cut to the proper lengths to fit the picture. For added neatness, miter the corners at 45 degrees so that they fit together. You can make the cuts without a miter box by using a protractor.

Tack the corners together with small nails or brads or use wood glue.



If one of your Webelos Scouts is unusually talented in painting, drawing, or sculpture, he might give a demonstration that lasts for the whole pack meeting. He could be set to work at the beginning of the meeting and, at the end, have a completed work of art, perhaps a profile of the Cubmaster or a sculpture of a Cub Scout in action. Others in the den might help him. If the art can be tied in with the Cub Scout theme of the month, so much the better. Take care, however, that your artist works quietly so that attention won't be focused on him for the whole meeting.

PLACES TO GO

- Art gallery or museum
- Industrial design office
- Advertising agency (if it has an art department)
- Art school

ARTIST ACTIVITIES

Five Dots:

Give one Cub Scout a piece of paper and have him place five dots on it wherever he pleases. He should then give it to another player who tries to fit on a drawing of a person with the head at one of the five dots, the hands at two of the dots, and the feet at the two other dots.

Eyes-Shut Drawings:

Have the Webelos Scouts draw a picture of a pig with their eyes shut. The curly tail of the pig makes this game funny.

Outlines or Wiggles:

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

Crazy Artists:

Place a blackboard or large piece of wrapping paper on the wall. Divide the den into two groups and line the boys up in relay fashion. Give the first boy in each group a piece of chalk or crayon. The objective of the game is to see which den can produce the best picture of a house, auto, church, tree, school or Webelos Arrow. The first boy runs forward and draws only two lines. The last boy completes the picture after each succeeding boy has added his two lines with the final two lines. This game should be played at least two times in order to sharpen the imagination of the boys.

ZOO:

Divide the group into two teams. Have a blackboard, cardboard or sheet of wrapping paper for each team. Teams line up in relay fashion. On signal, the first runs to the leader who gives him the name of an animal. That boy goes to the board and draws his subject. When his team recognizes what he has drawn, the next boy goes to the leader and tells him. If correct, he is then told what to draw. If not, the first boy continues the drawing until his team guesses it. The game continues until all have drawn. First team through wins.

Other Ideas:

1. Attend an art exhibit or visit a museum.
2. Hold an "Art Can Be Fun" night.
3. Have each boy prepare a color scheme for his own room.
4. Have boys sketch an outdoor scene.
5. Let boys do "dabble" art on a nice day outdoors. "Dabble" paint on a piece of cardboard and let their imaginations do the rest.
6. Let boys make use of their color wheel knowledge by combining paints making shades and tints using water colors or temperas.
7. Give each den member a piece of paper and pencil. Have all close eyes. Ask them to draw a picture of a clown or Batman or some other current figure. Collect drawings. Arrange them for display. Have boys open eyes and then try to determine their own drawing.



ROPE
PULLING

ROPE
JUMPING

ROPE
CLIMBING

3-MAN
TUG OF WAR

A length of rope is all you need for a good workout. Rope pulling toughens many muscles; jumping develops timing and rhythm; climbing is good exercise and a skill everyone should know.

A Portable Gym

Here's a "gym" you can carry, and still use for all kinds of physical fitness activities. It's a rope.

The rope is used in one of the toughest sports—the tug-of-war. Try one at your den meeting, half the den against the other. Or your den against another den. Or the three-man version shown here.

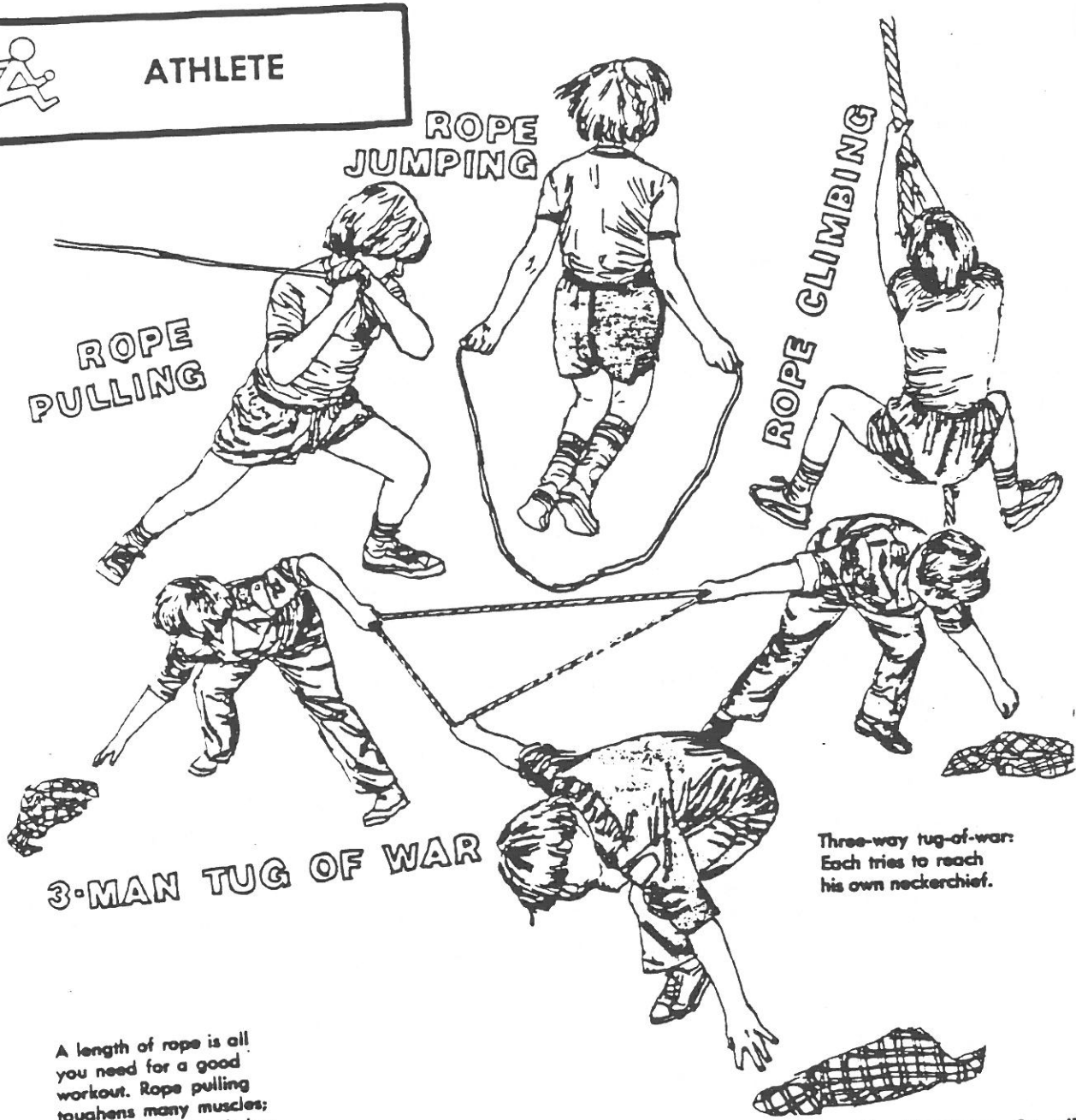
To exercise by yourself, tie your rope to a tree or telegraph pole, and pass the end over your shoulder. Now pull as hard as possible. It will give your leg, stomach, and back muscles some tough exercise.

Tractor pull is a game, but it is also a good workout. Loop rope around the back of the neck and under the armpits of two players fac-

ing in opposite directions. On all fours they try to drag each other across a dividing line.

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

For *rope climbing*, tie a heavy rope (one inch thick or more) securely to a sturdy tree limb about 15 feet off the ground. At first, climb any way you can, using calf thigh pressure. Later, learn to go up hand over hand from a sitting start. It builds arms, grip, shoulders, and the entire upper torso. It's also a skill that's good to master for possible future emergency rescue or survival situations. ♦



Three-way tug-of-war: Each tries to reach his own neckerchief.

ATHLETE

The Athlete ACTivity Badge is the one badge that most Webelos are anxious to earn. Most fourth grade boys can complete the requirements in fifteen minutes at a meeting. So this makes it a good first badge to earn as it helps the boy get started. Since the badge is so easy for the boys to earn they should be reminded that physical activities are good for the body and should be done on a daily basis.

Try riding a broomstick to Samson-strength. Or stretch the living snap out of a bike inner tube and put the snap into your reaction time; in short, build your own muscle-builders this summer, use them indoors or out, in good or bad weather.

"Start simple, begin small" is the rule here, even if you do have the important goal of powerful muscles and fast response to meet any emergency.

Use that discarded broom handle to develop power in your wrists, fingers and forearms. Simply hold the handle at the top - in either hand - and "walk" the handle upward with your fingers until you reach the lower end.

Strengthen upper arms, chest and shoulders this way: Knot a stout rope at the middle of the broom handle and fasten the other end of the rope to a bucket of sand on the floor. Use both hands to rotate the handle so the rope winds up, raising the bucket. Now, change pace! Use both hands to grab the ends of your broom handle, lean forward a bit and try to jump over the handle without letting loose. Broom handles can break this way, but we guarantee you won't step on your own hands.

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

Exercise needs variety to build up your entire body. So, we have a variety of muscle-builders.....make dumbbells and barbells at home, using tin cans, pipe and concrete ...

-For barbells, set one end of a three-foot pipe in the center of a No. 10 can. Fill the can with concrete and let it harden. Then, stand the other end of your pipe in another No. 10 can. Fill with concrete and let it harden. The same rules can be used to make dumbbells - only use a piece of pipe about a foot long for your handle, and one-pound coffee cans for holding the concrete.

-Discarded inner tubes are great muscle-builders, too. It's always possible to get used bike tubes, so try them for these limbering-up exercises: Cut the tube's circle in half, then loop it behind your hips, gripping the loose ends with both hands. Keep your elbows at your sides, then stretch the tube forward as far as you can. Do this eight or ten times. If you have two bike tubes, loop both of them around an upright pole, then lie face down and slip each foot through the loops of rubber. Pull against the tube, one leg at a time, with the tubes resting just around the heels. A half-dozen tries at this exercise will do as a start. You can increase the number of "pulls" after a week or so.

Most of these exercises are not easy at first. But you'll be surprised how much easier they are after several weeks practice.

- Make a chinning bar by suspending a broomstick from an exposed beam in the basement or garage with rope. Make sure there is head clearance.
- Plastic bleach bottles (1/2 gal. to 1 gal. size filled with sand, make good barbells used to develop arm and shoulder muscles.)

AGILITY EXERCISES:

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

Set 1: 8 minutes

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

REST TWO MINUTES.

Set 2: 5 minutes

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

REST TWO MINUTES.

FLEXIBILITY EXERCISES:

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

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

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

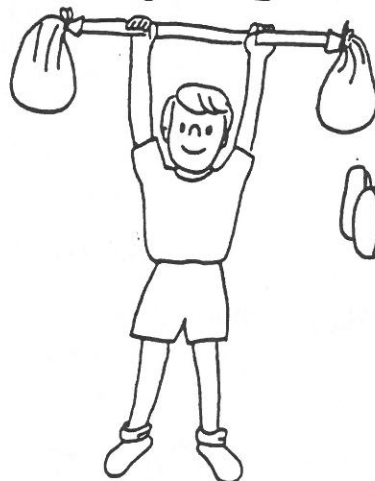
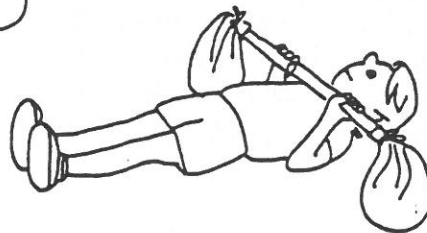
Forearm Twist: Arms extended sideward and parallel to the ground. Flex at elbow bringing tips of fingers to shoulders. Return to starting position. Perform both palms up and palms down. (1 min.)

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

Athletes are strong. But they also have agility and coordination. Agility permits the athlete to move quickly in any direction. Coordination means muscles do quickly what the brain orders. Webelos Scouts can improve their strength, agility and coordination while earning the Athlete Activity badge.

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

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



PRONE PRESS

STANDING PRESS



CITIZEN

Good Turns

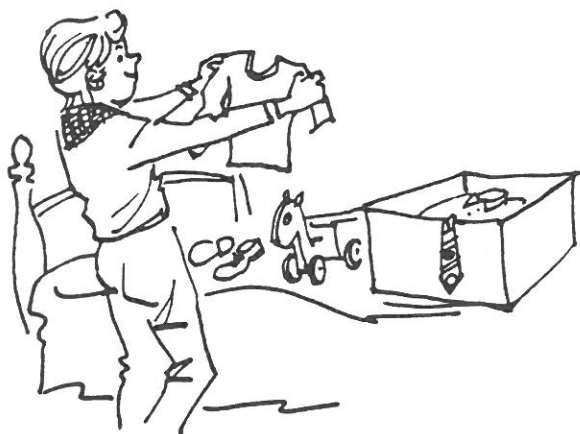
The best expression of good citizenship that your den can make is a Good Turn. Your Webelos Scouts will get a leg up toward the Citizen badge if the den does a Good Turn. Here are suggestions:

Cooperate with your board of health.—The den might distribute health literature, clean up vacant lots that harbor disease carriers, run a swat-the-fly campaign.

Aid the chartered organization or a local school.—The den might handle spring cleanup of grounds, plant shrubbery or trees, do simple painting jobs, serve as ushers, form a safety patrol, keep lawns in condition, act as monitors in school corridors, take charge of raising flags in schoolyards.

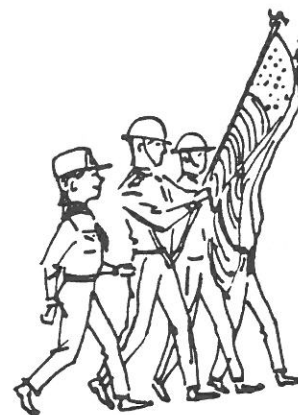
Conservation.—Build and set out birdhouses, maintain winter feeding station for birds, distribute conservation literature for state fish and game agencies, post woods where fire building is prohibited, plant trees and care for those already planted, make a local tree census.

Concern for others.—Collect worn clothing and food-stuffs for distribution to the poor, collect and repair old toys for Christmas distribution to needy children, collect books and magazines for hospitals, cooperate with relief and charity organizations.



Miscellaneous.—Keep public squares in condition by mowing grass and removing litter; clean up old cemeteries; replace worn flags; raise and lower community flags; take part in celebrations on Memorial Day, Fourth of July, Veterans Day; participate in plant-a-rose and plant-a-tree campaigns.

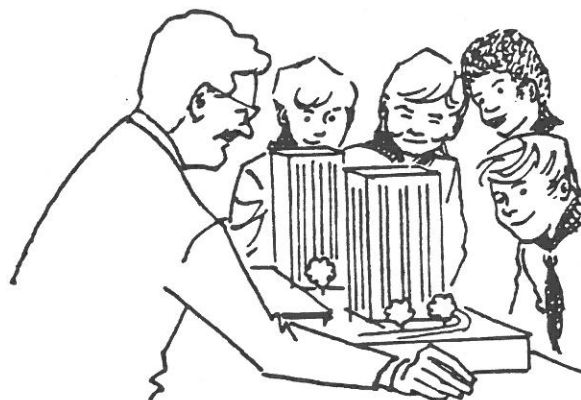
This list by no means exhausts the possibilities. As a Webelos den leader, you should be alert for Good Turns.



Firsthand Report

Invite a local public official to talk with your den about government. It might be a city councilman, clerk, or perhaps the mayor if yours is a small town.

Ask the speaker to bring whatever graphic material he might have—photos, drawings, models of buildings, etc.—and suggest a 10-minute talk with plenty of time for the boys to ask questions. Have a few leading questions prepared yourself in case they are reluctant to speak up. What does a councilman do? Who pays for sidewalks? Why can't Elm Street be repaved this year? How do you make a law?



INDIVIDUAL PROJECTS

Flag for the Home

Suggest that each Webelos Scout begin saving money for the purchase of a new U.S. flag for his home.



CITIZEN

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

Den Activities:

1. Get the den members to find out the current leadership of their city, state, and nation.
2. Field trips or visits might include: a judicial court; a naturalization ceremony; the police department; historical museums; a city council and/or school board meeting; tour of a municipal building; a visit to a community organization that helps others; the fire department or a pari-medical team headquarters.
3. Invite a newly naturalized citizen to speak to the den on what becoming an American citizen means to him OR invite a member of the community who is a citizen of another country to come and discuss the differences in the two countries.
4. After discussing the requirements of the badge, have den decide on a good turn project for the chartering organization and how to carry it out. Make a plan, set a time, and do it. Discuss.

Newspaper Study:

Secure several issues of the same-day newspaper. Divide den up into teams and have each team go to a different part of the meeting location. Give each team magic marker, scissors, and a newspaper. On signal, teams start a search for news items that definitely illustrate The Cub Scout Promise or Law or which illustrate good citizenship. Instruct teams that they are to cut items out of the newspaper that illustrate the determined topic and be able to defend their selections. The team with the most clippings in a given time wins.

Cub Scout Uniform Inspection:

When preparing for a uniform inspection or when discussing the differences between a Webelos uniform and a Boy Scout uniform, have the den chief or denner come to the meeting with his uniform rearranged in the following manner and see how many other members of the den notice incorrect items: 1. Cap on backwards. 2. Wearing incorrect shoulder cord. 3. Service star on cap. 3. Summertime Award above left pocket. 4. Button unbuttoned. 5. Shoulder loops incorrect for shirt (e.g., denner wears Boy Scout loops etc.). 6. More than one temporary patch is displayed on right pocket.

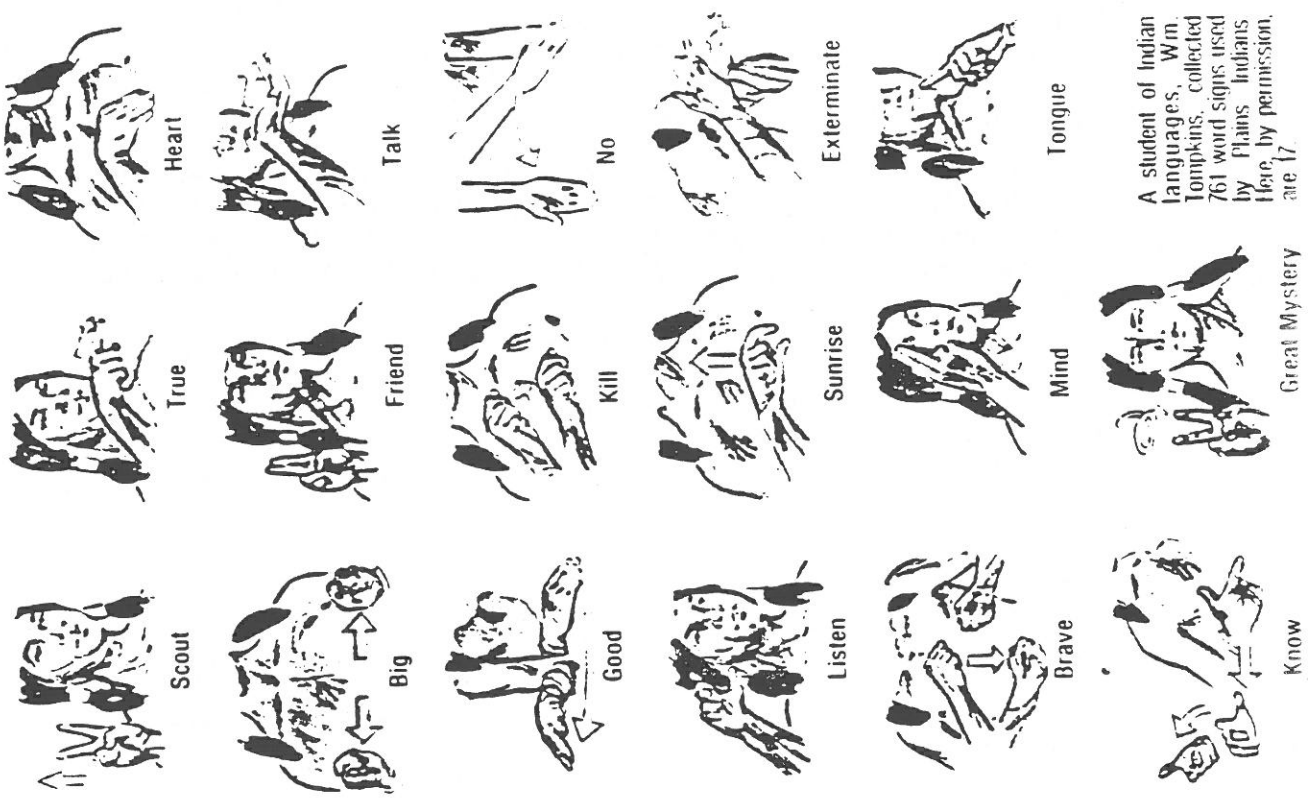
COMMUNICATOR

Indian Sign Language

Every Indian tribe had its own language. The languages were different. Therefore Indians from different tribes could not communicate with each other through the spoken word. But they could by making signs with their fingers and by hand motions.

Every tangible thing had a word sign. But to express abstract things the Indians had to put two or three signs together. The word signs used to express the 12 points of the Scout Law have deep meaning.

The points of the Scout Law	The Indian word sign	The meaning of the word signs
A SCOUT IS		
TRUSTWORTHY	TRUE	Like an arrow, straight from the heart and lips.
LOYAL	HEART + TRUE	Heart stays that way.
HELPFUL	HEART + BIG	Cares about others.
FRIENDLY	FRIEND	Growing up side by side.
COURTEOUS	TALK + GOOD	Good: a motion level with the heart.
KIND	GOOD + KILL + NO	These three word signs indicate no cruelty, no killing, but "good."
OBEDIENT	LISTEN	Listens—heeds what is being said.
CHEERFUL	HEART + SUNRISE	A remarkable picture: "sunrise in the heart."
THRIFTY	EXTERMINATE + NO	Leaves something for others.
BRAVE	BRAVE	Knuckle to knuckle unflinching.
CLEAN	HEART + MIND + TONGUE + GOOD	The meaning is evident. A beautiful statement.
REVERENT	KNOW + GREAT MYSTERY	The two fingers up is the sign for wisdom. God, the Great Mystery, above man, indicated by the waving motion.



A student of Indian languages, Wm. Tompkins, collected 761 word signs used by Plains Indians here, by permission. are 17.

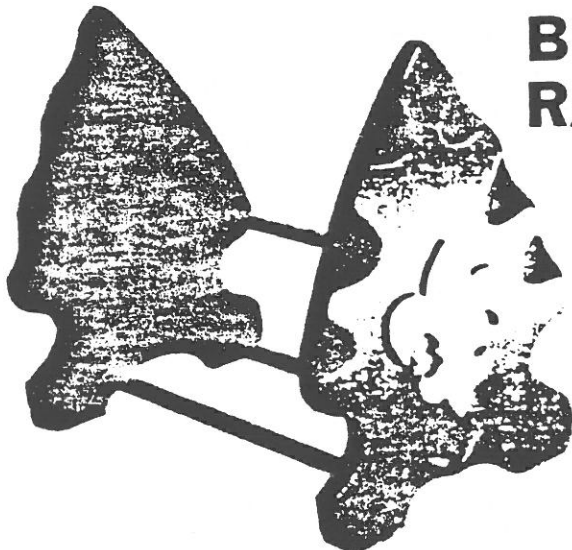
Great Mystery

Know

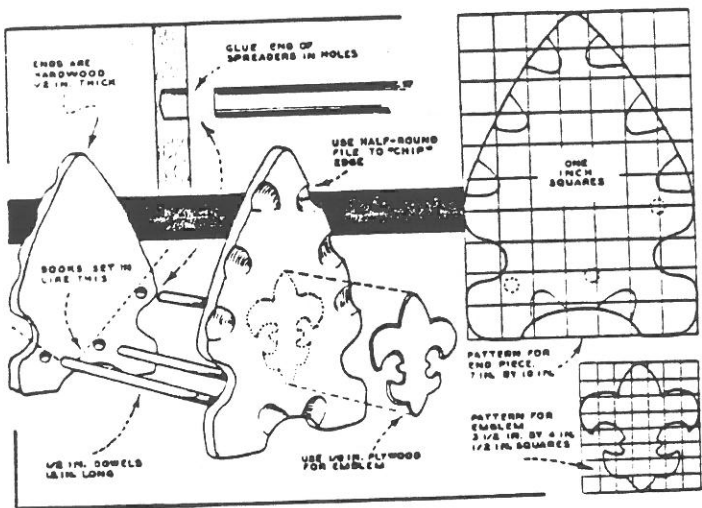
COMMUNICATOR

Den Activities:

1. Charades. Establish ground rules. Divide den into teams. Have each team select one item and enact from pre-established selections. Selections might include words from the Scout Oath or Promise, Activity badges, items having to do with the month's pack theme etc.
2. Play the body language game. Explain to the den how we often speak without using our voices -- through our expressions, the way we behave, the way we hold our body or use parts of our body to reveal our feelings. Have each boy think of an emotion and then, without speaking, enact that emotion. No boy should repeat an emotion. Have other den members guess what boy is conveying.
3. Take den to a computer store and have them learn about the various uses of computers in today's society.
4. Visit the local telephone company or a radio or TV station.
5. Have den develop their own secret code. Use it to send out assignments for the next week's meeting or use it to direct den to a prearranged location for day's snack.
6. Use international flag symbols, morse code to send messages within the den or to another Webelos den at a pack meeting.
7. Visit a printing shop and/or a newspaper.
8. Have a local ham operator visit the meeting, explain radio operations of this nature, and, if possible, allow boys to talk on radio.
9. Have boys write commercials etc. and record them individually. Play back to the group and see how well they communicated about their "products."
10. Have den practice selling an item to each other (perhaps the product that the pack may be selling as a fund raising project [popcorn? Scout Expo tickets?]) to gain experience in good communication before they "hit the streets."
11. Have den members practice giving directions to specified locations to each other.



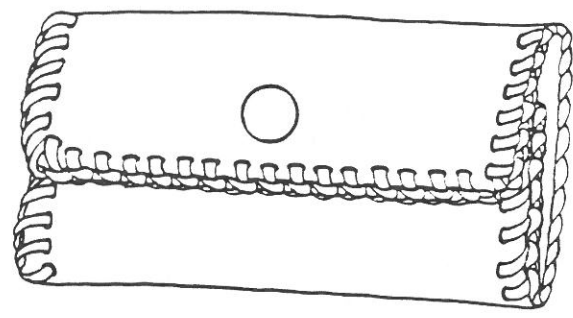
BOOK RACK



KEEPING your Scouting books, and other books that you are reading, in this rack will help you find just the book you want—quickly. It also makes for good housekeeping by helping to keep your room in order. You can make this rack yourself. It is not difficult, and it is a good woodworking project.

The end boards of the rack are cut out in the shape of a huge Indian arrowhead. The squared-off pattern in the sketch gives the details of the design and the size to make them. Use hardwood boards one-half inch thick for the ends. Sandpaper the edges off smooth and "chip" the edges with a half-round file. The chip grooves are made on the outside of the end boards only. The inside surface is left smooth. Three, one-half inch dowels are used for the spreaders. They are 12 inches long, and the ends are glued into holes made in the end boards. These holes must stop short of going through. The proper location of these holes can be determined from the sketch. When boring the holes, be sure to make the ends right hand and left hand. Otherwise, you will be in trouble.

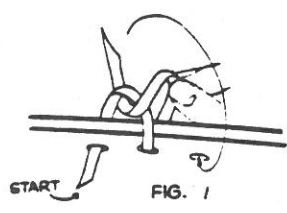
A thin piece of plywood about one-eighth of an inch thick is used for the Scout emblem. Make one for each end and glue them in place, as indicated near the center area of the arrowheads. The complete rack can be finished in any way desired. It can be stained and lacquered, or finished natural. If you like bright colors, it can be enameled to suit your fancy. The emblem should be a contrasting color. ■



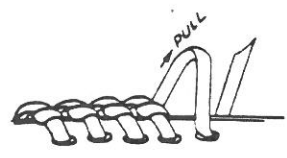
Lacing Instructions for Leathercraft Projects

By JERRY WOLKE

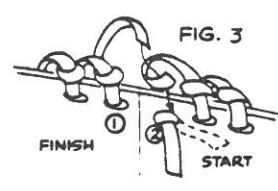
The loop stitch is one used on leather items whose edges are subject to wear or have a tendency to curl. It is ideal for billfolds, wallets, key cases and purses, and requires five inches of lacing for every inch of edge of the item to be laced.



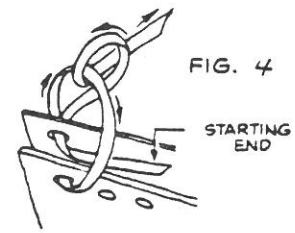
Above. For items that start and end at the same point: Push lacing through first hole; bring almost all lacing through to back, leaving inch of lacing in front. Bring lace over edge and go into next hole, leaving a loop. Go through loop front to back. Then tighten the stitch from the back.



Above. Continue lacing your item using the method that you see in Fig. 1. Once you get the feel of it, you'll begin moving along at a good rate.



Above. Remove lacing from the starting hole 1. Lace one more stitch in hole 1. Remove starting lace from the next loop and insert working end down through this loop. Now pull both ends through hole 2 to the inside. Cement will hold them in place.



Above: Items starting at one point, ending at another: Start lacing by pushing starting end through first hole from outside. Bring lace over top through the same hole in pieces of leather, forming loop. Go through loop, front to back. Tighten loop from back. Go through next hole front to back, leaving loop. Continue lacing. Go through each corner hole three times. Finish lacing as shown at left.



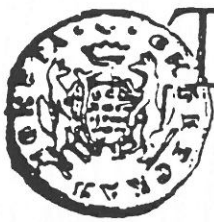
CRAFTSMAN

So you think you can teach a bunch of 9 year old boys how to build things, huh? Well, you can -- if you remember the three P's -- Patience, Preparation, and Perverserence.

PREPARATION -- Have all tools and materials laid out at separate work stations before the meeting starts. Build the item yourself before the meeting. Take note of operations that require high degrees of coordination -- be prepared to help the boys individually on these points. Let the boys see the item you have made.

PERSERVERANCE -- Let the boys finish the item they have started. This is very important. Work individually, at a later time, if necessary, find some else to help, but let him complete the project. Don't start a project you know they can't finish.

PATIENCE -- Some boys require a high degree of patience -- but stick with it -- you'll be glad you did and so will they!



THRIFTY THINGS

by STACY H. WOOD

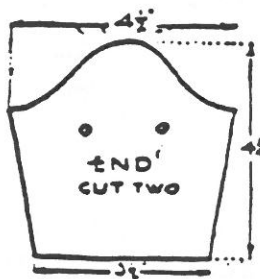
ON THE LEFT IS A "WOLF" COIN OF SIBERIA, DATED 1780. -- ON THE RIGHT IS A SILVER PERSIAN "LION" COIN. HAS ANYONE EVER SEEN A COIN WITH A "BEAR" ON IT?



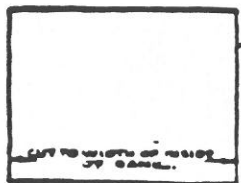
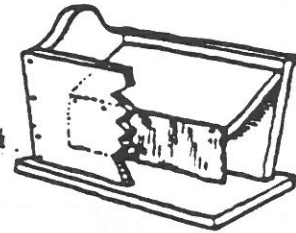
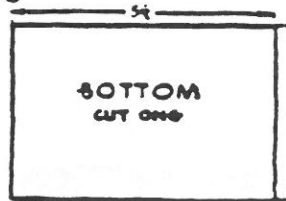
THRIFT DOES NOT ALWAYS MEAN SAVING MONEY, BUT SAVING MONEY IS A GOOD HABIT TO HAVE. THE OLD PIRATES SAVED THEIR LOOT IN GREAT IRON-BOUND CHESTS, BUT UNFORTUNATELY FOR THEM THEY OFTEN BURIED THE CHESTS AND NEVER CAME BACK TO THE SAME PLACE. CUBS CAN BE SURE THEY WILL KNOW WHERE TO FIND THEIR MONEY IF THEY SAVE IT IN



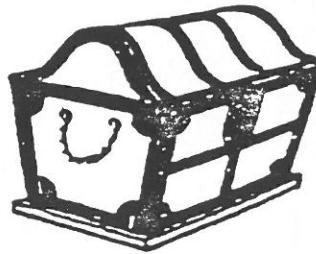
THE "BURIED TREASURE" BANK ILLUSTRATED BELOW. THEY CAN LEARN TO SAVE FOR SOME SPECIAL EVENT OR OUTING -- PERHAPS SOMETHING BIG LIKE THE WORLD FAIR AT NEW YORK OR THE EXPOSITION AT SAN FRANCISCO THIS YEAR -- OR A SHORT EXCURSION NEARER HOME. THEN THERE ARE ALWAYS HOUSEHOLD SAVINGS FOR MOTHER MADE FROM THINGS THAT WOULD OTHERWISE BE THROWN AWAY.



PIRATE CHEST BANK



THIS IS THE "RAFFLE-BOARD" CUT TO WIDTH OF INSIDE OF BOX AND GLUE OR NAIL AT AN ANGLE. IT WILL PREVENT COINS FROM COMING OUT OF SLOT IN TOP OF BANK.



ABOVE IS A SECTION VIEW OF BANK SHOWING THE RAFFLE-BOARD. THIS MAKES IT ALMOST IMPOSSIBLE TO SHAKE ANY COINS OUT. CUT A PIECE OF LEATHER FROM AN OLD GLOVE AND TACK OR GLUE IT ON EDGE AS SHOWN. FOR THE TOP, USE CARDBOARD THAT WILL BEND WITHOUT BREAKING. GLUE IT ON THEN TACK IT WITH SMALL ROUND-HEAD NAILS. FASTEN THE BOTTOM ON WITH SCREWS. AFTER THE WHOLE BANK HAS BEEN ASSEMBLED, PAINT IT BROWN OR GRAY AND THEN PAINT BLACK STRIPES ON TO MAKE IT LOOK LIKE AN IRON-BOUND CHEST.

CRAFTS

KNOT BOARD

Items Needed: Piece of wood 12x12x $\frac{1}{2}$ "
 String- enough to whip
 ends of rope
 Rope appx. 95" long
 Stain
 Sawtooth hanger
 Labels

Directions:

Stain wood, let dry.

After wood is dry, put sawtooth hanger on back. Have each boy take rope home and with help of parent tie five different knots.

- Squareknot
- Slipknot
- Two halfhitches
- Sheet bend
- Bowline

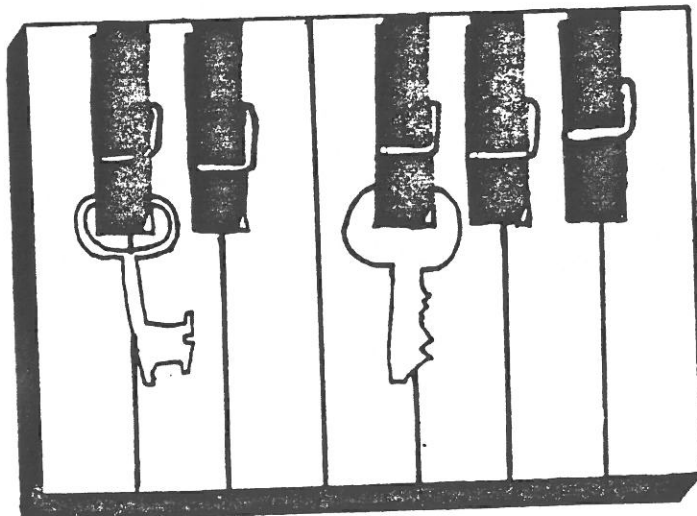
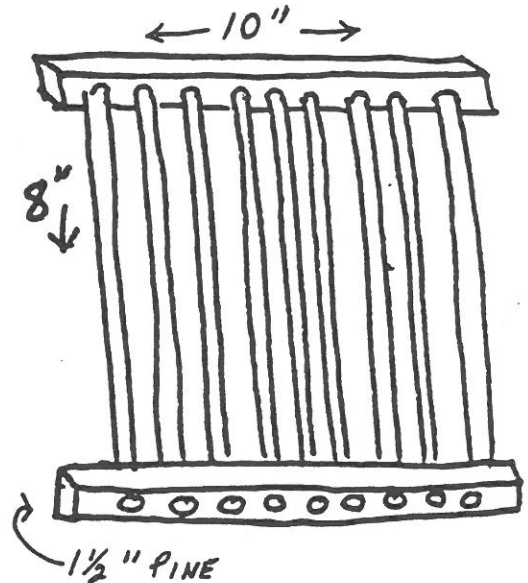
Rope must be cut into 5 pieces approximately 18 inches long each. Each boy whips each piece each end and makes a knot. Brings to next den meeting and glues onto the board. Label each knot. Each boy can hang on wall as a keepsake.

HOT PLATE

Materials Needed:


- 9- 8' $\frac{1}{4}$ " wooden dowels
- 2- 1" $\frac{1}{2}$ "x10" pieces of pine
- Drill and $\frac{1}{4}$ " bit
- Glue

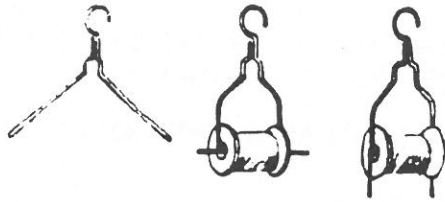
Drill $\frac{1}{4}$ " holes 1 inch apart on pine pieces. Be sure they are the same on both pieces. Glue dowels in holes. Hot plate can be painted or varnished when glue is completely dry.



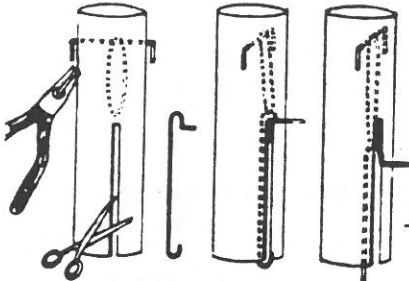
"KEYBOARD" KEYBOARD

7- wooden snapper type clothespins
 painted black
 1- 8"x10" plywood board painted white
 Draw lines for 10 keys. Take clothespins apart and nail bottom part, nose down to board. Reassemble clothespins and clip on keys simply by pushing top of black key


ENGINEER

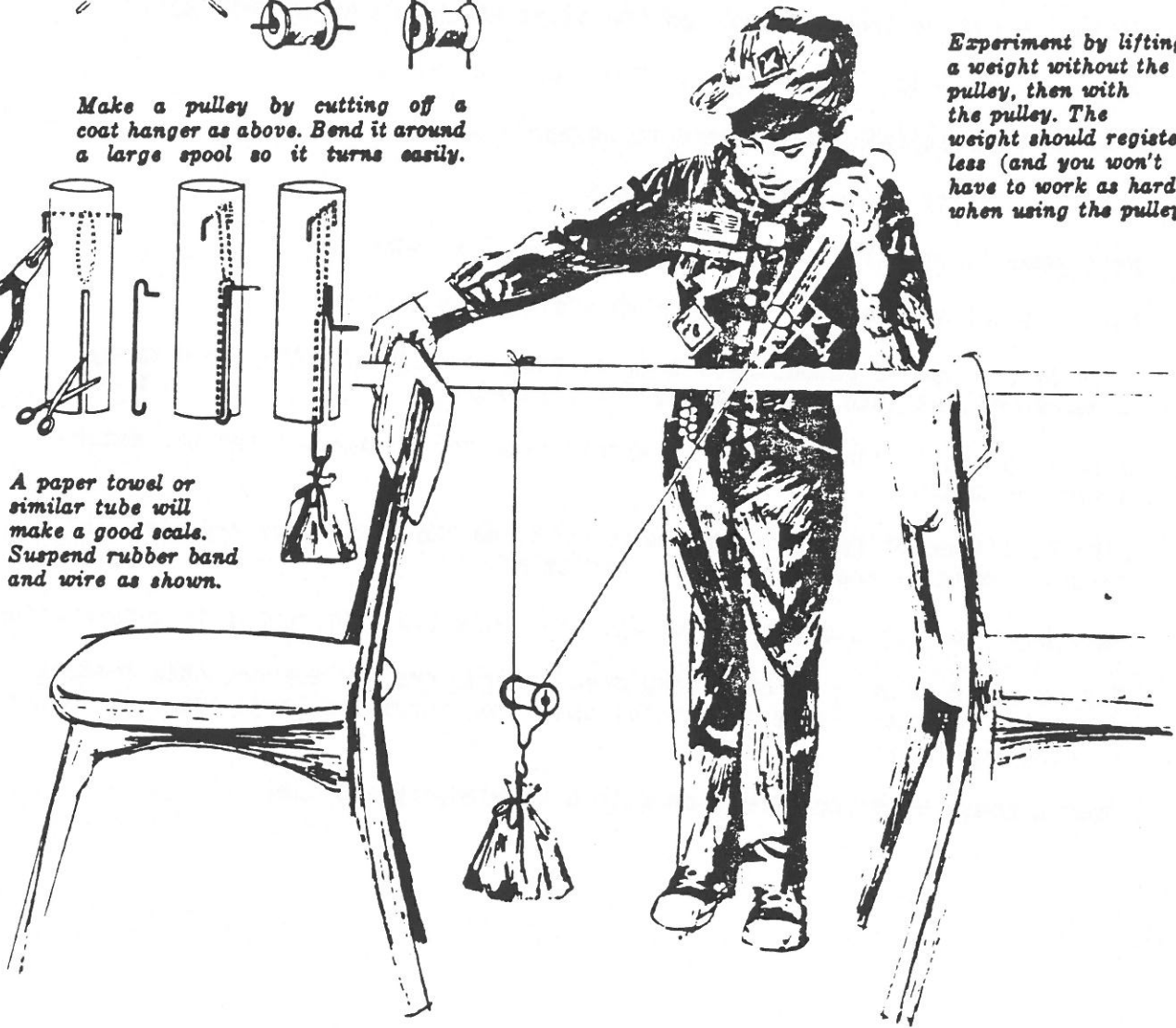


Make a pulley by cutting off a coat hanger as above. Bend it around a large spool so it turns easily.



A paper towel or similar tube will make a good scale. Suspend rubber band and wire as shown.

Experiment by lifting a weight without the pulley, then with the pulley. The weight should register less (and you won't have to work as hard) when using the pulley.



A BLOCK & TACKLE

In your *Webelos Scout Book*, you read that blocks and tackle help to lift heavy weights. Is it true? You can test it by making pulleys and a weighing scale.

Make pulleys from spools and coat-hanger wire. Cut and bend the wire as shown. Make sure the spool turns easily. Then bend the wires down to keep them from spreading.

You can make a simple hand-lift scale using materials you have at home. For your scale, use the cardboard tube from a paper-towel roll. Punch two holes near the top. Cut a piece of coat-hanger wire and push it through one hole. Slip the wire through a heavy rubber band and then push the wire through the other

hole. Now cut a slit part way up one side of the tube.

Cut another piece of wire and bend it so the end with the pointer will fit through the slit in the tube.

Make the scale on the side of the tube by "weighing" items whose weight you already know. For example, lift a full 2-lb. bag of sugar or flour. At the place where the pointer stops in the slit in the tube, mark a number "2." Repeat with a 1-lb. weight, and so on.

Now rig up your pulley-and-scale with heavy thread or fishline. Make more pulleys and try several of the rigs on page 97 of your *Webelos Scout Book*. Which makes it easiest to lift weights? ♣

DEN ACTIVITIES

Arrange for boys to visit an engineer or surveyor in a municipal county office. Plan for the boys to look through the surveyor's manual and read a rod.

Visit a construction site and see the plans which are being followed.

Visit the municipal water works, TV or radio station.

Have someone explain how to read topographic maps.

Visit a college engineering department.

Have someone show and explain a floor plan of a house.

Make a block and tackle. Be sure to explain its purpose.

Make catapults and demonstrate them at pack meeting, shooting hard candy or marshmallows into the audience for distance.

Discuss property lines. Have an expert show how property lines are determined and measured.

Discuss different types of engineers. If one can visit your den, let him describe briefly what his duties consist of.

Have boys collect pictures of bridges and note the differences in construction.

Take a field trip to an operating draw bridge, grain elevator, ship loading operation or other large industrial operation involving large cranes or other lifting equipment.

Tour a house under construction with a knowledgeable guide.

CATAPULT INSTRUCTION SHEET

MATERIALS NEEDED: WOOD STRIPS 1/2 inch to 3/4 inch wide.
 (54inches/catapult total after cuts.)
 PANELING NAILS (25/catapult)
 RUBBER BANDS
 GLUE (OPTIONAL)

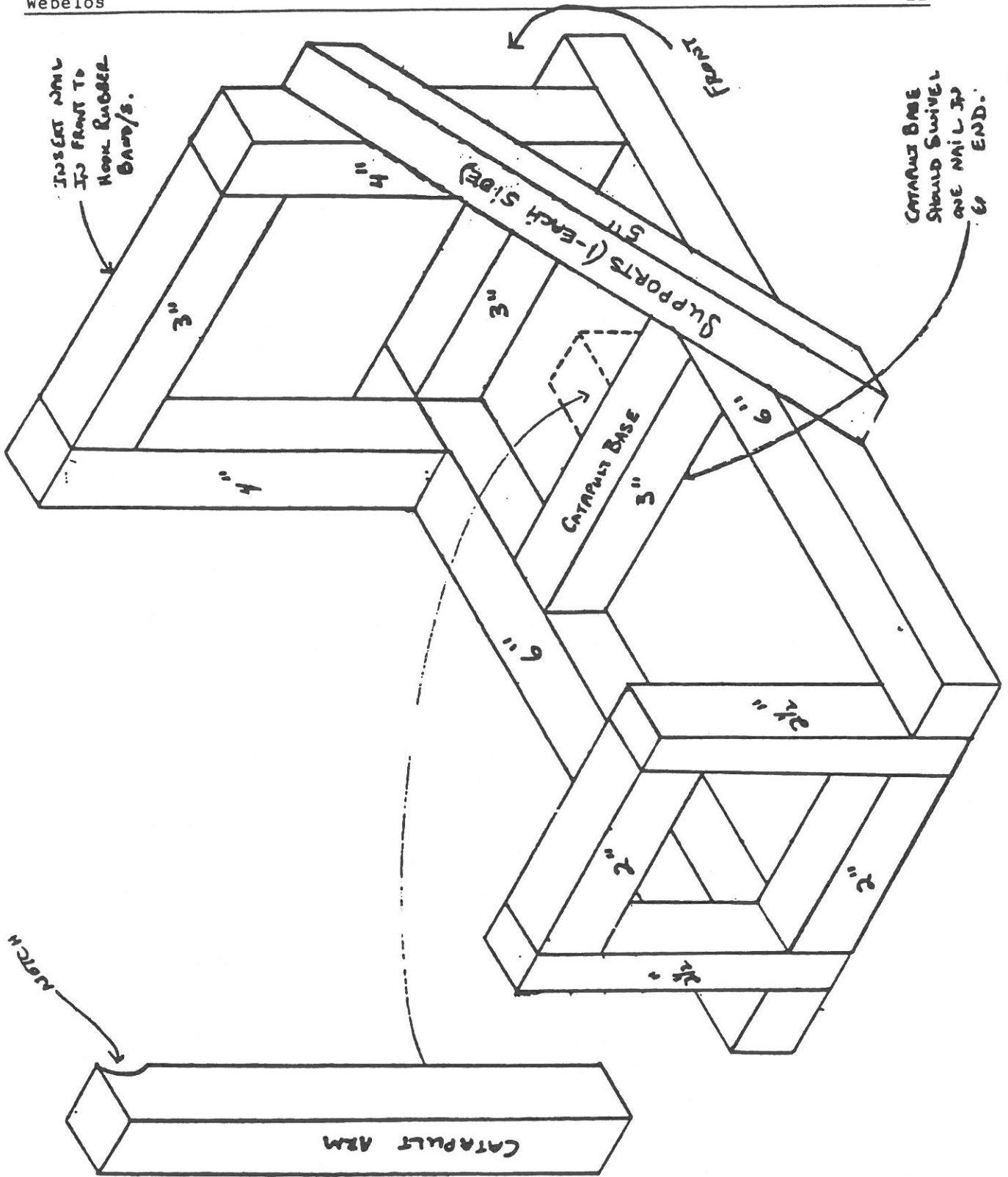
PREPARATION: RIP THE PINE BOARDS (1x6,1x8,etc.) INTO STRIPS OF DESIRED WIDTH. CUT YOUR PIECES TO THE FOLLOWING LENGTHS PER CATAPULT:

WIDTH	LENGTH	QUANTITY
1/2 inch to 3/4 inch	2"	2
	2 1/2"	2
	3"	3
	4"	2
	5"	2
	6"	3

- ASSEMBLY:**
1. DRILL HOLES IN ALL PIECES THAT NAILS GO THROUGH TO AVOID SPLITTING THE STRIPS.
 2. BUILD THE BACK SQUARE SECTION NEXT.
 3. ATTACH CATAPULT ARM TO BASE--END FLUSH TO BOTTOM.
 4. ASSEMBLE MAIN BASE AND BACK SQUARE SECTION TO EACH OTHER.
 5. ATTACH TALL FRONT SECTION TO MAIN BASE.
 6. ATTACH CATAPULT ARM/BASE TO MAIN BASE ASSEMBLY.
 7. ATTACH TWO SUPPORTS. (ONE ON EACH SIDE)
 8. ATTACH RUBBER BANDS.
 9. SET UP TARGETS AND TEST YOUR ACCURACY.

IN A DEN SITUATION, IT IS ADVISEABLE TO USE GLUE ON ALL THE JOINTS EXCEPT THE PIVOT POINTS OF CATAPULT BASE. THIS IS ONLY ONE TYPE OF CATAPULT. THE NUMBER OF DESIGNS AND SIZES IS ONLY LIMITED BY YOUR IMAGINATION. HAVE FUN !!!!!!!

BASIC SUGGESTED CATAPULT DESIGN



MOUNT CATAPULT WITH NOTCH FORWARD, CENTERED ON THE CATAPULT BASE.

CATAPULT BOTTOM SHOULD BE FLUSH WITH BASE BOTTOM.

CATAPULT BASE SHOULD SWIVEL ONE NAIL TO ONE END.

INSERT NAIL TO FRONT TO HOLD RUBBER BANDS.

SUPPORTS (1-EACH SIDE)

CATAPULT BASE

FRONT

CATAPULT ARM

2"

3"

4"

6"

3"

3"

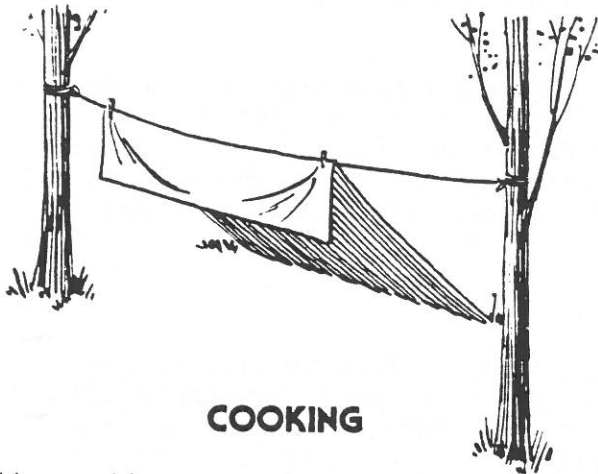
4"

6"

6"

NOTCH

FAMILY MEMBER

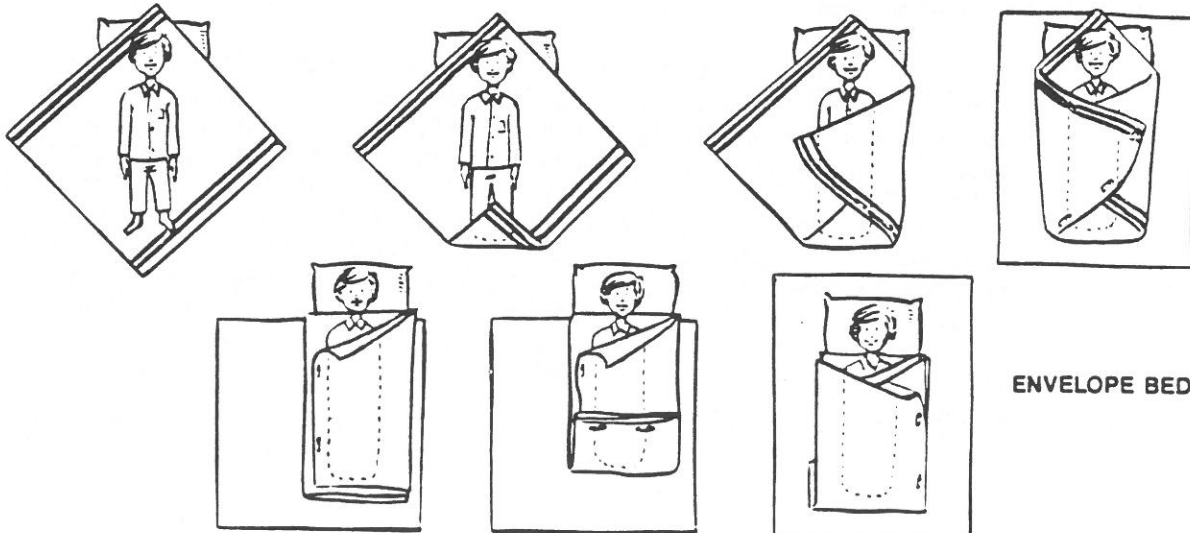


COOKING

With supervision, younger Cub Scouts can cook a simple meal on an outdoor grill, or on a tin-can stove, like the one shown in the "Crafts" section of this book. Some sample recipes are given later in this chapter.

BEDDING

A bed for backyard camping doesn't need to be elaborate. A ground cloth and a sleeping bag are adequate. An air mattress adds comfort. If these are not available, make a ground cloth from an old shower curtain, a plastic bag, or other plastic material. An envelope bed can be made from blankets as shown in the illustration. In the summer, one blanket is often enough. Fold it so there are two layers under you. In cooler weather, you will need at least two blankets. Fold the first blanket with two layers under you, then bring the bottom up over your feet. Swing half of the second blanket over you, and fold the bottom under your legs. Safety pins will help hold it in place.



ENVELOPE BED

Family Camping

Family camping has become a very popular activity and is encouraged by the Boy Scouts of America. A family camping trip can be rewarding for Cub Scouts and every member of the family.

Family camping may also be a den, or pack activity. Den or pack family camping trips should include Cub Scout or Webelos Scout activities as a part of the program. Remember, overnight and long-term camping are not permitted for 7-, 8-, or 9-year old Cub Scouts, except as a part of family camping. That means that a parent or other adult must accompany and supervise each Cub Scout.

WHERE TO CAMP

There are many places to camp, both public and private. These include national and state parks and forests, privately-operated campgrounds, and Scout camps. A campground usually has improvements such as a running water, sanitary facilities, and platform floors for tents. A campsite can also be set in an undeveloped area.

State and national parks operate on a "first come, first served" basis, with no reservations. Entrance charges vary, but they are usually moderate.

SELECTING A CAMPSITE

Look for these things when selecting a campsite:

- South or southeast exposure.
- Protection from wind.
- Level and reasonably smooth ground. (Even a shallow depression can collect water in a heavy rain.)

PHYSICAL FITNESS ACTIVITIES

Fitness

Most boys of Cub Scout age love competition involving physical skills and long to be good athletes. The 'Learn a Sport' theme offers plenty of opportunities to satisfy their desires with games and contests. At the same time it can help their physical development and teach good sportsmanship.

Pack competitions in the Spring determine the pack winning team (an 8, 9 and 10-year old) who represents the pack at the District competition. District competition determines District winning team, who will take part in Council competition. Council championship is held with 1st, 2nd, and 3rd place teams from each district to determine a Council championship team.

Events in all competitions include:

Standing Broad Jump - Boy stands with his feet comfortably apart with toes just behind takeoff line. He prepares for jumping with knees flexed and arms swinging in a rhythmical motion. He jumps, swinging arms forcefully forward and upward, taking off from the balls of his feet. His jump is measured from the takeoff line to the heel or any part of body that touches the surface nearer the takeoff line. Each boy has two tries - record the better of the two (to the nearest inch.)

Softball Throw - Boy may run up to line and throw overhand the regulation 12-inch inseam, rubber and leather covered softball. He may throw two times and the better distance throw is the one that counts, measuring from the line to where the ball lands. If he crosses the line, that throw is disqualified.

Modified Push-Ups - Boy lies face down, legs together, hands on floor under shoulders with fingers pointing straight ahead. His partner holds his feet to the floor while each successful push-up is counted. Body is raised from the knees by straightening the arms and body kept straight from knees to head, the weight being supported by hands and knees. Keeping body tense and straight, elbows should then be bent and chest touched to the floor, returning to original position. Judge holds hand on the floor beneath the boy's chest and counts each time chest touches judge's hand. How many times in one minute.

Modified Sit-Ups - Boy lies on his back, fingers laced behind neck, with knees bent and feet flat on the floor, about one foot apart. Another boy holds his partner's feet to the floor while each successful sit-up is counted. The boy sits up, turning the trunk to the left, touching the right elbow with the left knee and returns to the starting position. He then sits up reversing the previous sit-up and touching the left elbow to the right knee and returns to starting position. He then sits up reversing the previous position. Judge holds a hand on the floor beneath the boy's back and counts each time the back touched the judge's hand. Each return to starting position counts as a sit-up. How many in one minute.

Fifty-Yard Dash - Boy stands behind the starting line. On signal, the judge raises his hand. "On your mark" all boys step forward to starting line, "Get set" - all boys assume starting position. "Go" - starter brings hand down quickly hitting his thigh at the same time. Boys leave the starting line and run the fifty yards. As they cross the finish line the time is noted and recorded.
 (Note: Score first 5 boys to finish)

Each boy will participate in five events. In order to be as equitable as possible, and yet kept simple, points will be given to each participant as given below:

Name of Boy _____ Age _____

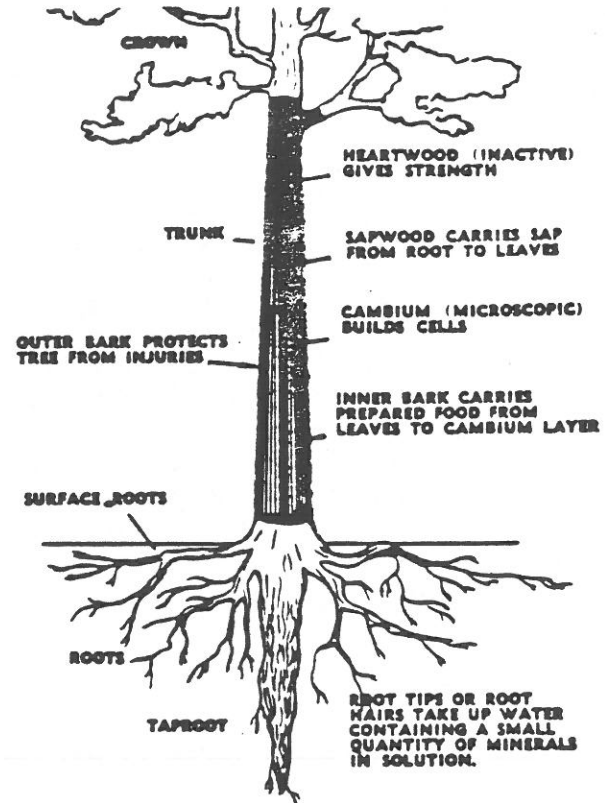
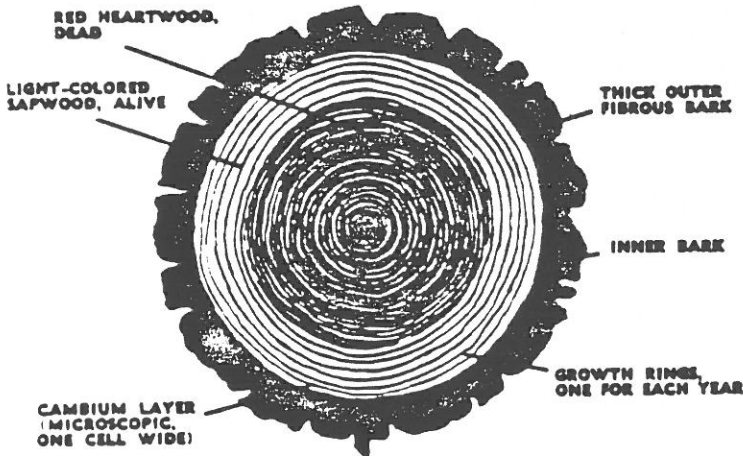
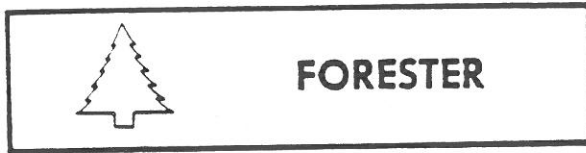
<u>Events</u>	<u>Score</u>	<u>Points</u>
1. Softball Throw (1 pt. for each foot)	_____	_____
2. Push-Ups (2 pts. for each in one minute)	_____	_____
3. Sit-Ups (2 pts. for each in one minute)	_____	_____
4. Standing Broad Jump (1 pt. for each inch)	_____	_____
5. 50-Yard Dash 1st - 100 points	_____	_____
2nd - 90		
3rd - 80		
4th - 70		
5th - 60		

Bonus Points _____

Total Points _____

Judges _____

Note: To the boys with the top score in each event, in each age group, 10 bonus points will be added to his score. The three boys with highest scores in their age group will make up the pack's winning team.



LEARNING TO KNOW THE TREES that live and grow in our midst can be a very exciting thing. Life means more when we have an awareness of and an appreciation for the things about us. If we can develop in our boys this kind of appreciation, we will be giving them something of lasting value.

Many of our boys look at trees and think of them as useful only for supplying wood or perhaps for climbing. Thousands of things come from trees—things like rayon, camera film, paper, fruit, nuts, maple sugar. An interesting project for your boys to do is to have them make a list of all the things they can think of that are made of wood or are wood products. See who has the longest list and who has the most unusual items.

Some interesting things about trees your boys might like to know:

- Snowflakes or fingerprints—no two leaves of trees are exactly alike. Your boys might like to see for themselves by trying to match leaves.
- Leaves are arranged on trees so they will catch every available ray of sunlight. If the leaves from a good sized maple tree were spread on the ground, they would cover a half an acre.
- Mature trees are placed in three general size categories: Small—10 to 30 feet high such as the dogwood; medium—30 to 70 feet high such as the aspen and horse chestnut; and large—over 70 feet high like the beech and red oak.

PROJECTS FOR DEN MEETINGS

1. For a long-term project, adopt a tree and keep a diary on it. Measure its girth, estimate its height, record when it buds, when it loses its leaves, and other things of interest related to it.

2. Carefully cut small branches next to the trunk of different trees. Cut sections of these small branches so each boy has a piece of branch from the tree he wishes

to be able to identify. Boys cut them as illustrated, mount and identify on a board.

3. Cut twigs with buds on and stick them in water. Watch what happens as they open.

4. If your area of the country has black birch, sometimes called sweet birch, your den could make a refreshing drink with birch beer flavor. Cut some twigs into small pieces. Bring water to a boil, turn off heat, drop twigs into water, and let steep until cool enough to drink.

5. Bring a log to den meeting or find a tree stump and have boys count the annual rings to determine age of the tree. See if they can tell something about the kind of weather—dry or wet spells through which the tree lived by looking at the rings.

6. Make a short nature trail in the vicinity of the den meeting place. Mark some trees with 3- by 5-inch cards so boys can review their identification on their own.

7. Check with a local forester about advice on planting projects and seedlings.

8. Collect leaves for identification. Boys could mount them or make prints with spray paint, spatter painting, or blue printing. See *Backyard USA*.

As with most all of the activity badges—to do a good job it is necessary to refer to as many resources as possible in developing a good program for your Webelos den.

Useful this month are three posters, available free from American Forest Products Industries Inc., 1816 N. Street NW., Washington, D. C. They are: Growth of a Tree, Forests and Trees of the U.S., and Products of an American Tree Farm.

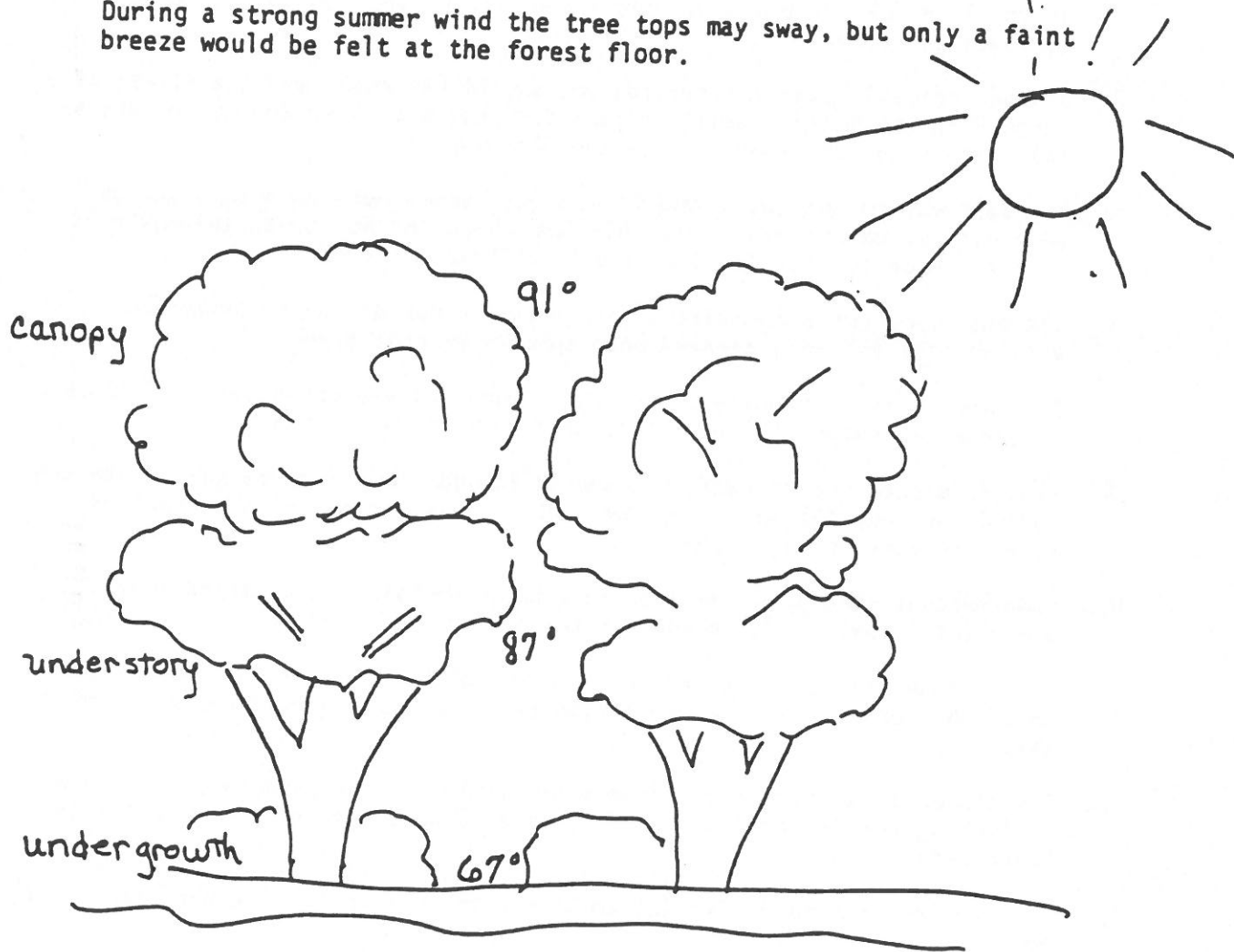
Also, there are a number of excellent books that will be of real value. Those listed in the *Webelos Scout Book*, are very good. Check your library or bookstore. A book of this type could be a part of a Webelos den library.

FORESTER ACTIVITY BADGE

Forestry is the science of planting and managing Forests. The Webelos Scout is starting on the outdoor program of Scouting. He will be spending a lot of time around trees; whether it is a clump of trees or a National Forest. The Webelos leader should strive to give his boys an appreciation of the forest.

The forest has a Macro-Climate of its own. The sunlight strikes the canopy or top leaves of the trees. Let's say that the treetop temperature is 91° and dry. For a squirrel in the middle area of the tree, the temperature would be 87° . The rabbit on the ground would be a cool 67° . Rain changes all of this. Water falling picks up heat from the leaves. The water carries this heat with it to the forest floor. After a good rain, the temperature may be the same at the canopy and the forest floor.

During a strong summer wind the tree tops may sway, but only a faint breeze would be felt at the forest floor.



Junior Forest Ranger Quiz
(circle the correct answer)

1. Campfire permits are required for (a) indoor fireplaces, (b) outdoor areas, depending on local laws, or (c) lighting Halloween pumpkins.
2. The safest way to start a campfire is with (a) a pile of leaves, (b) gasoline or (c) small pieces of kindling wood.
3. The best place to ask where campfires can be built is (a) sheriff's office (b) sporting goods store or (c) ranger or fire warden station.
4. When staying overnight, before going to bed you should (a) place heavy logs on the fire (b) put out your campfire or (c) arrange to get up every 2 hours to check the fire.
5. To cook properly over a campfire, you should (a) cook over the flames of a large fire (b) build a small compact fire and cook over the hot embers or (c) burn a lot of paper to make the fire hot.
6. The best way to put out a campfire is (a) spread out the embers and cool with dirt or water; mix thoroughly and check for hot spots (b) cover it with rocks or (c) let it alone and it will burn itself out.
7. The best spot for a campfire is (a) inside a rotten log or stump (b) under a green tree (c) in a cleared open space away from trees.
8. For camping the following is the most important and practical tool to carry in a car (a) shovel (b) bucket of water, or (c) wet blanket.
9. If a fire gets out of hand, you should (a) get your parents and run to the car; drive away (b) report it immediately to a ranger (c) get other Jr. Forest Rangers to fight the fire.
10. Camp matches should be (a) kept in a metal container (b) stored near out board motor fuel or (c) placed in the hot sun.
11. A person who is careless and starts a forest fire (a) is made honorary fire chief (b) receives a fire prevention award or (c) can be fined and sent to jail.
12. A match or cigarette thrown from a car window (a) is permissible if no one is looking (b) is permissible if it looks like it has gone out or (c) is never safe.
13. A windy day is a good time (a) to burn trash (b) to start a campfire or (c) not to start a fire.

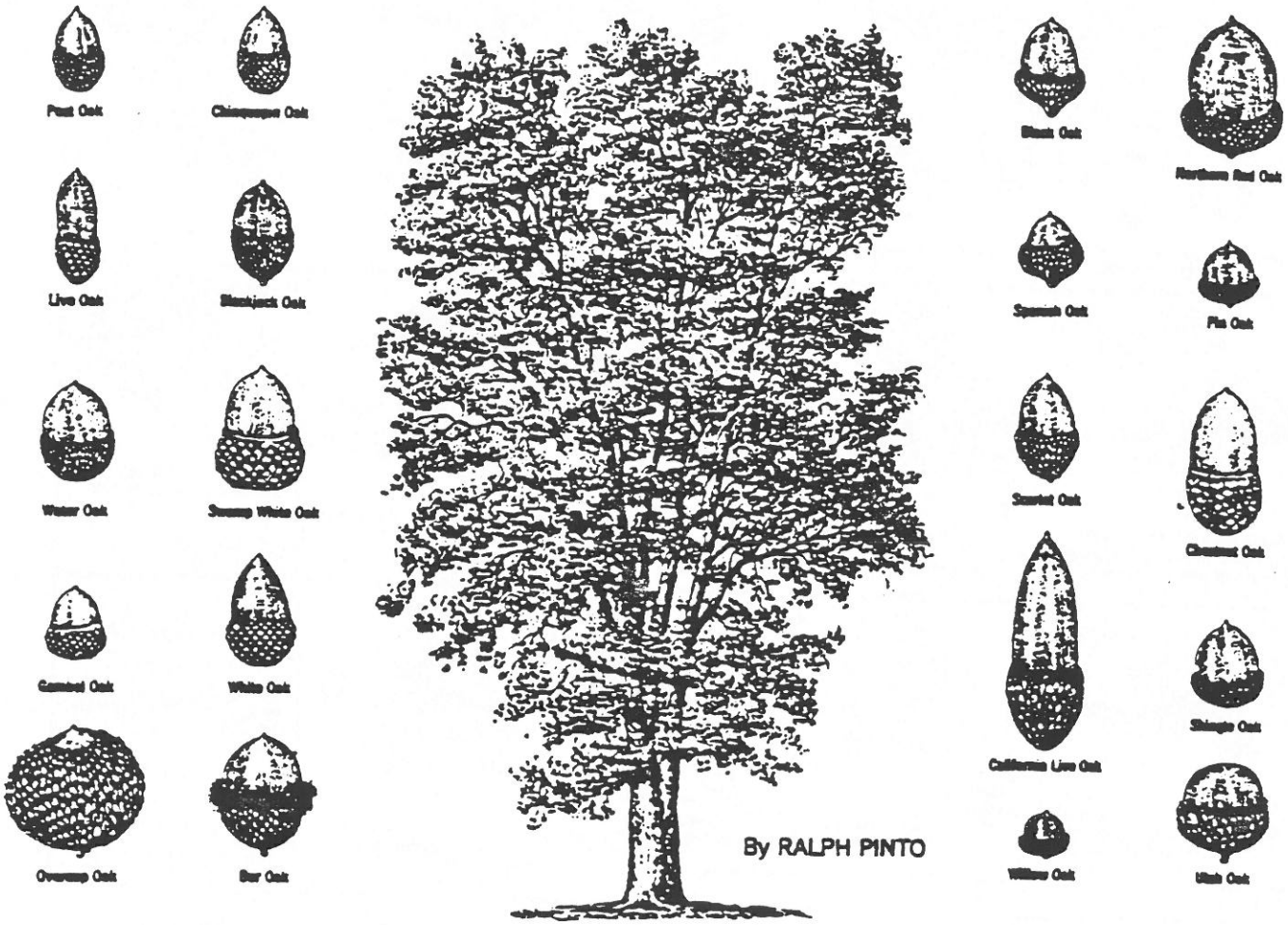


**Webelos
Forester
Activity
Badge**

THE DINNER PAIL OF THE WOODS

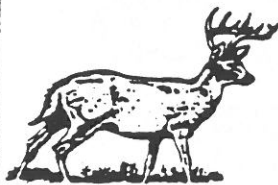
Oak trees have been symbols since ancient times of strength, dignity and endurance. More than 50 kinds grow in the United States. Americans have used the oak lumber to build ships and homes and furniture. Oaks are so important to animals and birds that they may be called the dinner pail of the woods. Many wild creatures rely on oaks for food.

The acorns which these birds and animals eat differ, depending on the kind of oak the acorns grow on. Collecting and identifying acorns will help Webelos Scouts fulfill requirements of the Forester activity badge. Glue acorns to wood and attach identifying labels. Below are drawings of 20 acorns. See how many kinds you can find. ■



By RALPH PINTO

Here are lists of some of the birds and animals that eat acorns. For some of them, acorns are their chief food.



- ANIMALS**
- Blacktailed Deer
 - Mule Deer
 - Whitetail Deer
 - Elk
 - Peccary
 - Mountain Sheep
 - Black Bear
 - Beaver

- Red Fox
- Varying Hair
- Muskrat
- Ring-necked Cat
- Gray Fox



- Opossum
- Cottontail Rabbit
- Raccoon
- Flying Squirrel
- Fox Squirrel
- Gray Squirrel



- GAMEBIRDS**
- White-winged Dove
 - Ruffed Grouse
 - Sharp-tailed Grouse
 - Ring-necked Pheasant
 - Band-tailed Pigeon
 - Prairie Chicken
 - Bobwhite Quail
 - California Quail
 - Mourning Quail
 - Mountain Quail
 - Valley Quail
 - Wild Turkey



- SONGBIRDS**
- Rusty Blackbird
 - Chickadee
 - Crow
 - Red-shafted Flicker
 - Yellow-shafted Flicker
 - Willow Goldfinch
 - Purple Grackle
 - Red-breasted Gnatcatcher
 - Blue Jay
 - California Jay
 - Scatter Jay
 - California Horned Lark

- Meadowlark
- White-breasted Nuthatch
- Yellow-bellied Sapsucker
- Starling
- Brewer's Thrasher
- California Thrasher
- Timberline



- WATERPOWL**
- Mallard Duck
 - Finnish Duck
 - Wood Duck

GOLD MINE ADVANCEMENT



Personnel: Webelos Leader or Cubmaster.

Equipment: 1 large box - painted like mine opening.
 2 miners hats lettered Webelos Mining Co.
 1 miners pick or hammer
 Black ore car full of gold nuggets.

WEBELOS LEADER: Tonight we are going to visit the Webelos Gold mine - ask Webelos Scouts receiving awards to come forward with their parents. Put hat on Cub and adjust to fit. Give pick and send to mine. Cub finds his nugget and gives to parent to hold. Cub breaks it with pick or hammer. This continues for all awards. While Cubs are mining the Pack sings "Oh, My Darling Clementine," until Cubs are done.

washer box



paint brown then black to look like wood.

The real treasure the Cubs have been mining is not the gold nugget but what's inside - their awards that they work so hard to earn.

To make gold nuggets, paper-mache small ballooons. When dry cut hole and put award card inside. Put back together and spray paing leaf gold. Put Webelos name on outside lightly with pencil.

GEOLOGIST

Tune: The More We get Together

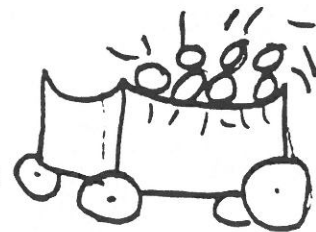
I'm a rock collector
 I find them and save them
 Webelos are experts,
 We know stones and gems.

Set ore car in front of mine.

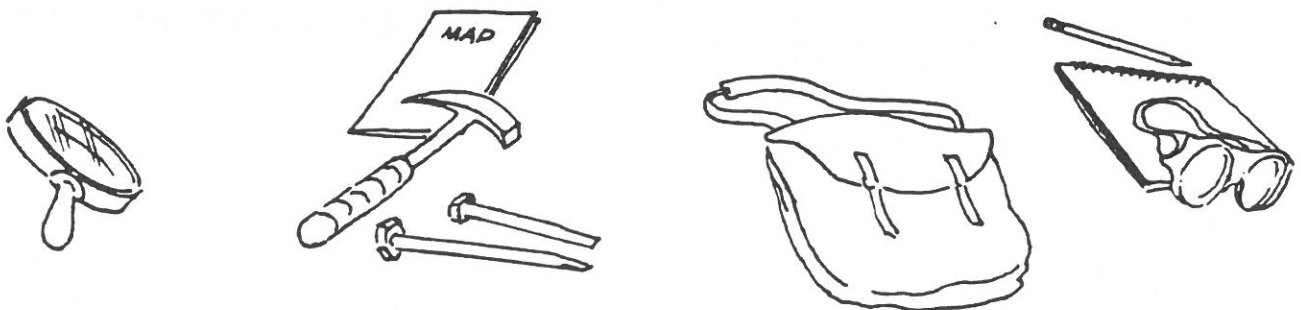
Put wheels on with paper fasteners.

Med.-size box

Use black paint on ore car



For more information on mining, rock collecting and even tours, call the Western Museum of Mining & Industry at 598-8850 or write 125 North Gate Rd. Colo. Spgs. CO 80908



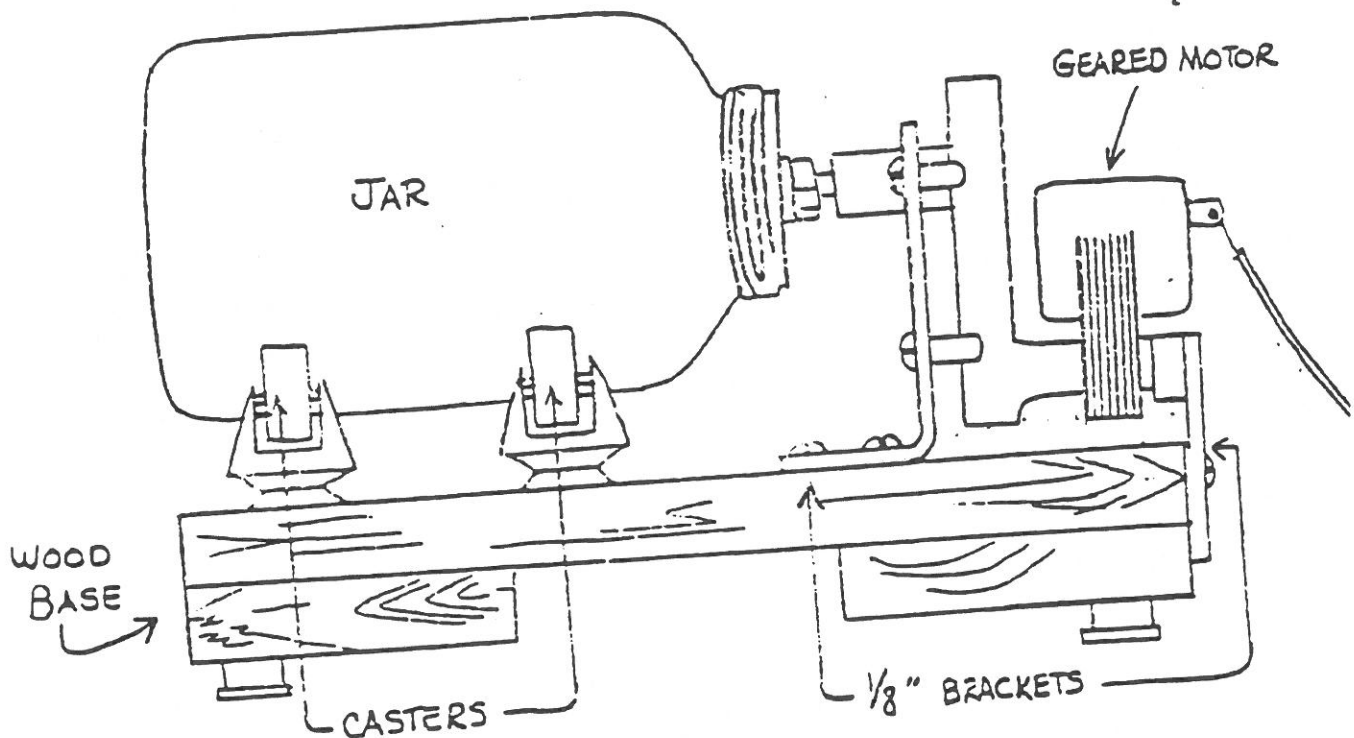
Make a Rock Tumbler

This is a simple tumbler that you can build yourself. It will grind and polish the agates or other semi-precious stones that you collected on a field trip. The cost is less than \$5.00.


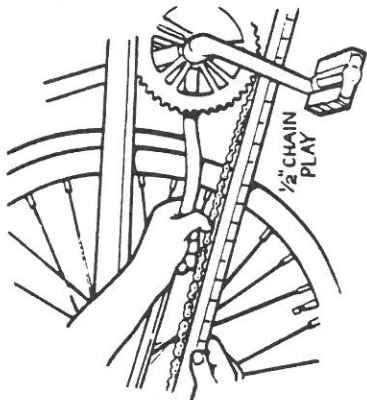
The tumbler barrel is simply a quart glass jar. It rolls on four ordinary nylon furniture casters. The key to its simplicity is the small geared-down electric motor (a rock tumbler must turn at a very low speed). The motor used here was a geared-down 22.8 r.p.m. 110-volt A.C. motor obtained from the Burstein Applebee Company, at a cost of \$3.29 plus postage.

The construction is shown below. Mount the motor with metal brackets on any sufficiently large piece of scrap lumber. Attach the jar lidshaft and, last, the casters placing them where the jar rests and turns easily on them. The electrical connections of the little motor are exposed; so cover or tape them well to prevent shocks.

In this and all other rock tumblers, the grinding gets done as the rocks cascade over one another in the slowly turning jar. You will want to contact your local rock shop to purchase the proper polishing powders. You tumble a load of rocks for a long time (two to three weeks) until the rocks inside are highly polished. The motor used here cost about 4 cents a day to run.



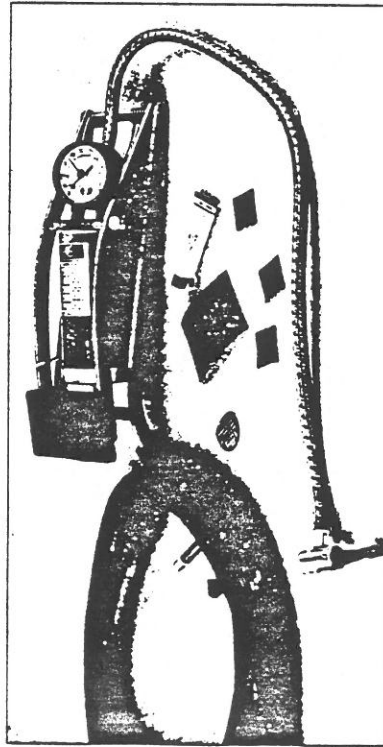
HANDYMAN

TIRE REPAIR

To fix a flat tire, you need a tire repair kit. The kit has a scraper, cement, and patches.

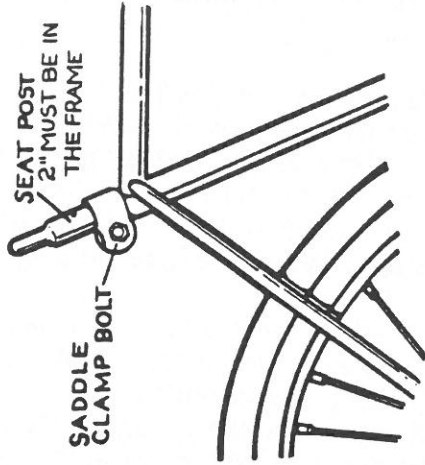
Take the wheel off the bicycle. Push the valve stem out of the wheel and then take off the tire and tube.



If you cannot see where the hole in the tube is, pump air into the tube. Dunk it in a tub of water. Bubbles will show where the air is escaping. Dry off the area around the hole. Use the scraper to rough up the tube around the hole. Put a light coating of cement around the hole and quickly wipe it off. Then put on another coat of cement and let it dry.

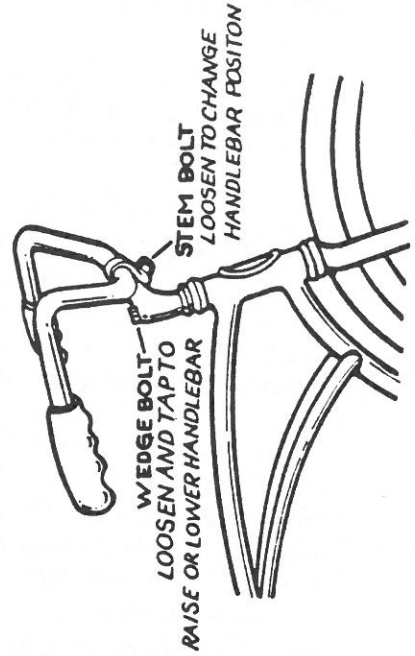
Remove the coating from a patch and smooth the patch over the hole. Roll the cement bottle over the patch to spread the cement evenly and make a tight seal.

Put the tube back in the tire and position the tire carefully on the wheel before you inflate it.



An adjustable wrench is all you need to adjust the saddle or handlebars.

To change the height of the saddle, loosen the saddle clamp bolt. Wiggle the saddle until it is where you want it. Then tighten the clamp bolt.



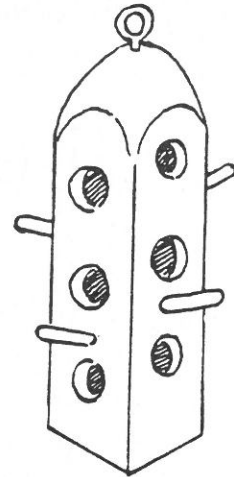
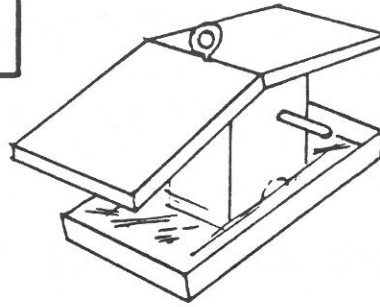
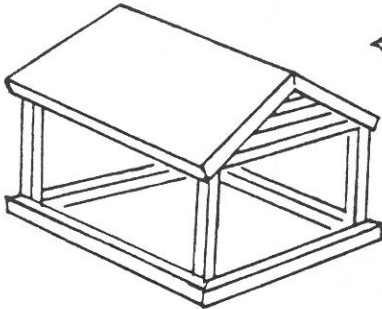
HANDYMAN

Den Activities:

1. **Mr. Fix It Tack Drive:** Provide a large board, a hammer, and a pile of loose tacks for each player. Each player must take the tacks from the pile and drive them into the board. The one driving the most in a given time wins.
2. **Fix It Relay:** Divide the players into teams of five each. The first player in line runs to a given point and saws the end off of a board, then returns and tags the second player. That player runs to the goal and hammers a nail half way, then runs back and tags the next person. That player runs to the goal and removes the nail, then tags the fourth. The fourth player runs to the goal, screws a screw into the hole where the nail was, then returns and tags the last player. This fifth player runs to the goal and removes the screw. The team finishing first wins.
3. **Nail Driving Contest:** Divide den into equal numbered teams. Line up teams about 10 feet from driving area. Provide each team with a piece of two-by-four, about 1 foot long, a hammer, and nails shorter than the thickness of the wood. Each boy runs to the board, drives two nails, runs back and gives hammer to the next player. The team driving the most nails STRAIGHT wins. Have boys switch hands for variation of game. Another variation is to have a set time established and have each boy drive and remove nails -- scout with most STRAIGHT nails at end of time is declared winner.
4. Have den do a good turn for an elderly neighbor or one in poor health who lives close to the meeting place by raking the yard and removing dead branches, shoveling snow etc.
5. Conduct a bike safety inspection and/or rodeo for the den or the pack.



NATURALIST



DEN MEETING

Bird-Feeding Project

Probably the wildlife easiest to observe is birds since they are so plentiful and easily attracted. Your den might make and maintain a feeder and a birdbath to offer hospitality to birds and, not just incidentally, to offer your boys a good chance to look closely at wild creatures and learn to know them.

Your water supply in the birdbath ought to be from 1/2 to 3 inches deep.

For feeding birds, you can get a good mix of seeds cheaply at the local supermarket. This will attract sparrows, cardinals, juncos, finches, and titmice.

If you want to see robins, cedar waxwings, and mockingbirds, put out fruit. Woodpeckers, nuthatches, and other insect-eating birds will be drawn to suet or fat trimmings from beef and other meats.

Building one of these bird feeders, by the way, is a good project for the Craftsman badge.



Catching Insects

Among the requirements for the Naturalist badge is one calling for the boy to keep a "zoo" of insects he has caught. He shouldn't have trouble finding them, but if he wants a particular kind, you may be able to suggest a way to get one.

For beetles and crickets, the Webelos Scout might bait a ground trap. To do this, he sinks a small jar or can in the ground with the top level with the surface. Then


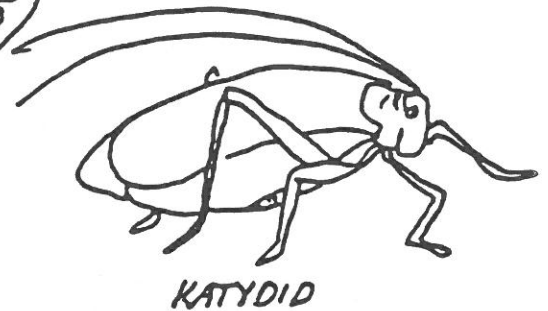
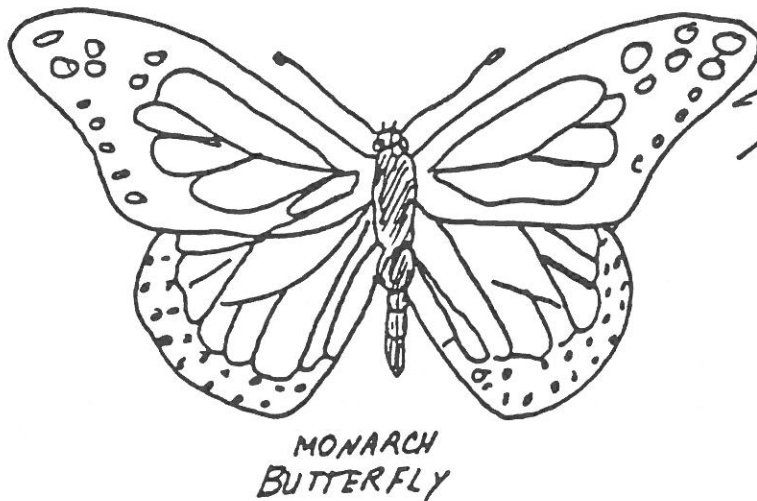
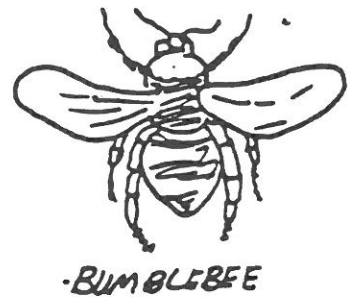
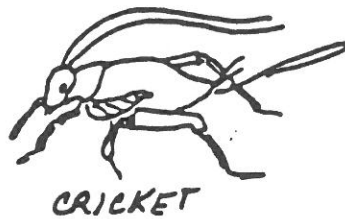
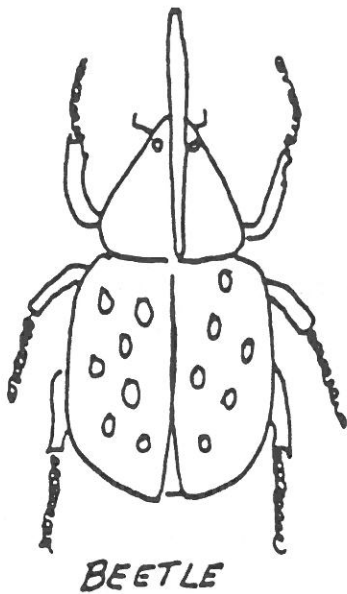


he pours in about an inch of a mixture of two parts molasses and one part water or some other very sweet mixture. This gooey mess will attract hordes of insects which promptly tumble in and are trapped. They will drown in a short time, so the Webelos Scout must check his trap every hour or so if he wants a live one.

For butterflies, moths, and other flying insects, use a sweet mixture, too. Paint it on a tree trunk or two. Especially good for the bait is a sweet, slightly fermented pulp of fruits like peaches and apricots.

NATURALIST ACTIVITY BADGE

WEBELOS SCOUT ~~OFFICIAL~~
 INSECT HUNTING LICENSE
 GOOD IN ALL 50 STATES
 ~ OPEN SEASON ALL YEAR ~
 DATE: ANYTIME - NO EXPIRATION
 NO CHARGE *70410*

NATURALIST

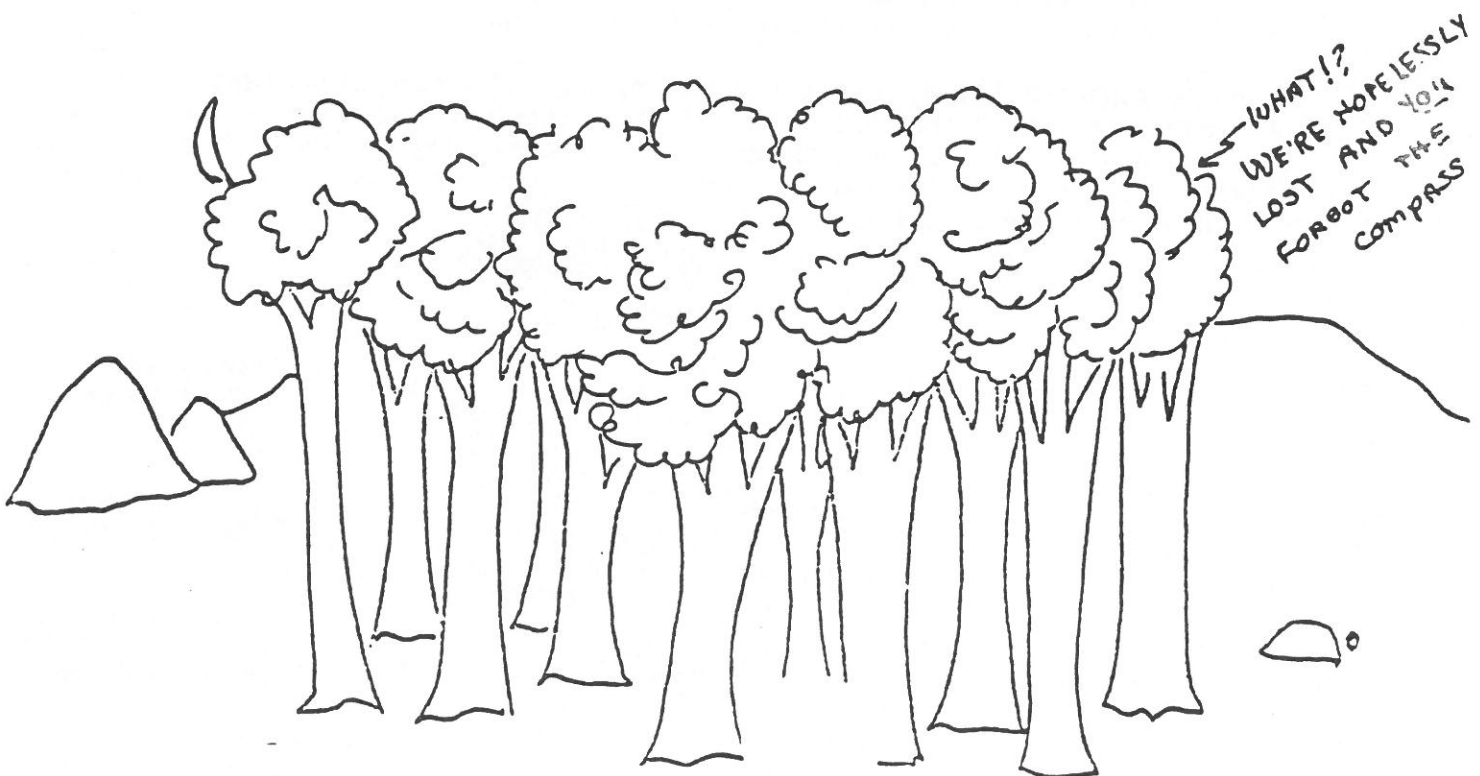
Wherever you go, wherever you live there are always secrets of nature to be discovered. The Naturalist badge is designed with this in mind.

The naturalist is a person who is concerned with finding out more about plants and animals in the world around us, and like the naturalist, the Webelos are interested in this world too. Through the Naturalist badge you can use this natural interest to help them learn more about the plants and animals in the world.

DEN ACTIVITIES

- Make a leaf collection.
- Make an ant farm.
- Make a list of plants in your area.
- Start a nature collection.
- Make a terrarium.
- Know and practice the outdoor code.
- Obtain large reprints from Scout office about poison plants and animals.

While working on this badge you may also combine it with other badges such as Forester and Outdoorsman.



NATURALIST ACTIVITY BADGE**ANT FARM -**

You will need a quart or gallon size jar and a can that fits inside the jar and leaves space for the sandy soil (see illustration below). Fill the jar about half full of the slightly moist soil. Now you are ready to hunt for your ants. For this you will need a piece of white cloth or paper about 2-foot square, two large-mouth bottles or jars with caps (preferably plastic), a piece of cardboard and a garden trowel. Now find an anthill or an ant nest under some rocks.

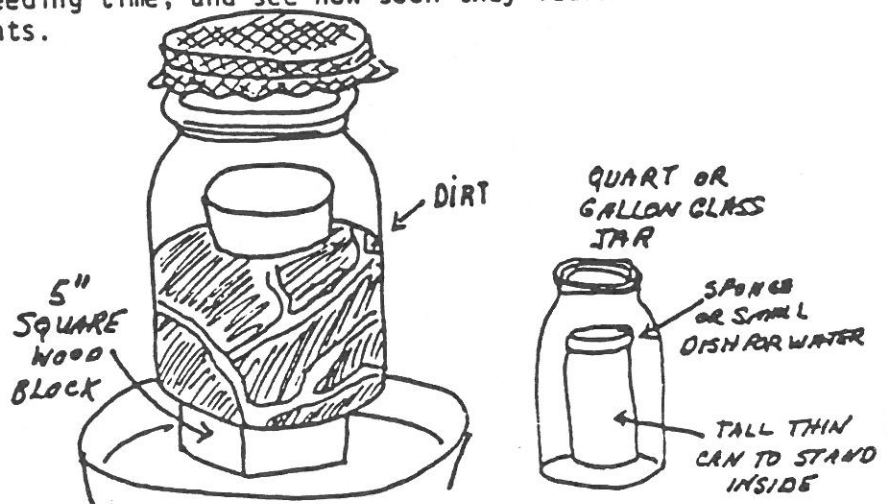
After you find the anthill, stir it up with your trowel and as the ants come out to investigate, guide them onto the cardboard and into one of the bottles. After you have collected about a hundred, screw the cap back on. You need the queen - and this requires some digging. You have to dig as much as a foot to find the queen. Take the dirt you dig and spread it out on the white cloth or paper. One ant larger than the rest will probably show up against the white. This is the Queen. It is best to guide her into the second bottle so you don't lose her.

Carry some soil from the ant hill nest back with you and put it into your nest. Fill most of the space left between the jar and the can. Put the ants and queen into the nest and close jar with a cheese cloth or screen. Fasten dark paper around the jar with rubber bands. Ants like the dark. They will build their tunnels close to the glass, where you can observe them, if the glass is covered with dark paper.

Feed the ants by putting different kinds of food on top of the soil. Try bread, cake crumbs, bits of meat, honey, small pieces of vegetables, dead insects. Always remove unused food, before adding new food. Keep the dish on top of the can filled with water. If soil gets very dry moisten it a little with an eye-dropper.

Place jar in a warm place but not in direct sunlight. After a couple of days the ants will have settled down in their new home.

Watch the tunnel building, egg and larvae moving. Try some experiments. Take some ants out of the nest for a few days; then put them back in and see what happens. Introduce some new ants from out-of-doors, and see what happens. Set up a regular feeding time, and see how soon they learn when it is. Think of other experiments.





OUTDOORSMAN

By CLYDE BAKER

Travel posters beckon to all of us. "See the mysterious wilderness," the posters tell us. "Come visit and explore."

When you see these colorful invitations to adventure, don't you become a little excited? Doesn't your imagination soar a bit?

By going on an overnight camp-out, you and a Webelos pal can find the great outdoors right outside your house. Fact is, you'll also sharpen several skills that will help you earn the Outdoorsman badge.

If you haven't put together the simple tent pictured on page 80 of your *Webelos Scout Book*, then get going on it with Dad or Mom. It's a way of working together and sharing fun and skills. Also, if you start learning to camp the right way now, Boy Scouting will be easier when the time comes for it.

Make a list. The experienced outdoorsman is *sure* that nothing necessary is left behind. (One of the rules for an overnight in the backyard: No returning to the house for anything except trips to the bathroom, or to fill your canteen at the outside hose faucet.)

On your list should go everything you'll need: food, charcoal for cooking, eating and cooking utensils. Don't forget to list blankets or a sleeping bag, pajamas and perhaps mosquito repellent. The list is your list. Put on it what you want to take; check off each item on your list as you pack it.

Look around. That means finding the best place to pitch your tent or lean-to shelter; where to place your fire can (with sand or water) and grill so the fire doesn't get away from you. Your backyard's probably free of poisonous plants, but learn what they look like, just in case.

When camp's pitched and supper is cooking, look around some more. See how many trees you know by leaf-shape, or how many plants you know in the lawn underfoot. Lie back and see whether you or your buddy knows the most about cloud shapes called "cumulus, cirrus and stratus."

Plan your menu for two meals. Hearty appetites go along with even short hikes and fresh air. Pack enough in your tote-carry bags for a supper of hot (canned) beef stew, celery and fresh carrots, raisins, a few cookies and hot cocoa.

Learn to cook before going on your backyard overnight. The best place

to learn is in your own kitchen, with Mom helping. When you are cooking or building a fire—even a charcoal fire—your den chief or an adult must be around to help in case of emergency. You must wait until you are a Boy Scout to build fires on your own.

Using a charcoal fire, a hot breakfast can be simple: Fry a couple of eggs a piece and a few strips of bacon, eat some more raisins and heat another cup of cocoa. For both meals, boil enough water to clean your cooking utensils.

Use your imagination. When your campfire glows at dusk, there's time for relaxing and letting your fancy roam. Then, spin a tall story. Beef stew for supper? Not at all, that was venison taken on the long trail. A tote-litter bag is really a heavy rucksack, and your pocketknife takes on the gleam of a deadly Bowie blade.

As darkness deepens and bedtime comes near, try another cup of cocoa to invite sleep. And remember, now's the time to turn off your imaginations. The rustle of a breeze-stirred hedge or rosebush is *not* the noise of wild beasts or outlaws, after all.

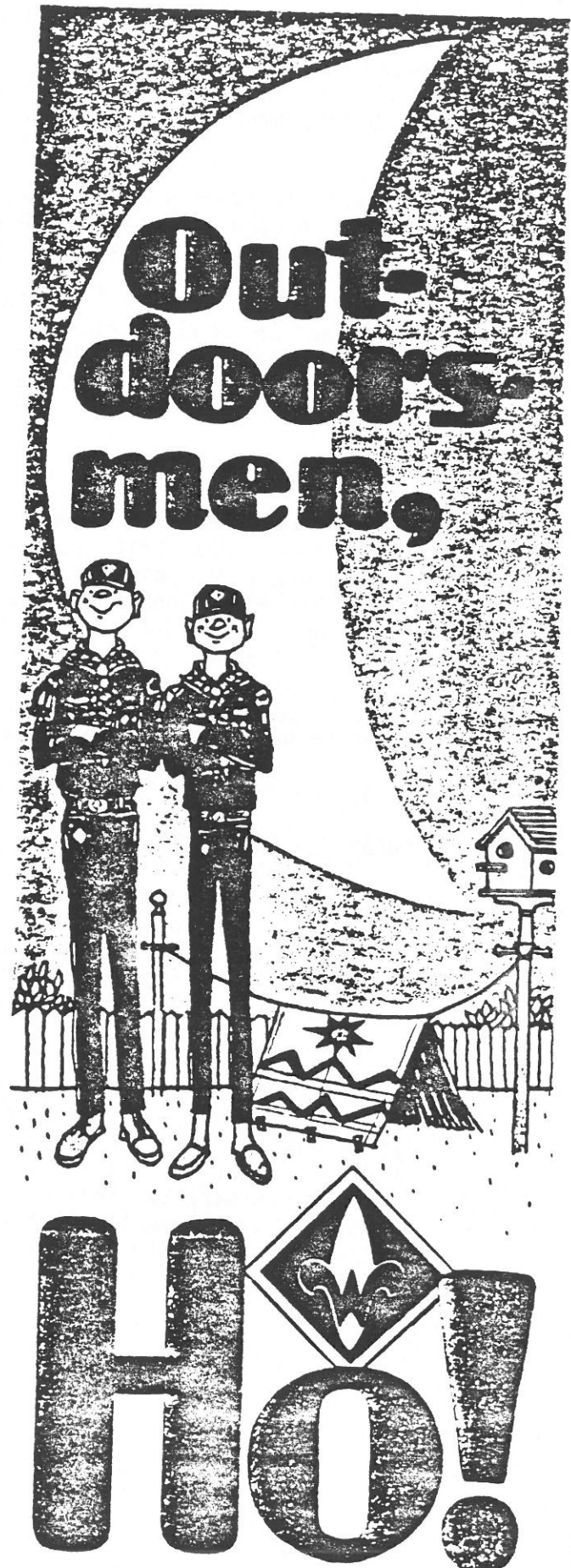
Make a record of what happens on your overnight camp. Sketch your campsite and such landmarks as the birdbath, the clothesline, the flower bed. Estimate how far it is on the return trail, then count off the paces to your goal.

If you have a camera, use it for later proof of how you pitched your tent—or pinned your blanket-bed. Take pictures of each other as you cook, eat and do your morning push-ups. If you should find an arrowhead or piece of Indian pottery, better make a record of that too. Right?

Be neat. Litterbugs are no more welcome in a backyard than anywhere else. Use a litter bag. After breakfast, clean up your campsite.

Remember what you've learned. A quick review of "Outdoorsman" projects (page 77 in your Webelos book) will remind you of the things you did. Right or wrong fire practices, difficulties in bed making? Was your list complete? Even your photos or sketches will help you analyze the campsite, and improve your future cook-camp-fun adventures in the out-of-doors.

After all this, you can ignore travel posters for awhile, because you've really made a trip of your own! ■



OUTDOORSMAN ACTIVITY BADGE

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

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

IDEANS FOR DEN MEETINGS:

1. Make a tent (See *Webelos Scout Handbook* or *Boys Life* reprint #26-048.
2. Make a den first aid kit
3. Have a den cook-out.
4. Learn aluminum foil cooking techniques
5. Have a campout planning session with the boys. Make a list of items you will need for backyard camping and for father-son overnight.
6. Practice camping in the backyard.
7. Show boys how to make an improvised sleeping bag or bed.
8. Make sure they are familiar with fire safety principles which include no flame lights in tents or liquid fire starters.
9. Go on a father-son campout.

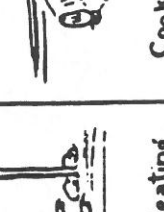


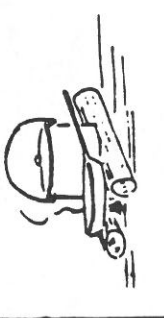
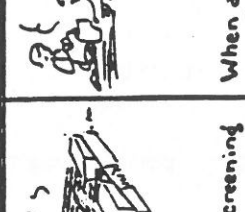
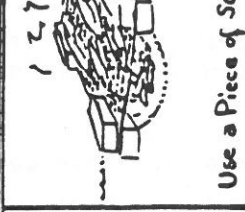
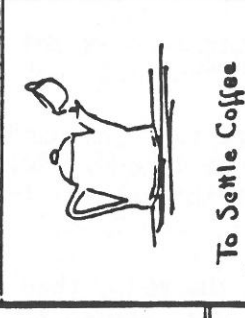
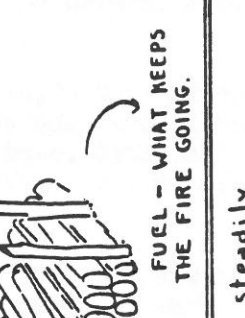



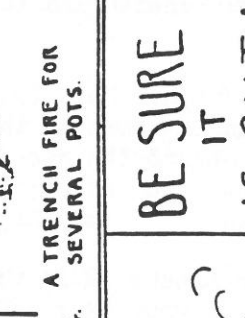
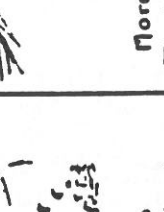


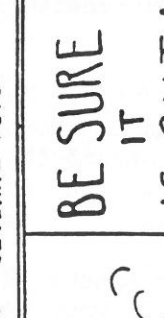
IDEAS FOR PACK MEETING:

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

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

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

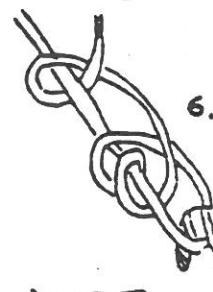
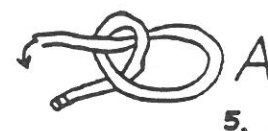
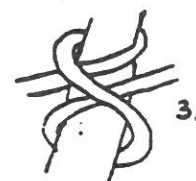
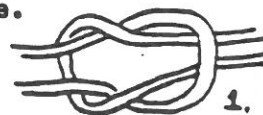
THERE'S MORE TO OUTDOOR COOKING THAN COOKING! SOME HELPS!

<p>1. Build a fireplace to fit your kettles.</p>  <p>Be sure they rest firmly.</p>	 <p>Soap the kettle</p> <p>Smear yellow soap all over the outside before using over an open fire. Protects the kettle - makes it easier to clean.</p>	 <p>For QUICK Heating</p> <p>Use a tepee fire. Concentrate heat where you need it. Replenish often with small sticks.</p>	 <p>Cook Over COALS</p> <p>Whenever you can - even heat cooks better - avoids burning - kettles are easier to clean.</p>
<p>2. Make a good woodpile.</p>  <p>TINDER - NO BIGGER THAN A MATCH</p> <p>KINDLING - UP TO THE SIZE OF YOUR THUMB</p> <p>FUEL - WHAT KEEPS THE FIRE GOING.</p>	 <p>To Settle Coffee</p> <p>Pour cold water down spout - or, drop in an egg shell or two - or, stick in a burning brand.</p>	 <p>Use a Piece of Screening</p> <p>Use over coals for roasting corn or potatoes, etc. Use for burning your garbage, too.</p>	 <p>When a Group Cooks Pancakes</p> <p>Give each pair a paper cup of butter at a time. Keep main supply in a pitcher.</p>
<p>3. Build a SMALL fire. Keep it going steadily.</p>  <p>A TEPEE TO BOIL.</p>	 <p>Mix Dough</p> <p>For bread twists in small paper bags. Stir with finger - add moisture slowly.</p>	 <p>More Fire Help</p> <p>The tiny twigs in bundles and have ready at fireplace for starting or encouraging a fire.</p>	 <p>Fire Help</p> <p>Keep a bag of shavings near the fireplace to start or perk up a fire. Making shavings is good knife practice.</p>
<p>4. Clean up. Put fire OUT!</p>  <p>BE SURE IT IS OUT!</p> <p>CAN YOU PUT YOUR HAND ON IT?</p>	 <p>BUNDLE PAPER - WON'T FLY OUT.</p>	 <p>A CRISS CROSS TO BURN TO COALS FOR LONG COOKING.</p> <p>A TRENCH FIRE FOR SEVERAL POTS.</p>	 <p>BURN GARBAGE ON WIRE OR STICKS.</p> <p>SPRINKLE WATER ON DIRT AND STIR.</p>

"KNOTS TO YOU"

The seven common types of knots used in camping and their use.

1. Square Knot for tying ropes of equal thicknesses, used in first aid and used in tying broken shoe laces.
2. Half Hitch for tying packages and making temporary towel racks, etc.
3. Clove Hitch for setting up a clothes line. It is most important, for most lashings start and end with it.
4. Timber Hitch is used for tying to a post, dragging timber and in diagonal lashing.
5. Bowline for a loop for a hook or end of rope used for tying packs. Bowline forms a loop that will not slip under strain yet is easily untied.
6. Taut-line Hitch is excellent for tying tents so that the guy lines can be loosened at will.
7. Slip Knot is an easy way of making a noose and is used for tying packages. It forms a loop that will not slip.



Square Knot: Hold free end of rope in right hand. Twist it over and under the standing part in left hand. Then twist it over the right hand rope and pull it through the loop. (Right over left, left over right and through the loop.)

Half Hitch: Pass the rope around the post, then around the rope from beneath and tuck the end back between the rope and the post.

Clove Hitch: Hold free end of rope in your right hand. Carry it around the post to the right. Lay it over the standing part. Wrap it around the post again below the first round and pass it under the standing part. Pass it through between the top and bottom rounds. Pull tight.

Timber Hitch: Hold the free end in the right hand. Pass it around the post from left to right. Pass it over and under the standing part and bring it downward between the post and the rope around the post.

Bowline (pronounced bolin): A—Lay free end over standing part. Bring it through this loop from underneath. B—Bring free end under standing part, down through the center loop and out over outer loop.

Taut-line Hitch: Holding free end in right hand pass it from left to right around the post. Cross it over the standing part about four inches from the post and hold crossing with left hand. bring free end through this loop from underneath. Make another loop around left hand rope. Bring free end about three inches below first crossing on the standing part. Pass it over the standing part and through the last loop.

Slip Knot: Make a bight and hold it between thumb and forefinger. Then take short end of rope with free hand and pass it around the bight above the fingers. Pass the same end down through the loop formed in the second step.

FIRE BUILDING:

Materials for tinder used to start fire - lint from dryers, fuzz sticks (Bear Ach. 5), Dry needles, small twigs.

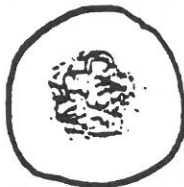
Dry wood, wood that is green will have a pitch which will pop and throw sparks. Squaw wood is the branches on a pine tree which is dead and brittle. Squaw wood is normally dry and excellent for a fire.

Fire danger is normally greatest in late August. Check with the Forest Service to see if fires are prohibited before you go. A \$50.00 fine is enforced for building camp fires where they are prohibited.

Fire building steps:

1. Clear a space 10 feet in diameter, to the soil, of all burnable material. Build fire in middle of cleared space.
2. Have tinder, kindling, and fuel (large wood) within easy reach outside of cleared area before you light your fire.
3. Place tinder on ground first. Add small twigs and branches (kindling) loosely on top of tinder. A-frame larger logs on top of kindling allowing air to circulate. Rocks around the fire make a good wind break.

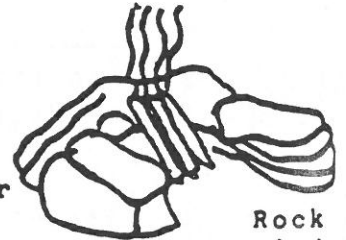
Tinder



Kindling



Fuel in A-frame over tinder & kindling



Rock wind break

4. Light fire - tinder first
NEVER LEAVE A BURNING FIRE UNATTENDED BY AN ADULT!

How to put out a fire with water:

1. Sprinkle water on fire. Never couse it as it may steam up and burn someone
2. Spread coals with a stick and any fuel left partially burned.
3. Sprinkle again stirring coals and turning over fuel.
4. Double check fire is completely out before leaving.
It is a good idea to put your fire out first then load up to go home. Be sure and recheck the fire that it is DEAD OUT!
After the fire is out, you may wish to bury the coals and fuel and cover your fire pit with dirt to leave the area as fresh as when you arrived.

READYMAN
+

FIRST AID QUIZ

1. If you and a friend come across a situation requiring first aid, what is the first thing you should do?
2. When do you treat shock?
3. True or false. You always raise the head when treating for shock.
4. Should you paint a cut with iodine to prevent infection?
5. What do you do if someone splashes a chemical in his eye?
6. You are on a hike and a blister forms on a hiker's heel. You have 5 miles to go. What do you do?
7. What is first aid for removing a tick?
8. When treating for a sprained ankle the first thing you should do is remove the shoe. True or false?
9. What do you do for a nosebleed?
10. The knot used most often in first aid is the _____.
11. A handy piece of the Boy Scout uniform to use for a bandage is the _____.
12. The first step in first aid for severe bleeding is _____.
13. The first thing to do to treat frostbite is to run hot water on the affected area. True or false.
14. There are no circumstances under which you should move an injured victim. True or false.
15. What is the handiest Boy Scout publication on first aid?



FIRST-DEGREE BURN

The skin is reddened. Patient may feel pain. Sunburn is usually a first-degree burn when sunning is stopped in time.



SECOND-DEGREE BURN

Blisters may have formed. Great care is necessary to keep the blisters from breaking. If they break, wound may become infected.



THIRD-DEGREE BURN

Some skin may be burned away and some flesh charred. Patient feels no pain. This burn is extremely dangerous because growth cells that form the new skin have been destroyed.

READYMAN

Note: The treatment is merely outline. The First Aid text in the Boy Scout Handbook or a Red Cross First Aid Book text should be checked for details.

Sample Problems

1. Rusty Piper is working at his plumbing shop at 516 S. Weber Street. When walking by the shop you hear a cry of pain. You enter and find that Rusty has up-set a pot of molten lead which has burned his right leg deeply. He has stumbled and fallen. You see that his left forearm is bent in an unnatural position and he complains of considerable pain.

ANALYSIS: Third degree burns; Suspected broken forearm; Shock.

TREATMENT: Cover burns with many layers of dry sterile dressings. DO NOT USE wet dressings. Clothing may be stuck to burned area. Cut it away very carefully. Splint the suspected broken arm. Handle the arm carefully and place in sling. Treat for shock. Elevate legs, being careful of burned leg. Give salt and soda solution to victim if medical aid is not available within twenty minutes or so. Maintain body warmth with blankets. Give fluids. Get doctor.

2. Tom Johnson is unloading old lumber at the Jones Wrecking Company at Pikes Peak and Tejon. A large piece slips off the truck and falls on him. A nail in the wood punctures his left forearm. He falls, scraping his right knee and he also twists his left ankle. Give him a walking assist to your car.

ANALYSIS: Puncture wound; Abrasion; Sprained ankle; Shock.

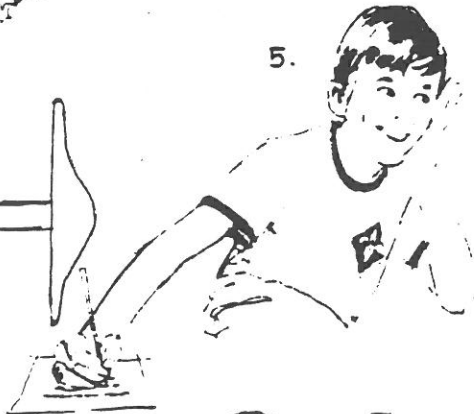
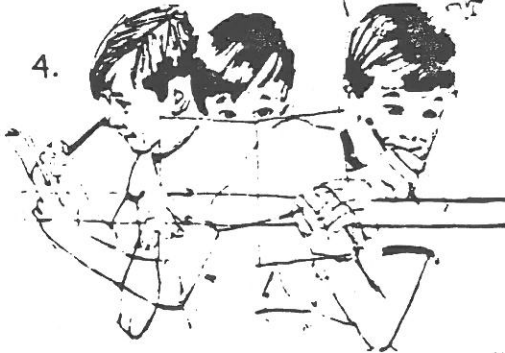
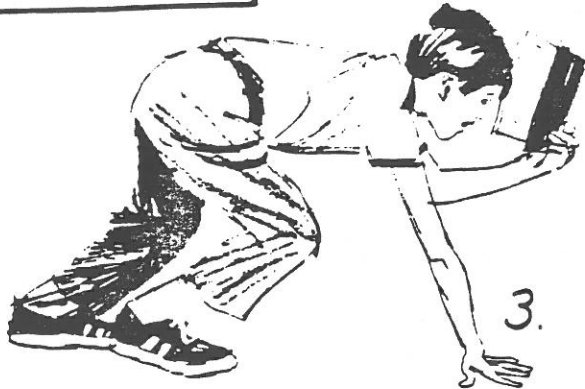
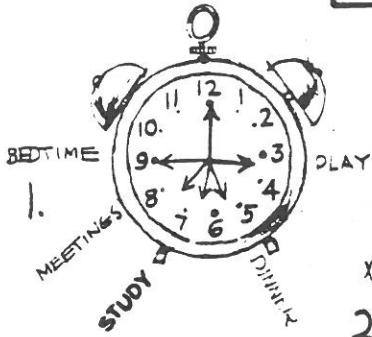
TREATMENT: Wash puncture wound with soap and water. Cover with sterile dressing and bandage. Get medical attention because of tetanus danger. Wash abrasion with soap and water. Apply sterile dressing and knee bandage. Apply sprained ankle bandage over victim's shoe after loosening laces. Anchor bandage in front of heel of shoe. SHOCK TREATMENT: Lower head, raise feet, maintain body temperature with blankets, give fluids.

3. John Jones is making a lean-to at the Mid-District Camporee up in the mountains. You hear him chopping a dead tree. He calls for help and you find him with a deep cut in his right leg from which blood is spurting. He has fallen heavily against a log. He complains of pain in the chest area near the neck and his left arm hangs limply with the shoulder sagging. Improvise a stretcher for him.

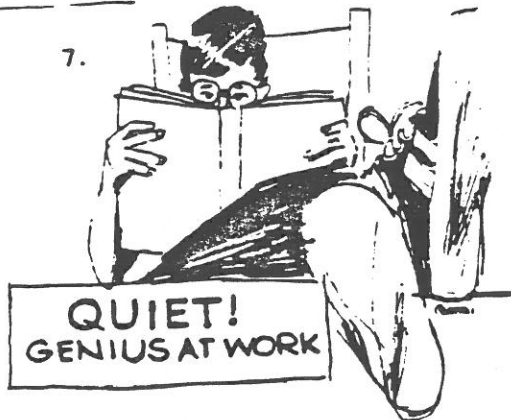
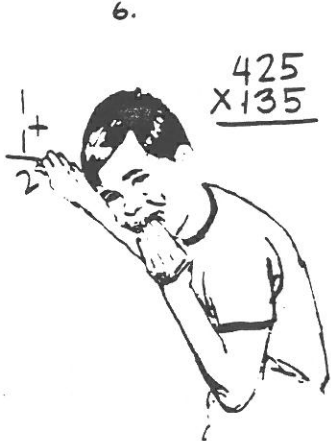
ANALYSIS: Arterial bleeding; Suspected broken collarbone; Shock.

TREATMENT: Apply direct pressure immediately on the cut by hand using a sterile dressing or clean cloth. It is best not to use your bare hand because blood is slippery. Bandage the wound securely. Apply firm hand pressure at the pressure point in the groin if the bleeding does not stop. If it still does not stop and the victim's life is in danger because of loss of blood, apply a tourniquet just above the wound. Once applied, it should only be loosened by a doctor. Elevation of the leg will help to control the bleeding. Support the sagging arm in a sling with the forearm raised slightly. Bind the arm to the body with wide cravat bandages at least two. SHOCK TREATMENT: Lower head, raise feet, maintain body temperature with blankets, give fluids.

 **SCHOLAR**



STUDY!
A
GOOD HABIT



QUIET!
GENIUS AT WORK

SEVEN HINTS FOR STUDYING

Studying is work, but so is football practice or putting together a model rocket. It's the right mental attitude that can make the difference in your study habits.

On the football field, the coach has planned your workout systematically. So much time for drill, so much for tackling, and so on.

And a good way to achieve better grades is to plan a study system that's just right for you.

Here are seven study hints:

1. Choose a *regular time* for study; an hour right after dinner, for example. That will leave you with time for play after school and time for television, meetings, and friends afterwards.

2. Make it a *habit* so that you don't

even think about it—as natural as breathing.

3. Practice *reading for speed* so that you can get more work done in less time.

4. Start off each school term by working twice as hard as you thought you could. The momentum you build will carry you right through the term. Your grades will pick up, too.

5. Listen carefully in class. Make notes. Use study periods for homework and study.

6. On exams, do the problems that seem the easiest first. Then tackle the more difficult ones.

7. And no radio, television, or talking with a buddy while you're doing homework. ♦

The mention of the scholar activity badge will undoubtedly bring moans and groans from the boys. They would rather work on some other activity badge or play a game or play ball or almost anything else. This is a great opportunity for the leader who is quick on his feet with 10 year olds or who has prepared just a bit in advance.

PRE-DEN MEETING PREPARATION

Contact some of the boys parents or some neighbors who have children in school and ask them to grant interviews at a designated time to the boys, either in small groups or one at a time, so the boys can do the interview requirement.

DEN MEETING

So now you are ready. The scene goes something like this:

Leader: "Guess what, boys?" (much enthusiasm) "We are going to work on the scholar activity badge!"

Boys: (no enthusiasm) "Wow, goody, whoopie, mumble, mumble, groan."

Leader: "Tell you what. I'll give you guys three minutes to tell me what the main problems the school has. No, not what your school problems are but what the school's problems are. O.K., go."

Boys: Tentative answers, building crescendo of responses.

Leader: "Time, good! Now I'll give you three minutes to tell me what are the best things about your school."

Boys: Tentative answers, building crescendo of responses.

Leader: "Time, good! Now here are some papers and pencils, go and interview any five people on this list of names and addresses in this neighborhood. Use the same two questions I just asked you. Please, return in half an hour."

Boys: Much crashing about and running out of the meeting place to be interviewers.

NOTE: The idea of calling ahead will be to prepare interviewees that they will be descended upon and when, so they can be ready with answers for the boys. Most people are very cooperative. Leaders might want to keep an eye on things. Once the boys get going they forget when a half hour is up. That should be enough time if most of the interviewees are in the same block or neighborhood.

TIME PASSES.....

BACK AT THE MEETING A HALF AN HOUR LATER



The Only Colors You'll Ever See

Look at a sunset, a flower garden, the Grand Canyon. You see dozens of colors, right? Wrong. Many scientists believe you see only three.

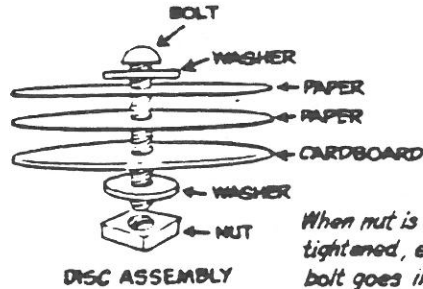
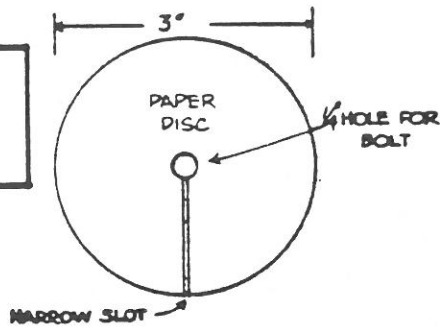
If your vision is normal you will go through life, according to this theory, seeing only red, green, and blue in different amounts. That wonderful color mixer, your brain, creates all the other hues according to the signal your eye receives.

A simple science experiment can show you a great deal about your eyes and the nature of light—how your eyes and brain work together to make a vast range of tints from these three basic colors.

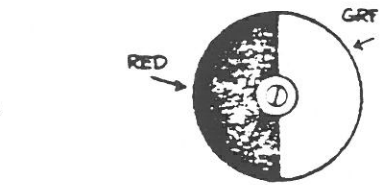
There's still some mystery about the way it works. Scientists believe that cells at the back of the eye called "rods" and "cones" (because of their shape) control the process. The rods help us see light and dark. Three kinds of cones react to red, green, and blue light, and these are considered "primary" colors.

In the experiment shown here you can prove parts of this theory. You'll need a package of construction paper with as many colors as possible, a 1/4" bolt about an inch long with a nut and two washers, and a piece of cardboard.

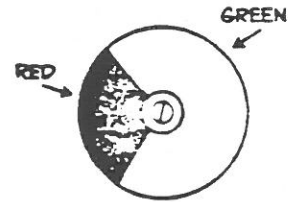
From these materials you can make colored discs to spin rapidly with a hand or electric drill. As the discs whirl, you'll be surprised by some of the colors you'll see.



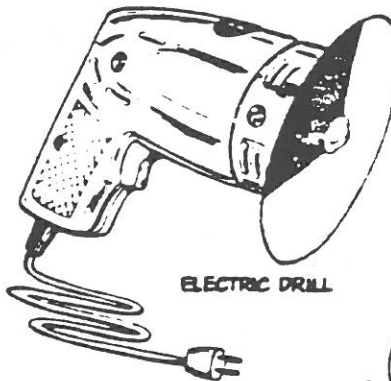
When nut is tightened, end of bolt goes into drill chuck.



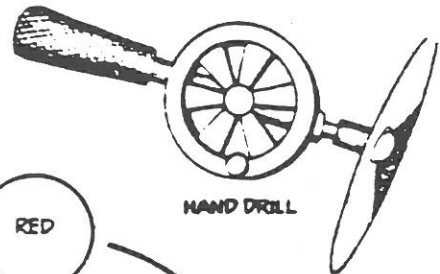
Two discs fitted on wheel may be moved over and under each other to expose colors in any proportions.



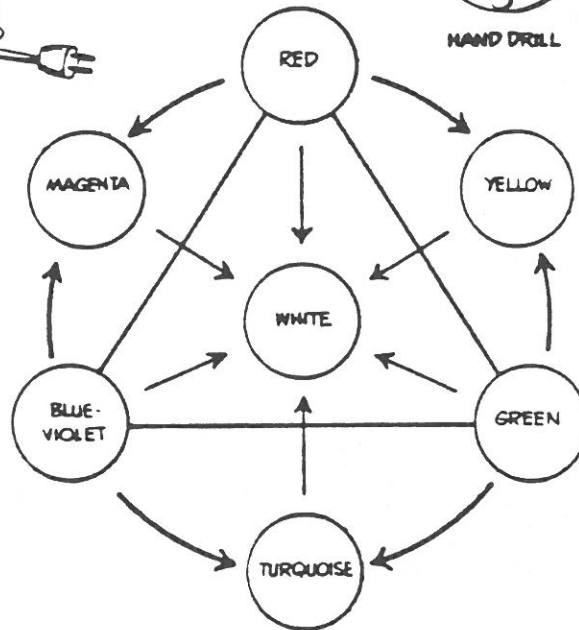
Experiment with the proportions until best results are obtained.



ELECTRIC DRILL



HAND DRILL



Primary colors are joined by the triangle. Secondary colors are between two primaries. Spin two primary discs and arrows indicate the secondary that results. Spin a primary and the secondary on the opposite side and the result will be white or light gray.

SCIENCE TRICKS FOR FUN

Submarines

Demonstrate the basic principle of the submarine as follows:

Put a two-hole rubber stopper in the mouth of a small, wide-mouthed bottle. In the first hole, insert one end of a piece of glass tubing bent to serve as a siphon. In the other hole, place a piece of straight glass tubing with a rubber tube attached to the free end.

Place the bottle in a large jar or basin filled with water with the free end of the bent tubing in a second jar of water at a higher level. By sucking on the rubber tubing and siphoning water into the bottle, you can make it sink. By blowing water out, you can make it float again.

Explain that a submarine submerges by filling its water tanks and rises by blowing them out with compressed air.

Egg in a milk bottle

Putting an egg inside a milk bottle with an opening smaller than the size of the egg is not impossible. To accomplish this trick, place a hard-boiled egg in a jar containing some strong vinegar and allow it to stand for twenty-four hours. If the shell is still hard, place it back in the vinegar for another twenty-four hours. The acetic acid in the vinegar will dissolve the hard portion of the shell so you can force the egg into the milk bottle.

The trick is to get it in and out without touching it. Drop a burning straw or match into the bottle and quickly place egg in bottle opening. The egg should drop into bottle as soon as flame uses up oxygen and air pressure outside pushes it in. To get egg out, blow hard into the bottle, then tip it up so egg will drop into neck. If you blow hard enough, the pressure inside should pop egg out.

Making rock candy

Fill a glass half full of very hot water. Add sugar, stirring until no more will dissolve. Pour the clear sirup into a clean glass. Hang a string down from the middle of a pencil crossbar. Tie a nail to one end of the string, so it sinks to the bottom of the glass. Let the other end hang free outside the glass. After a few days you will notice large sugar crystals forming on the string. These crystals are called rock candy.

Frosted glass

Add Epsom salts to a saucepan half full of boiling water until no more will dissolve. Pour in a

few drops of liquid glue. Next, apply the hot liquid to the glass you wish to frost, using a small brush. The liquid will begin to evaporate almost immediately and form crystals which give the glass a frosted appearance.

A chemical garden

First, fill a small dish three-fourths full of salt. Dampen the salt with laundry blueing, add a few drops of food coloring, and set the dish aside where you can watch it. After about three days you will see a beautiful garden in full bloom. Repeat experiment, only this time use Merthiolate from the medicine cabinet instead of food coloring. Notice that the "flowers" in the two gardens are slightly different.

The obedient egg

Use two quart-size fruit jars for this trick. Fill one three-fourths full of water. Fill the other jar with a strong salt solution made by dissolving as much salt as possible in 1½ pints of water.

Place an egg in the plain water and you will see it sink. Put it in the salt solution and it will float. By placing the egg in the correct solution you can make it obey your commands of "float" or "sink."

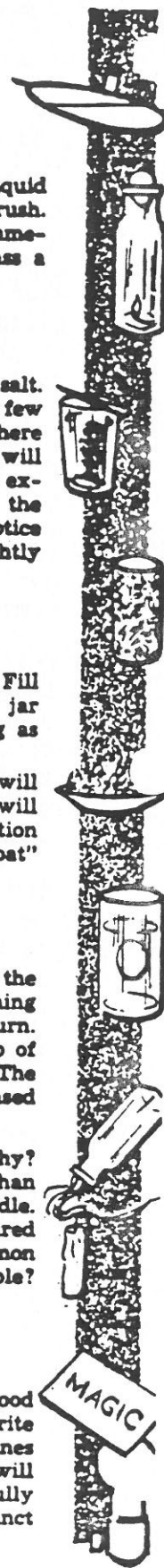
A foaming fountain

Place two teaspoonfuls of baking soda in the bottom of a quart milk bottle. Drop a burning match into the bottle. It will continue to burn. Next, pour four teaspoonfuls of vinegar on top of the baking soda and watch what happens. The seething, foaming mass is carbon dioxide, released from the soda by the vinegar.

What happens now to a lighted match? Why? Is carbon dioxide gas heavier than air? Than oxygen? Tip bottle slowly over a lighted candle. What happens? The heavy gas can even be poured so flame flutters and may go out. What common objects in most schools use this scientific principle? Fire extinguishers are a good example.

Making secret inks

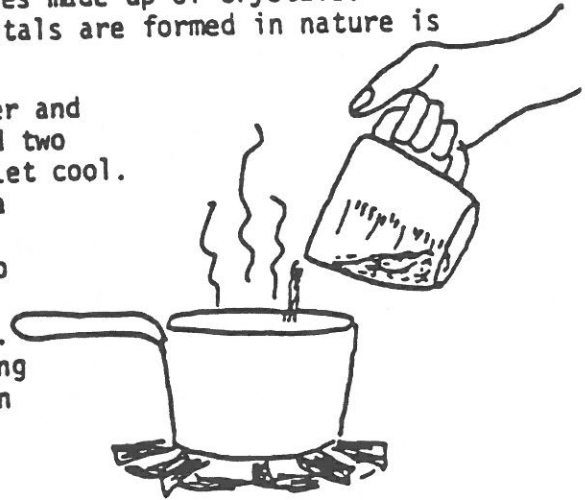
The juice from an onion or lemon makes good invisible ink. Using a clean pen and the ink, write on a piece of blank paper. Make sure your lines are clear and heavy. When the paper dries, it will be blank. However, if you heat the paper carefully over a light bulb, the writing will appear in distinct brown lines which will not fade.



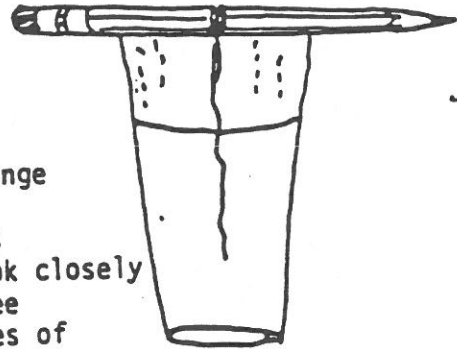
MAKE CRYSTALS YOU CAN EAT

If you've ever eaten rock candy or spooned sugar onto your morning cereal, then you've come face-to-face with crystals. Ice, table salt, glassware and sugar are just a few of the many substances made up of crystals. The best way for Webelos Scouts to learn how crystals are formed in nature is to perform an experiment to make crystals.

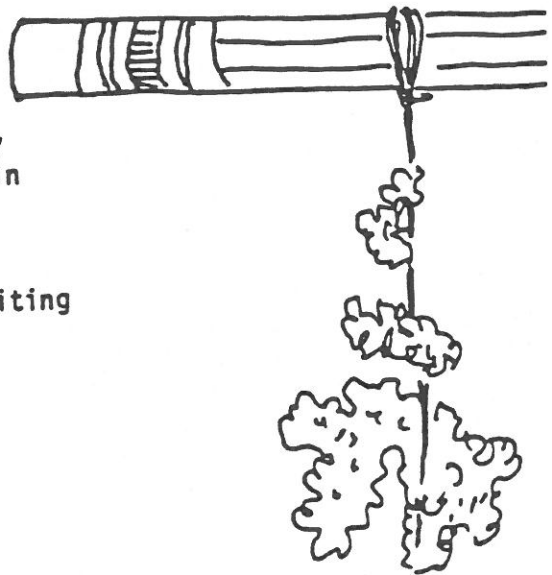
Pour one cup of water into a small pan. Cover and bring it to a boil. Turn off the heat and add two cups of cane sugar. Stir until dissolved. Let cool. Pour sugar solution into a tall glass. Tie a piece of clean white string to a pencil or stick and place the stick across the glass so that the string hangs down into the liquid. Put the glass in a cool place for a few days. In a short time small crystals will form along the sides of the glass. Soon they will begin to cling to the string. After several days large crystals, hard as a rock, will have formed around the string. Lift the string out of the glass and taste some delicious homemade rock candy.

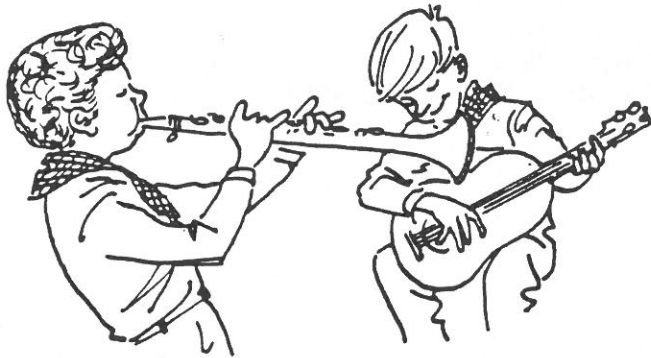
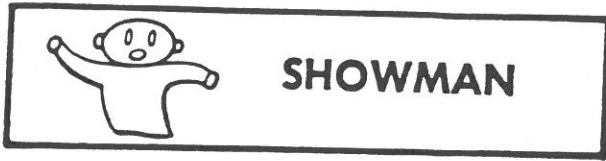


Unlike living things, crystals grow by adding layer upon layer of their own substance to the exterior surface. In growing, tiny atoms in a crystal naturally arrange themselves in planes or flat surfaces. They form eventually a geometric pattern in space. Some crystals arrange themselves in a six-sided structure; others in ten-sided or twelve-sided formations. It is impossible to see these tiny atoms when you look closely at a crystal, but the sparkling light you do see is caused by reflection from many inner surfaces of the crystal.



Many minerals found in the outdoors are crystals too; Quartz, mica, gold, silver and graphite are some of these. If you are hiking in the woods and find a shiny stone embedded in a duller one, then you've probably discovered quartz. If the shiny stone peels in layers, then you've found mica. Take a good look at all the crystals you find. Examine them under a magnifying glass, and hold them up to the light. You will have begun the exciting study of crystals.





DEN MEETING

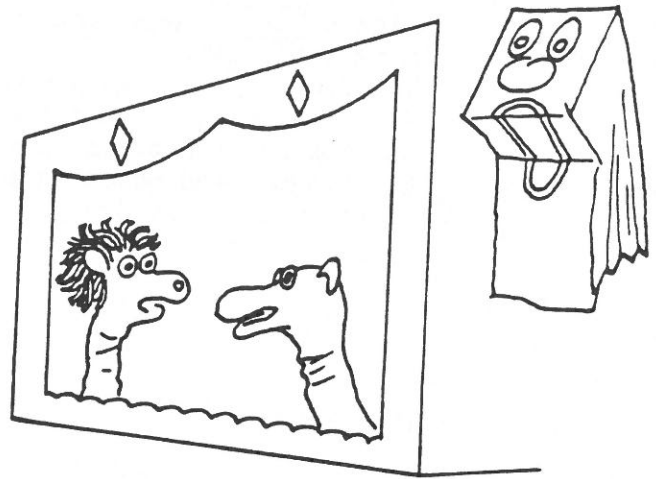
Prepare a Show

At the end of your month of activity for the Showman badge, you should have a fairly accomplished group of young puppeteers, musicians, and theater artists. So how about thinking of a whole show for the pack?

Probably the show would have to be staged during the pack meeting following the month you worked on the badge to give plenty of time for rehearsals after the acts are selected. And you would have to be sure that a half hour or more could be allotted to the production by your den at the pack meeting.

A complete show would give your Webelos Scouts an excellent opportunity to show off their new skills. You might have a monologue, a one-act play, a puppet show, and a couple of musical selections—all products of your work on the Showman badge. Let your most accomplished showman direct the performance with you and other adults assisting.

If the time problem won't permit a whole show at a single pack meeting, acts could be scattered through several meetings. And if your show proves to be a hit, maybe you could take it "on the road," visiting children's wards in hospitals, for example.



Invite an Entertainer

If your community has a theater group, an orchestra, or other type of professional or accomplished amateur entertainers, invite a member to a den meeting. The idea would not be for him to entertain but to take the Webelos Scouts behind the scene for a closer examination of his skill. A puppeteer could show how he achieves his effects on the puppet stage and perhaps some equipment; a musician could explain what a conductor does or (if he is a singer) how to breathe properly while singing; a theater man might demonstrate the use of makeup for various roles.



Hints on how to write a play.

Pick a Place: like Earth

Pick a Time: some date in history

Main part of Play:

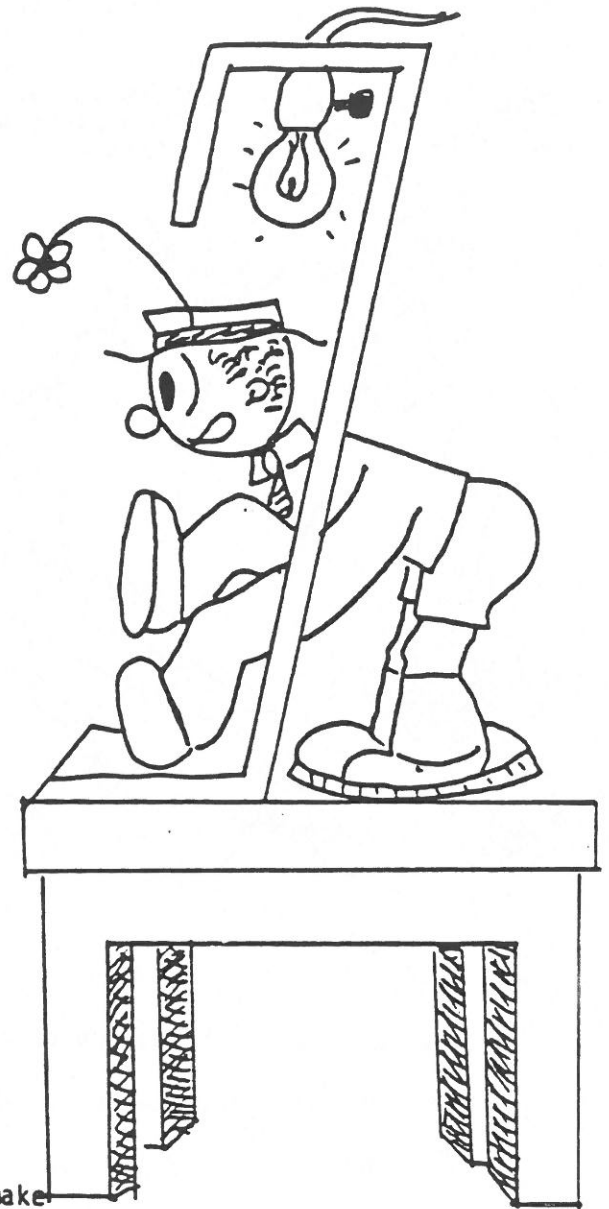
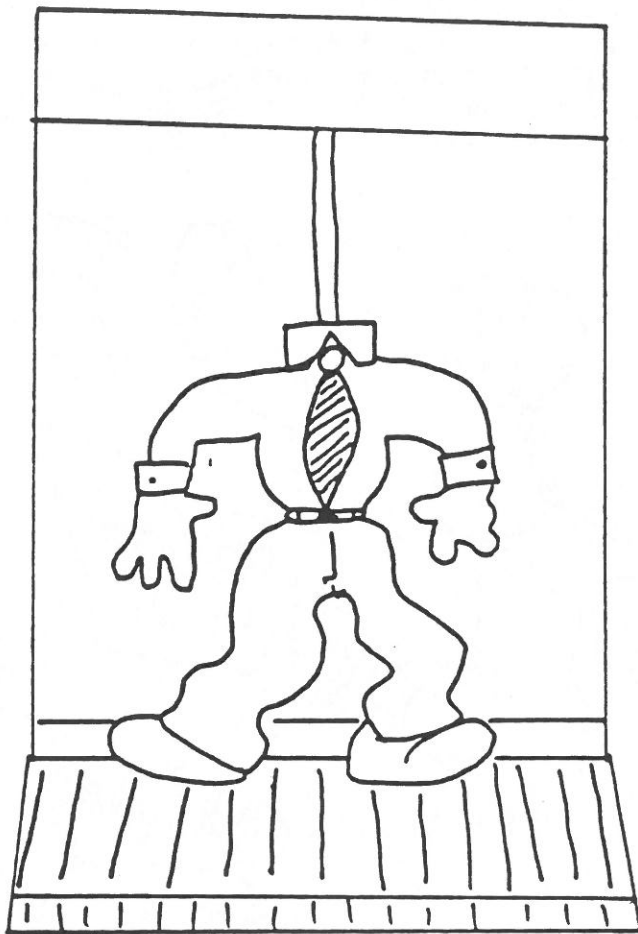
1. Dragons and monsters want something.
2. Dragons and monsters start to get it.
3. Obstacles stop dragons and monsters.
4. Dragons and monsters achieves goal.

Use your imagination and your play will turn out great!!

SHOWMAN

DEN ACTIVITIES:

1. Invite a high school drama teacher in to explain and demonstrate make-up techniques.
2. Ask a Shrine Clown to give a talk on clowning and give a demonstration.
3. Write a puppet play and make the puppets act it out.
4. Put on an advancement ceremony for your pack.
5. Talk about sound effects and try some of them.
6. Write a one-act play for a pack meeting complete with scenery, props, sound effects.
7. Discuss stage directions and what they mean.
8. Go see a school play as a den and have discussion about it afterwards.
9. Go to a dress rehearsal of the local symphony or high school orchestra. Discuss.
10. Write and film a short movie or video and show it to the pack.
11. Make a puppet stage and use it in #3 above.
12. Write a number of short-short walk-on skits for use by den at a pack meeting.
13. Have den members bring tapes or records of their favorite musicians. Have them tell about music, musicians after den listens to recordings.
14. Visit a recording studio.
15. Visit a casting agency.
16. Learn about and listen to a composer and/or musician from your area.
17. Invite an entertainer to a den meeting to discuss his/her profession.
18. Have a den talent show and invite parents.
19. Go hear a professional storyteller.
20. Invite the local drama/music critic or entertainment section editor to a meeting to discuss what makes a good performer or performance.
21. Have a silly song fest. Compose your own songs.



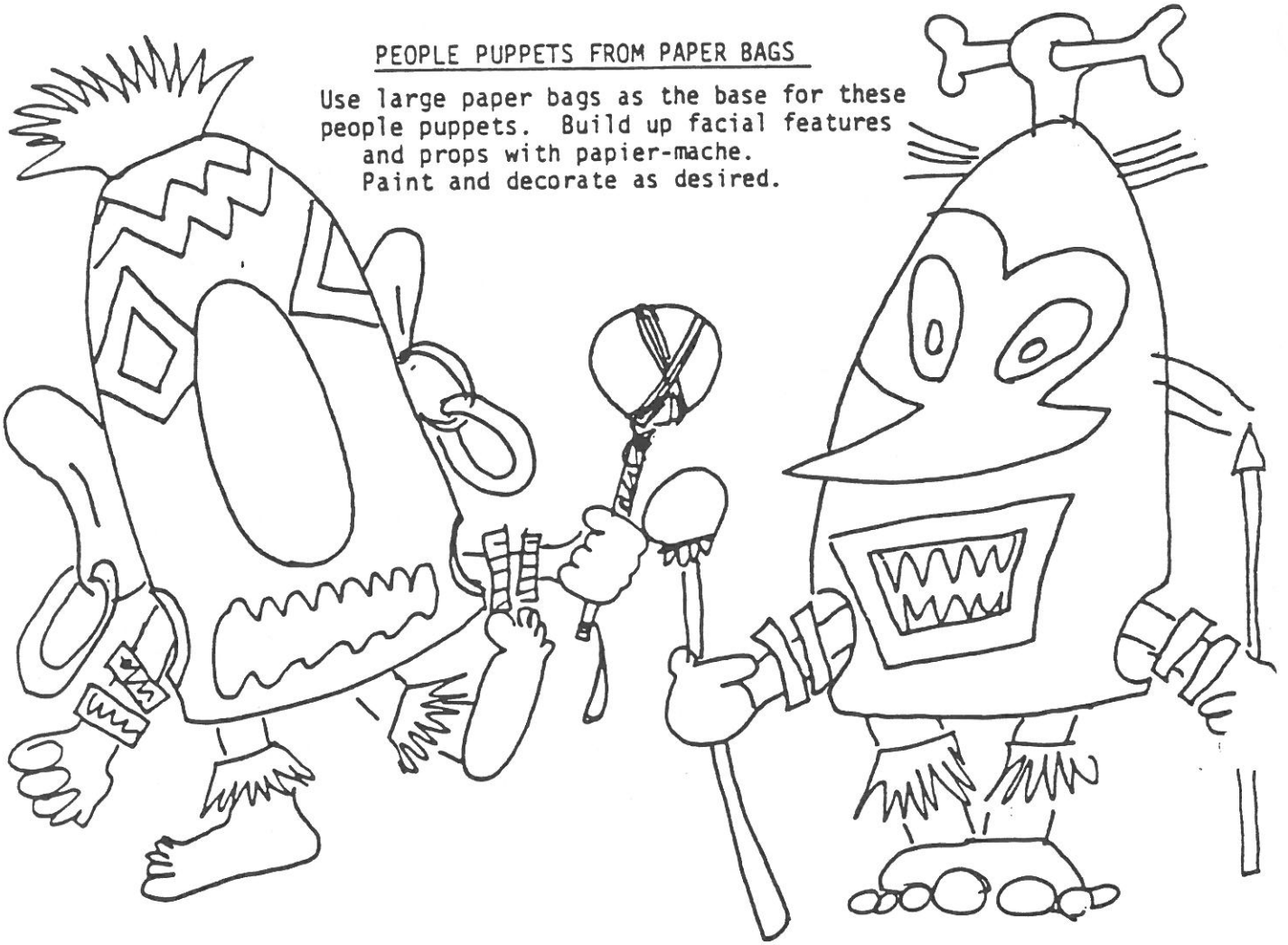
A SONG AND DANCE MAN

Put your boys into the act by using this clever device for a live puppet. If you make two or more you can have a chorus.

Make a 3 x 5 frame out of 1 x 2 pine or other light wood. Cover frame with a plain colored cloth. Sew or paint a shirt on background and fasten a pair of pants onto frame at puppets waist. Cut a slit to insert boys head and make two more slits for his arms to be inserted into the pants legs. Stuff a pair of work gloves and sew them to shirt cuffs on background. To operate have boy put his head through the slit above the shirt put an appropriate hat on his head and tie shoes securely to his hands. He can improvise dance steps to fit the tune as he goes. Some very funny routines can be worked up with this puppet frame.

PEOPLE PUPPETS FROM PAPER BAGS

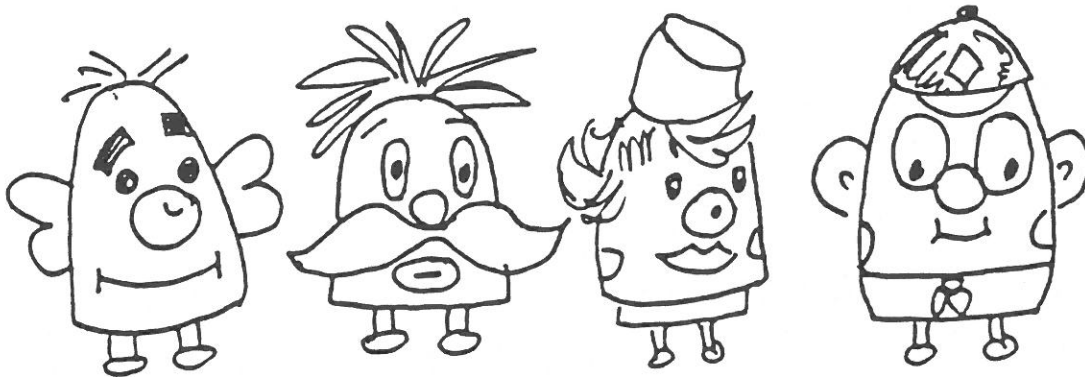
Use large paper bags as the base for these people puppets. Build up facial features and props with papier-mache. Paint and decorate as desired.

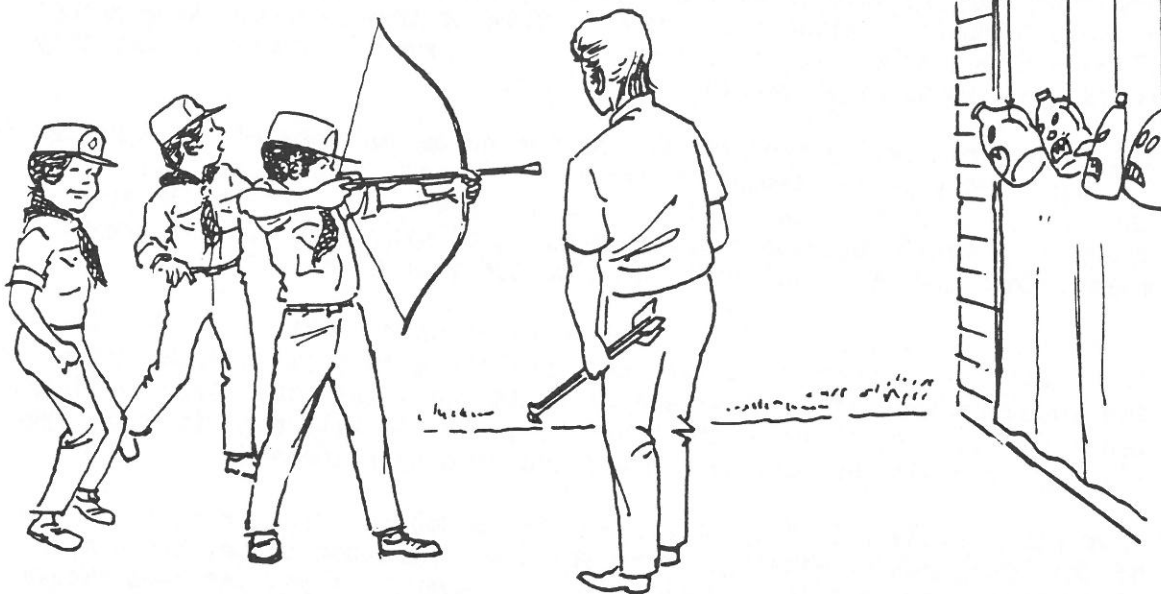


Make leg and arm bands out of colored foil.

Complete the costume with fringed leg bands of cloth or colored paper.

You're only limited by your own imagination so go to it and happy show time.





DEN MEETING

Archery Practice

A simple archery shooting gallery can be set up without great cost or trouble for fun during a den meeting or for a pack meeting demonstration. It will provide the Webelos Scouts of your pack the opportunity to learn the fundamentals of archery.

The shooting gallery consists of a large tarp or old canvas awning between two supports such as volleyball standards, posts, trees, poles, or even in the entrance way of the family garage.

For targets, prepare some plastic detergent or bleach bottles by painting or drawing designs on them and then suspending them in front of the tarp.

In most communities there are archery fans or clubs that will help and that may lend you bows and arrows. Straight bows with 25-pound pull are about right for

Webelos Scouts. Arm guards will protect their forearms; these can be made from old canvas, scrap leather, or plastic. The arrows used must have blunt rubber tips. They can be purchased at sportsmen's stores or ordered from your Scout distributor in a box of one dozen, No. 1555. Bows can also be bought from the distributor; order a 25-pound bow, No. 1721B.

To use your shooting gallery, divide the den into groups according to the number of bows you have. To reduce waiting in line, give each boy two or three arrows. Establish a shooting line about 20 to 25 feet from the targets. Remember, boys need success to sustain interest, and the distance can be increased later. After some instruction on fundamentals, allow the boys to shoot. Be sure all arrows are fired before the boys go forward to retrieve them. Do not tolerate horseplay.

Devise your own scoring system if you have competition among the boys of your den.

SPORTSMAN ACTIVITY BADGE

Sports are high on the list of favorites of Webelos Scout-age boys. You can be certain of instant interest by most members of your den. Chances are that they spend much of their leisure time in organized sports and loosely organized neighborhood games. Some of them probably know enough already about rules, scoring, techniques for several sports so that they could pass those requirements immediately.

But that's not really enough! One of the prime purposes of Cub Scouting is 'encouraging good sportsmanship and pride in growing strong in mind and body'. If your boys learn all the skills and rules involved in every sport this month, but don't get an inkling of what good sportsmanship means, then the den - and you - have wasted your time.

Agree on the importance of learning sportsmanship. What does that mean in practice? It means that the least skilled gets just as much instruction and encouragement as the best athlete. It means that the better athletes learn not just to tolerate the awkward boy, but to help him. It means that all boys can win and lose with grace and good sportsmanship.

Your own example will help to achieve these goals. Put stress on the fun of the game, not on winning. When you have intra-den competition, make up the teams so that the strength is about even. If you let boys choose teammates, there is a good chance that most of the best players will wind up on one team. Encourage the less skillful players. Discourage others from belittling them. Sports in a Webelos den should be fun for all.

Den Activities:

1. Explain and discuss football signals.
2. Invite a referee or umpire to talk with the den about signals.
3. Have den, with parents, attend a high school or college sports event.
4. Visit a bowling alley and get a behind-the-scenes tour, if possible, before playing and scoring a few lines.
5. Invite a Boy Scout who is on a local high school team to a den meeting to discuss team work, sportsmanship and fair play.
6. Have each boy in the den list the sports in which he participated during the past year. Find out the individual and team sports in which he would like to participate. Decide, as a den, at least one team and one individual sport that the den will learn about and try.
7. Make shuffleboard discs and cues. Lay out a court with chalk on the driveway and play a game.
8. Play a game of volley ball.
9. During the winter months, go ice skating or sledding as a den.
10. Plan and set-up a sports day for the den and/or pack to include both team and individual sports.

Beanbag Baseball

Here is a crazy kind of baseball where the batter does all the pitching! The two teams and the small diamond are set up exactly as for softball. Stand a bottle or an indian club in a small circle in the pitcher's box. The pitcher stands back of this circle at all times and serves only as a fielder. The batter throws a beanbag underhand and tries to bowl over the bottle. He has only one try; if he misses he is out. If he hits the bottle, the pitcher fields it by setting the bottle in the circle; he then throws the beanbag to cut off any runners. The catcher handles throws to home. The batter can get out by missing his throw or being caught at first. If the pitcher knocks the bottle over in error, that counts the same as if it were hit and the runner may try to advance. When three men are out, the sides change.

Golf In A Tin Can

For this game you will need some of Mom's or Dad's old golf clubs. The play is to try to get the golf ball into a tin can (turned on its side) some twenty feet away. As many can play as you have clubs. To make it more fun, use small cans as well as big ones.

Ball Over

Equipment: Ball about volleyball size. Line is drawn. One team on either side of the line. Players cannot cross line. Leader with a whistle is blindfolded or stands so he cannot see players. When he blows whistle, the ball is put into play. Object of game is to keep the ball in the opposing team's territory. When leader blows whistle again, a point is counted against the team on whose side the ball is when the whistle blew.

Hop, Step, and Jump Relay

Get the denner to help you lead this relay race. Divide Webelos den into two groups and then let each side practice the hop, step, and jump until each member can do it. Then conduct the game. First member of each team toes a mark and takes in succession a hop, step, and jump. Second player does the same, toeing the last heel mark of his teammate. Other members repeat the performance. The team whose last man finishes out in front wins.

Team Sports

Baseball
Softball
Basketball
Volleyball
Soccer
Football

Individual Sports

Skiing Swimming
Bowling Ice-Skating
Tennis Badminton
Golf Boating
Fishing Rollerskating
Archery Tabletennis
Horseshoes Shuffleboard



DEN MEETING

Stay-at-Home Travel

Brighten up the den meeting place with travel posters during your month on the Traveler badge. You can get them from a travel agency and perhaps also at the nearest bus terminal, railroad depot, or airline office. Be sure to include something—photos perhaps—of a place near home that the boys might have a chance to visit soon.

Invite a travel agency representative to a den meeting to answer questions about using timetables and how a long trip is planned.



Plan a Trip

If there is a real attraction not far from your community that is served by public transportation, plan a trip to it. (There is another "if" here, of course; if the boys' parents or the den treasury can stand the expense.)

Your goal might be a historic site, a national park, a zoo, a sports event. But the main point would be the planning. Let the boys, so far as possible, do the planning, making reservations, buying tickets, scheduling a lunch stop and time for arriving home, etc.



Packing Race

Run a competition for speed and neatness in packing a suitcase. Have enough boys' clothing, shoes, and toilet gear so that when properly packed the suitcase will be full. Let each Webelos Scout try his skill at packing. Award 10 points for speed, 20 points for neatness.



Navigation

This game can be used as a gathering activity or Den Meeting game. Take a printed map of the world or draw your own showing the Atlantic Ocean. Cover the map with clear acetate. As the boys start to gather, give each a different colored crayon. As each boy takes his turn, he should be blindfolded, as he attempts to place his crayon on a ship and drawing his crayon across the map, tries to land where Columbus did. The route that comes closest to starting and landing in the right place is the winner. A damp cloth can be used to wipe the map clean so the game can be used again.

Map Making

Divide the boys in teams of twos and threes. Each team can then make a map guiding the other boys to some part of the neighborhood. The edges of the map can be burned with a soldering iron or wood burning iron to yellow them. Have the boys set up their own symbols for their maps. After maps are made, teams trade maps so that each team has a map made by another team. Teams then try to navigate to map site and back in shortest time.

Sailors Hard Tack

Players divide into two teams and line up behind a starting line. About 15 feet away, in front of each team is a chair. Den Leader stands between chairs. On signal, lead players run to chairs, sit down and are given two salted soda crackers (Sailors Hard Tack) each. They race to eat the crackers, whistle audibly. Having whistled, they run back to their lines and tag next player. First team finished is winner.

Drawing Columbus' Ship

This is a good quiet game for Den Meeting. All that is needed is one pencil or marking pen and one piece of paper. The first player draws a line. He passes the pen to the next player, but keeps the pen on the paper at all times. Everyone has a turn, each trying to add the lines to drawing Columbus' ship. Having a picture available of Columbus' ship might also help.

Sink The Ship

Use three plastic detergent bottles and fill with sand. The boys may decorate each bottle to resemble the Nina, the Pinta and the Santa Maria. Number each ship, 5 points for the Nina, 10 points for the Pinta, etc. Give each Cub Scout three rubber rings. Highest score wins.

Quiz

What would an astronaut need if he crashed on the moon and had to walk to a moon base for help? What 10 items out of a list of 20 would he take along and why?

Answer to Quiz

1. Oxygen - obvious, can be discarded after use to lighten load.
2. Water - obvious, load lightens as used.
3. Scrap Metal - to carry things on like a sled.
4. Tent - to wrap things in and use as protection from direct sun.
5. Rope - to tie things together, use for rappeling if needed, pull sled.
6. Star Map - for finding direction.
7. Flashlight - for signaling and seeing in the dark.
8. Rockhammer - help climb cliffs.
9. Pistol - kick of gun can be used as a propulsion unit.
10. Pocketknife - useful prying tool, cutting, lightweight.

Things which don't work on moon: compass, whistle, lighter, map of moon has too large scale to be useful. Cook stove, soup, can opener - you can live a long time without food. Telescope, needle and thread, calculator - no use for them.

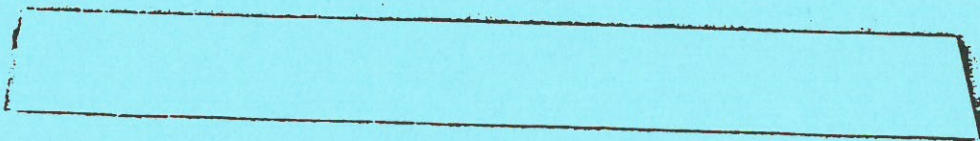
Den Activities

- Locate local or nearby historic sites on maps.
- Take a bus trip.
- Visit local county, state, or national parks.
- Visit a travel agency or automobile club office.
- Discuss Boy Scout merit badges that involve travel.
- Visit a bus station, train station, or airport.
- Discuss map reading and locating destinations using maps.
- Discuss timetables and how to read them.



Tiger Cubs

Information for
Tiger Coaches



Tiger Cubs, B.S.A.

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Tiger Cub Motto

Search Discover Share

Tiger Cub Promise

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

BSA Intent

for the Tiger Cub Program

Tiger Cubs, BSA, is a program that is geared to first-grade boys. Major characteristics of the program are as follows:

- o It is heavily family oriented with a boy and an adult partner working together on virtually all activities.
- o It has the goal of allowing the boy and the adult partner to build a stronger relationship with each other, with the rest of their family, and other members of Tiger Cubs, BSA.
- o It is aimed specifically at the boy and his partner, but many if not all of the activities are suitable for participation by the rest of the family as well.
- o This is not, strictly speaking, a boy-parent program. Instead, it is a one-on-one boy-adult program. It is organized so that each boy is registered as a Tiger Cub along with his adult partner. He must participate with an adult. That adult can be a parent, aunt or uncle, grandparent, older brother or sister, even a neighbor. What is important is that the adult needs to be someone who cares about that boy and is committed to his well-being.
- o The program is designed to be operated on a casual, relaxed basis. There are no achievements, and no advancement requirements. The thrust of this program is fun for a boy and his partner, pure and simple.
- o Boy Scouts of America research shows that this program fills a critical need. American youth and adults today want more family-orientated programs.

1990 Pow-Wow
Hand-out

Youth Protection

"The Pack helps the Cub Scout grow" is an important part of the Cub Scout Law of the Pack. It is the heart of the program designed to assist and encourage elementary school-age boys develop the attributes of good character, personal fitness and citizenship. It is in the spirit of helping the Cub Scout grow that Boy Scouts of America developed a Youth Protection program for the adult leaders.

The program has a two fold purpose:

- 1) to provide as much protection as possible for your child through the structure of the Tiger Cub program and other Boy Scouts of America programs.
- 2) and to provide as much protection as possible for you, the adult leader, and the Boy Scouts of America and its programs.

The video program and training is well worth your time and effort to view. Make sure that you have the opportunity and that you view it.

Tiger Cubs

Relationship to Cub Scouting

One of the goals of Tiger Cubs, BSA, is to provide an introduction to Scouting for both the boy and his adult partner. It provides a chance for Scouting to explain some of its goals and ideals to both the boys and adults. Tiger Cubs, BSA, will inform parents and adults about Scouting with the anticipated result that more of them will be interested in becoming Scouting volunteers.

However, we stress that at no time should any Tiger Cub adult partner be asked to take on a Cub Scout or Boy Scout job until after the graduation of the boy from Tiger Cubs, BSA. Tiger Cubs, BSA, is meant to be a special time of maximum fun and activity for both boy and adult.

1990 Pow-Wow
Hand-out

Tiger Cubs are not Cub Scouts; just as our Webelos are neither Cub Scouts nor Boy Scouts. Just as Webelos are preparation for Boy Scouts, Tiger Cubs are preparation for Cub Scouts. Tiger Cubs are affiliated with a Cub Scout Pack and are under the guidance of the Pack Committee. As part of their introduction into Cub Scouting, they should take part in some Cub Scout activities, but the overall direction of the program is separate from the Pack. They do their own thing.

Expectations

Yes, there are expectations.

- o The Tiger Cubs are going to expect **FUN**.
- o The adult partners are going to expect a planned program that is fun for the Tiger Cubs and that allows them to participate and share with their Tiger Cub.
- o The Tiger Coach should expect cooperation from all the adult partners to share in the planning and leading of the Tiger Cub program.

To be successful - all three expectations have to be met. The consequences of not meeting those expectations are boys lost to Scouting. Future adult leaders lost to Scouting. And adult leader burn-out.

The Role of the Tiger Coach

The groups are intended to run by themselves, with help and support from the Tiger Coach. You have two major tasks to accomplish as the Tiger Coach:

- 1) introduce the Tiger Cubs to the Fun of Scouting, and a bit later
- 2) draw their adult partners into the Pack and Dens as participants and adult leaders.

Your role is to

- o organize the group.
- o introduce the members of the group, facilitate group interaction, and start the building of relationships within the group.
- o plan and lead the first few meetings.
- o establish the agenda for future meetings and assign planning, organization, and execution of those meetings to the adult partners.
- o ensure that the adult partners understand their role as leaders in the meetings.
- o be a resource for your Tiger Cub adult partners. To provide ideas and suggestions.
- o act as the liaison between the Pack and the Tiger Cub Group and to keep both apprised. Ensure that the Tiger Cubs are invited to Pack functions.
- o re-register the Tiger Group. Verify the registration forms and make the necessary corrections. Collect the appropriate fees.
- o prepare the Tiger Cubs for Cub Scouts via the Big Idea "Cub Scouts Here We Come", which covers the Bobcat requirements.
- o see that the Tigers have a suitable graduation ceremony to welcome them into Cub Scouting.

The intent of the Tiger Cub program is to provide an introduction into Cub Scouting and Scouting for boys and adults. The Tiger Cub program is a source for future adult leaders and scouts. The first impression that these boys and their adult partners form will be the basis for their thoughts on Scouting and based upon that first impression, they will stay in Scouting or they will look elsewhere for a different activity.

"If it is to be, it is up to us."

It is up to us to ensure that the first impression is a good and lasting impression.

Expenses

Who pays for Tiger Cubs? Craft supplies? Membership fees? Refreshments? Re-registration fees?

Ideally, there should be no dues collected from Tiger Cubs.

The Tiger Cub and his adult partner are responsible for the Application fees (and Boy's life, if they desire it) at the time the boy is enrolled. The Pack pays the re-registration fees at the time of re-charter, but whether the fees are paid from Pack funds or collected from each Tiger Cub is left to the discretion of the Pack. Boy's Life is highly recommended, but, again, it is at the discretion of the Pack as to who ultimately pays for the subscription.

Tiger Cub refreshments, craft supplies, meeting expenses, . . . ? There are two options:

- 1) The Tiger Cub and his partner who lead a specific meeting are responsible for the costs incurred. They provide it all and the expense is shared as each one assumes the leader role. This may lead to some unfairness as some can scrounge better than others, some can afford better than others, but in the long haul ingenuity and money should balance out.
- 2) Require dues for each meeting and ensure that the leaders understand the limits of their budget. This will require some means of accounting and accountability. It may also place a hardship on some families.

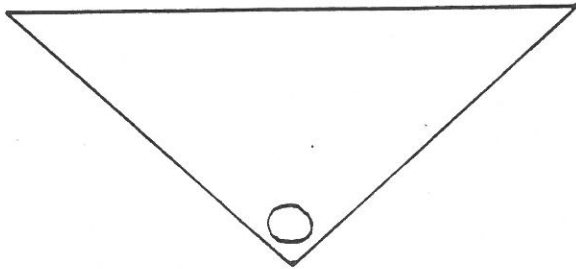
The Tiger Group should discuss the options available and find an acceptable solution.

Uniforms

It is important that the Tiger Cubs have a uniform. Just as the Cub Scout uniform indicates a boy's belonging to a group, the wearing of the Tiger Cub uniform indicates the boy's acceptance into that group. It helps to build the relationships, friendships and camaraderie that Tiger Cubs should foster. It clearly shows that he belongs!

Tiger Cubs have the choice of Two uniforms: the orange Tiger Cub T-shirt and cap for the boys and their adult partner, or the use of the Tiger Cub Iron on Emblem on a white t-shirt. This decision should be made by the Tiger Group and, if there is more than one Tiger Group, it is recommended that all groups within the pack wear the same uniform.

To date, there is not an "official" Tiger Cub Neckerchief and Slide. The following ideas for a neckerchief and slide comes from Pack 746, Dulaney District, Baltimore Area Council:



(The "Tiger Cubs BSA" patch, the Tiger Stamp, and the blank leather slide are available at the Service Center

Tiger Cub Big Ideas

1. Getting to Know You
2. Family Entertainment
3. Discover Nature and Energy
4. Prepare For Emergencies
5. Know Your Family
6. Know Your Community
7. Helping Others
8. Go See It
9. Getting There
10. Something Special, All Your Own
11. Making Your Family Special
12. Make Your Own
13. Caring For Your Home and Household
14. Family Games, Tricks, Puzzles
15. Fitness and Sports
16. Tell It Like It Is
17. Cub Scouting, Here We Come

A Short Look at The Big Ideas

1. Getting to know you - This Big Idea is used by the Tiger Coach to introduce the individuals to each other, the fun of Tiger Cubs, and to provide a format for future meetings. It is intended to bring out ideas (I wish we could . . . , I'd like to . . .) that can be incorporated into other Big Ideas that will be lead by the Tiger Cubs' partners as they take their turns leading the group.
2. Family entertainment - have fun together. What do families do for entertainment? What did your grandparents do? Sing songs. Read stories. Tell stories. Play cards, games. Take a walk. Visit neighbors and friends.
3. Discover nature and energy - This Big Idea should develop an appreciation of the world around you and an awe for its Creator. Use it to develop an awareness of energy conservation and to interpret the relationship of one energy source to another. Make a leaf print. Plant a seed or garden. Feed the birds. Build a bird house. Observe the sky and learn cloud shapes. Look at the stars and learn some important constellations. Learn about different trees, flowers. Study some insects. Visit a park. Hike a nature trail. Visit a recycling center.
4. Prepare for emergencies - The Boy Scout Motto is "Be Prepared". This Big Idea is to help equip your child to deal with an emergency. Emergencies need not be natural catastrophes, but can be family crises and personal problems and how to deal with strangers or strange situations. Learn emergency phone numbers and phone numbers for family or neighbors to call for help. How to dial a phone. First aid supplies and where they are kept in the home. How to take care of a cut. How to get help. A home emergency escape plan. What to do for sunburn. A nose bleed. Visit a fire station, police station, hospital, Discuss what to do if a strange person advances or calls.
5. Know your family - This Big Idea is an exploration of your family background, heritage, structure, Draw your family tree. Discuss your family "traditions" or culture. What makes your family special? Where did your family come from? What is the history of your house? or neighborhood? Where were you born? Where do your parents work? What do they do? Share family photos.

6. Know your community - One of the underlying purposes of Boy Scouts of America is to develop responsible citizenship. This begins with an understanding of the community. This Big Idea starts to build this awareness of his community. Study a map of your town or community and find the location of your house, school, church, Where do the other Tiger Cubs live? Plan a trip and follow your route on the map. Go to the library and find out something about your community. Visit City Hall. Talk to your local political representative. Find and visit a local historical site or monument.
7. Helping others - Part of the Cub Scout Promise is "to help other people". Helping others should be part of everyone's life because it gives good feelings to both the helper and the one being helped. Perform a service project for your Pack's sponsoring organization. Help a neighbor. Donate some used clothing to "Goodwill". Help in a "soup kitchen". Collect and donate some food to someone in need. Clean-up and/or pick-up in your community.
8. Go see it - This Big Idea should be an opportunity to visit or see some of the special places and activities in your community. Go to a circus, parade, fair, ball game, Visit a museum. Go to the zoo. See a live performance of a play, concert, ballet, Arrange a tour of a business, farm,
9. Getting there - lets you explore the many ways that we get from one place to another. Make a map of your community and plan a hike or car or bicycle trip. Learn to use a map. Visit an airport, train station, subway station. Ride a horse, ride a subway, ride on a wagon, Discuss some old ways of travel - boat, horse and wagon, walk. Discuss space travel. Build a model plane, car, boat, or spaceship.
10. Something special, all your own - This Big Idea is yours and yours alone. Plan a special activity as a group and **make it happen**.
11. Making your family special - This Big Idea explores the uniqueness of your family. What does your family name mean? Where does it come from? Who else has the same name? Share some family photos. Put together a family calendar or message board.

12. Make your own - is a Big Idea to develop a sense of pride, satisfaction, and accomplishment by making something special. Learn about some tools. How to sew on a button. Make cookies. Draw a silhouette. Make hand puppets and put on a show. Make ice cream. Finger paint. Make and play quoits.
13. Caring for our home and household - this Big Idea should develop an awareness about what is required to keep yourself and your home neat, clean and safe. It is important that everyone understand their role in the home and what they can do. It is important that everyone does their part. Discuss personal hygiene. Shine shoes. Clean and trim fingernails. Comb hair. Organize chores. Use a broom and dustpan. Discuss home safety. Plan emergency exits and procedures. Check the smoke/fire alarms. Visit a veterinary and learn to care for pets. Discuss the different kind of homes that people live in (Tepees, caves, igloos, castles, . . .). Collect glass, paper, aluminum cans, and take it to a recycling center.
14. Family games, tricks, puzzles - This Big Idea introduces some quiet activities and reinforces good winning and good losing. Fair play. Good sportsmanship. Play by the rules. Learn a new game, a magic trick. Make paper air planes and hold races and contests. Make a jigsaw puzzle. Make a button holer and try it on your friends.
15. Fitness and sports - This Big Idea should develop sportsmanship and teamwork and work towards a healthy mind and body. Hike and walk. Attend a game that you haven't seen (don't forget about high school and college athletics). Have you been bowling, skating, . . . ? Take the President's Physical Fitness Test.
16. Tell it like it is - Communications is a big word for a 1st Grader. This Big Idea lets the Tiger Cub learn some of the ways that people send ideas and thoughts to others. Discuss telephone use and etiquette. Sign language. Charades. Read a newspaper or news magazine. Visit a TV station or radio station. Discuss the truth and lies.

17. Cub Scouting, here we come - Tiger Cubs are affiliated with a Cub Scout Pack. Cub Scouting and the Cub Scout Pack are looking forward to having the Tiger Cubs join the Pack. Cub Scouting builds on the Big Ideas that your boy has been learning and discovering as a Tiger Cub. This is an opportunity to look over Cub Scouting. Learn the Bobcat requirements. Meet with the Cub Master and new Den Leader. Discuss how you can help in the Pack. Plan the graduation ceremony. And start a new Cub Scout Den.

First Meetings

The first Tiger Cub Group meetings are crucial to the success of the group. During the first meetings relationships are started and the individuals start to develop their roles within the group. The Tiger Coach leads these first meetings to set the tone for the future.

Agenda

- o Registration - sign in, check the names, addresses, and phone numbers.
- o Distribute a list of members with names, addresses, and phone numbers, so that all may reach the others to inquire/inform of arrangements for the next meeting.
- o "Getting to know you" - introductions and relationship building. Introduce the members of the group. As an activity - pass out blank paper to everyone, ensure that everyone has a pencil, and ask them to look at and talk to the person next to them. Then draw that person as an animal. Next, ask each person to tell why they drew what they did.
- o "Getting to know us" - the purpose of Tiger Cubs. Where Tiger Cubs fit into Cub Scouting and the Pack. Who the Pack leaders are and how to contact them. Explain your role as Tiger Coach. Discuss the Tiger Cub uniform. Discuss their role and responsibilities.
- o The Big Ideas - plan the calendar for the year and ensure that everyone carries their share of the work. Discuss the Big Ideas and other ideas and help the group plan their meetings.
- o Ensure that everyone knows when and where the next meeting will be held and who is responsible for the next meeting.
- o Send them off thinking about Tiger Cubs and the fun that they have to look forward to.

Need a prayer? Part of the Cub Scout Promise is "to do my duty to God . . .".

My God, as we start a new year in Tiger Cubs, we have hopes and dreams. Help us to get along with each other, so that we can fulfill them. May we not lose track of our goals in the newness of people, place, or time. Help us to make a new start today, leaving behind yesterday's troubles.

Graduation Ceremonies

The following ceremony is from the Tiger Cubs, BSA, Group Coach (Organizer) Manual

Purpose: a ceremony designed to graduate a boy and his adult partner, or a Tiger Group, from Tiger Cubs into their pack.

Method: Recitation of a simple ceremony by the Cubmaster to boys and adults, with assistance from the Tiger Coach and the new Den Leader. Conduct the ceremony in a darkened room.

Materials: Four large candles, with three in front and one behind and raised.
Service Star with Tiger Cub backing (orange)
Cub Scout Wolf Neckerchief and Slide (optional)

Cubmaster: (calls the boys and adults forward)
For the past few months, you and your partner have explored all sorts of new and exciting things and places. You have taken each part of the Tiger Cub motto: "Search, Discover, and Share" and used it in your home, school, and neighborhood.

(Light the candle on the left)

You and your adult partner have searched out in your home and community new activities which have shown you how people work together and have fun together.

(Light second candle.)

You and your adult partner have discovered that by doing things together with friends and family you feel a sense of being part of a great family, community, and country.

(Light the third candle.)

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

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

(Light the fourth candle.)

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

[Boy's name] and [adult's name], on behalf of Pack number ____, I'd like to welcome you and present you with your Tiger Cub service star. Wear this on your Cub Scout uniform to show that you have been a Tiger Cub. (Present the service star.)

I'm pleased to announce that this Tiger Cub group will become a new den in our pack, den number _____. [Den Leader's name] will serve as the den leader, and [assistant's name] will be the assistant den leader. We welcome you to our Pack.

Note: this ceremony should be short. The pack may wish to present the boy with a neckerchief and neckerchief slide to welcome him into the pack, (either the Pack or the adult partner can purchase the neckerchief and slide) as well as the Tiger Cub service star. The Tiger Cub Graduation Certificate and/or the Tiger Cub Graduate emblem may also be presented.

Crafts, Games, and Activities

When you are thinking about crafts, games, and activities, to reinforce your Big Idea, there are some things that need to be considered:

- 1) the age and interests of the boys.
- 2) their ability.
- 3) can they perform the tasks and end up with something that will instill pride in their accomplishment.
- 4) will it hold together long enough to get home and to perform its stated use?
- 5) is the concept within their grasp or is it over their head?
- 6) can it be completed within the allocated time?
- 7) can you focus on a part of the activity that has the boy's interest or is fun - and not try to capture the whole idea or concept?
- 8) can you do the boring work before hand and leave the assembly to the Tiger Cub?
- 9) Cub Scouting's Motto is "Do Your Best". Nothing will turn out exactly as it was planned. Accept the differences and **praise** each effort.
- 10) Last but not least - KISMIF. Keep it simple - make it fun.

Ideas for Crafts, Games, and Activities, have been appended at the back of this booklet. All of them can be modified with just a wee bit of imagination. There are many other ideas that are available. The Tiger Cubs can probably come up with some if you ask them. As you do other things, please try to remember that there are other Tiger Coaches who are leading other Tiger Groups. Your ideas may help them. Please try to share your ideas.

Resources

Boy's Life Magazine

3-2-1 Contact

3-2-1 Contact
P.O.Box 53051
Boulder, CO 80322-3051

Scouting Magazine

Highlights

Ranger Rick

National Wildlife Federation
1400 Sixteenth St. N.W.
Washington, D.C. 20036-2266

Your Big Backyard

National Wildlife Federation
1400 Sixteenth St. N.W.
Washington, D.C. 20036-2266

Past Pow-Wow Handouts

Past Round Table Handouts

Cub Scout "How-to Book

The New Cub Scout Fun Book

Tiger Cubs, BSA Group Organizer Manual 3923

Tiger Cub Family Activity Book 3930

Tiger Cub Family Activity Packet 3932

your local library

The Pack Resources Book

Scouts Canada National Council

The Cooperative Sports & Games Book

by Terry Orlick
through Scouts Canada National Council

Cub Scout Song Book

Cub Scout Leader Book

NOV.
'93

theme of the month
**Under the
Big Top**

MAY
'94

theme of the month
**Back to
Nature**

DEC.
'93

theme of the month
**Holiday
Magic**

JUNE
'94

theme of the month
**Strong for
America**

JAN.
'94

theme of the month
**Exploring
Alaska**

JULY
'94

theme of the month
**Buckskin
Pioneers**

FEB.
'94

theme of the month
**Blue & Gold
Traditions**

AUG.
'94

theme of the month
**Water
Fun**

MAR.
'94

theme of the month
**Wheels,
Wings, Rudders**

SEPT.
'94

theme of the month
**Explore Your
Neighborhood**

APR.
'94

theme of the month
**Shape
Up**

OCT.
'94

theme of the month
**Advancement
Parade**

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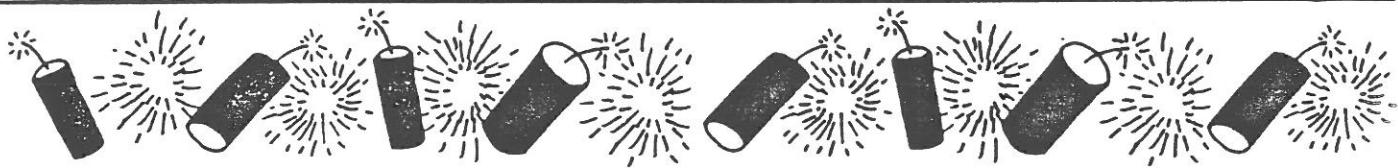
SONG SOURCES

INDIAN NATIONS COUNCIL
CENTRAL OHIO COUNCIL
DENVER AREA COUNCIL
HOW WOW
PHILMONT TRAINING CENTER
RAINBOW COUNCIL
HEART OF AMERICA COUNCIL
MIDDLE TENNESSE COUNCIL
OLD KENTUCKY HOME COUNCIL
BAY LAKES COUNCIL



SPECIAL THANKS TO THESE COUNCILS FOR BEING A SUPER SONG RESOURCE. THE POW WOW BOOKS USED RANGED IN AGE FROM 1980 TO THE PRESENT. SPECIAL CREDIT IS GIVEN TO THOSE INDIVIDUALS WHO SHARE THEIR SONG TALENTS WITH US, ESPECILALLY JIM DENNY OF INDIAN NATIONS COUNCIL IN TULSA, OKLA., WHOSE SONGS ARE WONDERFUL.

BECAUSE OF A SPECIAL LOVE FOR TIGERS, ELIZABETH (BETTY) MOUK HAS INCLUDED A SPECIAL PAGE OF TIGER SONGS.



THIS SONGBOOK HAS BEEN PREPARED FOR YOUR ENJOYMENT BY THE LEADERS OF THE 1993 POW WOW SONG AND SPARKLER SESSION, ELIZABETH MOUK AND ELAINE BRACKMAN. WE HOPE THAT YOU ENJOY THE SONGS AND SPARKLERS AS MUCH AS WE ENJOYED PUTTING THEM TOGETHER.

SONG QUESTIONS AND ANSWERS

WHO: SONGS ARE FOR EVERYONE. CUB SCOUTS ENJOY SINGING, TAKING A BOW AT THE END OF THE SONG AND HEARING THE APPLAUSE. SONGS MAKE YOU FEEL GOOD, WHETHER YOU ARE PERFORMING OR WATCHING. SONGS ARE ONE OF THE FUN PARTS OF SCOUTING. PARENTS ENJOY SONGS TOO, ALLOW THE AUDIENCE TO HELP WITH THE CHORUS OF CLAP TO THE BEAT. EVERYONE FEELS GOOD WHEN SONGS ARE USED.

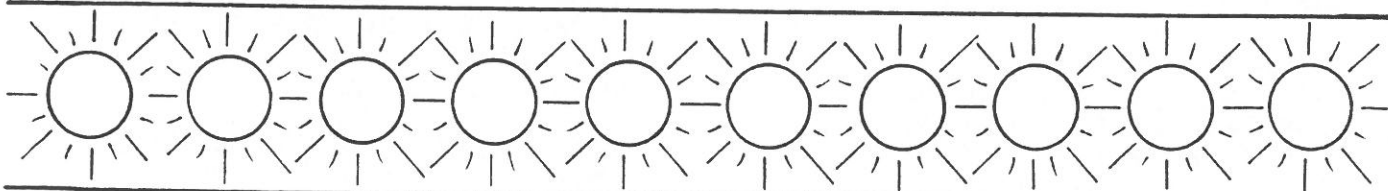
WHAT: SONGS CAN BE FOUND IN MANY SCOUT BOOKS, CHILDREN'S BOOKS AND MAGAZINES. MAKE THE SONG FIT THE OCCASION BY CHANGING THE WORDS. SONGS CAN EVEN BE SUNG TO MELODIES OF A DIFFERENT SONG.

WHERE: SONGS ARE VERSATILE. NO SPECIAL EQUIPMENT IS NEEDED. SING OUTDOORS OR IN. SING IN A CHURCH OR SCHOOL OR HOME. FOR A GREAT SONG ALL YOU NEED ARE EAGER CUB SCOUTS.

WHEN: SONGS FIT ALL OCCASIONS. SONGS ARE PERFECT FOR DEN MEETINGS, HIKES, AND PACK MEETINGS. SONGS CAN BE PATRIOTIC, USED FOR ADVANCEMENT CEREMONIES, OR USED AS PACE SETTERS. SONGS CAN BE USED AS AN OPENING OR CLOSING. SONGS CAN BE USED AS SKITS. SONGS CAN GIVE EXERCISE, A CHANCE TO RELEASE STEAM. SONGS CAN MAKE SPECIAL CEREMONIES EVEN BETTER. AS AN EXAMPLE TRY SINGING, "LET THERE BE PEACE ON EARTH" AS THE CLOSING SONG, WHILE THE SCOUTS PASS THE PEACE PIPE AROUND THE COUNCIL FIRE, DURING THE WEBELOS INDUCTION CEREMONY.

WHY: SONGS ARE FUN. SONGS CAN HELP YOU MEET FELLOW SCOUTERS OR ALLOW YOU TO STRETCH AND RELAX. TRY ADDING A SCOUTS NAME OR A DEN OR PACK NUMBER TO A SONG AND WATCH THE BOYS' EYES LIGHT UP. SONGS BRING JOY TO THE HEART, GOOD FEELINGS TO THE BODY AND A SMILE TO THE FACE. SONGS ARE FUN.

HOW: TO LEAD SONGS USE YOUR HANDS TO CONTROL VOLUME AND ESTABLISH THE BEAT. SING THE CHORUS THROUGH ONCE AND THEN ALLOW EVERYONE TO JOIN IN. WEAR GARDEN GLOVES WITH SEWN ON DESIGNS OR FLUORESCENT TAPE. USE A BATON OR BROOMSTICK OR RULER TO LEAD SONGS. USE A CHILD'S TOY TAMBOURINE TO ESTABLISH THE BEAT OR JUST CLAP. PRINT THE WORDS ON THE PROGRAM OR A FLIP CHART OR A PIECE OF CARDBOARD. TAPE THE WORDS TO THE BACK OF ANIMAL PICTURES FOR THE BOYS TO HOLD. ADD THE WORDS TO AN OLD PULL DOWN WINDOW SHADE. YOUR IMAGINATION IS THE ONLY LIMITATION ON HOW TO PLACE THE WORDS SO ALL CAN SEE. BUT MOST IMPORTANTLY - LET SONGS BE FUN. FROM TIGERS TO WEBELOS TO GRANDPARENTS, EVERYONE LOVES SONGS. ENJOY.



DECEMBER, 1993
HOLIDAY MAGIC



HAPPY CUB SCOUTS

(TUNE: UP ON THE HOUSETOP)

WE ARE CUB SCOUTS AND WE'RE
THE HAPPY BOYS,
AT CHRISTMAS TIME WE SHARE
OUR JOYS.

WE'LL GIVE SOME HELP TO OUR
MOM AND DAD,
AND TRY TO HELP MAKE
EVERYONE GLAD.

HO, HO, HO, WHO WOULDN'T
KNOW
HO, HO, HO, WE KNOW IT'S HOW
THAT WE'RE CUB SCOUTS WE
WILL BE
HAPPY AND LOYAL AND
TRUSTWORTHY.

TOMMY THE CUB SCOUT

(TUNE: FROSTY THE SNOWMAN)

TOMMY THE CUB SCOUT
WAS A VERY HAPPY BOY;
WITH A UNIFORM OF BLUE AND
GOLD,
AND A DEN THAT GAVE HIM JOY.
TOMMY THE CUB SCOUT
EARNED HIS BADGES ONE BY
ONE.

HE DID HIS BEST AND HE MET
THE TEST:

A GOOD CITIZEN HE'S BECOME.

HE HELPS OUT OTHER PEOPLE
WHEN HE SEES THEY NEED A
LOT.

HE DOES HIS CHORES AROUND
THE HOUSE
AND HE FEEDS HIS DOG NAMED
SPOT.

TOMMY THE CUB SCOUT
DOES HIS DUTY WILLINGLY.
SOMEDAY HE'LL JOIN A BOY
SCOUT TROOP
AND A FINE MAN HE WILL BE.

Merry Christmas



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.

I'D LIKE TO TEACH THE WORLD
TO SING,
IN CUB SCOUT HARMONY.
THE BLUE AND GOLD WOULD BE
THE THING,
THAT EVERYONE WOULD SEE.

I'D LIKE TO GIVE THE WORLD A
GIFT,
THAT ALL MEN WILL BE FREE.
AND THOUGH I'M JUST A
GROWING BOY,
THERE'S THINGS THAT I CAN
SEE.

I SEE THAT SCOUTING IS A WAY
TO START TO UNDERSTAND.
THAT CARING, HELPING,
SMILING, LEARNING
HELP ME BE A MAN.

AND SO AT CHRISTMAS THERE'S
A GIFT
THAT YOU CAN GIVE TO ME
PLEASE HELP ME GROW IN MIND
AND SPIRIT
TO BE WHAT I CAN BE.

EACH WOLF AND BEAR AND
WEBELOS IS DOING ALL HE CAN,
TO DO HIS BEST, LIKE ALL THE
REST, THE CUB SCOUTS IN THE
LAND.

HOLIDAY THOUGHTS

(TUNE: SHE'LL BE COMING
ROUND THE MOUNTAIN)

WE WILL DECORATE THE HOUSE
ON HOLIDAYS,
WE WILL DECORATE THE HOUSE
ON HOLIDAYS,
WE WILL WRITE DOWN SPECIAL
WISHES
AND SET OUT THE SPECIAL
DISHERS
WE WILL DECORATE THE HOUSE
ON HOLIDAYS.

WE'LL PREPARE A SPECIAL
FEAST ON HOLIDAYS,
WE'LL PREPARE A SPECIAL
FEAST ON HOLIDAYS,
WE WILL MAKE THE CAKES AND
PIES
THAT SMELL GOOD AND TEMPT
YOUR EYES.
WE'LL PREPARE A SPECIAL
FEAST ON HOLIDAYS.

WE'LL THANK GOD FOR ALL HIS
LOVE ON HOLIDAYS,
WE'LL THANK GOD FOR ALL HIS
LOVE ON HOLIDAYS,
WE'LL SHARE PRESENTS WITH
OUR FRIENDS
AND HOPE THE SPIRIT NEVER
ENDS,
WE'LL THANK GOD FOR ALL HIS
LOVE ON HOLIDAYS.

SANTA CLAUS APPLAUSE

"HO, HO, HO." PULL ON REINS
AND SAY: "WHOA, RUDOLPH.."

SANTA CUB

PUT HANDS ON BELLY, LEAN
BACK SLIGHTLY WHILE SAYING:
"HO, HO, HO, MERRY CUBBING."

SHALOM CHAVERIM

SHALOM WHICH MEANS "PEACE",
HAS OTHER MEANINGS AS WELL.
YOU CAN USE IT TO SAY
"HELLO" OR "GOOD-BYE". IN
THIS MOVING HEBREW SONG, IT
MEANS BOTH "PEACE" AND
"GOOD-BYE".

PRONUNCIATION GUIDE:

SHALOM -- shah-lome
chaverim -- hah-vah-rim
l'hit -- lay-hit
ra-ot -- rah-utt



SHALOM CHAVERIM,
SHALOM CHAVERIM,
SHALOM, SHALOM,
L'HIT RA-OT, L'HIT RA-OT
SHALOM, SHALOM.

WHICH MEANS:

GOOD-BYE (OR PEACE), . MY
FRIEND,
GOOD-BYE, MY FRIEND.
GOOD-BYE, GOOD-BYE.
TILL WE MEET AGAIN, TILL WE
MEET AGAIN,
GOOD-BYE, GOOD-BYE.

ANOTHER VERSION:

GLAD TIDINGS WE BRING OF
PEACE ON EARTH,
GOOD WILL TOWARDS MEN,
OF PEACE ON EARTH, OF PEACE
ON EARTH,
GOOD WILL TOWARDS MEN.

RUDOLPH APPLAUSE

PUT YOUR THUMBS TO YOUR HEAD
WITH FINGERS UP, FORMING
ANTLERS. WRINKLE YOUR NOSE
WHILE SAYING: "BLINK,
BLINK, BLINK, BLINK."

JANUARY, 1994
EXPLORING ALASKA



THE POLAR BEAR SONG
(TUNE: SIPPIN CIDER)
LEADER SINGS LINE;
GROUP REPEATS

THE OTHER DAY
I SAW A BEAR.
A BIG WHITE BEAR.
I HAD TO STARE.

HE STARED RIGHT BACK,
AND SEEMED TO GRIN.
HIS LONG WHITE FANGS
HUNG TO HIS CHIN.

HE MOVED TOWARD ME
UPON FOUR PAWS.
AND THOSE FOUR PAWS
HELD SIX-INCH CLAWS.

I COULDN'T MOVE.
MY FEET WERE FROZE.
AS I SAW STEAM
SHOOT FROM HIS NOSE.

BUT I WAS SAFE.
BECAUSE I KNEW.
THIS POLAR BEAR
WAS AT THE ZOO.

WALRUS HUNT SONG

THIS IS A SONG ABOUT AN
ESKIMO WHO IS GOING ON A
WALRUS HUNT. HE IS WAVING
GOOD-BYE TO HIS FAMILY WHILE
SINGING:

A TAKOLA MISHAWAAKEE
(3 TIMES)

HE GETS INTO HIS KAYAK AND
BEGINS PADDLING (MOVE ARMS
LIKE PADDLING MOTION) WHILE
SINGING:

CHORUS
AH KEE, AH KEE UMBAH
AH KEE, AH KEE UMBAH
A LITTLE, I LITTLE,
O LITTLE, A

THE ESKIMO STOPS PADDLING
AND LOOKS FOR WALRUS (SHADE
EYES AND LOOK FROM LEFT TO
RIGHT) WHILE SINGING:

A TAKOLA MISHAWAAKEE
(3 TIMES)

CHORUS

HE SPIES A WALRUS AND HE
POINTS (POINT WITH ONE HAND
WHILE OTHER SHADES EYES)
AT HIS WHILE SINGING:

A TAKOLA MISHAWAAKEE
(3 TIMES)

CHORUS

THE ESKIMO AIMS HIS SPEAR
AND SHOOTS (AIM SPEAR AND
FIRE ON LAST LINE) WHILE
SINGING:

A TAKOLA MISHAWAAKEE
(3 TIMES)

CHORUS

HE GETS ALONGSIDE THE WALRUS
AND LIFTS IT INTO THE KAYAK
(IT IS HEAVY SO HAM UP
LIFTING AND PULLING) WHILE
SINGING:

A TAKOLA MISHAWAAKEE
(3 TIMES)

CHORUS

THE ESKIMO HEADS HOME AND IS
LOOKING FOR HIS FAMILY. HE
SEES THEM AND BEGINS TO WAVE
(WAVE WITH ONE HAND AND
SHADE EYES) WHILE SINGING:

A TAKOLA MISHAWAAKEE

CHORUS



I LOVE THE MOUNTAINS

I LOVE THE MOUNTAINS
 I LOVE THE ROLLING HILLS
 I LOVE THE FLOWERS
 I LOVE THE DAFFODILS
 I LOVE THE CAMPFIRE
 WHEN ALL THE LIGHTS ARE LOW

BOOM-DE-ADA, BOOM-DE-ADA,
 BOOM-DE-ADA, BOOM-DE-ADA.
 (CONTINUE SINGING LAST LINE
 WHILE HALF THE GROUP SINGS
 THE VERSE)

LAND OF THE SILVER BIRCH

LAND OF THE SILVER BIRCH
 HOME OF THE BEAVER
 LAND WHERE THE MIGHTY MOOSE
 WANDERS AT WILL.

CHORUS:

BLUE LAKE AND ROCKY SHORE
 I WILL RETURN ONCE MORE
 BOOM-DIDDY-A-DA
 BOOM-DIDDY-A-DA
 BOOM-DIDDY-A-DA
 BOOM-DIDDY-A-DA

HIGH ON A ROCKY LEDGE
 I'LL BUILD MY WIGWAM
 CLOSE BY THE WATER'S EDGE
 SILENT AND STILL

CHORUS

DOWN IN THE FOREST GLADE
 DEEP IN THE LOWLAND
 MY HEART CRIES OUT TO THEE
 HILLS OF THE NORTH

CHORUS

HAPPY WANDER

I LOVE TO GO A WANDERING,
 ALONG THE MOUNTAIN TRACK,
 AND AS I GO, I LOVE TO SING,
 MY KNAP-SACK ON BY BACK.
 VAL-DE RI--VAL-DE RA--VAL-DE
 RI--VAL-DE RA HA HA HA HA HA
 VAL-DE RI,--VAL-DE RA.
 MY KNAP-SACK ON MY BACK.

I LOVE TO WANDER BY THE
 STREAM,
 THAT DANCES IN THE SUN,
 SO JOYOUSLY IT CALLS TO ME,
 "COME! JOIN MY HAPPY SONG!"

I WAVE MY HAT TO ALL I MEET,
 AND THEY WAVE BACK TO ME,
 AND BLACKBIRDS CALL SO LOUD
 AND SWEET,
 FROM EV'RY GREEN-WOOD TREE.

HIGH OVERHEAD, THE SKYLARKS
 WING,
 THEY NEVER REST AT HOME.
 BUT JUST LIKE ME, THEY LOVE
 TO SING,
 AS O'ER THE WORLD WE ROAM.

OH, MAY I GO A WANDERING
 UNTIL THE DAY I DIE!
 OH, MAY I ALWAYS LAUGH AND
 SING,
 BENEATH GOD'S CLEAR BLUE
 SKY!

BIRDS IN THE WILDERNESS

HERE WE SIT LIKE
 BIRDS IN THE WILDERNESS,
 BIRDS IN THE WILDERNESS,
 BIRDS IN THE WILDERNESS.

HERE WE SIT LIKE
 BIRDS IN THE WILDERNESS,
 WAITING FOR _____.



FEBRUARY 1994BLUE & GOLD TRADITIONSBE KIND TO YOUR CUB SCOUTING FRIENDS

(TUNE: STARS AND STRIPES FOREVER)

BE KIND TO YOUR CUB SCOUTING FRIENDS.
 THAT'S A PLEDGE FROM ONE SCOUT TO ANOTHER.
 BE KIND TO YOUR LEADERS TODAY,
 CAUSE FOR HELPING, THEY DON'T GET ANY PAY.

BE KIND TO YOUR NEIGHBORS AND FRIENDS,
 CAUSE BY CARING YOU FOLLOW SCOUTING'S LETTER.
 CUB SCOUTING AND FRIENDSHIP ARE GRAND.
 AND AS WE GROW, THE WORLD WILL KNOW,
 WE'VE MAKE THINGS BETTER.

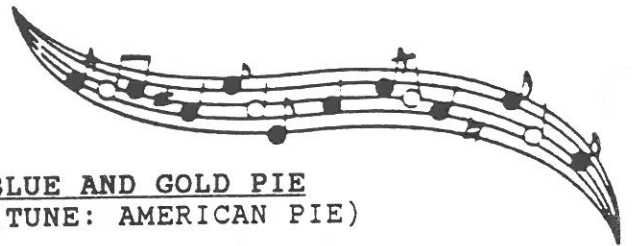
BY JIM DENNY

CUB SCOUT PRAYER

(TUNE: TANNANBAUM)

LORD, IN THIS EVENING HOUR I PRAY
 FOR STRENGTH TO DO MY BEST EACH DAY
 DRAW NEAR TO ME, THAT I MAY SEE
 THE KIND OF CUB THAT I SHOULD BE

IN SERVING OTHERS, LET ME SEE
 THAT I AM ONLY SERVING THEE
 BLESS ME, OH LORD, IN THY GREAT LOVE
 THAT I MAY BE A BETTER CUB.

BLUE AND GOLD PIE

(TUNE: AMERICAN PIE)

CHORUS:

EAT, EAT, ALL THE BLUE AND GOLD PIE.
 BROUGHT MY PARENTS TO THE BANQUET,
 AND MY DAD WORE HIS TIE.
 AND GOOD OLD CUBS WERE EATING HOT APPLE PIE,
 BRING ME ONE MORE PIECE OF THAT PIE.

NOW FOR TWO YEARS, I'VE BEEN IN THE PACK.
 THOSE GREAT TIMES KEEP ME COMING BACK.
 BUT CUBS GROW FAST EATING WITH THEIR DEN.
 WHEN THE CUB SCOUTS SANG AT THE BLUE AND GOLD,
 THE HOT PIES, WELL THEY ALL TURNED COLD,
 AND THERE'S NO STOVE ROUND, THE COOK WAS TOLD.
 THE DAY THE PIES TURNED COLD.
 WE STARTED SINGIN'

CHORUS

I MET THE GUY WHO COOKED THE FOOD,
 AND HE WAS IN A ROTTEN MOOD.
 WITH NO TIME LEFT TO COOK MORE PIES.
 AND THE THREE PIES THAT ARE NUMBER ONE,
 APPLE, CHERRY, AND PUMPKIN,
 THEY TURNED SO COLD THEY ALMOST FROZE.
 THE DAY THE PIES TURNED COLD WE WERE SINGIN'

CHORUS

BY JIMMY DENNY



BLUE AND GOLD BANQUET EATER
(TUNE: PURPLE PEOPLE EATER)

WELL WE SAW THIS THING
COMIN' THROUGH THE DOOR,
HE MUST HAVE WEIGHED A
THOUSAND POUNDS OR MORE.
HE WADDLED UP TO ME AND WITH
A VOICE THAT SMELLED,
SAID "IS THIS WHERE THE BLUE
AND GOLD BANQUET IS HELD?"

CHORUS:

IT WAS A HALF-TON, TWELVE
CHINNED, BLUE AND GOLD
BANQUET EATER,
HALF-TON, TWELVE CHINNED,
BLUE AND GOLD BANQUET EATER,
HALF-TON, TWELVE CHINNED,
BLUE AND GOLD BANQUET EATER,
SURE LOOKED HUGE TO ME.

WELL HE STARTED IN EATING,
AND AS YOU MIGHT GUESS.
THE SERVING TABLE TURNED
INTO AN AWFUL MESS.
HIS MOUTH COULDN'T KEEP UP,
BUT HE STILL WAS FED,
SUCKIN' COLE SLAW AND BAKED
BEANS THROUGH THE HOLE IN
HIS HEAD.

CHORUS

WELL HE ATE ALL THE FOOD,
THE PLATES AND SILVERWARE.
THEN HE STARTED CHOMPIN' ON
THE TABLES AND CHAIRS.
THEN HE LOOKED AT ME, I
THOUGHT I'D BE DESSERT,
HE SAID, "I NEVER EAT CUBS,
THEY MAKE ME BURP."

CHORUS

BY JIMMY DENNY



I BELIEVE IN CUBBING
(TUNE: I BELIEVE IN MUSIC)

CHORUS:

I BELIEVE IN CUBBING,
I BELIEVE IN LOVE,
I BELIEVE IN CUBBING,
I BELIEVE IN LOVE.



I JUST SIT AROUND
REMINISCING 'BOUT ALL THE
THINGS WE'VE DONE,
GAMES AND CRAFTS AND FUNNY
SKITS, WE'VE ALL HAD LOTS OF
FUN.
WHO KNOWS, MAYBE SOMEDAY
HE'LL GROW UP TO BE A MAN,
WE CAN ALL BE VERY PROUD,
CAUSE WE GAVE A HELPING
HAND.

CHORUS

CUBBING IS A UNIVERSAL
LANGUAGE AND LOVE, LOVE IS
THE KEY,
TO BROTHERHOOD AND PEACE AND
UNDERSTANDING AND LIVING IN
HARMONY.
SO TAKE YOUR CUB SCOUT BY
THE HAND AND SING ALONG WITH
ME.
LIFT YOUR VOICES TO THE SKY,
GOD LOVES YOU WHEN YOU SING.

CHORUS

CUBBING IS BASED ON GOD AND
COUNTRY - TRUTH AND HONESTY.
DO YOUR BEST TO MEET THE
TEST IS OUR MOTTO YOU CAN
SEE.
WE DO THINGS WITH OUR
FAMILY, OUR DEN AND OUR
PACK, TOO,
WE'RE SO GLAD WE'RE ALL IN
CUBBING AND GLAD THAT WE
KNOW YOU.



MARCH 1994WHEELS, WINGS, RUDDERSSEVENTY SIX BRIGHT CARS
(TUNE: 76 TROMBONES)

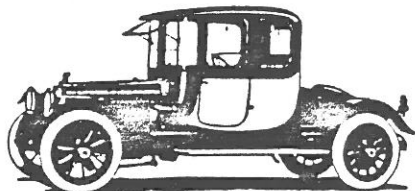
SEVENTY SIX BRIGHT CARS
LINED UP AT THE RAMP,
WITH A HUNDRED AND TEN CUB
SCOUTS ALL AROUND.
THEY WERE FOLLOWED BY A
SCORE OR MORE
OF PARENTS WHO WOULD ROOT,
AS EACH CAR STARTED DOWN THE
TRACK.

SEVENTY SIX BRIGHT CARS RAN
EXCITING HEATS,
A HUNDRED AND TEN CUB MOUTHS
OPENED WIDE.
THEN I MODESTLY TOOK MY
PLACE,
AS THE WINNER OF THE RACE,
WITH MY CAR -- MY PINWOOD
DERBY CAR!!

HUMPTY DUMPTY

HUMPTY DUMPTY GOT IN HIS
CAR.
HUMPTY DUMPTY DIDN'T GO FAR.
HIGHWAY PATROLLERS AND
MEDICAL MEN
COULDN'T PUT HUMPTY TOGETHER
AGAIN!

DON'T BE A HUMPTY WHEN IN A
CAR.
BUCKLE UP SNUGLY, RIGHT
WHERE YOU ARE!
DON'T BECOME SCRAMBLED LIKE
OLD HUMPTY D.
CUBS AREN'T OMELETS, BUT
PEOPLE, YOU SEE!

PINWOOD DERBY(TUNE: TAKE ME OUT TO THE
BALL GAME)

TAKE ME OUT TO THE PINE---
WOOD
DERBY QUICKLY RIGHT NOW
GIVE ME A KIT AND I WILL
MAKE A PINWOOD CA-A-AR THAT
WILL WOW

(GIVE A CHEER)

SO I'VE DONE MY BEST FOR THE
PACK'S SAKE,
MADE MY VERY BEST CAR.
SO IT'S ONE - TWO - THREE
LANES WE'LL WIN
AND OUR CARS WILL STAR.

THINGS THAT GO(TUNE: ROW, ROW, ROW YOUR
BOAT)

RIDE, RIDE, RIDE YOUR BIKE,
PEDAL FOR GOODNESS SAKE,
UP AND DOWN, UP AND DOWN,
HOW THE LEGS DO ACHE.

RIDE, RIDE, RIDE THE BUS.
RIDE IT HERE AND THERE.
SEEING ALL THE PRETTY
SIGHTS,
WITHOUT A DRIVING CARE.

FLY, FLY, FLY A PLANE,
IT'S REALLY LOTS OF FUN.
GLIDING HIGH UP IN THE SKY,
JUST SEE THAT SETTING SUN.

OWL APPLAUSE

"HOOT, HOOT, HOOT!"



LITTLE PILE OF TIN

(TUNE: HUSH LITTLE BABY)

I'M A LITTLE PILE OF TIN.
NOBODY KNOWS WHAT SHAPE I'M
IN.
GOT FOUR WHEELS AND A
RUNNING BOARD.
I'VE GOT TWO DOORS, CAUSE
I'M A FORD.

CHORUS:

BANG, BANG, RATTLE, RATTLE,
CRASH, BEEP, BEEP.
BANG, BANG, RATTLE, RATTLE,
CRASH, BEEP, BEEP.

I TOOK MYSELF TO THE PICTURE
SHOW,
JUST TO SEE IF I WOULD GO.
I WRAPPED MY ARMS AROUND MY
WAIST,
I GOT SO FRESH I SLAPPED MY
FACE.

CHORUS

BUZZARD SONG

IF I HAD THE WINGS OF A
BUZZARD--BUZZARD
OH HOW I WOULD FLY--WOULD FLY
IF I HAD THE WINGS OF A
BUZZARD--BUZZARD
I'D BE HAPPY 'TIL THE DAY
THAT I DIE--DROP DEAD

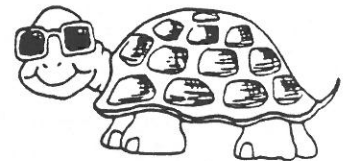
CHORUS

TRA-LA-LA-LA-LA-LA-LA-LA
TRA-LA-LA-LA-LA-LA-LA-LA
TRA-LA-LA-LA-LA-LA-LA-LA
TRA-LA-LA-LA-LA-LA-LA-LA

REPLACE THE FOLLOWING WORDS
FOR BUZZARD: HUMMINGBIRD,
TURKEY BIRD, WOODY PECKER,
BUMBLE BEE, DRAGONFLY, F-14

BLUE JAY SONG(LEADER SINGS ONE LINE AND
AUDIENCE REPEATS IT.)

WAY DOWN YONDER, NOT FAR
AWAY.
THE BLUEJAY DIED OF THE
WHOOPIING COUGH.
WELL, HE WHOOPED AND HE
WHOOPED AND HE WHOOPED SO
HARD.
HE WHOOPED HIS HEAD AND TAIL
RIGHT OFF!
(SWAY SIDE TO SIDE DURING
THE FIRST VERSE)
SECOND VERSE, SAME AS THE
FIRST, A LITTLE BIT LOUDER
AND A LITTLE BIT WORSE!
(SNAP FINGERS THROUGH SECOND
VERSE)
THIRD VERSE, SAME AS THE
FIRST, A LITTLE BIT LOUDER
AND A LITTLE BIT WORSE!
(CLAP HANDS THROUGH THE
THIRD VERSE)
FOURTH VERSE, SAME AS THE
FIRST, A WHOLE LOT LOUDER
AND WHOLE LOT WORSE!
(CLAP HANDS, STAND UP -
ANYTHING GOES!)

YOU GOTTA SING

YOU GOTTA SING
WHEN YOUR SPIRIT SAYS SING
YOU GOTTA SING
WHEN YOUR SPIRIT SAYS SING
WHEN YOUR SPIRIT SAYS SING
YOU GOTTA SING RIGHT ALONG
YOU GOTTA SING
WHEN YOUR SPIRIT SAYS SING

2ND VERSE -- SHOUT
3RD VERSE -- SHAKE
4TH VERSE -- DANCE
5TH VERSE -- SING



APRIL 1994
SHAPE UP



WHEW-W-W-W

(TUNE: JINGLE BELLS)

CLAP YOUR HANDS, STAMP YOUR FEET
LET'S ALL STAND UP PLEASE.
FACE TO THE LEFT, FACE TO THE RIGHT,
NOW HANDS ON YOUR KNEES.
SIT DOWN NOW, STAND BACK UP,
CLAP YOUR HANDS TWO BEATS.
NOW WE'LL ALL WIPE OUR BROWS
AND COLLAPSE IN OUR SEATS.

FITNESS

(TUNE: ON WISCONSIN)

HURRY CUB SCOUTS, BUILD YOUR MUSCLES
GET IN SHAPE FOR PLAY.
WHEN WE FEEL OUR VERY BEST,
WE'LL DO OUR BEST EACH DAY.
KEEP ON RUNNING, KEEP ON JUMPING,
TRYING TO IMPROVE.
WHEN WE'VE GROWN A LITTLE OLDER,
WE'LL STILL BE ON THE MOVE.



TOUGHEN UP

(TUNE: CLEMENTINE)

DO A PUSH-UP, DO A PULL-UP
DO A 30 YARD RUN:
WE BUILD MUSCLES AS WE HUSTLE,
ALL THE TIME WE'RE HAVING FUN.

RUNNING BROAD-JUMP, DO A HIGH-JUMP
THROW THE BALL WAY OUT OF SIGHT;
VAULT A FENCE AND DO A CHIN-UP,
LIFT BAR-BELLS WITH ALL YOUR MIGHT.

WATCH 'EM FLEXING, WATCH 'EM BULGING,

WATCH OUR MUSCLES GROWING STRONG.
BUILDING MUSCLES IN OUR BACKYARD,
THAT WILL LAST A WHOLE LIFE LONG.

BUILDING MUSCLES

(TUNE: CAMPTOWN RACES)

ON MUSCLE BUILDING WE WORK SO HARD,
DOO-DAH, DOO-DAH
IN GARAGE AND CELLAR, PORCH AND YARD,
OH DOO-DAH DAY

CHORUS:

OUR MUSCLES HOW THEY'VE GROWN,
WE'RE STRONGER EVERY DAY.
WE EXERCISE AND PRACTICE HARD
IN THE CUB SCOUT WAY.

WE TRY HARD TO PASS THE TEST,
DOO-DAH, DOO-DAH
WE'VE ALL LEARNED TO DO OUR BEST,
OH DOO-DAH DAY.

CHORUS

GOOD HEALTH RAG

(TUNE: BALL AND JACK)

FIRST YOU STAND UP AND TOUCH YOUR NOSE
THEN YOU BEND RIGHT DOWN AND TOUCH YOUR TOES,
STRAIGHTEN BACK UP WITH YOUR ARMS OUT STRAIGHT,
THEN YOU MOVE YOUR ARMS IN CIRCLES AROUND IN SPACE.
AND YOU START YOUR FEET A MARCHING IN A CUB SCOUT STRIDE
JUST KEEP UP THE MOVEMENT AND DON'T YOUR SAG.
THIS IS WHAT WE CALL THE GOOD HEALTH RAG!



MAY 1994
BACK TO NATURE



TAKE ME OUT TO THE FOREST
(TUNE: TAKE ME OUT TO THE
BALL GAME)

TAKE ME OUT TO THE FOREST.
LET ME HIKE IN THE WILD.
SHOW ME A SKUNK AND FEW BEAR
TRACKS.
I WON'T CARE IF I NEVER COME
BACK.

BUT IT'S LOOK, LOOK, LOOK,
AT YOUR COMPASS.
IF IT RAINS, THEN IT POURS.
AND IT'S OUCH, SLAP, STING
AND YOUR BIT
IN THE GREAT OUTDOORS.

TO THE WOODS

(TUNE: IT'S OFF TO WORK WE
GO)

HI HO, HI HO, IT'S TO THE
WOODS WE GO.
TO CATCH SOME SNAIL ON
BACKWOODS TRAILS,
HI HO, HI HO, HI HO.

HI HO, HI, HO IT'S IN THE
WOODS WE GO.
TO GAZE AT STARS, WON'T HEAR
NO CARS.
HI HO, HI HO, HI HO.

HI HO, HI HO, IT'S THROUGH
THE WOODS WE GO.
TO SEARCH THE SKIES FOR
BUTTERFLIES.
HI HO, HI HO, HI HO.

HI HO, HI HO, OUT OF THE
WOOD WE GO.
WE'LL PITCH OUR TENT,
OUR LEGS ARE SPENT.
HI HO, HI HO, HI HO.



CAMPIN' IN THE RAIN
(TUNE: SINGIN' IN THE RAIN)

I'M CAMPIN' IN THE RAIN,
JUST CAMPIN' IN THE RAIN,
THE TENT AND THE CAMPFIRE
ARE SOGGY AGAIN.
THE CLOUDS IN THE SKY
ARE MAKING ME CRY.
MY WATER-LOGGED SHOES
WILL NEVER GET DRY.

ALL THE MUD IN THE PLACE
IS STUCK TO MY FACE.
THE FROGS AND THE TURTLES
ARE STARTING TO RACE.
OH, WHAT SHOULD I DO?
I NEED A CANOE.
A WEBBED-FOOTED WEASEL
SWAM OFF WITH MY SHOE.



I'M CAMPIN' IN THE RAIN.
JUST CAMPIN' IN THE RAIN.
THE GOOD DOCTOR SAID
I'VE GOT WATER ON THE BRAIN.
I CAN'T LIGHT THE FIRE.
I'M STUCK IN THE MIRE.
THE LIGHTING JUST KNOCKED
DOWN THE TELEPHONE WIRE.

I'M DROWNIN' IN THE RAIN.
JUST DROWNIN' IN THE RAIN.
WON'T IT PLEASE STOP RAINING
I HATE TO COMPLAIN.
MY SLEEPING BAG'S WET.
I'M STARTING TO FRET.
MY LIFE JACKET WASN'T
THE THING TO FORGET.

I'M CAMPIN' IN THE RAIN.
JUST CAMPIN' IN THE RAIN.
WHAT A GLORIOUS FEELING,
SOMEONE JUST PLUGGED THE
DRAIN.
THE PRE-CIP-I-TATE,
WILL NOW DIS-SIP-ATE.
THE SUN WILL SOON DRY UP
THE PUDDLE I HATE.
NO MORE CAMPIN'
NO CAMPIN' IN THE RAIN

BY JIM DENNY

CLEMENTINE THE MULE

(TUNE: CLEMENTINE)

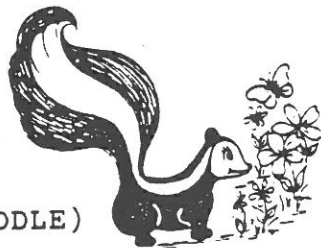
IN A CAVERN, IN A CANYON,
EXCAVATING FOR A MINE.
WAS A DEN OF TRUSTY CUB
SCOUTS, AND THEIR MULE NAMED
CLEMENTINE.

SHE WAS STUBBORN, AND MULE
HEADED,
COULDN'T GET HER IN THE
MINE.
NOW SHE'S LOST AND GONE
FOREVER.
WE'RE NOT SORRY CLEMENTINE.

TRIED TO LEAD HER, TRIED TO
FEED HER,
ALL SHE'D DO WAS STAND AND
WHINE.
WHEN WE PULLED HER BY THE
TAIL IS
WHEN WE LOST OUR CLEMENTINE.

FIRST SHE SEE-SAWED, THEN
SHE HEE-HAWED,
THEN SHE BROKE LOOSE FROM
THE LINE.
TO THE MOUNTAINS WE HAD LOST
HER,
WE'RE NOT SORRY CLEMENTINE.

BY JIM DENNY

NATURE HIKE

(TUNE: YANKEE DOODLE)

MY CUB SCOUT DEN WENT OUT
ONE DAY
TO TAKE A NATURE HIKE.
BEFORE THE TRIP WAS HALF WAY
THROUGH
I WISHED I'D BROUGHT MY
BIKE.

CHORUS

WALKING, WALKING THROUGH THE
WOODS,
TO STUDY NATURE'S WONDERS,
TRYING HARD TO BE GOOD
SCOUTS,
NOT MAKING ANY BLUNDERS.

NATURE HIKE (SECOND VERSE)

WE LEARNED ABOUT THE TREES
AND THINGS
'BOUT BUGS AND BIRDS AND
CRITTERS.
BUT WHEN YOUR MOM CLEANS
POCKETS OUT
SOME THINGS GIVE HER THE
JITTERS.

MY FAVORITE CUB THINGS

(TUNE: MY FAVORITE THINGS)

HIKING IN SUMMER AND
SNOWBALLS IN WINTER.
WORKING WITH WOOD TILL MY
HANDS' FULL OF SPLINTERS.
SITTING 'ROUND CAMPFIRE AND
WHEN EVERYONE SINGS,
THESE ARE A FEW OF MY
FAVORITE THINGS.

BRINGING SNAKES HOME TO SHOW
TO MY DEN LEADER.
THAT' THE BEST WAY TO SHOW
HER THAT I NEED HER.
SHE SCREAMS, "A SNAKE TO OUR
MEETING DON'T BRING!"
SNAKES ARE NOT ONE OF HER
FAVORITE THINGS.

YELLING AT SUNRISE AND
PINCHING MY BROTHER,
GETS ME IN TROUBLE WITH DAD
AND MY MOTHER.
THEY JUST DON'T UNDERSTAND
WHAT FUN THAT BRINGS,
AND THAT THEY'RE SOME OF MY
FAVORITE THINGS.

WHEN THE FROGS CROAK,
WHEN THE LOON SINGS,
WHEN I'M CAMPING OUT.
I SIMPLY REMEMBER MY
FAVORITE THINGS
ARE WHY I AM IN CUB SCOUTS.



JUNE 1994
STRONG FOR AMERICA



BEAUTIFUL AMERICA
(TUNE: HOME ON THE RANGE)

OUR AMERICA'S GRAND,
WITH SUCH BEAUTIFUL LAND,
FROM THE REDWOODS
TO THE FAR EASTERN COAST.
WITH SPECTACULAR VIEWS
IN SO MANY BRIGHT HUES,
ABOUT AMERICA, WE REALLY
CAN BOAST!

CHORUS:
LAND, BEAUTIFUL LAND;
WITH BEAUTIFUL SIGHTS
EVERYWHERE.
FOR THE GRANDEST ON EARTH,
IS THE LAND OF OUR BIRTH,
FOR BEAUTY, SHE'S BEYOND
COMPARE.

LET'S ALWAYS BE PROUD,
LET'S ALL STAND AND SING
LOUD,
ABOUT THE SIGHTS
THAT WE SEE ALL AROUND,
IN NO OTHER LAND
CAN WE FIND SCENES SO GRAND,
IT'S THE LOVELIEST LAND
WE'VE FOUND.

HEY LOOK ME OVER

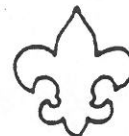
HEY LOOK ME OVER
LEND ME AN EAR.
I'M IN MY UNIFORM
A CUB SCOUT UP TO HERE.
NO SAD FACE FOR ME FOLKS.
I'M HAPPY ALL THE TIME.
'CAUSE I'VE GOT A MOM AND
DAD WITH ME
TO MAKE THIS OLD PACK SHINE.
AND SO I'M BUSTIN' OUT MY
BUTTONS, PROUD AS CAN BE,
THE FELLOWS ON THE CORNER.
HOW THEY ENVY ME.
SO COME ON YOU GUYS AND JOIN
THE PACK.
DON'T BE ON OLD SAD SACK,
'CAUSE OURS IS THE GREATEST
PACK.



PICKING UP LITTER
(TUNE: I'VE BEEN WORKING ON
THE RAILROAD)

I'VE BEEN PICKING UP THE
LITTER,
ALL THE LIVE LONG DAY;
I'VE BEEN PICKING UP THE
LITTER,
JUST TO HAVE A PLACE TO
PLAY.
CAN'T YOU SEE THE LITTER
BASKET
SITTING ON THE SIDEWALK
THERE?
EVERY LITTLE BIT WILL HELP
US,
IF YOU JUST SHOW YOU CARE.

WON'T YOU PICK IT UP?
WON'T YOU PICK IT UP?
WON'T YOU PICK IT UP TODAY?
HELP US CLEAN IT UP.
HELP US CLEAN IT UP.
HELP TO CLEAN THE U.S.A.!



CUB SCOUT PLEDGE
(TUNE: AMERICA)

CUB FRIENDSHIP, PURE AND
DEEP,
WE PROMISE WE WILL KEEP
OUR PLEDGE TO THEE.
WE'LL HONOR AND OBEY
AKELA ALL THE WAY.
AND WHEN WE GRADUATE
GOOD SCOUTS WE'LL BE!

PACK YELL

SHOUT: "RAZZLE, DAZZLE,
NEVER FRAZZLE, NOT A THREAD
BUT WOOL. ALL TOGETHER,
THAT'S THE WAY WE PULL."

WHEN PAPA PUTS THE PAPER ON THE WALL

(TUNE: IF YOU'RE HAPPY AND YOU KNOW IT)

WHEN PAPA PUT THE PAPER ON THE WALL
HE PUT THE PARLOR PAPER IN THE HALL
HE PAPERED UP THE STAIRS
HE PAPERED ALL THE CHAIRS
HE EVEN PUT A BORDER ON GRANDMA'S SHAWL.

WHEN PAPA PUT THE PAPER ON THE WALL
HE SPILLED A POT OF PASTE UPON US ALL,
NOW WE'RE ALL STUCK TOGETHER LIKE BIRDS OF A FEATHER
WHEN PAPA PUTS THE PAPER ON THE WALL. THAT'S ALL....

(USE HAND MOTIONS WHILE SINGING SONG: PARLOR PAPER IN THE HALL-- HANDS MOVE FROM SIDE TO SIDE; UP THE STAIRS; SPILLING THE POT OF PASTE; STUCK TOGETHER-- WRAP ARMS AROUND YOURSELF; BIRDS OF A FEATHER -- FLAP ARMS LIKE A BIRD....HAVE FUN!

CUB SCOUT II

SHOUT: "HURRAH, HOORAY, HOORAY. WE'RE THE CUB SCOUTS OF THE BSA!"

(NOTE: THE WORDS "BOY SCOUTS" CAN BE SUBSTITUTED IN THIS YELL)

PATRIOTIC APPLAUSE

SHOUT: "USA" AND THRUST HAND WITH DOUBLED FIST SKYWARD WHILE SHOUTING: "HOORAY, ONWARD AND UPWARD."

I LOVE AMERICA

(TUNE: BATTLE HYMN OF THE REPUBLIC)

I LOVE THIS GREAT AMERICA,
THE LAND THAT GOD HAS BLESSED,
WHERE THE HOPE THAT STIRS THE HEARTS OF MEN WILL NEVER BE SUPPRESSED.
THROUGH THE FLAME OF FAITH CAME FORTH A NATION CHOICE ABOVE THE REST,
THIS GREAT AMERICA!

CHORUS:

GLORY TO THE LAND OF FREEDOM,
GLORY TO THE LAND OF FREEDOM,
GLORY TO THE LAND OF FREEDOM,
I LOVE AMERICA.

I LOVE THIS GREAT AMERICA THE LAND OF LIBERTY.
FOR I KNOW THE PRICE OF FREEDOM COUNTLESS OTHERS PAID FOR ME.
DO WE HEAR THEIR CALL TO CARRY ON AND SERVE AS VALIANTLY.
THIS GREAT AMERICA!

CHORUS

MAY ALL MEN BE UNITED BY THE BONDS OF BROTHERHOOD.
MAY WE LEARN TO LOVE EACH OTHER,
FOR IN EVERY MAN IS GOOD.
LET US LIVE IN PEACE UPON THE LAND
WHERE MEN OF VALOR STOOD
THIS GREAT AMERICA!

CHORUS

I LOVE GOD'S GREAT AMERICA,
ALL EQUAL IN HIS SIGHT
MAY WE BE AS ONE IN SPIRIT AS WE REACH UP FOR THE RIGHT.
AND MAY WE HAVE HUMILITY TO MATCH OUR POWER AND MIGHT,
THIS GREAT AMERICA!



JULY 1994

BUCKSKIN PIONEERS

COWBOYS HAVE A SMELL

(TUNE: BATTLE HYMN OF THE REPUBLIC)

MY EYES HAVE FELT THE DUST
OF THE OLD CATTLE TRAIL;
WE HAVE DRIVEN THEM DOWN THE
GULLIES AND THOUGH THE RAIN
AND HAIL.
WE ARE RIDING INTO TOWN FOR
A DRINK OF GINGERALE.
A COWBOY AND HIS HORSE
YOU'LL KNOW THEM BOTH BY
SMELL.

CHORUS

COWBOYS SMELL LIKE OLD
LEATHER;
THEIR HORSES DON'T SMELL
MUCH BETTER
DON'T BE DOWN WIND WHEN THEY
BOTH RIDE IN
OR YOU WON'T BE SMELLING ANY
MORE.

COWBOYS ON THE TRAIL YOU
KNOW THEY RALLY LIKE TO
MUNCH.
THEY EAT BEANS FOR BREAKFAST
AND THEY EAT BEANS FOR
LUNCH.
THEY EAT BEANS FOR DINNER,
YIP, THEY EAT BEANS A BUNCH.
THEY KEEPS THEM CHARGED UP,
SO THEY REALLY PACK A PUNCH.

CHORUS

THE COWBOYS STOOD THE TEST
OF THE WILD AND WOOLY WEST
WHEN THE GOIN' GOT A LITTLE
ROUGH THE COWBOYS SURE GOT
TOUGH
THEY WORE THEIR MARK UPON
THEIR HIP A GUN THAT TOOK NO
LIP
ALL THE COWBOYS WERE HEROES
OF THE DAY.

CHORUS

BY DWIGHT HYAMS

BRAVE PIONEERS

(TUNE: BATTLE HYMN OF THE REPUBLIC)

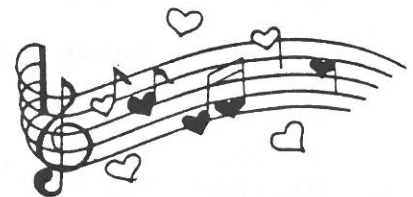
WHO WERE THE FEARLESS
PIONEERS
WHO HELPED CARVE OUT OUR
LAND,
WHO TRAVELED DOWN THE RUGGED
TRAILS
THEY WERE A FEARLESS BAND.
THEY BRAVED THE WEATHER AND
THE WINDS,
THOSE MEN AND WOMEN BOLD,
THEIR STORY SHOULD BE TOLD.

CHORUS:

TRAVELING TO AN UNKNOWN
LAND,
A VERY BRAVE AND DARING
BAND,
PIONEERS, WE THINK YOU'RE
GRAND,
FOR LENDING US A HAND.

BUFFALO BILL AND DANIEL
BOONE
TWO OF THE VERY BEST;
ZEBULON PIKE, KIT CARSON,
AND JIM BRIDGER, AND THE
REST.
BRAVE PIONEERS WHO RISKED
THEIR LIVES
TO MAKE THIS COUNTRY GRAND.
WE THANK YOU FOR OUR LAND.

CHORUS

MULES

(TUNE: AULD LANG SYNE)

ON MULES WE FIND TWO LEGS
BEHIND, AND TWO WE FIND
BEFORE,
WE STAND BEHIND BEFORE WE
FIND WHAT THE TWO BEHINDS BE
FOR!
WHEN WE'RE BEHIND THE TWO
BEHIND, WE FIND WHAT THESE
BE FOR,
SO STAND BEFORE THE TWO
BEHIND, BEFORE THE TWO
BEFORE!

COVERED WAGON

(TUNE: HUSH LITTLE BABY)

THOUGH I FOLLOWED LOTS OF
RUTS
I GUESS I HAD LOT OF REIGN;
USED BY PIONEERS SO BOLD,
I'M A COVERED WAGON OLD,
CREAK, CREAK, CLANK, CLANK,
BUMP, BUMP, SQUEAK, SQUEAK,
CREAK, CREAK, CLANK, CLANK,
BUMP, BUMP, SQUEAK, SQUEAK.

CLEMENTINE(FOR A CHANGE - TRY SINGING
TO THE TUNE OF GHOST RIDERS
IN THE SKY)

IN A CAVERN, IN A CANYON,
EXCAVATING FOR A MINE.
LIVED A MINER, FORTY-NINER
AND HIS DAUGHTER,
CLEMENTINE.

CHORUS:

OH, MY DARLING, OH, MY
DARLING,
OH, MY DARLING CLEMENTINE.
YOU ARE LOST AND GONE
FOREVER,
DREADFUL SORRY, CLEMENTINE.

LIGHT SHE WAS AND LIKE A
FAIRY,
AND HER SHOES WERE NUMBER
NINE.
HARRING BOXES WITHOUT
TOPSES,
SANDALS WERE FOR CLEMENTINE.

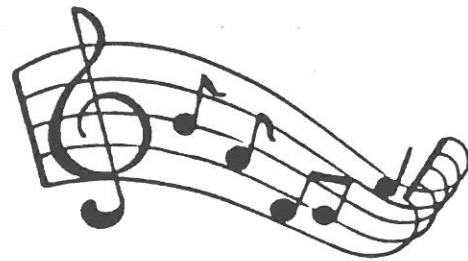
CHORUS

DROVE SHE DUCKLINGS TO THE
WATER
EVERY MORNING, JUST AT NINE.
HIT HER FOOT AGAINST A
SPLINTER,
FELL INTO THE FOAMING BRINE.

CHORUS

HAPPY TRAILS

HAPPY TRAILS TO YOU, UNTIL
WE MEET AGAIN
HAPPY TRAILS TO YOU, KEEP
SMILING UNTIL THEN
WHO CARES ABOUT THE CLOUDS
IF WE'RE TOGETHER
JUST SING A SONG AND BRING
THE SUNNY WEATHER
HAPPY TRAILS TO YOU, 'TIL WE
MEET AGAIN.

CLEMENTINE CONTD

RUBY LIPS ABOVE THE WATER,
BLOWING BUBBLES SOFT AND
FINE.
BUT, ALAS, I WAS NO SWIMMER,
SO I LOST MY CLEMENTINE.

CHORUS

LISTEN, BOY SCOUT, HEED THE
WARNING
OF THIS TRAGIC TALE OF MINE.
ARTIFICIAL RESPIRATION
COULD HAVE SAVED MY
CLEMENTINE.

CHORUS

HOW I MISSED HER, HOW I
MISSED HER,
HOW I MISSED MY CLEMENTINE.
TILL I KISSED HER LITTLE
SISTER,
AND FORGOT MY CLEMENTINE.

CHORUS

BUCKSKIN PIONEER SONG

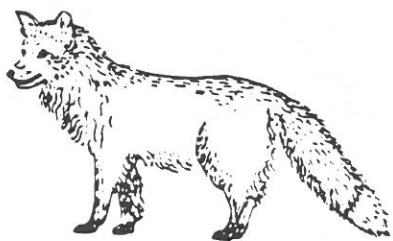
THIS LAND IS YOUR LAND,
THIS LAND IS MY LAND,
FROM CALIFORNIA, TO THE NEW
YORK ISLAND.
FROM THE REDWOOD FORESTS,
TO THE GULF STREAM WATERS,
THIS LAND WAS MADE FOR YOU
AND ME.

THE OLD BUCKSKINNERS
ROAMED THE BACKWOOD PLACES,
FAR AWAY FOR ALL HUMAN
TRACES.
FROM THE MOUNTAIN HIGHLANDS,
TO THE VALLEY MEADOWS,
A NEW LAND EXPLORED FOR YOU
AND ME.

THE DEER AND FOXES,
THE BEAR AND OTTERS,
THEY WERE OUR FRIENDS AND
BECAME OUR BROTHERS.
THEY LIVED TOGETHER,
IN NATURE'S BOUNTY.
THIS LAND WAS MADE FOR
PIONEERS.

TODAY, THE WILD WOODS,
THEY STILL CALL US,
THE TRANQUIL FORESTS AND THE
LOVELY STREAM BEDS.
YOU CAN STILL FEEL
LIKE BUCKSKINNERS
EXPLORING THE LAND WITH YOU
AND ME.

THIS LAND IN YOUR LAND,
THIS LAND IS MY LAND.
FROM CALIFORNIA TO THE NEW
YORK ISLAND.
FROM THE REDWOOD FORESTS,
TO THE GULF STREAM WATERS,
THIS LAND WAS MADE FOR YOU
AND ME.

HOME ON THE RANGE

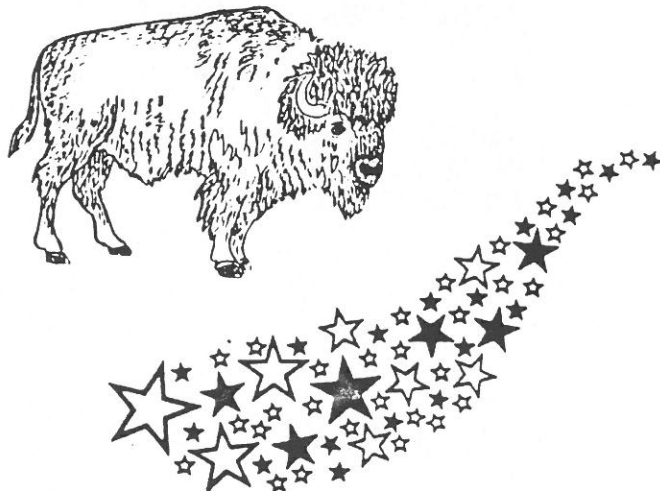
OH, GIVE ME A HOME, WHERE
THE BUFFALO ROAM, AND THE
DEER AND THE ANTELOPE PLAY.

WHERE SELDOM IS HEARD A
DISCOURAGING WORD, AND THE
SKY IS NOT CLOUDY ALL DAY.

HOME, HOME, ON THE RANGE
WHERE THE DEER AND THE
ANTELOPE PLAY
WHERE SELDOM IS HEARD A
DISCOURAGING WORD, AND THE
SKY IS NOT CLOUDY ALL DAY.

MOTIONS FOR SONG:

HOME - HANDS LIKE ROOF IN
FRONT OF BODY
BUFFALO - PUT LITTLE FINGERS
ON HEAD LIKE HORNS
DEER - HANDS ON HEAD LIKE
ANTLERS
ANTELOPE - PUT FIRST FINGERS
ON HEAD LIKE HORNS
HEARD - CUP HAND OVER EAR
DISCOURAGING -
MAKE SAD FACE
SKY - RAISE ARMS IN THE AIR
CLOUDY - MAKE
FISTS IN THE AIR
LIKE CLOUDS
DAY - MOVE ARMS BACK AND
FORTH IN AIR
RANGE - PALMS DOWN MOVE ARMS
FROM LEFT TO RIGHT



AUGUST 1994
WATER FUN



SUPER CALIFORNIA EXPERT
SURFER OF THE OCEAN

(TUNE: SUPER-CALI-FRAGILE-
ISTIC)

CHORUS:

SUPER CALIFORNIA EXPERT
SURFER OF THE OCEAN,
EVEN THOUGH MOST OF THEM DO
NOT USE SUNTAN LOTION,
WHEN THEY HIT THE WAVES TOO
HARD,
THEY SURE DO CAUSE A MOTION.
SUPER CALIFORNIA EXPERT
SURFER OF THE OCEAN.
HUM, DIDDLE, DIDDLE,
DIDDLE,
HUM, DIDDLE, I
HUM, DIDDLE, DIDDLE,
DIDDLE,
HUM, DIDDLE, I

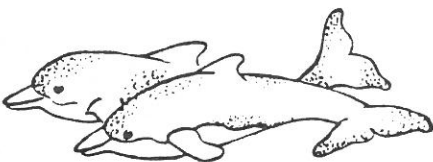
BECAUSE I WAS AFRAID TO SURF
WHEN I WAS JUST A LAD,
MY FATHER TOOK MY BOARD AWAY
AND TOLD ME I WAS BAD.
BUT THEN ONE DAY I LEARNED A
WORD THAT EVERY SURFER
KNOWS,
THE BIGGEST WORD YOU EVER
HEARD AND THIS IS HOW IT
GOES.

CHORUS



SHARK (JAWS) APPLAUSE

FOLD ARMS IN FRONT OF FACE
SO THAT THEY HINGE LIKE
JAWS. OPEN ARMS AND STICK
HEAD OUT, YELLING: "HELP".
REPEAT THREE TIMES.



SHE WADED IN THE WATER

(TUNE: BATTLE HYMN OF THE
REPUBLIC)

SHE WADED IN THE WATER AND
SHE GOT HER FEET ALL WET,
SHE WADED IN THE WATER AND
SHE GOT HER FEET ALL WET,
SHE WADED IN THE WATER AND
SHE GOT HER FEET ALL WET,
BUT SHE DIDN'T GET HER
(CLAP, CLAP) WET,
(CLAP) YET. (CLAP)

CHORUS:

GLORY, GLORY, HALLELUJAH,
GLORY, GLORY, HALLELUJAH,
GLORY, GLORY, HALLELUJAH,
BUT SHE DIDN'T GET HER
(CLAP, CLAP) WET,
(CLAP) YET. (CLAP)

SHE WADED IN THE WATER AND
SHE GOT HER ANKLES WET.
(3 TIMES)
BUT SHE DIDN'T GET HER
(CLAP, CLAP) WET,
(CLAP) YET. (CLAP)

CHORUS

SHE WADED IN THE WATER AND
SHE GOT HER KNEES ALL WET,
(3 TIMES)
BUT SHE DIDN'T GET HER
(CLAP, CLAP) WET,
(CLAP) YET. (CLAP)

CHORUS

SHE WADED IN THE WATER AND
SHE GOT HER THIGHS ALL WET,
(3 TIMES)
BUT SHE DIDN'T GET HER
(CLAP, CLAP) WET,
(CLAP) YET. (CLAP)

CHORUS

SHE WADED IN THE WATER AND
SHE FINALLY GOT IT WET,
(3 TIMES)
SHE FINALLY GOT HER BATHING
SUIT WET!

SEWER SONGCHORUS:

WE SING THIS SONG ABOUT THE
SEWER
ABOUT THE SEWER WE SING THIS
SONG
TOGETHER WE STAND WITH
SHOVEL IN HAND
TO KEEP THINGS MOVIN' ALONG

I WORK IN THE SEWER ITS A
MIGHTY FINE JOB
YOU KNOW THEY DON'T HIRE
JUST ANY OLD SLOB
YOU DON'T HAVE TO WEAR A TIE
OR A COAT
YOU JUST HAVE TO KNOW HOW TO
FLOAT

CHORUS

I WORK IN THE SEWER WITH A
GUY NAMED BRUCE
AND WE ARE IN CHARGE OF ALL
THE REFUSE
HE LETS ME GO FIRST WHEN HE
OPENS THE LID
GEE, THAT, BRUCE, WHAT A
SWELL KID

CHORUS

WELL, BRUCE GOT LOST THE
OTHER DAY
THE TIDE CAME IN AND IT
SWEPT HIM AWAY
HE ENDED UP IN _____
BUT IT'S ALRIGHT NOW
'CAUSE THAT'S WHERE HE LIVES
ANYHOW.

CHORUS

MY FATHER HE WORKED IN A
SEWER UPTOWN
I FOLLOWED HIS FOOTSTEPS AND
WORKED MY WAY DOWN
THAT'S HOW I GOT IN TO THIS
HERE INDUSTRY
I JUST SORT OF FELL INTO IT,
SEE?

CHORUS

OUTDOOR FUN SONG

(TUNE: CAMPTOWN RACES)

BOY SCOUTS HAVE THEIR
OUTDOOR FUN,
DOO-DAH, DOO-DAH,
PLAY THEIR GAMES AND SING
AND RUN,
DOO-DAH, DOO-DAH!

CHORUS:

GOING TO PLAY THEIR GAMES,
GOING TO SING THEIR SONGS,
BOY SCOUT BOYS HAVE LOTS OF
FUN,
'CAUSE THEY ALL BELONG.

BOY SCOUT LEADERS HAVE FUN
TOO, DOO-DAH, DOO-DAH!
DRESSED UP IN THEIR GOLD AND
BLUE, OH, DOO-DAH DAY!

CHORUS

COOK THE FOOD AND EAT IT
ALL, DOO-DAH, DOO-DAH!
IN THE OUTDOORS, HAVE A
BALL, OH, DOO-DAH DAY!

CHORUS

SWIM AND SPLASH IN THE
SWIMMING POOL,
DOO-DAH, DOO-DAH!
SO GLAD THERE ISN'T ANY
SCHOOL, OH DOO-DAH DAY!

CHORUS

WHEN THE MEETING IS ALL
DONE, DOO-DAH, DOO-DAH!
GOING TO WALK HOME IN THE
SUN, OH DOO-DAH DAY!

CHORUS



THE COMING OF THE FROGS

(TUNE: BATTLE HYMN OF THE
REPUBLIC)

MINE EYES HAVE SEEN THE
HORROR OF THE COMING OF THE
FROGS.
THEY ARE SNEAKING THROUGH
THE SWAMPS,
THEY ARE LURKING IN THE
LOGS.
YOU CAN HEAR THEIR MOURNFUL
CROAKING
THROUGH THE EARLY MORNING
FOG.
THE FROGS KEEP HOPPING ON.

CHORUS:

RIBET, RIBET, RIBET,
CROAK, CROAK.
RIBET, RIBET, RIBET,
CROAK, CROAK.
RIBET, RIBET, RIBET,
CROAK, CROAK.
THE FROGS KEEP HOPPING ON.

THE FROGS HAVE GROWN IN
NUMBERS,
AND THEIR CROAKING FILLS THE
AIR.
THERE'S NO PLACE TO ESCAPE
TO
CAUSE THE FROGS ARE
EVERYWHERE.
THEY'VE EATEN ALL THE FLIES,
AND NOW THEY'RE HUNGRY AS A
BEAR.
THE FROGS KEEP HOPPING ON.

CHORUS

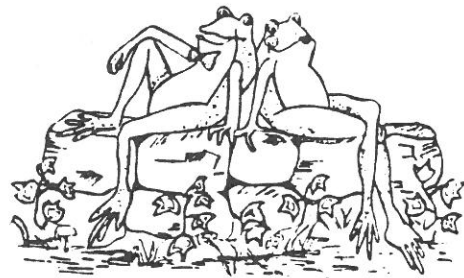
I USED TO LIKE THE
BULLFROGS,
LIKED TO FEEL THEIR SLIMY
SKIN.
LIKED TO PUT THEM IN MY
TEACHER'S DESK
AND BRING THEM TO OUR DEN.
NOW THEIR KNOCKING AT THE
FRONT DOOR,
I CAN'T LET THOSE FROGS COME
IN.
THE FROGS KEEP HOPPING ON.

CHORUS

THEY HAVE HOPPED INTO THE
LIVING ROOM
AND HEADED DOWN THE HALL.
THEY HAVE TRAPPED ME IN THE
CORNER
AND MY BACK'S AGAINST THE
WALL.
AND WHEN I OPEN UP MY MOUTH
TO GIVE A WARNING CALL,
THIS IS ALL THAT'S HEARD.

CHORUS

BY JIM DENNY

MICHAEL ROW THE BOAT ASHORECHORUS:

MICHAEL ROW THE BOAT ASHORE
HALLELUJAH
MICHAEL ROW THE BOAT ASHORE
HALLELUJAH

SISTER, HELP TO TRIM THE
SAIL, HALLELUJAH
SISTER, HELP TO TRIM THE
SAIL, HALLELUJAH (CHORUS)

BROTHER, LEND A HELPING
HAND, HALLELUJAH
BROTHER, LEND A HELPING
HAND, HALLELUJAH (CHORUS)

RIVER JORDAN IS CHLLY AND
COLD, HALLELUJAH
CHILLS THE BODY, BUT NOT THE
SOUL, HALLELUJAH (CHORUS)

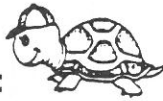
THE RIVER IS DEEP, THE RIVER
IS WIDE, HALLELUJAH
MILK AND HONEY ON THE OTHER
SIDE, HALLELUJAH (CHORUS)

SEPTEMBER 1994

EXPLORE YOUR NEIGHBORHOOD

BILLBOARD SONG

(T U N E
SUPERCALIFRAGILISTIC)



AS I WAS WALKING DOWN THE
STREET
ONE DARK AND DREARY DAY.
I CAME UPON A BILLBOARD,
AND MUCH TO MY DISMAY.
THE SIGN WAS TORN AND
TATTERED
FROM THE STORM THE NIGHT
BEFORE.
THE WIND AND RAIN HAD DONE
THEIR JOB
AND THIS IS WHAT I SAW.

DRINK COCA COLA CIGARETTES;
CHEW WRIGLEY SPEARMINT BEER.
KENNEL RATIONS DOG FOOD
MAKES YOUR WIFE'S COMPLEXION
CLEAR.

SIMONIZE YOUR BABY WITH
A HERSHEY CANDY BAR.
TEXACOLA BEAUTY CREAM IS
USED BY ALL THE STARS.

SO TAKE YOUR NEXT VACATION
IN A BRAND NEW FRIGIDAIRE.
LEARN TO PLAY PIANO IN
YOUR WINTER UNDERWEAR.
DOCTORS SAY THAT BABIES
SHOULD SMOKE CIGARS TILL
THEY'RE THREE.
AND PEOPLE OVER 65
SHOULD BATHE IN LIPTON TEA -
HEY!



SWINGIN' THROUGH THE
GRAPEVINES

(TUNE: HEARD IT THROUGH THE
GRAPEVINE)

OH, I READ A BOOK LAST
FRIDAY NIGHT
'BOUT A MAN FILLED WITH
JUNGLE MIGHT.
HIS SKIN WAS WHITE AND HIS
MUSCLES STRONG.

HE EVEN LOOKED A LITTLE LIKE
KING KONG.

I ONCE HAD HEARD OF SUCH A
MAN.

AND HE WENT BY THE NAME OF
TARZAN.

CHORUS:

THEY SAW HIM SWINGIN'
THROUGH THE GRAPEVINE,
HE SURE IS ONE OF A KIND.
NOT AN CHIMP, OR ORANGUTAN,
HE'S TARZAN THE APEMAN.
WHERE HE CAME FROM, WE DON'T
KNOW.
THE BOOK WRITTEN BY EDGAR
BURROUGHS.
TARZAN THE APEMAN.

TARZAN'S GIRL, HER NAME WAS
JANE.

HER HAIR WAS SOFT AS A
LION'S MANE.

THEY HAS A SON, HIS NAME WAS
BOY.

DON'T KNOW WHY THEY DIDN'T
NAME HIM ROY.

GRAPEVINES HUNG FOR MANY
MILES,

KEPT THEM ABOVE THE
CROCODILES.

CHORUS

LIONS KNEW HE WAS THE LAW,
WHEN HE CALLED "AH-EEE-AHH-
EEE-AHHH."

BOY CAME HOME FROM SCHOOL
ONE DAY,

SAID HE HAD A JOB FOR DAD TO
PLAY.

NOW EACH MONTH HE KEEPS THEM
COMING BACK,

HE'S CUBMASTER OF THE JUNGLE
PACK.

CHORUS

BY JIM DENNY



KING OF THE CAMP

(TUNE: KING OF THE ROAD)



FLIES, BUGS, AND BUMBLEBEES
CHIGGER BITES ON MY KNEES;
BAND-AIDS FROM HEAD TO TOES,
GOTTA SUNBURN ON MY NOSE;
I'VE GOT SAND IN THE FOOD I
EAT,
I'VE GOT BLISTERS ON BOTH MY
FEET;
I'M IN PAIN BUT CAN'T
COMPLAIN,
I'M THE KING OF THE CAMP!

THE PARENTS BRING THEIR KIDS
TO STAY
HERE UNTIL LABOR DAY!
WHEN THEY BECOME A DRAG,
I GIVE THEM A PLASTIC BAG;
I'VE GOT CUTS, BRUISES, AND
SOME BUMPS,
CHICKEN POX AND THE MUMPS;
I'VE GOT ULCERS JUST
BECAUSE,
I'M THE KING OF THE CAMP!

THE LITTLEST WORM

(TUNE: SIPPING CIDER)

THE LITTLEST WORM,
YOU EVER SAW,
GOT STUCK INSIDE,
MY SODA STRAW.
(REPEAT THESE 4 LINES)

HE SAID TO ME,
DON'T TAKE A SIP,
'CAUSE IF YOU DO,
YOU'LL REALLY FLIP.
(REPEAT THESE 4 LINES)

I TOOK A SIP,
AND HE WENT DOWN,
ALL THROUGH MY PIPES,
HE MUST HAVE DROWNED.
(REPEAT THESE 4 LINES)

(SLOW AND SAD)
HE WAS MY PAL,
HE WAS MY FRIEND,
BUT NOW HE'S GONE,
AND THAT'S THE END.

CHICKEN LIPS AND LIZARD HIPSCHORUS:

OH, CHICKEN LIPS AND LIZARD
HIPS AND ALLIGATOR EYES.
MONKEY LEGS AND BUZZARD EGGS
AND SALAMANDER THIGHS.
RABBIT EARS AND CAMEL TEARS
AND TASTY TOENAIL PIE.
STIR THEM ALL TOGETHER, IT'S
MAMMA'S SOUP SURPRISE!

OH, WHEN I WAS A LITTLE KID,
I NEVER LIKED TO EAT.
MAMMA'D PUT THINGS ON MY
PLATE, I'D DUMP THEM ON HER
FEET.
BUT THEN ONE DAY, SHE MADE
THIS SOUP, I ATE IT ALL IN
BED.
I ASKED HER WHAT SHE PUT IN
IT, AND THIS IS WHAT SHE
SAID:

CHORUS

I WENT INTO THE BATHROOM,
AND STOOD BESIDE THE SINK.
I SAID I'M FEELING SLIGHTLY
ILL, I THINK I'D LIKE A
DRINK.
MOMMA SAID I'VE JUST THE
THING, I'LL GET IT IN A
WINK.
IT'S FULL OF LOTS OF PROTEIN
AND VITAMINS, I THINK!

CHORUSPICNIC APPLAUSE

MAKE LIKE THE ARMY OF ANTS
WHO COME TO EAT YOUR PICNIC
LUNCH. HOLD OUT LEFT ARM
AND WITH TWO FINGERS OF THE
RIGHT HAND, WALK THEM DOWN
ARM TOWARD HAND WHILE
SAYING; "HUP, TWO, THREE,
FOUR." WHEN FINGERS REACH
OPENED PALM, GRAB THEM WHILE
SAYING: "GOTCHA."

OCTOBER 1994
ACHIEVEMENT PARADE



NO BUSINESS LIKE CUB BUSINESS

THERE'S NO CUB SCOUTS LIKE
OUR CUB SCOUTS.
CAUSE OUR PACK IS THE BEST.
EVERYTHING WE'RE DOING SHOWS
WE'RE EAGER.
WORKING ON THE SKITS AND
GAMES AND SONGS
GOING ON THE FIELD TRIPS
WITH OUR LEADERS,
AND HAVING FUN AS WE GO ON.

THERE'S NO CUB SCOUTS LIKE
OUR CUB SCOUTS,
WE SMILE EACH TIME WE MEET.
EVEN WHEN WE'RE NERVOUS WE
WILL DO OUR BEST.
WE HOPE OUR PATENTS WILL DO
THE REST.
SO YOU SEE IN CUB SCOUTS WE
HAVE PASSED THE TEST,
LET'S GO ON, WATCH US GROW.



THERE WILL BE A HOT TIME IN
THE OLD TOWN TONIGHT

ONE DARK NIGHT WHEN WE WERE
ALL IN BED,
OLD LADY LEARY LEFT A
LANTERN IN THE SHED,
AND WHEN THE COW KICKED IT
OVER,
SHE WINKED HER EYE AND SAID:
"THERE WILL BE A HOT TIME IN
THE OLD TOWN TONIGHT."
FIRE! FIRE! FIRE!

TEN NIGHTS DARK WHEN BED WE
ALL WERE IN,
OLD LEARY LADY LEFT THE SHED
A LANTERN IN,
AND THE KICK COWED IT OVER,
SHE EYED HER WINK AND SAID:
"THERE'LL BE A TIME HOT IN
THE TOWN OLD TONIGHT."
ARF! ARF! ARF!

YOU OUGHT TO BE A CUB

(TUNE: YOU OUGHT TO BE A
STAR)

WOULD YOU LIKE TO HIKE IN
PARK?
SIT AT CAMPFIRES TILL WAY
AFTER DARK?
NAME A TREE BY THE FEEL OF
IT'S BARK?
WELL THEN YOU OUGHT TO BE A
CUB.

A CUB IS A BOY WHO WANTS TO
LEARN ALL HE CAN,
TO LEARN ABOUT HIMSELF,
ABOUT HIS LAND.
HE'S GOT CURIOSITY, HE LIKES
TO HAVE FUN,
HE FEELS GOOD WHEN HE GETS
TO HELP SOMEONE.
HE DOES HIS BEST, AND HE'S
ALWAYS CLIMBING UP.
YOU KNOW YOU OUGHT TO BE A
CUB.

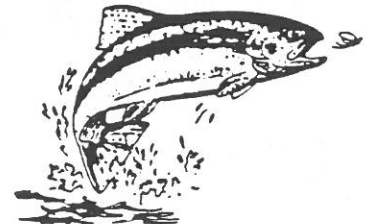
AND DO YOU LIKE TO SWING
THROUGH THE AIR?
ON A ROPE THAT YOU TIED WITH
GREAT CARE?
BE A WOLF, AND THEN MAYBE A
BEAR?
WELL THEN YOU OUGHT TO BE A
CUB.

FIREMAN CHEER

"WATER, WATER, WATER.
MORE, MORE, MORE."

FISHERMAN APPLAUSE

"THE FISH I MISSED WAS THIS
LONG. NO, THIS LONG. WELL,
MAYBE THIS LONG."



UP THE CUB SCOUT MOUNTAIN

(TUNE: CLEMENTINE)

ROCKY MOUNTAINS,
APPALACHIANS,
AND SIERRAS REACHING HIGH.
CUB SCOUTS CLIMBING UP THE
MOUNTAIN,
STRIVING HARD TO REACH THE
SKY.

FIRST THE TIGERS, WITH THEIR
PARENTS,
LEARNING AS THEY CLIMB
ALONG.
THEN THE WOLF DEN HITS THE
CUB TRAIL,
HEAR THEM AS THEY SING THEIR
SONG.

NOW THE BEARS ARE CLIMBING
UPWARD,
HEADING UP THE TRAIL THEY
CHOSE.
AS THEY CLIMB THEIR HEARTS
ARE SET ON
THE NEXT HIKE AS WEBELOS.

WEBELOS SET THEIR MARK
HIGHER
FOLLOW THE ARROW OF LIGHT.
NOW THEY DREAM OF SCOUTING'S
EAGLE,
AS THEY SLEEP AT CAMP
TONIGHT.

BY JIM DENNY

DO YOUR BEST

DO YOUR BEST, YOUR BEST
THE MOTTO OF THE CUB SCOUTS
DO YOUR BEST, YOUR BEST
THE MOTTO OF THE CUB SCOUTS.

(SHOUT THE FOLLOWING LINES)

DO YOUR BEST, THE MOTTO OF
THE CUB SCOUTS
DO YOUR BEST, THE MOTTO OF
THE CUB SCOUTS.

BADEN-POWELL

(TUNE: FOUND A PEANUT)

FOUND AN HONEST MAN, FOUND A
HUMBLE MAN,
BADEN-POWELL WAS HIS NAME;
STARTED SCOUTING BACK IN
ENGLAND
WHICH THEN LED TO HIS GREAT
FAME.

FIRST CAME BOY SCOUTS,
THEN CAME CUB SCOUTS,
AT FIRST THEIR NUMBERS WERE
QUITE SMALL;
BUT THEY SPREAD TO OTHER
COUNTRIES NOW WE'RE SEVERAL
MILLION ALL.
WHEN HE DIED,
IT WAS SAD
TO LOSE SUCH A MAN;
BUT HIS TEACHINGS HAVE
INSPIRED US
TO DO THE VERY BEST WE CAN.

MY HAT IT HAS THREE CORNERS

MY HAT IT HAS THREE CORNERS,
THREE CORNERS HAS MY HAT
AND HAD IT NOT THREE
CORNERS,
IT WOULD NOT BE MY HAT.

MOTIONS:

MY - POINT TO SELF
HAT - POINT TO HEAD
THREE - HOLD UP 3 FINGERS
CORNERS - BEND ARM AND POINT
TO ELBOW

(OMIT ONE OF THE WORDS AND
USE A MOTION EACH TIME YOU
SING)



NOVEMBER 1994

HARBORS, STATIONS, AIRPORTS

CUB SCOUT SPACE STATION

(TUNE: FLYING TRAPEZE)

WE'RE GLIDING THROUGH SPACE
WITH THE GREATEST OF EASE.
AND OUTSIDE ITS MINUS 5000
DEGREES.

BUT IN OUR SPACE STATION WE
FLOAT WHERE WE PLEASE,
WHILE EATING DEHYDRATED
CHEESE.

OUR CUB SCOUT SPACE STATION
IS ORBITING MARS.
WE'RE DOING EXPERIMENTS ON
NOVA STARS.
WE'RE SEARCHING FOR BLACK
HOLES AND EVEN QUASARS.
WE'VE BEEN QUITE SUCCESSFUL
SO FAR.

WE FOUND A PLANET THAT LOOKS
LIKE MICKEY MOUSE.
AN ASTEROID SHAPED LIKE OUR
COUNTRY'S WHITE HOUSE.
WHILE FOLKS BACK ON EARTH
ARE WONDERING HOW,
WE TELL THEM IT'S CAUSE
WE'RE CUB SCOUTS.

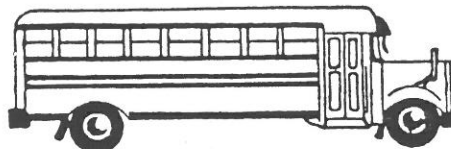
BY JIM DENNY

THE BUS SONG

THE WHEELS ON THE BUS,
GO ROUND AND ROUND, ROUND
AND ROUND, ROUND AND ROUND
THE WHEELS ON THE BUS,
GO ROUND AND ROUND,
ALL THROUGH THE TOWN.

CHANGE WHEELS TO:

WIPERS - SWISH, SWISH, SWISH
HORN - BEEP, BEEP, BEEP
MONEY - CLINK, CLINK, CLINK
DRIVER - SAYS MOVE ON BACK
CHILDREN - WAH, WAH, WAH

BILL THE TURKEY

(TUNE: TURKEY IN THE STRAW)

OH WE USED TO HAVE A TURKEY
AND THE TURKEY'S NAME WAS
BILL,
AND WE FED HIM EVERY DAY
UNTIL HE'D HAD HIS FILL.
THEN WE'D SET HIM OUT ON THE
KITCHEN WINDOW SILL.
IF IT WASN'T FOR
THANKSGIVING HE'D BE SITTING
THERE STILL.

OH A TURKEY IS A BIRD WHO
HASN'T ANY SENSE.
HE DON'T KNOW HOW TO FLY AND
HIS BRAIN IS VERY DENSE.
BUT YOU'LL NOTICE IN
NOVEMBER HE STARTS GETTING
RATHER TENSE.
AND STARTS TRYING TO FLY UP
AND OUT THE BARNYARD FENCE.

OH WE COOKED A LITTLE ROAST
BEEF AND WE COOKED A LITTLE
HAM,
AND WE COOKED SOME
CAULIFLOWER, AND WE COOKED
SOME CANDIED YAMS,
AND WE OPENED UP THE
CRANBERRIES, WE EVEN COOKED
SOME SPAM,
BUT WE COULDN'T COOK THE
TURKEY CAUSE HE WOULDN'T FIT
THE PAN.

SO OLD BILL IS NOW A PART OF
OUR BARNYARD FAMILY HERE,
AND HE SEEMS TO LIKE HIS
PLACE THERE, HE STRUTS ROUND
SO FULL OF CHEER.
BUT THERE'S SOMETHING BILL
WON'T KNOW AND IT'S
SOMETHING HE SHOULD FEAR;
CAUSE BILL'S GOING ON A
DIET, HE'LL BE OUR MAIN
COURSE NEXT YEAR.

BY JIM DENNY

POPEYE THE SAILOR

I'M POPEYE, THE SAILOR MAN.
I LIVE IN A CARAVAN.
I OPEN THE DOOR AND
FALL THROUGH THE FLOOR.
I'M POPEYE THE SAILOR MAN.

I'M POPEYE, THE SAILOR MAN.
I LIVE IN A GARBAGE CAN.
IT'S CRAMPED AND IT'S CRUDE,
BUT I GET LOTS OF FOOD,
I'M POPEYE, THE SAILOR MAN.

I'M POPEYE, THE SAILOR MAN.
I LIVE IN A MOVING VAN.
I GO WHERE I'M SENT
AND I SAVE ON THE RENT,
I'M POPEYE THE SAILOR MAN.

I'M POPEYE, THE SAILOR MAN.
I'M DOING THE BEST I CAN.
I EAT ALL MY SPINACH,
I FIGHT TO THE FINISH,
I'M POPEYE, THE SAILOR MAN.

99 CUBS

(TUNE: 99 BOTTLES)

99 CUBS ON THE ROAD IN A
BUS,
99 CUBS IN A BUS.
IF ONE OF THE CUBS SHOULD
HAPPEN TO FUSS,
98 CUBS ON THE ROAD IN A
BUS!

JET PLANE APPLAUSE

HOLD PALM OF RIGHT HAND
STRAIGHT AND MOVE IN
SWOOPING MOTION FROM RIGHT
TO LEFT, BACK TO RIGHT, THEN
TO LEFT. GIVE A LOUD:
"ZOOM! WITH EACH MOTION.

KING'S NAVY

(TUNE: OLD GRAY MARE)
SING WITH BRITISH ACCENT

OH, I DON'T WANT TO MARCH IN
THE INFANTRY

(MARCHING MOTION)

MARCH IN THE INFANTRY
MARCH IN THE INFANTRY
I DON'T WANT TO MARCH IN THE
INFANTRY
CAUSE I'M IN THE KING'S
NAVY.

CHORUS:

I'M IN THE KING'S NAVY
I'M IN THE KING'S NAVY
OH, I DON'T WANT TO MARCH IN
THE INFANTRY,
CAUSE I'M IN THE KING'S NAVY
(BRITISH SALUTE)

OH, I DON'T WANT TO SHOOT IN
THE ARTILLERY

(PULLING STRING ON CANNON)

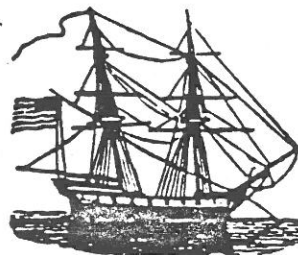
SHOOT IN THE ARTILLERY
SHOOT IN THE ARTILLERY
I DON'T WANT TO SHOOT IN THE
ARTILLERY
CAUSE I'M IN THE KING'S
NAVY.

CHORUS:

OH, I DON'T WANT TO SHOOT
THE ARTILLERY
CAUSE I'M IN THE KING'S NAVY
(BRITISH SALUTE)

OH I DON'T WANT TO FLY OVER
GERMANY (FLYING MOTION)

FLY OVER GERMANY,
FLY OVER GERMANY,
OH I DON'T WANT TO FLY OVER
GERMANY
CAUSE I'M IN THE KING'S
NAVY.



THE SEAMEN SAILED OUT TO SEA
(TUNE: THE BEAR WENT OVER
THE MOUNTAIN)

THE SEAMEN SAILED OUT TO
SEA,
THE SEAMEN SAILED OUT TO
SEA,
THE SEAMEN SAILED OUT TO
SEA,
TO SEE WHAT THEY COULD SEE.

SEA IS ALL THEY SAW,
SEA IS ALL THEY SAW,
THE SEAMEN SAILED OUT TO
SEA;
SEE, ALL THEY SAW WAS SEA.

THE SEA SURGED OVER THE
SEAMEN,
THE SEA SURGED OVER THE
SEAMEN,
THE SEA SURGED OVER THE
SEAMEN,
AND ALL THEY SAW WAS SEA.

ALL THEY SAW WAS SEA,
ALL THEY SAW WAS SEA,
THE SEA SURGED OVER THE
SEAMEN,
SO SEA IS ALL THEY SAW.

WE SAW THE SEASICK SEAMEN,
WE SAW THE SEASICK SEAMEN,
WE SAW THE SEASICK SEAMEN,
SEE-SAWING ON THE SEA.

SEE-SAWING ON THE SEA.
SEE-SAWING ON THE SEA,
WE SAW THE SEASICK SEAMEN,
SO NOW IT'S SEASICK ME!

SAILBOAT REGATTA APPLAUSE

HOLD RIGHT HAND PALM UP IN
FRONT OF FACE AND BLOW
ACROSS WITH A SERIES OF
PUFFS.

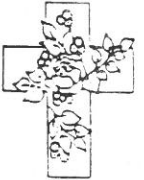


ROCKA MY SOUL

ROCKA MY SOUL IN THE BOSOM
OF ABRAHAM,
ROCKA MY SOUL IN THE BOSOM
OF ABRAHAM,
ROCKA MY SOUL IN THE BOSOM
OF ABRAHAM,
OH, ROCKA MY SOUL.

SO HIGH YOU CAN'T GET
OVER IT
SO LOW YOU CANT'T GET
UNDER IT
SO WIDE YOU CAN'T GET
AROUND IT
OH, ROCKA MY SOUL.
(REPEAT FIRST VERSE)

CAN SING ROCKA MY SOUL WITH
ONE GROUP WHILE SECOND GROUP
SINGS WHOLE WORLD IN HIS
HANDS



HE'S GOT THE WHOLE WORLD IN
HIS HANDS

HE'S GOT THE WHOLE WORLD IN
HIS HANDS,
HE'S GOT THE WHOLE WORLD IN
HIS HANDS,
HE'S GOT THE WHOLE WORLD IN
HIS HANDS,
HE'S GOT THE WHOLE WORLD IN
HIS HANDS.

2ND VERSE

HE'S GOT MY BROTHERS AND MY
SISTERS IN HIS HANDS

3RD VERSE

HE'S GOT THE MOTHERS AND THE
FATHERS IN HIS HANDS

4TH VERSE

HE'S GOT EVERYBODY HERE IN
HIS HANDS



DECEMBER 1994

CUSTOMS OF OTHER LANDS



SANTA'S COMING ROUND THE WORLD

(TUNE: ARE YOU SLEEPING?)

SANTA'S COMING, SANTA'S
COMING,
ROUND THE WORLD, ROUND THE
WORLD,
HE HAS MANY FACES
SEEN IN MANY PLACES,
SANTA CLAUS, SANTA CLAUS.

SANTA'S COMING, SANTA'S
COMING,
ROUND THE WORLD, ROUND THE
WORLD,
IN FRANCE HE'S FATHER
CHRISTMAS,
WHO FILLS THE CHILDRENS'
WISHES,
SANTA CLAUS, SANTA CLAUS.

SANTA'S COMING, SANTA'S
COMING,
ROUND THE WORLD, ROUND THE
WORLD,
IN HUNGARY, KRIS KRINGLE
BRINGS GIFTS TO MAKE TOTS
TINGLE,
SANTA CLAUS, SANTA CLAUS.

SANTA'S COMING, SANTA'S
COMING,
ROUND THE WORLD, ROUND THE
WORLD,
A BELGIUM CHILD LEAVES
CARROTS BUNCHED
FOR NICHOLAS'S HORSES TO
MUNCH,
SANTA CLAUSE, SANTA CLAUS.

SANTA'S COMING, SANTA'S
COMING,
ROUND THE WORLD, ROUND THE
WORLD,
NO MATTER WHAT HIS FACE OR
NAME
GOODWILL AND PEACE ARE JUST
THE SAME
SANTA CLAUS, SANTA CLAUS.



MY AUNT CAME BACK

(TUNE: YOU CAN'T GET TO
HEAVEN)

(ECHO SONG)

MY AUNT CAME BACK..
FROM OLD JAPAN..
SHE BROUGHT TO ME..
AN OLD SILK FAN..
(FAN YOURSELF)

MY AUNT CAME BACK..
FROM OLD ALGIERS..
SHE BROUGHT TO ME..
A PAIR OF SHEARS..
(CUTTING MOTIONS WITH
FINGERS)

MY AUNT CAME BACK..
FROM HOLLAND TOO..
SHE BROUGHT TO ME..
A WOODEN SHOE..
(STOMP FOOT)

MY AUNT CAME BACK..
FROM THE NEW YORK FAIR..
SHE BROUGHT TO ME..
A ROCKING CHAIR..
(ROCK)

MY AUNT CAME BACK..
FROM OLD HONG KONG..
SHE BROUGHT TO ME..
THE GAME PING-PONG..
(HEAD GOES BACK & FORTH)

MY AUNT CAME BACK..
FROM KALAMAZOO..
SHE BROUGHT TO ME..
SOME GUM TO CHEW..
(CHEW)

MY AUNT CAME BACK..
FROM PHILMONT TOO..
SHE BROUGHT TO ME..
SOME NUTS LIKE YOU!



GING GANG GOULEE

(INTERNATIONAL SCOUT SONG)

GING GANG GOOLEE GOOLEE
 GOOLEE GOOLEE WATCHA
 GING GANG GOO, GING GANG GOO
 GING GANG GOOLEE GOOLEE
 GOOLEE GOOLEE WATCHA
 GING GANG GOO, GING GANG GOO

HAYLA, HAYLA, SHAYLA
 HAYLA SHAYLA HAYLA HO-O-O
 HAYLA, HAYLA, SHAYLA
 HAYLA SHAYLA HAYLA HO-O-O

SHALLY WALLY SHALLY WALLY
 SHALLY WALLY SHALLY WALLY
 OOMPAH OOMPAH OOMPAH OOMPAH

(THIS SONG WAS WRITTEN FOR
 AN INTERNATIONAL JAMBOREE.
 THE "WORDS ARE NOT IN ANY
 LANGUAGE, BUT JUST NONSENSE,
 SO THAT NO COUNTRY'S SCOUTS
 WOULD HAVE AN ADVANTAGE IN
 LEARNING IT.)

CLOSING FAMILY VESPER

(TUNE: OH, CHRISTMAS TREE)

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
 FRIENDSHIPS TRUE WITH ALL
 MANKIND.

GOODBYE SANTA CHEER

PRETEND TO THROW A PACK ONTO
 YOUR BACK AND SAY: "MERRY
 CHRISTMAS TO ALL, AND TO ALL
 A GOOD NIGHT."

I'M A HELPFUL SCOUT

(TUNE: SUGAR IN THE
 MORNING, SUGAR IN THE
 EVENING, SUGAR AT
 SUPPERTIME)

CHORUS:

HELPING IN THE MORNING,
 HELPING IN THE EVENING,
 HELPING AT SUPPER TIME;
 THAT'S THE CUB SCOUT SPIRIT,
 BE HELPFUL ALL THE TIME.
 LISTENING TO AKELA,
 FOLLOWING DIRECTIONS,
 DOING THE BEST WE CAN;
 THAT'S THE CUB SCOUT MOTTO,
 SO LEND A HELPING HAND.

IF YOUR FRIEND'S IN TROUBLE,
 OR FEELING KIND OF SAD,
 YOUR SMILE CAN MAKE A
 DIFFERENCE
 SO HE WON'T FEEL SO BAD.

CHORUS

IF YOUR MOM IS BUSY
 AND SUPPER'S OVERDUE
 YOU COULD SET THE TABLE
 THAT'S A HELPFUL THING TO
 DO.



CHORUS

DO YOUR DAD A FAVOR
 BEFORE HE HAS TO ASK
 YOU COULD TAKE THE TRASH OUT
 OR MAYBE CUT THE GRASS.

CHORUS

IF YOU'RE IN THE CLASSROOM
 AND THE TEACHER JUST STEPPED
 OUT
 YOU COULD SIT REAL QUIET
 DON'T PUSH OR SHOVE OR
 SHOUT.

CHORUS



