

OLD BALDY COUNCIL'

Pack Administration

Ceremonies

Campfire Stories

Skits & Applause

Songs

Crafts

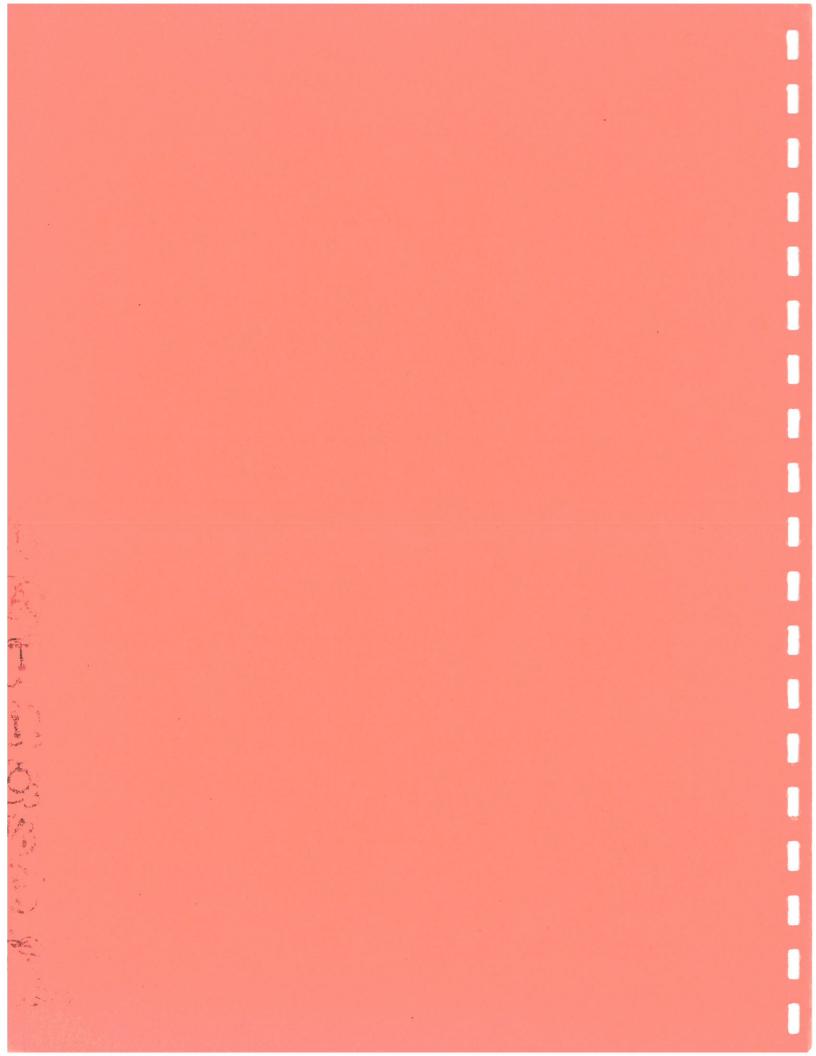
Sames.

Tiger Cubs

Webelos

Advertising







To all Scouters:

Welcome to the Old Baldy Council 1993 Cub Scout Pow-Wow. This year we are presenting "Cub Imagination". For just a moment close your eyes and put yourself on a pirate ship, flying a jet plane, swinging through a jungle or saving a princess from an evil wizard. Now think what it would take to create any of those situations with a bunch of Cub Scouts. Once you have this idea you have the makings of a great Den Leader. It doesn't take a lot to spark a boy's imagination; maybe a scarf as a head band for an Indian; a paper stick as a sword to be Robin Hood; or even on all fours to be an elephant. A Cub Scout has a great capacity to play or act as someone or something else. But it does take an idea generator to kick start the scouts in a positive direction. This is what Cub Scout Pow-Wow will give to you. This book is jammed packed with skits, songs, crafts, and wonderful ideas that need a leader like yourself to read and make happen. Along with this book, the Old Baldy Council has gathered talent from 5 states to share their experiences in our Pow-Wow classes. Either of these two would be enough resources to last for quite a while. Together the book and classes will keep you and your scouts going for years.

The OBC Pow-Wow has a tradition of dedicating the entire course to a person or persons that the director feels should be recognized for outstanding achievement. This year we dedicate this Pow-Wow to Karen Zuk. Karen has led three successful Pow-Wow's as the course director. She has worked tirelessly for the boys of the Old Baldy Council and has been instrumental in developing a successful Pow-Wow program for our council. Along with Cub Day camp, Cub Basic training, Train the trainer, Cub leader workshop, and countless other programs, Karen has been an inspiration to us all. Because of her dedication to the Scouts and Scouters of the Old Baldy Council and The Boy Scouts of America, we dedicate this Pow-Wow to Karen Zuk.

Yours in Scouting,

Bill & Melissa Eddy

Pow-Wow Course Directors





1994 THEMES

B)			
	JANUARY	Exploring Alaska	Fitness Readyman
	FEBRUARY	Blue/Gold Traditions	Scholar Engineer
EAT	MARCH	Wheels/Wings/Rudders	Handyman Engineer
	APRIL	Shape Up	Sportsman Athlete
	MAY	Back to Nature	Outdoorsman Family Member
A	JUNE	Strong for America	Traveler Artist
	JULY	Buckskin Pioneers	Naturalist Forester
$\widetilde{\mathfrak{D}}$	AUGUST	Water Fun	Aquanaut Geologist
Ø	SEPTEMBER	Explore Your Neighborhood	Showman Scientist

OCTOBER Advancement Parade Showman Scientist

NOVEMBER Harbors, Stations & Airports Craftsman Citizen

DECEMBER Customs of Other Lands Craftsman Citizen



OBC 1993 POW WOW STAFF/CLASS LIST KEY STAFF

Course Directors	Bill & Melissa Eddy	597-6015
Professional Advisor	Waverly Johnson	983-4534
Pow Wow Book	Barbara Martinez	988-9812
Book Artwork & Patch Design	Norma Bergman	620-4161
Book Typists	Carol Notti Lynn Pence Pat Renfro	591-2950 947-5898 391-3133
Physical Arrangements	Rob Wright	622-5111
Midway Coordinator	Barbara Brizendine	988-5767
Registration	Nancy Sweeney	598-8772
Promotion	Karen Zuk	598-8772
Opening Ceremony	Paul Carpenter	466-0701

MINI CLASSES

Section Head		Sue Prior	626-0993
1. Webelos to Transiti		Rick Hinton	983-9911
2. Tiger Cubs	3	Roy Cooley Sandy Cooley	621-2171 621-2171
3. Belt Loops		Fred Moore	624-9203
4. Consider Y	our Spouse	Sue Prior	626-0993
5. Youth Prot	ection	Melissa Eddy	597-6015
6. Hug-a-Tree		Bobby Hoffman	599-0514
7. Religious	Emblems	Jim Hogue	597-6301





OBC 1993 POWWOW STAFF/CLASS LIST WOLF & BEAR

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Section Head Asstistant

Phil Tate Lynn Pence 984-7783 947-5898



1. Cubs in the Kitchen

Karen Zuk Nancy Sweeney

598-8772 598-8213



2. Trash to Treasure

Pat Renfro Kathy Whitney

391-3133 987-5625



3. Fun with a Purpose (games and songs)

Sue Navarro (602)838-6985 **Grand Canyon Council**

Toni Montrose (602)821-5165 **Grand Canyon Council**

Bobbi Hoffman 599-0514



4. Campfire Program

Loni McAllister (619)479-5174

Desert Pacific Council

Ken Ford (619)562-2766 **Desert Pacific Council**



5. Neck Chokers

Jimmy Ramirez

621-4404



6. Skits and Puppets (showman)

Teri Goff (619)441-9461 **Desert Pacific Council**

Shellie Kelly (619)562-5483

Desert Pacific Council



7. Magic

Larry Owens (209)358-5684

Yosemite Council



8. Derbies

465-6661 Mark Gast (805)643-1758 Peggy Seay

Ventura Council



OBC 1993 POW WOW STAFF/CLASS LIST WEBELOS

Section Head	Sheila Armstrong	356-1492
Section head	Shella Almstrong	330 1472
1. Animal Tracks (naturalist)	Bea Jackson	593-0892
2. Outdoor Cooking	Pete Negrete Wes Mitchell	985-2887 981-9120
3. Scout Skills	Roy Cooley Bill Bergman	621-2171 620-4161
4. Out and About	Sharon Palacio Dana Hudrlick	983-8423 989-0489
5. Webelos Camping (outdoorsman)	Dave King **Desert Pacific Coun	cil**
6. Cub High Adventure	Terry Blanke	941-0536
7. Citizenship	Doug Deans Gene Armstrong	989-8949 356-1492
8. If you build it they will come.		
 All you wanted to know about Webelos, but were afraid to ask. 	Sheila Armstrong Marcia Garnice	356-1492 428-0489







OBC 1993 POWWOW STAFF/CLASS LIST PACK ADMINISTRATION

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(R))
CA;	7

Dave & Marcia Garnice Section Heads John Shelburne 1. Pack Meeting Pizzazz Glen Schwartzburg 2. "The job aint done til Dan Manhart the paperwork's finished" Linda Manhart

624-1733 949-8085

629-9508

629-9508

428-0489



3. Pack Organization & Planning

5. From Minus to Plus

627-1441 John Hoskins



4. Service Projects Craig Perry 980-1713



6. Blue and Gold

Barbara Lorimer Steve Alcorn

623-1199 629-6015



7. The Show Must Go On (Showman)

Phil Tate

984-7783



8. Atta-boys!!! (101 ways to reward leaders) Rob Wright

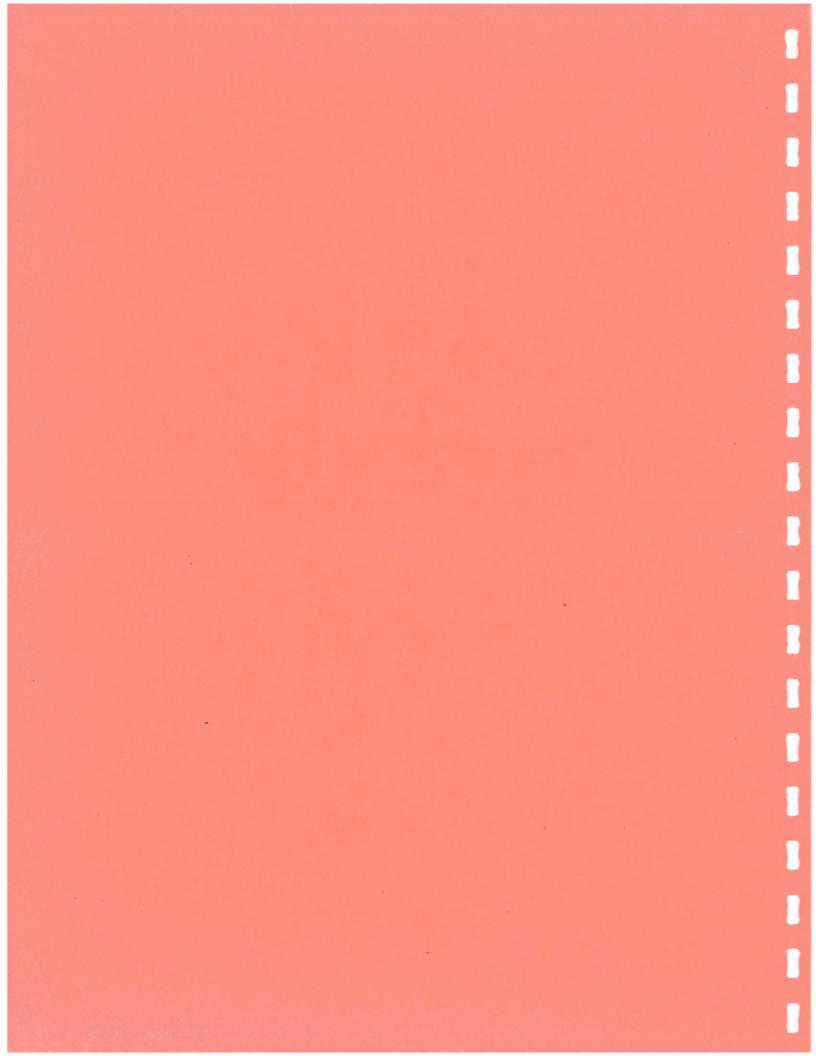
622-5111



Thank you to all the staff from Old Baldy Council and a GREAT BIG THANK YOU to all of the staff who traveled from other councils to help make this a fantastic POWWOW!









THAT'S NOT MY JOB

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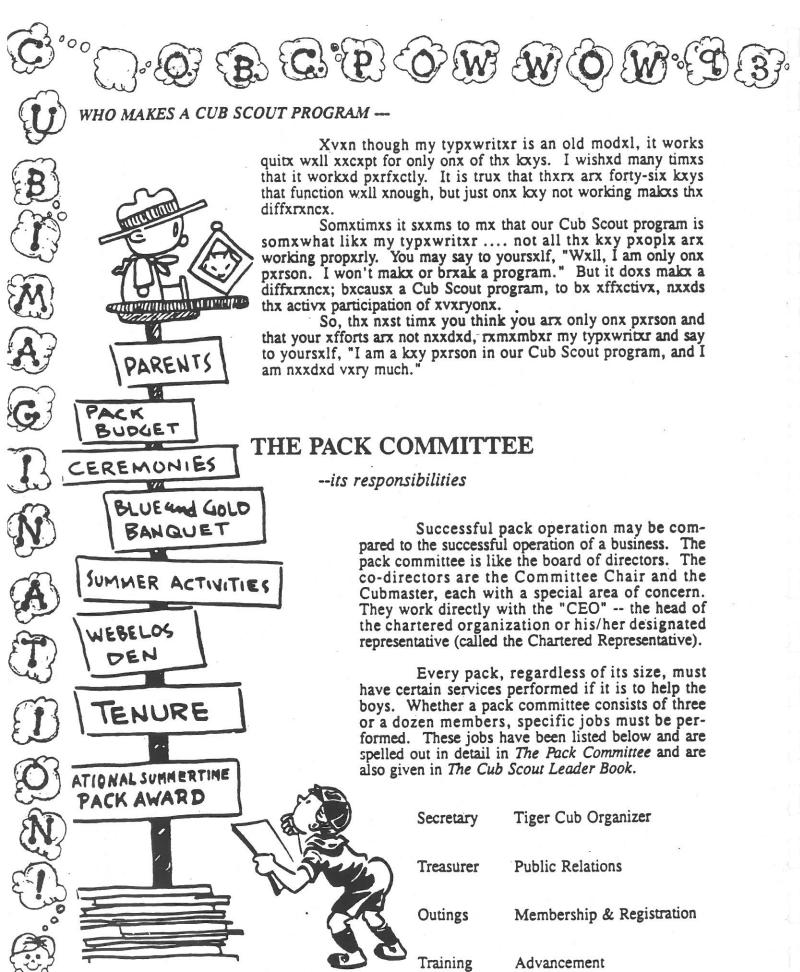
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This is a story about four named Everybody, people Somebody, Anybody and Nobody. There was an important job to be done and Everybody was sure that Somebody would do it. Anybody could have done it, but Nobody did it. Somebody got angry about that, because it was Everybody's job. Everybody thought Anybody could do it, but Nobody realized that Everybody wouldn't do it. It ended up that Everybody blamed Somebody when Nobody did what Anybody could have done.



PACK ADMINISTRATIO 2



PACK DECISIONS ON PROCEDURES

Every pack should maintain a record of the guideline decisions that are made from time to time by the pack committee. These decisions should be printed, dated, and a copy furnished to the parents of each new boy when he joins the pack. It may even be a good idea to date each item to show just when it was passed by the committee and became effective.

Some pack decisions may seem obvious to you as an experienced Cub Scouter, but to have the answers available so they can't be misunderstood or forgotten, may be a life saver for a new parent or den leader. Remember -- if your committee makes a decision that affects all members of your pack and you intend it to remain in effect for an extended period of time, be sure to publish it for all to know.

The following is a partial list of subjects that you may wish to establish as pack guidelines; there are others you may want to add or delete depending on your particular unit and situation.

1. Den dues and how they are handled.

2. Pack money making projects (what, when, where, and how).

3. Things that the pack will buy and furnish to the Cub Scouts from fees and fundraisers (badges, books, neckerchiefs at graduation, Boys' Life, other items).

4. Requirement for service to the pack by parents of the boys.

5. Requirement for permission slips to participate in pack outings.

6. Pack insurance.

7. Time and place of pack meetings.

8. Guidelines on organizing dens and assignment of boys to them.

9. Requirement for at least one adult to accompany the Cub Scout to the pack meeting.

10. Wearing of uniform to meetings and what IS the pack's acceptable uniform.

11. Time and place of committee meetings.

12. Membe, ship of pack committee.

13. Campouts for Webelos.

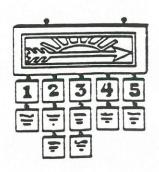
14. Den and pack discipline of Cub Scouts -- what is acceptable.

Pack meeting attendance award, any other unique pack awards, and how they are earned.

At your next Pack Meeting have the boys do a skit in which they try in vain to climb a ladder labeled "Advancement Ladder" until an adult wearing a sign saying PARENTS gives them a boost so they can climb to the top.

PARENT ATTENDANCE AWARD

Paint Arrow of Light on pine or plywood about 6" x 18". Put eyescrews in top for hanging. On bottom, attach wood blocks, one for each den, including Webelos. At bottom of each block put hook screw. Make at least 12 arrow points (one for each month of the year). Hopefully, you would need more. In each point have eye screw in top, hook screw in bottom for next award. At each pack meeting, award an arrow point to the den with the highest percentage of parents attending. Of course, the goal would be for all dens to earn the award each month, having 100% parent attendance.



NACTUSAN

PARENT ATTENDANCE AWARD.



WHAT ARE PARENTS?

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

Parents are composites: teacher, nurse, doctor, minister, walking encyclopedia, and idol at all times in the eyes of their children. They must shower love on, administer discipline

to, instill courage in, show sympathy for, and keep the respect of their children.

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

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

didn't do it, or their spouse won't let them.

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

GETTING IN TOUCH WITH PARENTS

Parents are the future leaders of the Cub Scout Pack, and the resources for the program. You need to know how to get in TOUCH with them, STAY in touch with them, and help them be EAGER to help. YOU CAN DO IT!! Here is one way that may help.

RULE #1 -- The most important person in the world is the one you are talking to.

RULE #2 -- That person agrees with Rule #1.

RULE #3 -- Find out what the person you are talking to wants and give it to him/her.

RULE #4 -- Practice, practice, practice.

So, how do you start? We'll assume that you don't know this parent. Have you had trouble making conversation with strangers? You won't any longer!!! Remember this: You are a very important person. The parents in your pack look up to you as an important person, a person with more courage than they see in themselves. They'll pay attention to you as the leader.

NOW, important person, choose which parents you would like to start your first conversation with. Walk right up to them, SMILE, hold out your hand for a FIRM handshake, and say "Hi, my name is ______. What's yours?" Guess what! They will smile, too -- shake your hand -- and tell you their name! Say it back to them -- write it down later, but DON'T forget it. Maybe you don't like your name, but boy-oh-boy does the other person love his (hers)! Be sure to use it now and then in the conversation to follow.



Well, you've already got them going our way, so just keep going. What do you say next? I hope you can memorize a word, because the letters of the word stand for what you need to know for the conversation. The word is: <u>FORM</u>. Memorize it and use it for the next four or five minutes of conversation.

The first letter - F - stands for <u>FAMILY</u>. They have one. And you can begin asking questions about it. Things like: Where did they get married, how many children do they have, their home towns, where did they go to school -- things like that. Be interested in the answers, remember them for later and keep the conversation rolling.

When you've asked enough questions about their family, you can move on to the second letter - O - which stands for <u>OCCUPATION</u>. Ask where they work, what do they do, how long, etc. Be interested in them and in their answers.

B) MA G

Third, is - R - for <u>RECREATION</u>. Ask what they do in their spare time. What are their hobbies, church, clubs, sports, TV programs - what do they do to have fun? Once again, show your genuine interest in them.

Last, is - M - for MESSAGE. You have just spent four or five minutes concentrating on RULES #1 and #2, and you know a great deal more about these people than nearly anybody else does. You have found out the kinds of things they can do, and what they like to do. You are ready to give them what they want -- to work with their son in ways they enjoy. Tell them you appreciate what a fine son they have. Invite them to participate with the boy in his pack's program and show them ways they can do it that will be not only painful, but also FUN!

EFFECTIVE RECRUITING (or Getting in touch with parents, part 2)

You've got such a lot of work to do and nobody to help you. The people you've asked say "no", they're too busy themselves to be of much help. Sound familiar? There's a way to solve this problem, and it works most of the time -- if you practice it!

First, this method works best FACE-TO-FACE. It's entirely too easy to say "no" over the telephone. Second, remember that almost nobody wants to do something to help YOU, but they'll do something to help THEM. However, if you do this right, helping you will be what they see as helping them. People nearly always feel that way with a friend. So Step #1 is to become a friend with the other person.

Now becoming a friend doesn't take weeks or years, but just a few minutes of being interested and finding out something about them. REMEMBER what they tell you. Practice what we talked about in Part 1.

So, the friendship begins or has been growing, and now you need to recruit. It may only be five minutes after you met them, but this WILL work! Follow closely! Before you start, can you clearly explain what you want done? What IS the job? How much time and effort might it need? Do you know? With what you know about them and their skills and interest, do THEY have the skills this job needs? If they don't, DON'T recruit them -- not yet, not for this job. Find a different job for them that they CAN do. If you think they can do this job, the next step is easy.

Tell them they seem to be a sharp person, one with talent (it had better be true!). Tell them you appreciate knowing someone with talent. They'll go "Aw, shucks". Tell them there's a place in the program for people with talent, and that you would like them to consider playing a part in the success of the pack. THIS IS IMPORTANT!! Don't let them say





ANYTHING until you say "we don't need an answer today, it wouldn't be fair to ask you to make a snap judgment about this important request." NOW ask them to consider doing whatever job it is you had in mind.

Now tell them WHAT they'd be doing, who with, how much and how much time to expect, when they could expect to help and training, where they'd find resource material, etc. If there's a handbook, or some printed material that will help them understand, give it to them. IMPORTANT - say "why don't you look this over, and give it some serious thought. You'd be a valuable part of our pack, and we'd like to have your help. Why don't I come and see you on ______ (a time a couple of days away) and we'll go over any questions you might have" Get the time confirmed and say your good-byes. That wasn't hard!

KNOW THE JOB AND WHAT IS REQUIRED

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ON.

KNOW THE PERSON AND HIS/HER TALENTS

INVITE HIM/HER TO JOIN THE TEAM -- FACE-TO-FACE

GIVE HIM/HER MATERIALS, SET A DATE TO TALK IT OVER

CURING PARENT INDIFFERENCE

Cub Scouting is a program for Cub Scouts and their families with its activities and achievements taking place in the home, under the guidance of, and with the cooperation of, the parents. The program's main purpose is to bring boys and parents closer together. Cure parent indifference by involving them in the den and pack program.

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

- 1. Serve a leaders in the pack and den when asked.
- 2. Attend pack meetings regularly with their son.
- 3. Help their son progress in Cub Scout achievements and electives.

Secure parent cooperation in the den

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

Secure parent cooperation in the pack

- 1. Easy come, easy go! Don't make it too easy to join. Be sure the parents understand their obligations before they join.
- 2. Ignorance is not bliss. Don't keep the parents in the dark...discuss pack plans and problems with parents.



3. In order to multiply, you must divide. Individual leaders can be helpful in securing parent cooperation.

4. Everyone works. Appoint parents to help at each pack meeting.

5. A stitch in time...follow up on delinquent parents to find out why they're not participating.

6. No gems in the rough, blooming unseen. Find out the skills and abilities of parents and put them to good use.

7. Foresight is better than hindsight. Plan a full year in advance.

8. Blow your pack horn. It pays to advertise. Be sure your sponsor and the public know about your pack program.

9. It's sugar that attracts the flies. Use theme ideas to promote and maintain parent interest and attendance.







PLANNING YOUR CUB SCOUT PROGRAM

The Pack meeting can be the greatest show on earth if you know how to plan.

The theme is a simple idea around which each month's den and pack meetings are built.

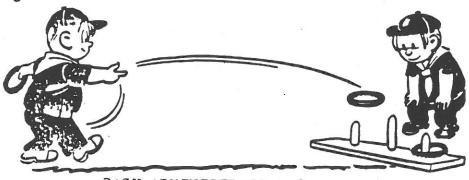
Theme ideas are found in Program Helps, Scouting magazine, Boys' Life, Pow Wow books, and here are the themes themselves:

MAR, 1993 = Weather Observations
APR, 1993 = Life on Other Planets
MAY, 1993 = Show Biz
JUN, 1993 = Cub Scout Bird Watchers
JUL, 1993 = Wild and Wooly West
AUG, 1993 = Campfire Yarns

SEPT, 1993 = American Folklore OCT, 1993 = Family Hobbies NOV, 1993 = Under the Big Top DEC, 1993 = Holiday Magic JAN, 1994 = Exploring Alaska FEB, 1994 = Blue & Gold Traditions

Planning Steps

- 1. Annual Planning Conference
 - a. Usually held in April each year
 - b. In preparation for meeting, Den Leaders talk with the boys about which activities they would like to repeat and get new ideas from them.
 - c. All adult den and pack leaders attend. Cubmaster is in charge.
 - d. The pack program planning chart and Cub Scout program helps are used.
 - (1) Themes for the coming year are selected.
 - (2) Ideas are listed under each theme.
 - (3) Webelos den plans are listed for each month.
 - (4) Special projects and events for each month are listed.
 - e. Pack Committee business is conducted.
 - f. During the annual program planning conference, leaders chart the pack's course for the entire year.
- 2. Monthly Pack Leaders' Planning Meeting
 - a. Held every month, usually about 5 weeks before the next month's pack meeting.
 - b. Plans are confirmed and refined for the pack meeting scheduled for the next week.
 - c. Plans are made in as much detail as possible for the pack meeting which is 5 weeks away.
 - d. All adult pack leaders attend. Pack committee chairman is in charge.
 - e. Cubmaster and den leader coach help with general plans for the dens.
 - f. The Webelos leader (or Webelos den leader coach when there are several) explains the plans for the Webelos den activities.
 - g. Pack Committee business is conducted.





"WE WILL HELP OUR SON DO HIS BEST"

Cu	b Pack Committee	Meeting for the month of		
1.	New Cubs:		Assigned to Den # Assigned to Den #	
2.	New Webelos den	members		
3.	Boy graduating int	o Troop # Troop #		
4.	Enrollment: Den #1 Den #2 Den #3 Den #4 Den #5 Den #6 Den #7 Den #8 Den #9	#at Pack Meeting #at Pack Meeting #at Pack Meeting #at Pack Meeting	% Attend	Parents? Parents? Parents? Parents? Parents? Parents? Parents? Parents? Parents?
Tot	al Enroll:	Den with highest % + p	arents at Pack Meeting	
5.	Advancements: Den #1 Den #2 Den #3	Den #4 De Den #5 De	n #8	
5.	. Finance Report (Dues received, expenses, balance to date, coming projects)			
7.	Next month's pack	meeting theme:		
3.	Reports from Rour	dtable on suggestions for theme	activities and projects:	
9.	Webelos Activity E	adge project for the month:		
10.	Coming dates:	Next Committee meeting		
	1	Next Roundtable		
		Training Dates		
		Next Pack Meeting		



I WEAR THE UNIFORM OF BOY SCOUTS OF AMERICA

BECAUSE I am proud to be publicly identified with a movement like Boy Scouts of America; I am not ashamed.

BECAUSE the uniform levels us all. We're no longer rich or poor - we become Scouts and Scouters. A Scout is "...a brother to every other Scout."

BECAUSE the uniform reminds me that I am pledged to the same high ideals as those of the boys.

BECAUSÉ the uniform is comfortable and practical for camping and all other Scouting activities.

BECAUSE a true leader uses Example, not Precept, and I want to be that kind of leader.

HOW TO UNIFORM A PACK

Since the uniform helps achieve the purposes of Cub Scouting, leaders will want to make sure all of the boys and adult leaders in the pack are completely and correctly uniformed. Leaders' attitudes toward uniforming are important since they influence the attitudes of the boys. When leaders are in uniform, the boys will know uniforms are important and necessary. When leaders wear badges and insignia incorrectly, the boys get the impression that proper uniforming isn't required.

When a boy joins the pack, be sure to impress on his family the importance of the uniform, both to the boys and the pack. Suggest that the boy begin his Cub Scout experience by helping to earn part of the cost of his uniform.

Once the pack committee has set a goal of 100% boy and adult leader uniforming, there are many ways it can be accomplished. Here are some suggestions: Establish a pack uniform exchange. Boys graduating from Cub Scouting donate their "experienced" uniforms to the pack. They are distributed as needed. Emphasize the fact that "used" uniforms are "experienced" uniforms -- this adds some appeal from the boys' point of view. Make arrangements with such agencies as Goodwill Industries, Salvation Army, Volunteers of America, etc., to get Cub Scout and leader uniforms which may be donated to them. Some packs aid these agencies in collecting used clothing and furniture in return for the uniforms. Encourage families and friends to give uniforms as gifts for Christmas and birthdays. Help boys earn uniforms with pack fund-raising activities.

See the Insignia Control Guide (#3064), Cub Scout Leaders' Book, and the current BSA catalog for more information on uniforming.





My Responsibilities as



CUBMASTER

I will plan and carry out a program in my Cub Scout Pack to fulfill the purposes of the Cub Scout Program.

I will conduct the monthly Pack Meetings.

I will see that my Cub Scout Pack received a quality year-round program of activities and recognition.

I will work with the Pack Committee on program ideas, family enrichment, recruiting adult leaders, and establishing a Pack Budget Plan.

I will support my den leaders and Webelos leaders by seeing to it that they ALL get training and all have assistants who have completed training.

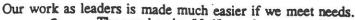
I will read the Cub Scout Leader Book and observe the policies of the BSA that are given there.

I will maintain good relationships with parents. I will seek their support and involve them in the pack's activities. I recognize that Cub Scouting is a team effort! I, as Cubmaster, am responsible for the PROGRAM and its quality...but not by doing it alone.

I am Cubmaster for Pack # Our pack is chartered to Our pack is in the District and the Council. Our pack meetings are held at	
on-the	of every month.
Pack Committee Chair	Telephone #
Our Chartered Organization Representative	Telephone #
Unit Commissioner	Telephone #
District Executive	Telephone #



Needs of Boys:



• The need to be "fed" - to learn something.

They need to be loved, to be safe, to belong, to contribute to the whole.

The <u>Cub Scout Leader Book</u> lists seven general needs which can be fulfilled by the Cub Scout program. These seven items are not explored beyond the listing. They are:

-They need to let off steam.

-They need to belong to families and peer groups.

-They need to use their imagination

-They need to experiment and find out.

-They need to be challenged.

-They need to be recognized.
-They need fun.

Boys, like the rest of us, have a great need for feelings of SELF-WORTH. Self-worth is an earned commodity fed by many streams, among them are:

-Accomplishment recognized both by self and others

-Recognizing, keeping, and appreciating rules

-Service to others -Problem solving

-Assuming responsibility for personal behavior

-Trying again after a seeming failure

-Focusing on strengths

It comes from what we do, and not from what others do.

KISMIF fits the bill. Keep It Simple, Make It Fun.



DO MORE THAN BELONG - PARTICIPATE
DO MORE THAN CARE - HELP
DO MORE THAN BELIEVE - PRACTICE
DO MORE THAN BE FAIR - BE KIND
DO MORE THAN FORGIVE - FORGET
DO MORE THAN DREAM - WORK
DO MORE THAN TEACH - INSPIRE
DO MORE THAN LIVE - GROW
DO MORE THAN BE FRIENDLY - BE A FRIEND
DO MORE THAN GIVE - SERVE

William Elliott

Children need love, especially when they do not deserve it.
Harold Hulbert

Children can't grow if they're not allowed to make their own decisions. Anonymous



Understanding the Boy

True, each boy is individual and different. However, they generally share some common characteristics.

Cub Scout Leader Book, pp. 16 and 17. "Understanding Boys" and "Characteristics of Boys" has some excellent information under the headings of:

- -Full of energy
- -Extremely curious
- -Imaginative
- -Capable of a sense of wonder
- -Creative
- -Likes collecting things
- -Beginning to form groups
- -Reactions are spontaneous
- -Have a great sense of fun, and
- -Independence is growing;

We need to remember that a boy is really four or five boys, depending on the categories you accept. He is physical, social, mental, emotional and spiritual. Each "boy" affects the others, and he must be treated as a whole, always being aware of the interplay of the individual parts.

"An Orderly Unfolding" on page 22 of the Cub Scout Leader Book is worth reading.

A number of individual items could be added to the list, including the following:

- -They enjoy friends
- -Their conscience is developing
- -They test the rules
- -They are very sensitive to injustice and lack of fairness
- -They have a single task average attention span of 10 minutes

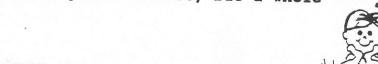
Their behavior always has a cause, whether desirable or not.

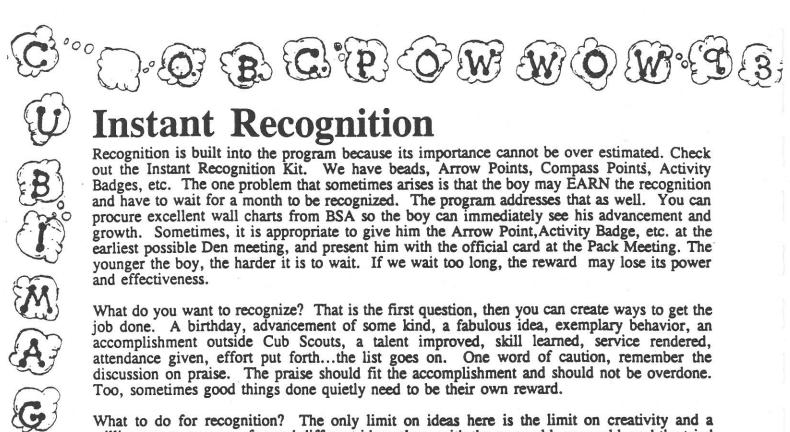
Tell a man he is brave, and you will help him to become so. Thomas Carlyle

When you are dealing with a child, keep all your wits about you, and sit on the floor. -Austin O'Malley

Competition that involves loss of face, humiliation, or continued failure, often creates anxiety and fear of failure. Robert Martin

Interest and proficiency in almost any one activity---swimming, boating, fishing, skiing, skating---breed interest in many more. Once someone discovers the delight of mastering one skill, however slightly, he is likely to try out not just one more, but a whole ensemble. Margaret Mead





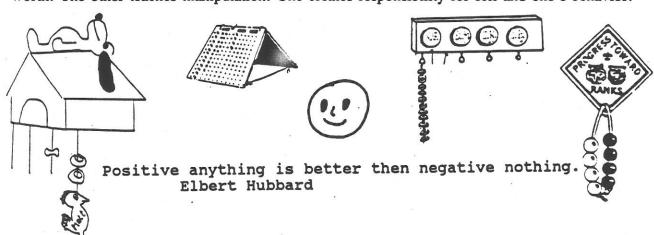
accomplishment outside Cub Scouts, a talent improved, skill learned, service rendered, attendance given, effort put forth...the list goes on. One word of caution, remember the discussion on praise. The praise should fit the accomplishment and should not be overdone. Too, sometimes good things done quietly need to be their own reward.

What to do for recognition? The only limit on ideas here is the limit on creativity and a willingness to try new, fun and different ideas along with the same old, same old, and the tried and true. Don't overlook the spontaneous and natural reinforcers: a smile. a wink. a quiet hand on the shoulder, a word or note of appreciation. You could create a Den Howl used to recognize individual boys or the entire Den. How about a "brag" box? (a decorated box that is sturdy enough for a boy to stand on and be recognized). How about a few ceremonies created to be used in your Den meeting with the sole intent of giving deserved recognition...or something special that is only presented, worn, signed, or otherwise obtained by accomplishing a specified goal. When a boy accomplishes, USE HIS NAME. Try not to use his name in negative situations.

Den Doodles are excellent and both the Cub Scout Leader Book, page 136, and the How-to Book, pages 3-13 and 3-14, discuss them and give examples. The How-to Book, section 10, is on prizes and special awards.

What do your boys prize? What builds self-worth? Can you meld them?

It seems appropriate here to mention the difference between rewards and bribes. Rewards come as the result of following a prescribed course and are the natural result of goals met or milemarkers attained. A bribe is an effort to buy off someone, and is destructive. There is often a thin line there, but it is an important line. One builds self-control, self-confidence, and selfworth. The other teaches manipulation. One creates responsibility for self and one's behavior.





Cub/Leader Relationship

"Boys Grow Best When" on page 18 in the Cub Scout Leader Book needs to be reviewed.

Remember the saying, "A boy won't care how much you know until he knows how much you care".

Some words about praise and trust and boys:

Praise, when used correctly, is a powerful reinforcer. Praise should be deserved, sincere and specific. The boy(s) know if they deserve your praise, and they know if you are being sincere in your praise. To be trusted then, your praise must be both deserved and sincere. Both of these criteria can be met by being specific in your praise. You need to praise the boy's behavior, work, or project not the boy himself. If the boy himself is praised and he cannot accept it, he may very well "act up" as a way to show you he doesn't deserve the praise. You can praise the effort made, not just successful accomplishment. Praise that piece of the work that deserves praise. Too much praise for too little effort or accomplishment can be damaging. Remember, praise can be done in words, a look, a smile or a touch.

Be prepared! Plan ahead and make alternative plans. Don't waste their time. Use variety (active/quiet, new/familiar, challenging/comfortable.) Have a routine so the boys will know what to expect. A busy interested boy will not usually cause problems. Let the boys help you.

Again, positive is better than negative. "Don't be noisy," is often heard as "Be noisy." The word "not" is lost in the shuffle. The boy will often mirror your attitude and behavior. Speak in a calm clear voice. Use a silent signal to call boys to order as necessary.

Let all the boys be a winner. Know the boys as individuals. Use their ideas. Look them directly in the eye when you talk to them. Be aware of changes in the home that would affect the boy (death, divorce, separation, etc). Know the signs of child abuse. BSA has good literature on this subject.

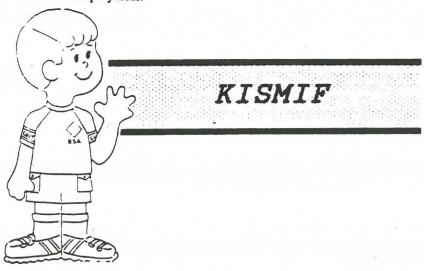
Make the BOYS the focal point. HOWEVER, insist on attention for the speaker, whether that be you, a boy or an adult guest..

Keep your sense of perspective, and don't over react. Keep your sense of humor handy - it will often save the day.

Do not allow the boys to use put downs or ridicule. Make Cubs a safe place.

Accept each boy as he is, but have high expectations for him. We often underestimate what boys can do, and so we require less than the best.

Here are some "bees": Be discreet. Be warm. Be genuine. Be accepting. Be attentive. Be empathic. Be aware. Be available. Be prayerful.



Enthusiasm is contagious -- and so is the lack of it.

































The Cub Scout Leaders Book has three sections pertinent to this topic.

"Preventing Behavior Problems" is on pages 19-20, and covers twenty excellent suggestions. "Correcting Behavior Problems" on page 20 offers some questions you can ask yourself if there are problems. The questions are designed to help you look at the situation from various angles. "Types of Behavior Problems" on pages 20-22 offers twelve common types. Every boy is an individual and there are no pat answers, but this is a good starting place.

Here are some additional thoughts:

-Only a discouraged child misbehaves.

-Teach the boy correct principles

-If a boy loses control from within, we must help him regain control.

-The older the boy, the more say he should have.

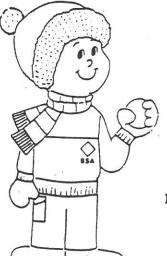
-Discipline and punishment are two very different things.
-Keep tempo of meeting equal to attention span of boys

-Plan activities on the ability level of the boys.
-Be consistent. (You've heard that one before!)
-To change behavior, change the environment.

-Remember! Do not confuse the boy with his behavior.

Rewarded behavior will be repeated. The "reward" can be negative or positive (a smile or a frown, a gentle touch or a harsh scolding.) Unrewarded behavior will disappear (doing good deeds or disrupting a meeting.) One of our responsibilities is to teach boys how good can become its own reward. Boys need to be held accountable for their responsibilities and their behavior. Helping to make the rules helps here.

Other material in this section also relates to this subject.



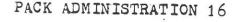
Sow a thought, reap an act; Sow an act, reap a habit; Sow a habit, reap a character, Sow a character, reap a destiny. Anonymous

Mistakes are their own instructors. Horace

To get the best out of a man, go to what is best in him.

Daniel Considine

Make the work interesting and the discipline will take care of itself. E,B, White





Rules for Boy Behavior

"Adults were created to lead and children to test the leader".
-Indian Nations Council

Rules will also be challenged.

Below are a few random thoughts concerning rules:

-Keep rules to a minimum, and then enforce them.

-Rules should help the boys be responsible for their own

-Be certain it is a good rule. It's okay to change a rule.

-Boys need to understand a rule before it is enforced.

-Let parents know what the rules are.

-It is the boys' meeting as well. Let them have some say.

-A rule should have built in consequences-pro and con.

-State the rules in a positive mode.

-Here are three simple rules:

Respect property,

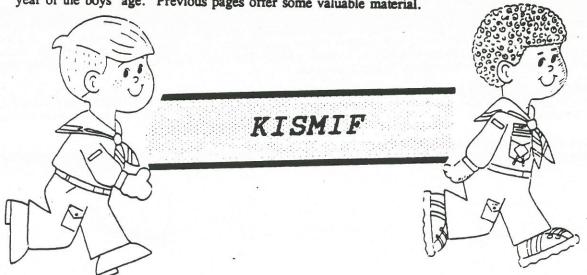
Respect others,

Respect themselves.

In the event there is a real rule infraction, stop action immediately and remove the boy.

A few words on enforcing rules;

Prevention is the very best discipline. Ignore most minor mishaps and disturbances, catch a boy's eye, try to divert his attention by giving him something else to do, but act immediately when a rule has been broken. Ask questions that lead to discovery and/or understanding. (What rule was just broken? What happened? How could it have been handled differently? etc.) If necessary, take away privileges. If you use time out, which is an excellent tool, a good rule of thumb is one minute of time out for every year of the boys' age. Previous pages offer some valuable material.



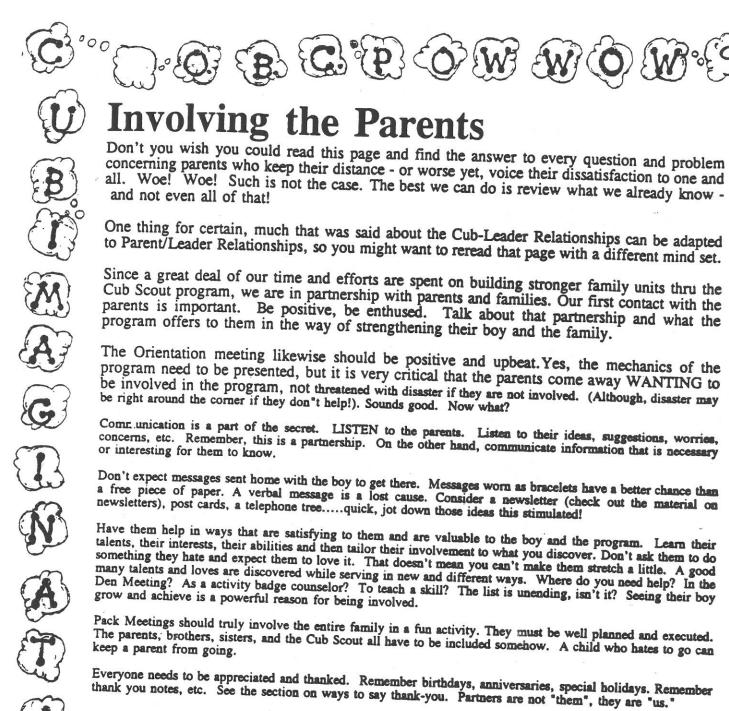
What you cannot enforce, do not command.

Sophocles

behavior.

Advise is like snow; the softer if falls the longer it dwells upon, and the deeper it sinks into the mind.

Samuel Taylor Coleridge



Pack Meetings should truly involve the entire family in a fun activity. They must be well planned and executed.

Everyone needs to be appreciated and thanked. Remember birthdays, anniversaries, special holidays. Remember



In overcoming prejudice, working together is even more effective that talking together. Ralph Sockman

Three people helping one another will do as much as six people Spanish proverb



CUB SCOUTS AND GOD

Earning a religious award is built into the program. This page suggests several ways to bring God into your Den and Pack meetings. Jot down your own ideas.

- -Prayer. Having opening and closing prayer at meetings, and blessing on the food. Have the boys pray, but set the example by taking your turn.
- -Nature. Point out God's handiwork on a regular basis not just on the beauty, harmony and variety of nature and the world around them, but on the marvel of their own bodies, mind, talents, etc.
- -Awareness. It isn't just the obvious evidences around you, captured by your physical senses, but the way you feel inside when you experience God's creations and His dealings. Make boys aware of those feelings how they feel, what they feel, and when they have those feelings.
- -Stories. Use stories, events and people from the scriptures. History is an excellent source of stories as well. George Washington and Abraham are obvious choices. Personal experiences yours, theirs, and people they know. The Boys Life is a good resource as well.
- -Campfires. When the campfire is low is the ideal time to instill into hearts and minds those principles and values you would like to see become a part of your boys.
- -Set the Example. Voice appreciation and gratitude for blessings, opportunities, and experiences you receive. Give credit where credit is due.
- -Service. Give boys opportunities to serve others, God's creations and creatures. It teaches a myriad of important values.
- -Record. Give boys opportunities to share their feelings and thoughts along these lines. They can be verbal or written sharings. Be sensitive to times when the mood is right.
- -Akela can set many a stage for building spiritual bridges. Indian lore is full of material conducive to this theme.
- -Don't overlook the obvious. Skits. Songs. Patriotic programs. Flag ceremonies. Special holidays and programs. Events of the day. The list goes on.
- -The way you treat the boys, their problems, mistakes and successes all teach the boys. The rules you have, the things you think are important, the language you use. In other words YOU are a big factor in bringing God into your program.

One thing I know: the only ones among you who will be really happy are those who will have sought and found how to serve.

Albert Schweitzer

The best portion of a good mans life is his little, nameless, unremembered acts of kindness and of love. William Wordsworth

The actions of men are the best interpreters of their thoughts.

John Locke































The purpose of the Boy Scouts of America, as incorporated on February 8,1910 and chartered by Congress in 1916, is to provide for boys and young adults an effective educational program designed to build desirable qualities of moral strength and character, to train in the responsibilities of participating citizenship, and to develop physical, mental and emotional fitness.

Cub Scouting is for boys who have completed first grade. Parents, leaders and organizations work together to achieve the following:

- *Influence the development of character and encouraging spiritual growth.
- *Developing habits and attitudes of good citizenship.
- *Encouraging good sportsmanship and pride in growing strong in mind and body.
- *Improving understanding in the family.
- *Strengthening the ability to get along with other boys and respect other people.
- *Fostering a sense of personal achievement by developing new interests and skills.
- *Showing how to be helpful and do ones best.
- *Providing fun and exciting new things to do.
- *Preparing them to become Boy Scouts.

Any boy who has completed first grade (or is 8 thru 10 years of age) may join a Cub Scout pack. He is assigned to a den, which is usually made up of 8 boys. Den meetings are held each week under the supervision of a Den Leader, usually a parent of one of the boys. Also helping is an Assistant Den Leader and Den Chief (an older Boy Scout). At den meetings the boys enjoy games, crafts, stunts, songs and ceremonies. Dens also enjoy service projects, physical fitness activities, and field trips.

Cub Scouting includes a plan of advancement in which a boy learns by doing. All boys, regardless of age, earn the Bobcat Badge first, by learning the Cub Scout Promise, Law, Motto, Sign, Handshake, Salute, and the meaning of Webelos. Parental involvement is a vital part of the advancement plan. Sometimes advancement requirements are started at the den meeting, then completed at home with the parents help.

Once each month, all den families gather for a pack meeting under the direction of a Cubmaster and Pack Committee. The pack meeting is the climax of the months den meetings and activities. It gives the dens something to look forward to and work for. It gets the parents involved in activities with their son. It provides an opportunity for recognition for boys, parents and leaders. And it gives the boys a chance to show, things they have learned during the month. Pack meetings are fun for the whole family.



Tips for the New Den Leader

Den Leaders: Now that you've signed up, here's what to do!

- 1. Obtain and begin reading the CUB SCOUT LEADER BOOK. This describes your role as a Den Leader and has lot's of important information in it.
- 2. Get aquatinted with your Den Leader Coach. This person will see that you have the information and material you need to get started on the right foot.
- 3. Visit another den meeting. This will give you an idea of how to run yours. Best to do this before your first den meeting.
- 4. With the help of your assistants and the CUB SCOUT PROGRAM HELPS, plan your first months den meetings. The key to success is the word KISMIF. Keep it simple, make it fun.
- 5. Get aquatinted with the parents in your den. You will be needing the parents help, so get to know them early.
- 6. Get aquatinted with the boys in your den. Establish a Den Code of Conduct so they will know what you expect of them.
- 7. Obtain and begin wearing the den leaders uniform as soon as possible. Wearing the uniform properly is important in setting a good example for the boys.
- 8. Attend the monthly planning meetings held by your den leader coach for the den leaders in your pack.
- 9. Attend the monthly district Cub Scout Leader Roundtable. You will receive many good ideas on the monthly theme, and will get aquatinted with den leaders from other packs who will share ideas and experiences with you.
- 10. Attend the Cub Scout Leader Basic Training offered by council as soon as possible. This will give you the foundation you need to become a successful leader.

Don't hesitate to ask for help. There are many people who want to help you provide the finest experience possible for the boys in your den!

YOU, THE DEN LEADER

You were selected and approved by the pack committee because of your interest in boys. By making the commitment to serve, you have accepted the following responsibilities.

- *Give leadership to carrying out the pack program in the den.
- *Lead the den in its participation at pack meetings.
- *Work in harmony with other den and pack leaders.
- *Cooperate with the Cubmaster and Pack committee in recruiting new boys.
- *Help train the den chief and guide him to work with the new scouts.













































- *Use Scouting and Boys Life magazines, Cub Scout Program Helps and other Cub Scout literature as sources of program ideas.
- *Collect dues and turn them in to the pack secretary/treasurer.
- *Encourage the boys to earn advancement awards. Keep accurate advancement records, and see that they receive recognition for their achievement.
- *Help the den earn the National Summertime Award.
- *Establish good working relationships with the parents, utilizing their talents.
- *See that a leader is available for all den meetings and activities.
- *Take part in the annual pack planning conference and the pack leader planning meetings.
- *Follow the policies of the Boy Scouts of America.

All leaders bring to cub scouting their own talents and skills, their own backgrounds and interests. Your key to becoming an effective leader is to use your own abilities and interests, along with what you learn about cub scouting to plan and conduct the best possible program for the boys.

THE DEN MEETING

Den meetings are usually held in the afternoon, after school, or in the evening once a week, in a home, church or school. It should be the same time and place each week to avoid confusion. Den meetings last approximately one hour.

The den meeting program includes:

- 1. <u>Before The Meeting.</u> Leaders and den chief make final preparations while the denner sets up the meeting place.
- 2. While The Cub Scouts Gather. The den chief or denner could teach a stunt, trick or game as the boys arrive, while the leaders collect dues and sign off books.
- 3. Opening, Have a simple opening ceremony such as a song, yell pledge to the flag or uniform inspection.
- 4. <u>Business Items</u>, Den activities and plans are discussed. Announcements are made. Refreshments may be served at this time.
- 5. Activities, Games, tricks, handicrafts, or other activities related to the monthly theme. Preparation for the den's part in the pack meeting.
- 6. <u>Closing</u>, reminders, den leaders closing thought, an inspirational closing ceremony.
- 7. After The Meeting, Leaders, den chief discuss plans for next meeting, while denner puts room back to order.



TIPS FOR COMMUNICATION AND WORKING WITH CUBS

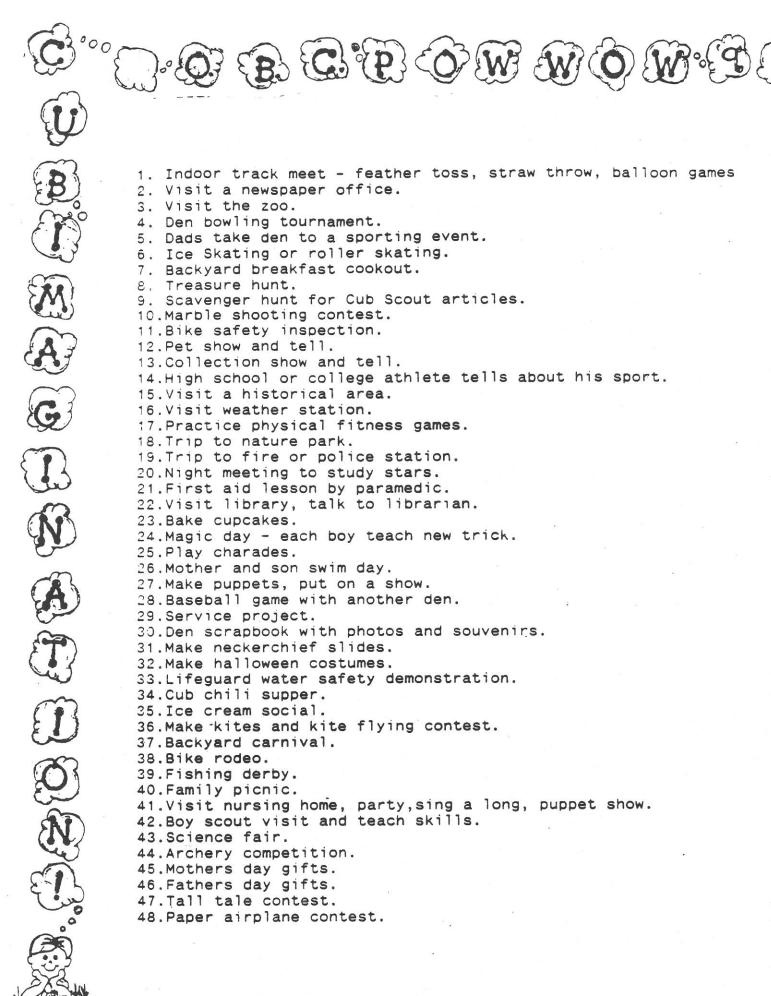
- 1. Offer encouragement and avoid using negative or discouraging words and actions.
- 2. Don't set standards that are to high and accept each boy as he is.
- 3. Stop talking you can not listen if you are talking.
- 4. Keep the lines of communication open, let the boys know that they are free to talk.
- 5. Look and act interested when a boy is talking to you.
- 6. Recognize improvement and effort, not just accomplishment.
- 7. Be patient.
- 8. Stay away from argument and criticism.
- 9. Ask questions.
- 10. Have faith in each boy and respect each one.
- 11. When communicating, empathize with the boys. Try to put yourself in their place so that you can better see their viewpoint and understand them.
- 12. Prepare meaningful activities. A well planned den meeting based on the boys interests will prevent behavior problems.
- 13. Focus on positive action. Praise good behavior.
- 14. Never discipline under the influence of anger. If you do this, you will tend to inflict more punishment than discipline.
- 15. Teach the boys self respect and respect for others. Aquatint them with the meaning of the golden rule.
- 16. Insist on attention while you are talking. Use the cub scout sign.
- 17. Praise in public, criticize in private.
- 18. Give boys responsibility and expect them to meet it. Troublemakers are often motivated by the meed for attention.
- 19.Get everyone into uniform. A uniformed den and den leader have much better discipline and pride.
- 20. Be fair and consistent with discipline, especially with your own son. Don't permit one boy to do something you would discipline another boy for.
- 21. Always say what you mean.
- 22. Be firm in a friendly manner.
- 23.Clothe yourself in optimism.

Always remember: God gave man two ears but only one tongue. which is a gentle hint that he should listen more than he talks.

RULES AND REGULATIONS

The best rule is to have as few rules as possible. Here is a sample of some rules for a meeting: Respect Property; Respect Yourself; Respect Others.







Den Ceremonies

SPECIAL RECOGNITION

Boys love to be recognized. This is your chance to use your amagination and pay recognition when it is due. Some events to recognize:

Welcome a new member- sing cub scout welcome song(see cub scout songbook) have each boy tell something about himself. Transfer to a Webelos den- a goodbye/good luck type of ceremony.

Special recognition for achievement in school, church etc. Den ceremony for a new Bobcat.

GENERAL HINTS

- 1. Den ceremonies should have a purpose.
- 2. Keep them brief, simple, and meaningful.
- 3, Vary the style, pattern and purpose.
- 4. Make them fresh and interesting.
- 5. Keep them on the boy level.
- 6. Don't try to outdo the pack ceremonies, den ceremonies should be simpler.
- 7. Let the den chief or denner play a role in the ceremony.
- 8. Use simple props to accent the message- flashlight, flag etc.
- 9. In special instances, the den leader coach can be asked to take part.
- 10. Use a ceremony with den doodle recognition.

References: Staging Den And Pack Ceremonies, Cub Scout Program Helps, Boy's Life Magazine, and the Cub Scout Leader Book.

CLOSINGS

Closing ceremonies should be directed at closing the meeting with an inspirational and challenging theme. Here is an opportunity to help boys and parents understand the true spirit of cub scouting.

If announcements or final reminders are to be made, make them before the closing ceremony. After having a fine ceremony, don't spoil it with a long announcement.

The closing ceremony is usually quiet and impressive. It may take a bit longer to plan than your opening ceremony. It is wise not to overdo the repetition of the Promise, Law of the Pack and the Living Circle.

















































OPENINGS

Openings can be either serious or funny. It introduces the program and sets the tone of the meeting. It can add dignity and importance. Like most ceremonies, it should help cub scouts remember and understand the purposes and ideals of cub scouting:

Cub Scout Song

Den Yell

Applause Stunts

'Roll Call- as name is called, each boy steps forward and gives the cub scout handshake.

Uniform inspection

Circle Handclasp-boys form a circle and give the cub scout handshake, completely around the circle, ending when it has reached the boy who started it. As each boy receives the handshake, he makes a silent wish of goodwill for someone in need.

Flag ceremony

BIRTHDAY CEREMONY

Have cubs sing happy birthday to the birthday cub, while standing in a circle around him, followed by all the cub scouts giving him as many "hows" as he is old. Then have in a shallow pan of water for each cub a "wishing boat" floating in the pan. Tell the birthday cub to think of something he wishes, then light all the candles on the boats. Then he should try to blow them out with one breath. For Wishing Boats see cub scout fun book.

DEN ADVANCEMENT

As a cub scout completes achievements for Wolf and Bear, the den leader should make sure that a simple recognition ceremony is held in the den meeting. Use the Cub Scout immediate recognition kit which contains enough materials for a den of eight cub scouts. This is a motivation device used to encourage each boy to complete the rank for his age.

DENNER INSTALLATION

A ceremony used to remove the old denner from office, removing his denner cords, and to install the new denner, and in turn present him with the cords.



The Academic Program

Beginning in 1992, an academics component will be added to cub scouting. It provides cub scout and Webelos scouts the opportunity to become more proficient in four academic subjects. The program includes a scholarship emphasis and encourages a poy to "do his best" while involving a parent whenever possible. The program provides an opportunity for scouts to pursue a learning process on their own, in the den, pack or community, and to have fun at the same time.

THE ACADEMIC BOOKS.

ART

Art is considered a form of human activity that appeals to the imagination, and is a branch of learning that depends on creative expression and practice.

SCIENCE

The science book provides a way of learning about our earth and solar system by making observations, collecting facts, conducting experiments, keeping records of results and exchanging ideas with other interested people.

MUSIC

Music influences behavior, and we use it to enhance many events of our lives. We use music as a means of expression. Sometimes art and music convey certain feelings or emotions that are not easily demonstrated any other way.

COMMUNICATING

Those who have mastered reading and writing skills are looked up to as fortunate members of society. Survival in today's technological world demands at least minimal skills in reading and writing. Success requires much more.

Creating Interest In Scholarship Activities

Establish which academic subjects are to be included in the cub scout packs annual program early in the year and encourage the cub scouts to begin developing their projects early. Den leaders introduce Cub Scouts to a variety of possibilities in each academic subject through:

- * Field Trips
- * Library Visits
- * Having Guest Speakers
- * Working With Teachers.

Secure adequate judges and conduct the event.

Provide recognition for all participating. Belt loops, Pins and Academic Letter.





The Sports Program



The Program

The Cub Scout Sports and Physical Fitness program provides year round activities for dens, packs, and boys. It provides a Cub Scout the opportunity to become acquainted with team and individual sports and to become more proficient in the sports he already knows. The program also includes a physical fitness emphasis, incorporating the latest advances in fitness activities. Throughout the sports and fitness program, the boy is urged to "do his best" and is encouraged to involve an adult teammate whenever possible. The program provides an opportunity for the young athlete to compete in his den and pack, and to have fun at the same time.

ACTION

- * Pack selects sport of its choice.
- * Cub Scouts are introduced to sport at a den meeting by coach.
- * Cub Scouts practice.
- * Pack conducts tournament.
- * Pack recognizes Cub Scout and families.

PARTICIPATION AWARDS

Special sports belt loops for each sport will be awarded by the pack to the cub scout participating in a sport in his own unit or in an organized sports competition in the community.

Belt loops to be worn on the uniform belt.

Physical Fitness Pin; A recognition pin is available for cub scouts and adult teammates for physical fitness in each sport, during a three month period.

Cub Scout earns one point for each 15 minutes of practice. Pin

is worn on sports letter.

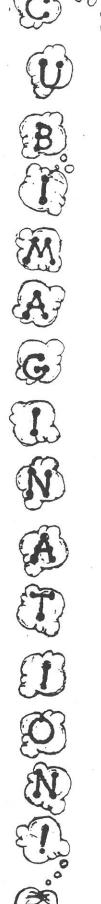
Adult teammate earns one point for every 30 minutes of practice. Pin is worn on civilian clothes.

To qualify; 75 points must be earned during any three month period.

Sports Letters; qualify by earning one sport belt loop. Earning the physical fitness pin. Involving an adult teammate in earning the physical fitness pin.

Ribbons and trophies are available for the recognition of den, pack, and interpack activities.

Resources Leaders Guide to Cub Scout Sports 14 Individual Sports Manuals





What Is A BLUE & GOLD BANQUET

A Blue and Gold Banquet is really a birthday dinner for the whole Cub Scouting program, held during February, the anniversary month of the Boy Scouts of America. The B. S. A. was organized in February of 1910 and the Cub Scouts was organized 20 years later.

The pack's big celebration gets its name from the Cub Scout colors. Blue stands for truth and loyalty. Gold stands for warm sunlight, happiness and good cheer.

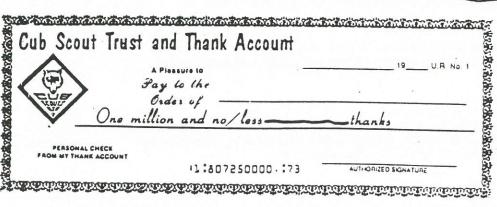
Some packs make the dinner a potluck affair with each family bringing a covered dish; other packs prefer buying the food, having it prepared by a committee and then pro-rating the cost among those attending the dinner. Still other packs choose to have their dinner catered.

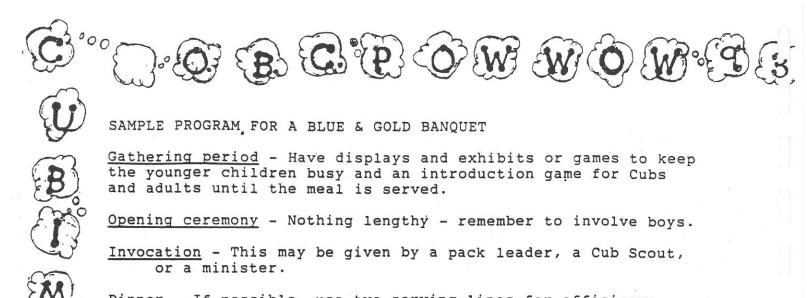
Dens should sit together. Guests may be invited and are seated with the dens or at the head table.

Decorations may be as elaborate or as simple as you wish. Menu cards, dinner programs, place cards, centerpieces, placemats, nut cups, and favors are all suggestions of things which might be used. Cubs spend their den meetings working on some of these decorations.

The dinner program should include entertainment from within the pack, or you may wish to have outside entertainment.

Recognition should be given not only to the Cubs for their advancements but also to the leaders of the pack and others who helped the pack thru the year.







Dinner - If possible, use two serving lines for efficiency. Group singing - The whole group - provide copies with the



Welcome & introduction of quests - The master of ceremonies will want to recognize guests, pack leaders, institutional

representative, etc. Keep comments short, with applause.



Greeting from Institutional Representative.



Songs and Entertainment - Dens may perform skits or stunts. These should be short. The whole group should join in singing. Entertainment from within the pack is better than outside entertainment. You'll want to include "Happy Birthday to Cub Scouting". Be sure that all dens have a part in the program.



Review of the past year.

words of the song.



Awards Ceremony - Make this memorable. It should be impressive and well executed. This is the part most boys and parents have been waiting for.



Recognition of Leaders - Present certificates of appreciation.



Announcements and Thanks.



Closing Ceremony - At this point in the program, the 'tone' of the meeting should become more serious. Close with something inspirational or patriotic.



The agenda can be adjusted to fit your own pack's needs. Try to limit the total program time (not including meal) to one to $1\frac{1}{2}$ hours. Keep the program moving and interesting.



The banquet invitations are usually sent to every pack family and to the special guests. Boys can make the invitations at den meetings and take them home to their families. Invitations to special guests should be mailed.



The design should reflect the high ideals of Cub Scouting.



OPENING CEREMONY

OUR FLAG



"It's just a piece of cloth."

That's all it is, just a piece of cloth.

But when a little breeze comes along it stirs and comes to life and flutters and snaps in the wind, all red and white and blue! And then you realize that no other piece of cloth could be like it.

It has your whole life wrapped up in it—the meals you eat; the time you spend with your family; the kind of things your boy and girl learn at school; the strange and wonderful thoughts you get in church on Sunday.

Those stars in it—they make you feel just as free as the stars in the wide, deep night. And those stripes—they are the bars of blood to any dictator who would try to change this way of life.

Just a piece of cloth, that's all--until you put your heart and soul into it, and give it meaning. Then it is a symbol of liberty and decency and fair-dealing for everyone. It is just a piece of cloth until we breathe life into it; until we make it stand for everything we believe in, and we refuse to live without it.

CLOSING CEREMONY A CREED (6 boys) ****** by Edgar A. Guest

"Lord, let me not in service lag, let me be worthy of our flag; Let me remember, when I'm tired, the sons heroic who have died. In freedom's name, and in my way, teach me to be as brave as they.

In all I am, in all I do, unto our flag I would be true;
For God and country let me stand, Unstained of soul & clean of hand
Teach me to serve and guard and love the starry flag which flies
above."

PHILMONT GRACE

For food, for health, for rainment, for life, for opportunity, for friendship, for fellowship, we thank THEE, oh Lord.

SINGING GRACE - Tune: Michael, Row the Boat Ashore

God is great, God is good, Al-le-lu-ia. Let us thank Him for our food, Al-le-lu-ia. By his hand we all are fed, Al-le-lu-ia. Thank you Lord, for daily bread, Al-le-lu-ia.









THE BLUE AND GOLD



SOUP, SOUP, WE ALL WANT SOUP (Tune: Hail, Hail, the Gang's all Here)



Soup, soup, we all want soup, Needn't stop to strain it, Tip your bowl and drain it. Hark, hark, the funny noise, Listen to the gurgling boys.



Meat, meat, bring on the meat, Fresh and juicy canned meat, Ham and pickled pigs feet, Lamb chops and pork chops too, Any kind of meat will do.



Pie, pie, we all want pie, Coconut or cherry, Peach and huckleberry, Mince pie and apple too, Any kind of pie will do.



THE MEAT'S ALL CONE



Hail, hail, the meat's all gone, What'll be the next course? What'll be the next course? Hail, hail, the meat's all gone, What'll be the next course now?



Hail, hail, the drink's all gone, (continue with as many food items as you wish.)



ALL YOU ET-A (Tune: Alouette)



All you et-a, think of all you et-a, All you et-a, think of all you et. Think of all the soup you et, Think of all the soup you et, Soup you et, soup you et, Oh-h-h-h.

All you et-a, think of all you et-a, All you et-a, think of all you et.



(Continue with hot dogs, potatoes, drink, etc.)

BLUE AND GOLD (Tune: Clementine)

Verse 1 sung by boys/leaders, 2 by boys, 3 by parents, and 4 by all.

We're the Cubbies (boys only)
We're the Cubbers (adult leaders)
Here we are both young and old,
Altogether we're a Cub Pack
Having fun at Blue and Gold.

We're the Bobcats, Wolf and Bear Cubs, And the Webelos are we, Altogether we're a Cub Pack, Having fun in harmony.

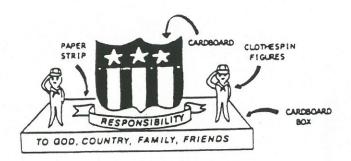
We're the Mothers, We're the Fathers, Helping Cub Scouts as they go, Up the ladder of achievement, Climbing higher as they grow.

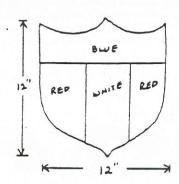
Let's give thanks on this occasion to the mighty Blue and Gold Pack is the number, Representing me and you.

SECURE. THE FOLLOWING PEOPLE'S SIGNATURES

- 1. Tallest man:
- 2. Shortest man:
- 3. Oldest man:
- 4. Lady with the green dress on:
- 5. Person who owns a black dog:
- 6. Man with a green necktie:
- 7. Lady with the most flowers on her dress:
- 8. Man with the broadest shoulders:
- 9. Man with the least hair on his head:
- 10. Lady who has been a den leader longest:
- 11. Man who has been in Scouting the longest:
- 12. Man who has a beard:
- 13. Man with the longest feet:
- 14. Lady who has been in Calif:
- 15. Den leader with 10 Cubs in den:







SHIELD PLACE MATS

- CUT FROM WHITE MAT PAPER OR LARGE CONSTRUC-TION PAPER. GLUE ON RED AND BLUE PAPER STRIPES. PLACE MAT SHOULD BE ABOUT 12" SQUARE.
- 2. IF DESIRED, ADD GUMED STARS ON BLUE FIELD.

NAPKIN RINGS

- 1. CUT A 1 1/2" WIDTH FROM WHITE CARDBOARD ROLL.
- MAKE SHIELD FROM CONSTRUCTION PAPER. GLUE TO RING.



PLACE CARD

- 1. FORM BODY FROM 2 DARK BLUE OWNILLE STEMS, TWISTED TO-GETHER TO SHAPE.
- 2. HEAD CAN BE MADE FROM A COTTON BALL, COVERED WITH PINK TISSUE. OR GLUE ON A PINK ROUND BEAD.
- 3. MAKE HAT FROM LIGHTWEIGHT YELLOW PAPER.
- 4. NECKEROHIEF IS LIGHTWEIGHT YELLOW PAPER, GLUED TO BODY.
- 5. GLUE FEET OF FIGURE TO CARD-BOARD BASE. ADD NAME CARD.



CENTERPIECE

THE SIZE OF THE SHIELD IS DETERMINED BY THE SIZE OF BOX USED FOR THE BASE. A BOX ABOUT 16" X 18" IS A GOOD SIZE.

- COVER BOX WITH CONSTRUCTION PAPER OR CREPE PAPER.
- PRINT LETTERING "TO COO, COUNTRY, HOME, FAMILY, FRIENDS, NEIGHBORS, DEN, PACK, COMMUNITY ...ETC" ON A LONG, NARROW STRIP OF CONSTRUCTION PAPER WHICH WILL EXTEND AROUND ALL SIDES OF BOX. GLUE OR PIN IN PLACE.
- 3. CUT ANOTHER LONG STRIP OF PAPER AND PRINT THE WORD "RESPONSIBILITY".
- 4. CUT SHIELD FROM HEAVY CARDBOARD (APPROX. 10" 12" WIDE). CUT STARS, STRIPES AND BLUE FIELD FROM CONSTRUCTION PAPER AND GLUE IN PLACE. GLUE CARDBOARD STRIP BEHIND SHIELD TO HOLD IT IN PLACE.
- 5. ATTACH "RESPONSIBILITY" BANNER BY APPLY-ING A THIN LINE OF GLUE ALONG ITS LOWER EDGE. WALT UNTIL GLUE SETS A WHILE, THEN PLACE ON BASE.
- CUB SCOUTS ARE MADE FROM STRAIGHT CLOTHESPINS, PAINTED, WITH PAPER HATS AND KERCHLEFS, AND PIPE CLEANER ARMS.



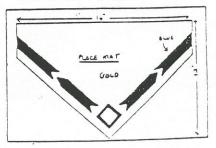


PLACE CARDS

3" X 4" HITTE CARDS, FOLDED.
DECORATE WITH AMERICAN FLAG PICK, OR FLAG OR SHIELD GUPHED STICKERS.

NUT CUP

USE REGULAR NUT CUP, OF DESIRED COLOR. GLUE AN AMERICAN FLAG PICK TO INSIDE OF CUP.

















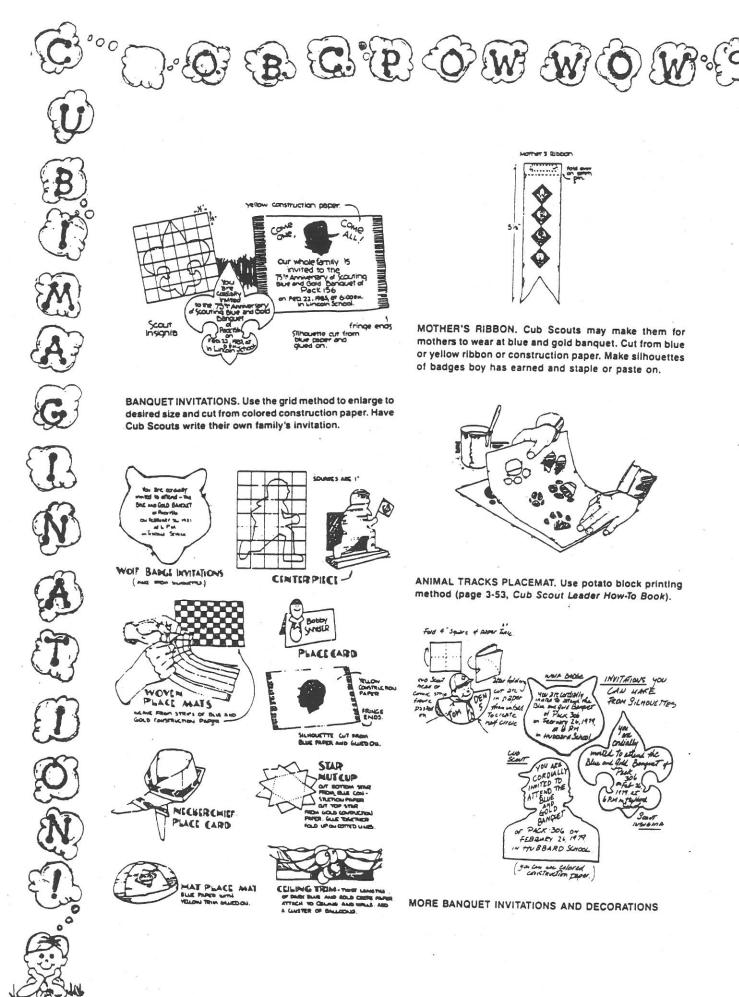














SPECIAL RECOGNITION

There will be many occasions when you'll need to do a ceremony for a person or group that has performed a special function or service for the pack. Leaders, den chiefs, boys, or family members need to be recognized for special service, activities, or tenure. The local Scout office has many things that could be given for these occasions. So get on down there, take a look around, and these are some of the things you'll see: kits to make birdfeeders, birdhouses, neckerchief craft slides, games, toys, baskets, signature & trophy skins, moccasins, Indian necklaces and chokers; craft supplies including beads, bear claws, paint, lace, feathers leather; T-shirts, stickers, patch holders, first aid kits, grooming kits, key chains, whistles, certificates, compasses, ribbons, plaques, mugs, books, apothecary jars, balloons, patches, trophies, medals, camping & backpacking gear, plaster molds, patch vests, harmonicas, visors, fire starting kits, pennants, dutch ovens, hat pins, lapel pins, stamp collecting kits, and pencils. (WHEW! That's a long list.) Show the pack's appreciation by presenting one of these in a ceremony that highlights the service or function performed. Mention service and awards, and any commitments for the future. will encourage others to serve and help the pack grow.

Homemade recognitions are very effective also. Making a plaque for a leader or other adult is simple. Craft stores stock pieces of wood in different shapes and sizes that are edged and ready for stain. Use stick-on letters for message of appreciation and several coats of clear finish as sealer. A blue and gold banquet is the traditional setting for leader awards. A larger piece, stained and sealed, can be presented to a graduating webelos to glue or hang his awards on as a record of his progress in Cub Scouts. Could even get parent and leader together, check records, and have the board made up and ready to hang. Present something really special to your leaders and graduates.



























Participation awards should be given to boys at pinewood derby, boat regatta, cake bake, and similar events as approval and recognition of their efforts. Most of these activities have ribbons, medals, patches, or certificates available for recognition to all entrants. These are inexpensive, encourage participation, and soothe the "agony of defeat". The Scout office has Patch Place catalogs for any patch you may need.

Den chiefs need to be recognized for their participation in pack and den activities and presented something special after each year of service. Have the boys in the den make him something in appreciation of his help. Send a delegation of leaders and Cubs to his troop meeting and present the award there. Either way, his efforts need to be rewarded.

Adults need recognition for their service to the pack. Providing transportation, refreshments, or any other form of assistance to help the pack function should be acknowledged by presenting a small token of appreciation. This could be from the Scout store or a homemade craft item.

Adults who chair any of the main events during the year should be given something special. Blue and gold banquets, F.O.S. campaigns, booths for Scout-a-rama and similar events require planning and effort to be successful. Let these people know the pack appreciates their service in a special recognition ceremony.

School principals and custodians, church or lodge officials, charter organization heads all need to be recognized depending on where you meet and your sponsor. Invite these people to your blue and gold for their recognition. A framed charter or certificate, or a nice plaque will show the packs appreciation and encourage continued support from these organizations.

Homemade awards work well for any recognition. From a few beads on a piece of lace to something really elaborate, any craft item can be a meaningful gift for someone who has performed a service for the pack. Whether you buy or make the awards, give some form of recognition to all who deserve it,



A QUICK COURSE IN SCREEN PRINTING

Have you ever wanted to make your own custom T-shirts? Bumper stickers? Hats? A lot of signs or special award certificates? All of these are easy to make with screen printing.

This article is intended to give you enough information to screen print tee shirts and bumper stickers after a little trial and error. It is not a complete reference on the process, but an introduction. I highly encourage you to purchase the book "How To Print T-Shirts...For Fun and Profit", by Scott and Pat Fresener for a more complete set of instructions. The sources for the book are listed in the Resources section at the end of this article.

With the disclaimer out of the way, lets see if we can't make some T-shirts ourselves!!

The first thing to do is to gather your materials. They are:

- 1. A screen frame and fabric
- 2. A squeegee (This is a special one!)
- 3. Photo emulsion
- 4. Screen block out fluid
- 5. Water-based textile ink
- 6. Spray Adhesive
- 7. Artwork
- 8. Household bleach
- 9. A plastic spoon
- 10. A piece of fairly stiff, thin plastic, about 2" X 4"
- 11. 2" wide masking tape
- 12. A piece of glass
- 13. Dark towels or heavy cloth
- 14. T-shirts or sticker material

It will make life much easier if you build the screen printing press shown at the end of this article. I will assume that the press is going to be used, but will make comments where appropriate for those choosing not to make the press.

ART WORK: The first step in creating your masterpiece is to create the artwork to be reproduced on the item to be screened. You can print just about anything, but I suggest you follow these guidelines.

The image to be printed should fit on an 8 1/2" X 11" piece of paper if it is going to be used on children's size shirts. For adult size shirts, you can make the image up to about 10" X 12". Remember to make the image a little smaller if it is going to be printed on the front of the shirt. If you can't decide if it will fit, try laying the artwork on a shirt of the size to be printed.

You can make artwork from existing patches and drawings by having

















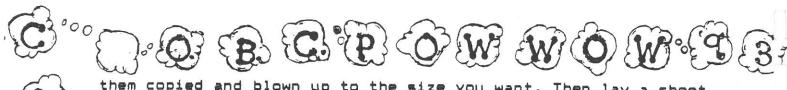












them copied and blown up to the size you want. Then lay a sheet of tracing paper over the image and trace the lines you want on the image.

Make all lines at least 1/8" thick and nice and black. Use a felt tip pen if you like. Lines thinner that this may come off in the wash. Don't make the image too busy — avoid fine detail. Pin the artwork on the wall, then back away about five to ten feet from it. See if the image is still clear. Make your lettering at least 3/4" tall and fairly thick. Stick—on or rub—on letters work great. You might make the lettering on a separate piece of paper, then cut out the blocks of letters and play with their locations on the master image.

The next step is to get transparencies made. Take the artwork to your local copy center and ask them to make viewgraph transparencies of it as dark as they can without smudging the image. The goal is to get the lines on the viewgraph transparency as dark as you can. It is important that the lines be opaque (you can't see through them when held up to a bright light). Touch up the lines with a felt-tip pen if you have to. If the image won't fit on a single transparency, you can have it made in pieces, then tape them together later with transparent tape. Be sure everything is straight. Your artwork is now finished!

THE SCREEN: The next step in the process is to make a screen. I don't recommend that you by the pre-made screen at the art supply store. The mesh of the fabric used in the screen is too fine for use on textiles. You will have a hard time getting it to work properly. I speak from experience!

From one of the screen printing supply houses listed in the Resources section, purchase a yard of 110 mesh monofilament screen. This will cost about \$15 or so, and will give you enough fabric for at least 3 full size frames.

Next, make or buy a screen frame. You can buy the pre-made parts for a frame for about \$6, or you can make it yourself. I suggest you use a frame size of 16" X 20". This is large enough to hold any image you will put on a T-shirt. The printing press shown at the end of this article is designed for that size of frame. It is ok to make other size frames if you wish. Just be sure your squeegee will fit in it. If you make your own frame, use clear 2x2 lumber and make the corner joints strong. When you tighten the screen, it will put a lot of force on the frame.

The way you do the next step will depend on whether you bought ready made frame parts or are building your own. If you bought the parts, assemble them with glue and a nail at each corner to hold the parts together while the glue dries. Be sure the cord slots line up. Lay the screen fabric over the frame and start the cord in the slot, just like you were repairing a window screen.



You can use a roller for fixing window screens to speed the project up. Work the cord into the slot down one side of the frame, then turn the corner and work down the next side. Now, stretch the fabric tight across the frame and work the cord into the slot across from the first side and continue around the last side. Work the cord into the slots until the fabric is wrinkle-free and as tight as a drum. You can use a hammer and a piece of 1/8" hardboard to finish getting the cord into the slot. Yep, this is the hard part. When you have finished, take a break, you deserve it!!

If you are making your own frame, you will need a stapler, (the heavy duty kind, not the kind for paper). Start by stapling the cloth down one side of the frame, on the side of the frame member opposite the hole in the center. Place the staples about 1/4" apart and be sure the fabric is straight and wrinkle-free. Continue down the second side, then stretch the fabric tight and finish the other two sides. Be sure to get the fabric tight, or you will not get good prints! A screen stretching to is available to help with this chore form the screen printing supply houses shown in the section on Resources. It costs about \$15.

it is now time to sensitize the screen and get it ready for the image. Wash the screen with dish soap and a brush. Set it aside to dry, after which you can apply the emulsion. There are two types of emulsion you can use for this step. I will describe both of them. It is important that the next steps be done in subdued light, or the emulsion will fog or not work at all!

A bromide emulsion is made by Hunt Speedball and is available from art supply stores like Aaron Brothers. Two sizes are available, one is about \$8 (about 4 oz) and the other \$15 for 8 oz. Bromide emulsion can be made in smaller batches, but it is not quite as forgiving as Diazo emulsion. I have used it, and it works well. Your first screens of both types may have to be remade until you find the right combination of exposure for your setup. To make bromide emulsion, use a plastic spoon to put 4 spoonfuls of the base emulsion (its blue) in a plastic cup. Add one spoonful of the sensitizer to it and mix thoroughly. The resulting goop will turn green. Spread the emulsion as described below. Mix the bromide emulsion only as you need it. It wen't keep very well. Wash up your tools with soap and water.

Most professionals use a Diazo emulsion. It is a little more forgiving, but must be made in larger batches. It costs about \$15 for a liter of emulsion. If you are going to make a bunch of screens, then be sure to use Diazo emulsion. Diazo emulsion can be kept in the refrigerator for up to six months after it is mixed. To make it, follow the directions that come with it.

Use the plastic spoon to dribble it all over your screen, then use the stiff piece of plastic as a squeegee to spread the



















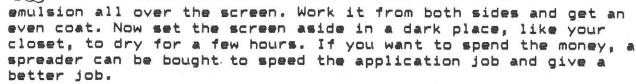












When the screen is dry, it is time to expose your screen. This can be done with a 150 watt reflector spotlight grow light (plant light), or with sunlight. If you are going to use a grow light, set it up to shine on the middle of your image, about 8 inches away from where the screen will be. If you are going to use sunlight, set your screen up on a piece of plywood, so you can carry it out into the sunlight. Have a dark cloth, like a bath towel, to cover it with.

Still working in a dimly lit room, arrange your transparencies on the bottom of the screen. Be sure the image is backward! Cover the transparencies with the piece of glass to hold it in place. Cover the other side of the screen with a dark cloth to keep out stray light, then, if you are going to use sunlight, place another dark cloth over the image side.

To expose the image with a grow light, turn it on for about 8 minutes. To use sunlight, try a one minute exposure in bright light, a little longer if it is not real bright. Now cover your screen up and get it back to subdued light. You will probably goof up your first couple of tries, but once you get it right, write it down for future use. Remember — Bright light will still ruin your screen right now.

Remove the clothes, glass and transparencies. Use a kitchen or bath shower sprayer to spray cold water on the image area of the emulsion. The areas that were covered by the image on the transparencies will slowly wash away, leaving bare screen in these areas. Don't be surprised if this takes several minutes. Diazo emulsion will wash out more easily than bromide emulsion. After all the image has been washed out, set the screen aside to dry. Bright light is now ok.

If your image does not wash out on the screen properly, the exposure was too long. If the background washes away, the exposure is too short. Clean the screen out, (see the section on reclaiming the screen), and try it again, adjusting the time of exposure.

Before you use the screen, use screen blockout fluid to fill holes in the image and around the edges to prevent leaks. Then, use the making tape to line the edges of the screen, inside and out. Do a neat job, without any wrinkles. This will prevent ink from going where it doesn't belong and make it easier to clean the screen.



PRINTING: You will need a screen printing squeegee for the next section. Get one two inches narrower than your frame, with a 70 stiffness, from a screen printing supplier. I do not recommend using one from an art supply store; they are too short and not stiff enough. A taller squeegee will help keep your hands clean. If the squeegee is not stiff enough, you won't get a good image. Professional rubber squeegees are cut to size and cost about \$1 per inch in length.

You will also need ink. I use Naz-Dar 9500 series ready mixed water-base textile ink. It can be cleaned up with water. Except for white, it is semi-transparent and works best on light color shirts. The opaque white ink will work on dark shirts, but is higher priced. The inks come in some really neat colors, including flourescents (the Hot colors!), and are priced from \$13 per gallon for Cub Scout blue to \$50 for opaque white. Contact a screen printing supplier for their recommendation. Some really neat glitter inks are also available.

Ink is also available in little jars from art supply stores. I have not had good luck with most of this ink, and it is very expensive: \$5 to \$7 for a cup of ink. For the price of two jars, which is what you need to do two or three of dozen shirts, you could have bought a gallon of Naz-Dar ink and done a bunch!

Bumper stickers require special ink and material. Talk to your screen printing supplier before you do this one. Signs can be done with posterboard and waterbased ink.

Plastisol ink is also available. It is the main ink used by the screen printing industry and holds up very well. The main drawback is that it requires special drying equipment. If you would like more information about plastisol ink, see the Fresener's book mentioned at the beginning of this article.

Other inks are available for bumper stickers and signs. Contact your screen printing supplier for help.

If you are going to use a printing press, clamp the screen in the press and center the image in the printing area. Now, place about 4 oz. of ink in one end of the screen. If you are using a press, lightly spray some spray adhesive on the table of the press, just enough to make it tacky.

Place a practice cloth on the press, or flat on a table. If you are using the press, lower the screen. If you are not using a press, place the screen on the practice cloth. Use the squeegee to run the ink across the image, using one clean stroke, pressing firmly. Open the press or remove the screen. Don't be surprised if the first image is faint. Here is where the press, which is simple to build and not very expensive, comes in handy. If you are using the press and the image is faint, just close the press

















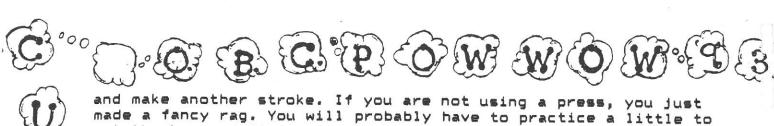


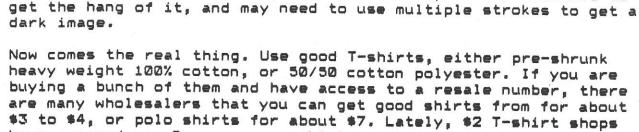












have cropped up. Beware: some shirts are good, some are junk. Most are seconds, but can work well with careful selection. Not all of them are real color fast. When in doubt, buy one and test it. Be sure to buy about 10% more shirts than you need. You are bound to mess up a few, so have extras.

Print your run of shirts, hanging them on hangers and placing them back to back on a rope to dry overnight. I put knots in the rope every foot to keep the hangers separated. Be sure to keep your hands clean. I keep a rag in my belt to wipe my hands on. Don't take too long between shirts, or the ink will dry in the frame. Clean the frame if it does.

To clean the frame, scrape out all of the ink you can, then wash the frame in water to remove <u>all</u> of the ink. Do this outside or in a utility sink. The ink may leave a ring in your bathtub (Mine is Cub Scout Blue!!!).

The next day, when the shirts have dried to the touch, put them in a clothes dryer at its highest temperature for about an hour to set the ink, or you can iron each one from the back side of the image with an iron on high for 5 minutes. If you don't set the ink, it will wash out in about 3 washings, ruining all of your hard work. It is best to try setting the ink on a test shirt, then repeatedly washing it to test your process.

RECLAIMING THE SCREEN: If you do not think you are going to reuse the screen again, or if you goofed it up while exposing and developing it, the screen can be reclaimed and used over. The process is easy, but smelly. On a flat surface outdoors, place a section of newspaper down, then place the screen on top. Thoroughly wet the screen and paper with straight household bleach. Cover the screen with another section of newspaper, and soak it with bleach too. When using bleach, wear gloves and be sure to get plenty of fresh air. Bleach gives off chlorine gas, which can burn your lungs, and is deadly when concentrated. Use it carefully, with plenty of ventilation.

After about ten minutes, wash the screen with a high pressure water sprayer on a hose. The emulsion should wash right out. You may have to repeat the process to get rid of the shadows or "ghosts". Wash the screen with soap and water, then set it aside



to dry. It is now ready to be recoated.

FINAL WORDS: I hope this article gets you to try screen printing. It isn't very hard and it is a lot of fun. Don't be discouraged if your first job isn't perfect. Practice makes perfect. I hope you read the Fresener's book and get the whole picture. Don't get bogged down in thinking you have to have lots of fancy equipment. I made my first run of shirts for my Cub Pack with just a screen and a squeegee. Have fun!!!

RESOURCES

NOTE:

I have not had experience with all of these suppliers. Those that I have had satisfactory experience with are marked with **. Some were obtained from an industry list. Check your Yellow Pages under Screen Printing Supplies or T-Shirts for additional local sources.

Screen Printing Supplies:

- ** McLogan Supply Co., Inc.
 711 S. East St.,
 Anaheim, CA
 714-999-1194
- ** McLogan Supply Co., Inc. 2010 S. Main, Los Angeles, CA 213-749-2262

Calcom Graphic Supply 1822 N.E. Grand Portland. OR (Also in WA)

Naz-Dar/KC 1087 N. Northbranch St. Chicago, IL 60622 (Branches throughout US)

Western Sign Supply 4701 Coliseum Way Oakland, CA 94601 Garment Suppliers:

- ** California Shirt Sales 2320 E. Orangethorpe Ave. Anaheim, CA 92806
- ** Kayman 2544 Miraloma Way Anaheim: CA 92806 (Also San Fransisco)

McCreary's Tees 3940 W. Montecito Pheonix, AZ 85019

J-M Business Enterprizes 2244 6th Ave. Seattle, WA 98134

(Branches throughout US) Books, Videos, Clip Art:

The Fresener Corp. 12629 N. Tatum Blvd. #135 Phoenix, AZ 85032 800-624-6532















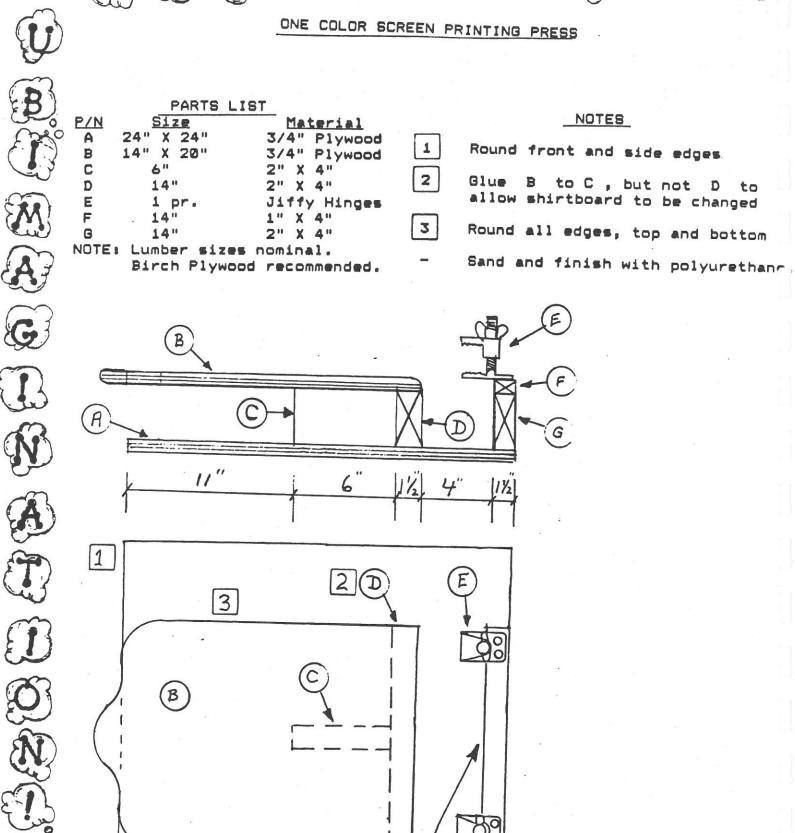












PACK ADMINISTRATION 44

A



MAKING PLAQUES AND TROPHIES

Have you ever wondered how the Pack treasury would withstand the cost of buying trophies for the Pinewood Derby, Space Derby, Raingutter Regatta and still have enough left over for plaques for the leaders? Do the plagues and trophies you can buy now days seem too plastic or impersonal? This article will attempt to give you some ideas for awards that are less costly and more personalized, something that will be treasured for some time to come.

TROPHIES: Let's start with an inexpensive method to get really; neat trophies for the various races that the average pack holds. The easiest way is to scrounge for old trophies (check at bowling alleys), then replace the figures with holders for the car, boat, space ship of the winner. Older trophies are usually better made than the trophies made today.

It is simple to make a little holder (see sketches for ideas) for the winning vehicle. At the race, place the vehicle in the holder and secure it with a rubber band. The winner can glue or screw the vehicle to the holder later if they so choose. This personalizes the award and your cost is one T-nut, some scrap, lumber and the engraved plague that goes on the front (usually less than \$5).

If you are skilled at carving or modeling or carving, you can make a new figurine, then make a mold and cast several. The method for molding is discussed in the plaque section of this article.

Trophies are also easy to make from wood scraps. Hardwood works best, but any clear, knot-free wood that can stained and finished can be used. A simple trophy is shown in the sketches. Variations on this theme are possible - just use your imagination.

The important part of trophy making is to make the finish shine. To do this, sand the parts thoroughly, starting with 120 grit aluminum oxide (grey) sandpaper and progressing to 220 grit paper. Then use a can of high gloss spray lacquer or polyurethane. Apply at least two coats. If you get a lot of dust nits or bumps in the first coat, lightly sand it with 220 grit sandpaper, being careful not to sand all the way through the film. Then recoat the trophy.

Voila!! Add an engraved plate and you are of and running. Most Packs have at least one person who likes to woodwork and would have a lot of fun doing these projects.



















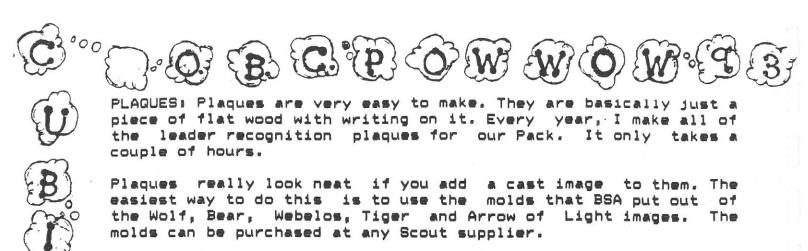












Molds can also be made of almost any object or carving. Spray the object to be duplicated with mold release, then use latex or silicon mold making compound to make a mold. When set, remove the mold from the original object and prime the inside of the mold with mold primer/sealer. Spray mold release inside the mold and use it like the molds from Scout suppliers. S&W Plastics, 5158 Holt Blvd, Montclair, 909-621-4887, carries the materials necessary for the project and will tell you how it is done.

Normally, the molds are filled with plaster of Paris, then allowed to set for a while. I prefer to use another material, because plaster is very weak and chips easily. I use Durham's water putty. A five pound container of it is about \$5 and will make about 18 castings. The putty has a much finer grain than plaster, and gives a smoother finish. It is also much harder than plaster.

To make a casting, mix the plaster or putty to the consistency of pancake batter and fill the mold. Then tap or bounce the mold gently. This will help get the air bubbles away from the surface of the casting. Strike off the excess mixture level with the top of the mold so the back of the casting will be reasonably flat.

When the casting has set up solid, gently remove it from the mold. You can ease the job by prying one edge of the mold away from the casting to break the suction. Then set the casting aside to dry for at least a week. If you paint the casting too quickly, water will be trapped inside and cause the paint to blister.

Now it is time to make the wood backing. If you are going to paint the wood a solid color, like black, you can use particle board. If you are going to use natural or stained wood, use a clear grade of wood. I prefer hardwood, such as birch, walnut or oak, but some softwoods, especially pine, work ok. A quirk of nature that causes the branches, and therefore the knots, of pine to grow in bands creates an inexpensive way to get clear pine pieces. To do this, buy pine shelving stock and cut out the rows of knots, leaving nice clear pieces of wood.

Start by cutting the plaque blanks to size. I usually use 10" \times 14 " if I am using the molds from Scout suppliers. Use a router to put a decorative edge on the blank. I usually use a Roman ogee



bit for the edge. You can add decorative lines inside the plaque face area if you like. They can be effective and striking. Several decoration and edging variations are shown in the sketches. Sand the blanks to 220 grit, stain if desired, then give them a couple of coats of spray lacquer or polyurethane as described for the trophies. Set the blanks aside to dry. I have also tried the new water-based polyurethanes, such as the Red Devil product and have had good luck. It goes only like watery white glue, but dries to a clear, hard finish.

Now that the castings are dry, you can paint them, It can be done realistically if you have the talent. If not, they can be painted a solid color, such as gold, brass or silver. One of my favorite treatments is to paint the casting hammertone silver, then let it dry. Take a rag and wipe on a light coat of oil based black paint and work it into the nooks and crannies of the casting, leaving the highlights silver/grey. Be sure to use black paint that is slower drying than the grey, or it will orange peel and wreak the project. Set the castings aside to dry overnight. We're almost done!!

The next step is to make the plate for the plaque. The plate is the part that has the writing on it. It can be made out of engraved metal, leather, buckskin, plastic, contrasting wood, or even paper. Engrave, write or paint your message on the plate. If you have a lot of them to make and they are alike, you may want to consider screen printing them.

Now comes final assembly. Using 30 minute two part epoxy glue, fasten the casting and plate to the wood plaque blank. Set it aside to dry for at least 4 hours. Overnight is preferable.

Your plaque is done!! Even though this sounds long and drawn out, it goes, rather quickly. Be sure, though, to allow enough calendar time for the drying process.

Using these processes, it is not hard to turn out a dozen plaques for less than \$30 in materials. Give it a try!!!















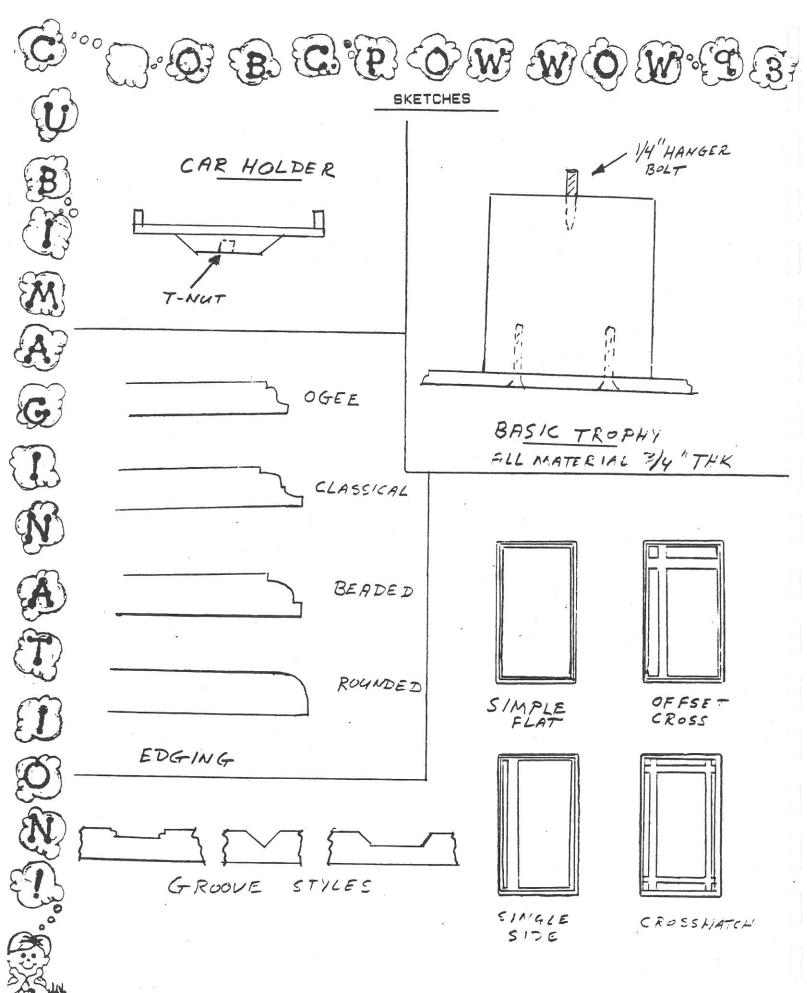










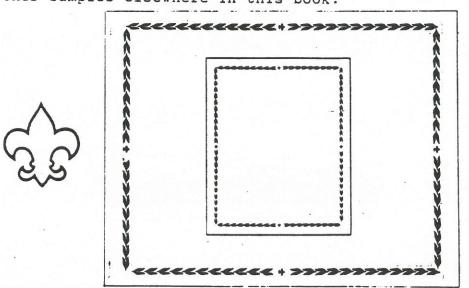




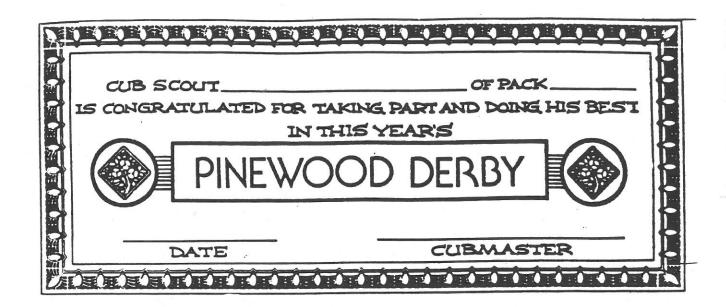
CERTIFICATES

Certificates are excellent tools for Scouting. The Scout office has many varieties available. Some programs allow you to make your own certificates on your computer. You can make your own with some clip art and a border design. There's also a book entitled Create Your Own Certificates, Patches, & Pins that has borders, artwork, and decorative letters that will help to make your certificates look professional, and can be purchased at the Scout office. On the following pages are some borders you can use for certificates also.

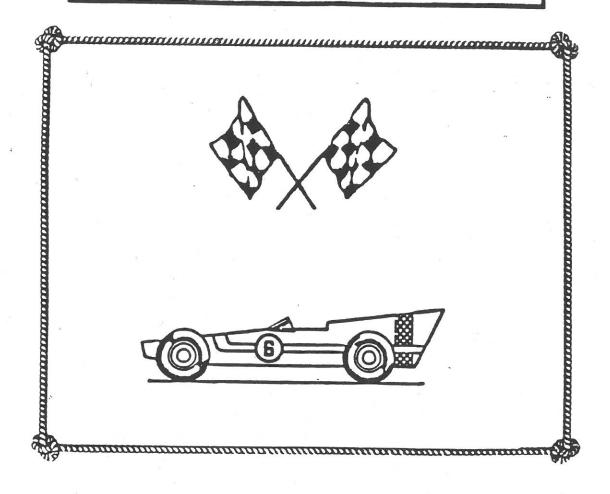
Certificates can be used in a variety of ways: present to Tigers graduating to the pack; make ones with different virtues or characteristics to bestow these on new leaders who might need patience or enthusiasm; any special recognition can be a certificate, framed for real special occasions; use them in your inductions as certificates of membership; roll and tie with ribbon as a diploma for a graduating webelos. Copy the border you want. Cut out and glue to clean paper. Cut out other copied artwork and words that fit the occasion and glue them in proper location inside the border. Add lines, print words where needed. Then copy the whole thing and you've made a certificate. These are easy to make, and useful. There are other samples elsewhere in this book.

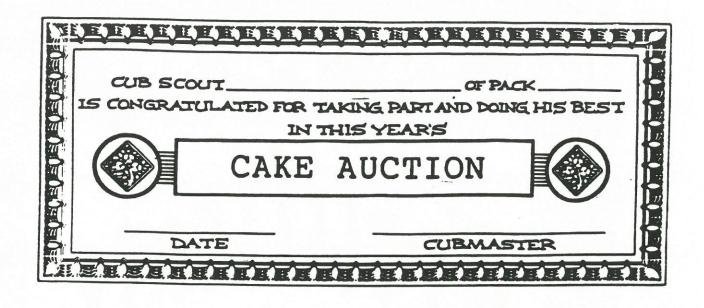


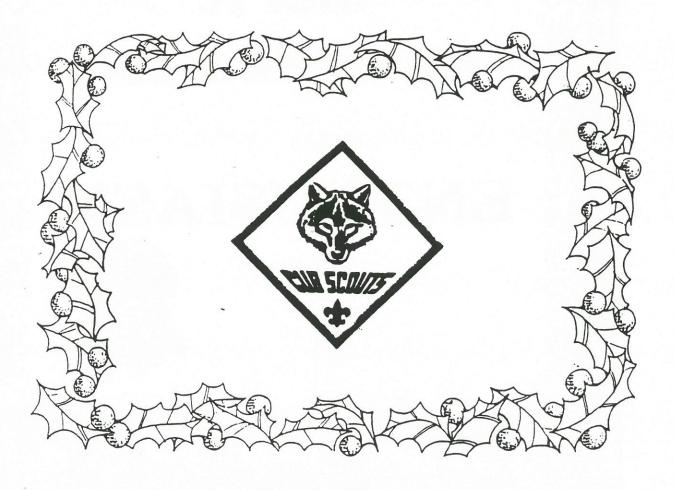


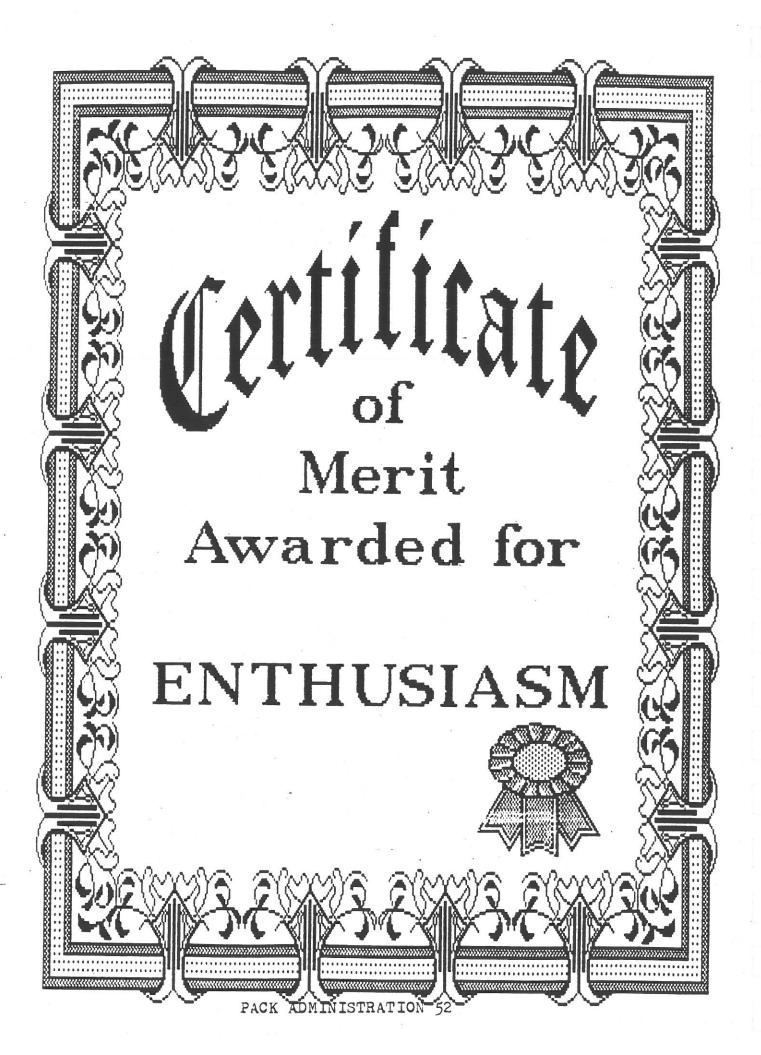


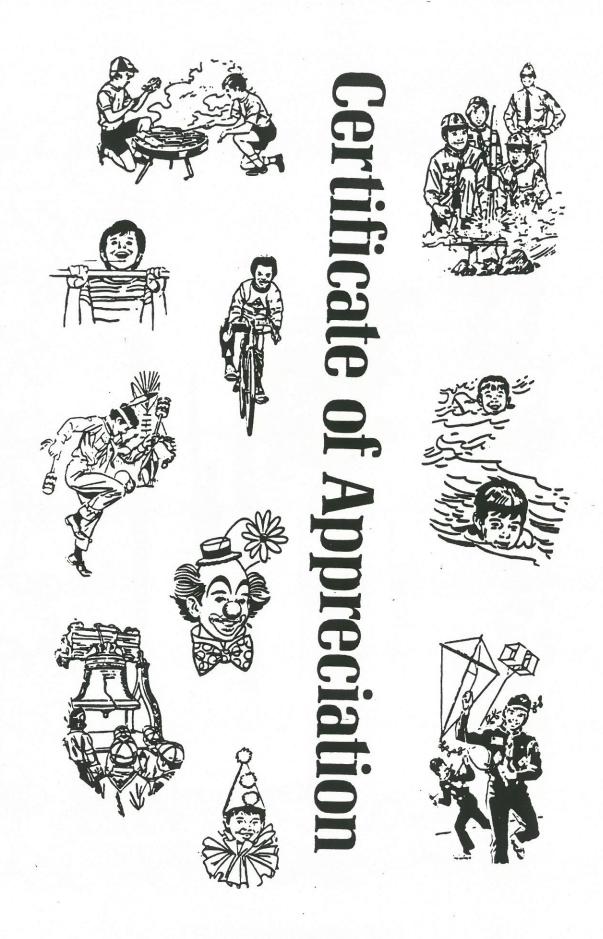
PINEWOOD DERBY

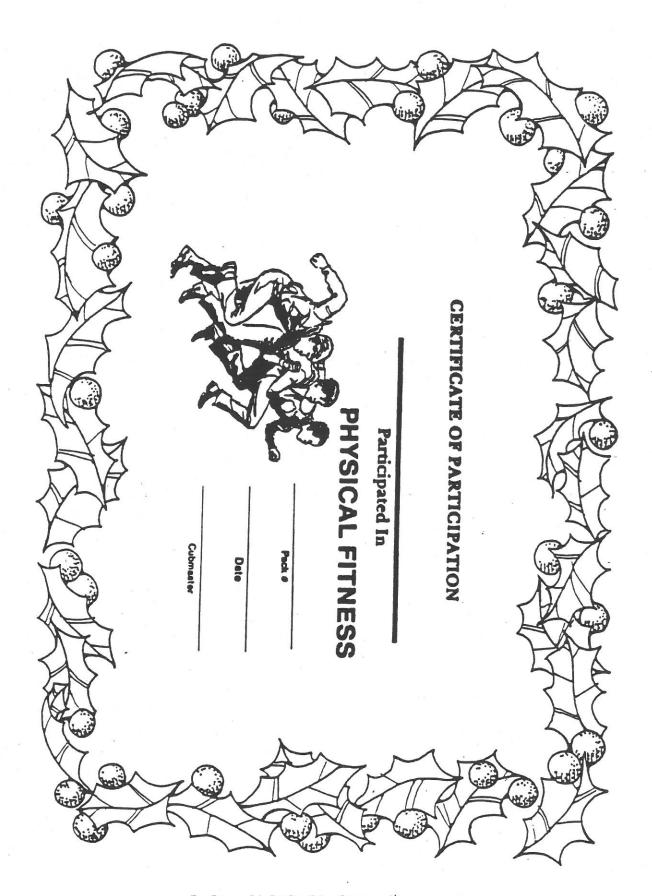




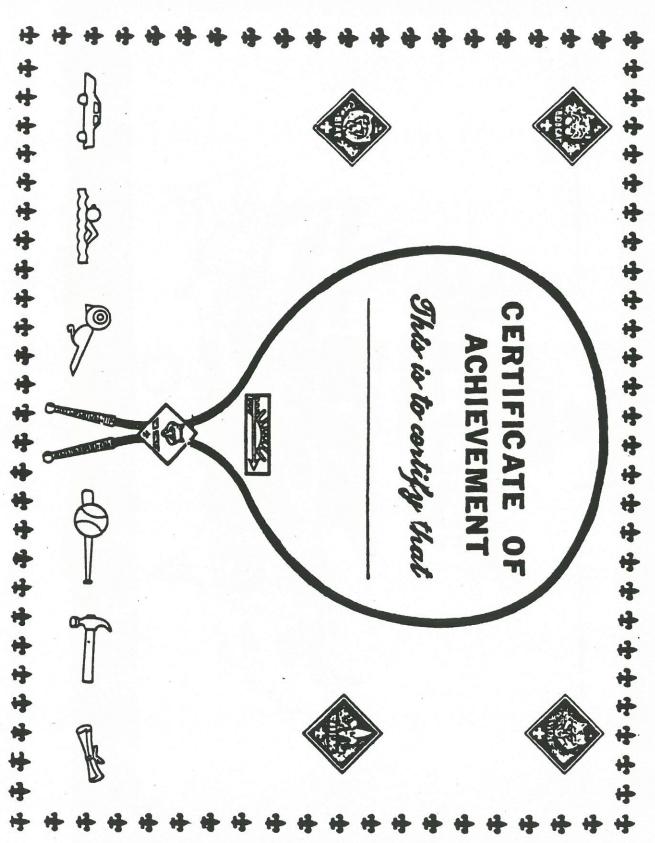






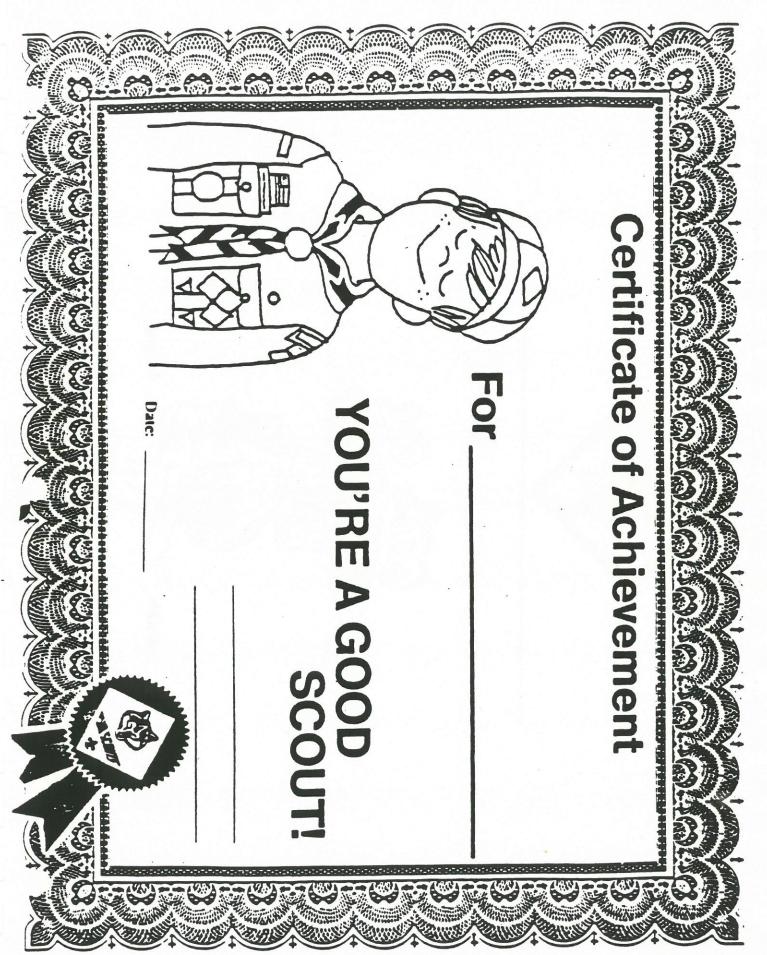


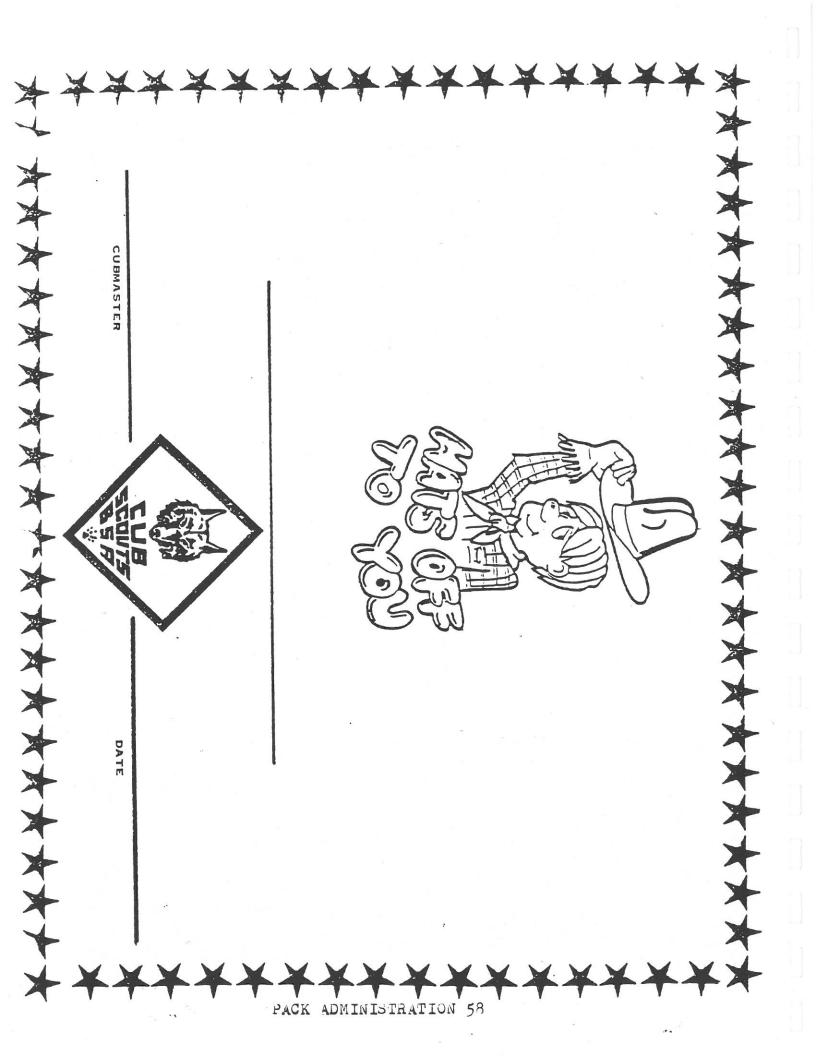
PACK ADMINISTRATION 54

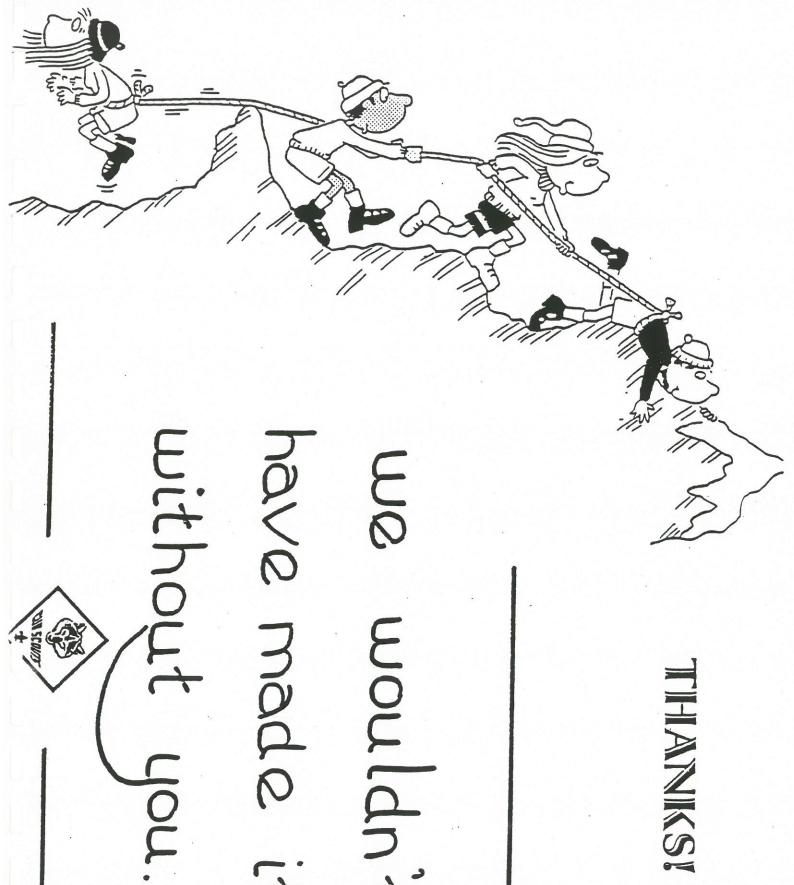


PACK ADMINISTRATION 55

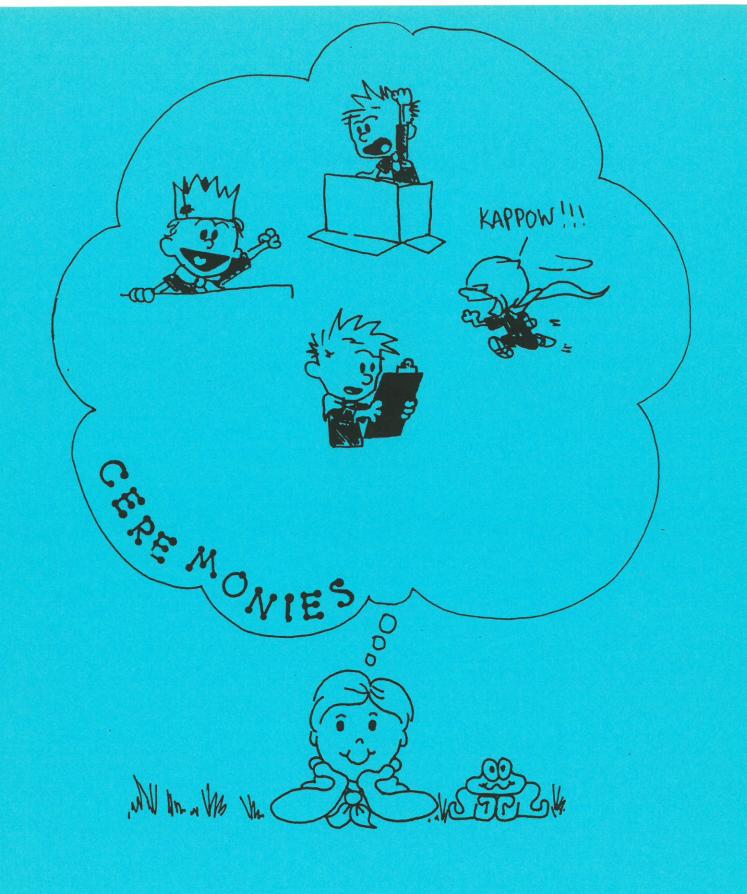


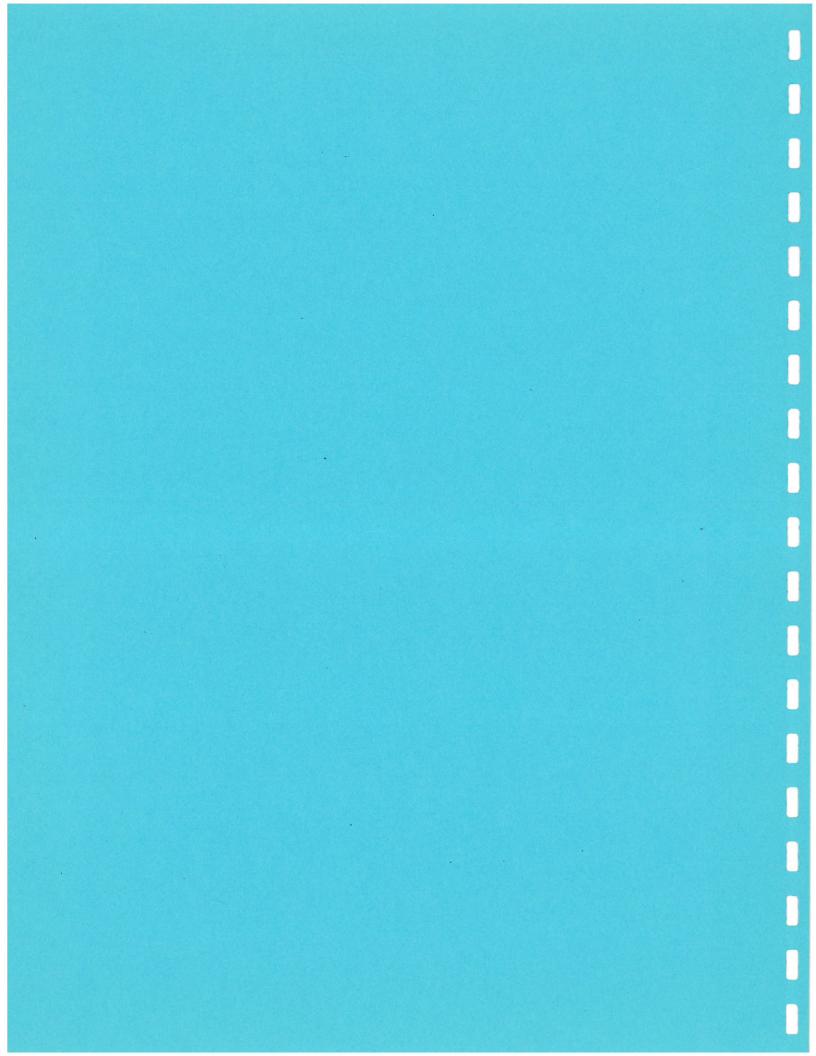






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WHY?

Why do we do ceremonies? That's easy, they are a vehicle for accomplishing the purposes of Cub Scouting.

THEY benefit the boy by giving him a chance to perform.

THEY Influence character and spiritual growth.

THEY foster self-esteem by developing new skills.

They allow the Pack to recognize good works by everyone who is involved.

THEY provide fun and exciting new things to do.

THEY offer a change of pace in the meeting.

THEY provide memorable experiences for a Cub Scout.

THEY focus attention on the needs of the Pack.

THEY provide motivation to go on and do more.





























When should you use ceremonies? That's easy, anytime and anywhere you meet.

WHEN you are opening and event such as a pack meeting, den meeting, scout show, pack picnic etc.

WHEN you are closing an event... see above.

WHEN you are presenting special awards, advancement and recognizing special people or special efforts.

WHENEVER the award is earned. Boys don't like to wait!!



WHAT?

What goes into a good ceremony? That's easy, lots of things. Many experienced leaders have suggested the following:

It may contain a rededication of the scouting ideals promoted by the CUB SCOUT LAW and OATH - our scout ideal in action.

It should instill a high regard for patriotism and the American way of life.

It should be impressive, dignified, simple, brief and friendly.

It should be dramatic, inspiring, colorful and sincere.

It should move smoothly without stage waits, be well rehearsed with many taking part.

It should avoid discomfort such as long standing attention, poor lighting, lack of heat or ventilation, and other distractions.

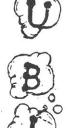
Recipients of the awards should face the audience at the time of presentation.

Initiations and horseplay do not belong in ceremonies.

It will include props such as flags, candles and spotlights to dramatize and hold attention.

These are just a few ideas. You and your pack committee may have others that work for you.





















W H O ?

Who should we recognise with ceremonies? That's easy:

BOYS who move up in rank.

BOYS who earn special awards.

BOYS who take part in special activities.

ADULTS who help with the den or pack programs.

ADULTS who earn special awards.

ADULTS who take training.

ANYONE who helps further the aim ideals and objectives of scouting.



WHERE?

Where can you do ceremonies? That's easy, anywhere ar everywhere you gather.

WHERE you have your den meetings.

WHERE you have your pack meeting.

WHERE you hold special events such as:

Outdoor picnics

Swimming parties

Weekend Camping trips (WEBELOS)





HOW?



How do you plan and execute good ceremonies? That's not so easy. A good ceremony requires a lot of effort but it is worth it if done well. Here are a few tips:



KISMIF...This is true of ceremonies as it is in all things in scouting.



USE A VARIETY OF CEREMONIES. There is comfort in doing the same thing over and over but it gets boring.



USE OUTSIDE PEOPLE, fireman, policeman, scout officials, public figures etc to liven things up.



REMEMBER, boys have a short attention span.



DO SOMETHING, don't just 'talk or read grand words from a book.



USE PROPS. Such things as signs, lights, candles and flags put spirit into the ceremony.



RECOGNIZE those who take part in the ceremony.



USE CUE CARDS. Most people don't want to try to memorize their part and can't "wing it" very well.



Cub Scout Opening Ceremony for First Pack Meeting

Another year is starting, And we'd like to welcome you. To tell you what our purpose is And what we hope to do.

Cub Scouting is a group of boys: It helps us grow up strong. It teaches us to do what's right and fight against what's wrong.

It shows us how much we can do
If we work as a team:
Then we'll have fun, and jobs won't be
As hard as they first seem.

We'll go on hikes and field trips, To learn of nature's wonder; So we'll respect her when we're grown And not make any blunders.

And we'll be shown in many ways That each man is our brother: Then we will see the joy there is In helping one another.

We'll learn to be good citizens, And, hopefully, we'll see That laws are made for all men. So each man can be free.

To do this job the Cub Scouts need Good leaders — that is true. That means we need the help of ALL! All of YOU! — and YOU! [pointing]

And now to start our year off right. In good and proper manner, we'd like you all to rise and sing Our own "Star Spangled Banner."

(By substituting "Our Pack meeting" for "Another year" in the first verse, and "meeting" for "year off" in the last, you could use this any time.)







THE PLEDGE OF ALLEGIANCE



The pledge was written by Francis Bellamy in 1892, for a Columbus Day celebration. The celebration was to arouse patriotic zeal in YOUTH, so what is more fitting for us in scouting?

The original pledge was: I PLEDGE ALLEGIANCE TO MY FLAG AND TO THE REPUBLIC FOR WHICH IT STANDS, ONE NATION INDIVISIBLE. WITH LIBERTY AND JUSTICE FOR ALL".

In 1923, the first change in the pledge was made. It was from "MY FLAG" to "THE FLAG OF THE UNITED STATES". Then in 1924, one year later, the second change was added to the first: "OF AMERICA".

The pledge stood this way until 1954, when "UNDER GOD" was added.





EXPLANATION OF THE PLEDGE OF ALLEGIANCE

We often recite the Pledge of Allegiance without listening to or understanding the words we are saying. If I may, may I recite it and try to explain the meaning of each word.

I - me, an individual, a committee of one.

PLEDGE - Dedicate all my worldly goods to give without self-pity

ALLEGIANCE - My love and devotion

TO THE FLAG - Our standard - Old Glory - a symbol of freedom. Wherever she waves there is respect because your loyalty has given her a dignity that shouts "Freedom is everybody's job'.

OF THE UNITED- United...that means that we have all come together

STATES OF AMERICA- State...individual communities that have united into 50 great states - 50 individual communities with pride and dignity and purpose: all divided with imaginary boundaries, yet united to a common purpose - love for country.

AND TO THE REPUBLICRepublic...a state in which sovereign power is invested in representatives shosen by the people to govern...and the government is the people: and it's from the people to the leaders, not from the leaders to the people.

FOR WHICH IT STANDS

ONE NATION UNDER GOD- Meaning so blessed by God

INDIVISIBLE - Incapable of being divided

WITH LIBERTY - Which is freedom - the right to live one's own life without threats. fear of some sort of retaliation.

AND JUSTICE - The principle of qualities of dealing fairly with others

FOR ALL - For all...which means, boys and girls, ladies and gentlmen, its your country as much as it is mine.

Will you all please stand and repeat with me the Pledge of Allegience.



















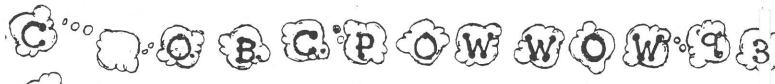














WHILE BROWSING IN AN ANTIQUE STORE, A BEAUTIFUL MAP OF THE WORLD CAUGHT THE EYE OF A YOUNG FATHER. HE PURCHASED THE MAP AND ALL THE WAY HOME WONDERED AS TO WHERE IT WOULD MOST ENHANCE HIS DEN. UPON ARRIVAL AT HOME, HE LAID THE MAP ON THE DINING ROOM TABLE AND LEFT IN SEARCH OF HIS PIPE, SLIPPERS AND THE AFTERNOON NEWSPAPER.



ARRIVING HOME FROM AN AFTERNOON OF HARD PLAY IN THE NEIGHBORHOOD, THE MAN'S EIGHT-YEAR-OLD SON SPIED THE MAP ON TOP OF HIS FATHER'S BRIEF CASE. WITHOUT ASKING, HE TOOK THE MAP INTO MOM'S SEWING CORNER FOR A CLOSER INSPECTION. WITH A FEW WELL PLACED SNIPS OF MOM'S SEWING SCISSORS, THE MAP WAS SOON IN SHREDS. LATER, THE FATHER DISCOVERED HIS SON'S ACT. AFTER CONSULTING WITH HIS WIFE, PUNISHMENT WAS DECIDED UPON. DAD CALLED HIS SON INTO THE ROOM AND MELTED OUT THE PUNISHMENT AS WAS DECIDED UPON. SON, YOU'VE MADE A TERRIBLE MESS OF DAD'S MAP. YOU MUST TAKE THE PIECES OF THE MAP ALONG WITH A ROLL OF TAPE TO YOUR ROOM. YOU MAY NOT COME OUT UNTIL THE MAP IS COMPLETELY ASSEMBLED IN CORRECT FASHION EXACTLY AS IT WAS BEFORE YOU CUT IT UP.



THE BOY DID AS HE WAS INSTRUCTED AND LEFT FOR HIS ROOM. TWELVE (12) MINUTES LATER, THE SON RETURNED WITH THE MAP COMPLETELY ASSEMBLED AND ENTIRELY CORRECT. BOTH PARENTS WERE AMAZED AT THE FEAT THAT THE EIGHT-YEAR-OLD HAD PERFORMED, AND THE FATHER ASKED HIS SON, "HOW DID YOU FINISH THE JOB SO QUICKLY?"



THE SON ANSWERED HIS FATHER: "IT WAS SIMPLE, DAD, ON THE BACK OF THE MAP WAS A PICTURE OF A BOY, AND WHEN YOU PUT THE BDY TOGETHER RIGHT, THE WHOLE WORLD COMES OUT OKAY!"



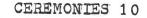
PLEASE STAND AND JOIN WITH ME IN THE PLEDGE OF ALLEGIANCE....



NOTE **** THE PLEDGE OF ALLEGIANCE HAS ONLY THREE COMMAS!!!!!



"I PLEDGE OF ALLEGIANCE TO THE FLAG OF THE UNITED STATES OF AMERICA AND TO THE REPUBLIC FOR WHICH IT STANDS, ONE NATION UNDER GOD, INDIVISIBLE, WITH LIBERTY AND JUSTICE FOR ALL."





THE SPIRIT OF SCOUTING

PERSONNEL: Arrow of Light Award Candidates and their Parents. Webelos

Den Leader (or committee member in charge of this pack ad-

vancement ceremony)

EQUIPMENT: Ceremonial board, about 18 inches square, with four candles:

blue - spirit of Cub Scouting white - spirit of Scouting yellow - Arrow of Light rank

green - Scout

Arrow of Light awards and certificates: straight pins

ARRANGEMENT: At opening ceremony, only the white candle is lighted. Use the

white candle to light the blue and the yellow candle as the ceremony progresses. If you do not use candles and ceremonial

board, omit references to lighting candle.

DEN LEADER: "Will the following Webelos Scouts come forward to receive the

Arrow of Light award. Please bring your parents with you."

(They come forward as names are called.)

"You Webelos Scouts have fulfilled all the requirements for the Arrow of Light award, the highest in Cub Scouting. You visited

a Scout troop and talked to the Scoutmaster.".

"Before you is a blue candle that represents the spirit of Cub Scouting - that spirit of giving goodwill and doing your best.-

(Lights blue candle.)

"This white candle represents the spirit of Scouting. Do you promise to fulfill the Cub Scout Promise and the Cub Scout Motto, 'Do Your Best.' when you receive the Scout Badge?"

WEBELOS CANDIDATES: "We will."

CUBMASTER: "These Webelos Scouts have faithfully promised always to keep

alive the spirit of Cub Scouting. As their parents, do you also promise to continue to help your boy in his Scouting adven-

tures? If so, say. 'We will.'"

PARENTS: "We will."

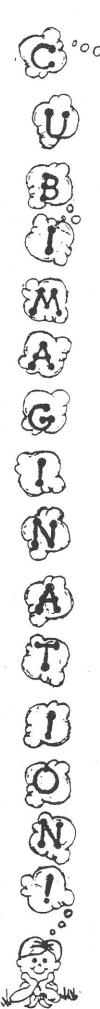
DEN LEADER: "Now. Webelos Scouts and parents, form a living circle.

(Instructs parents in formation.) The Webelos Scouts will repeat after me the Webelos promise as I sue the flame of the spirit of Scouting to light the yellow candle representing the Arrow of Light award. (Lights yellow candle.) Remember that the spirit of Cub Scouting and Scouting are one and the same. The spirit of

the entire Scout movement is one of service, high ideals, and

fellowship."





"Cub Scouts repeat after me" 'I. (name). promise to do my best...to show that a Webelos Scout...is faithful to his Cub Scout Promise...to be a true Webelos Scout...by joining a Scout troop when I am eleven years old...and to uphold the Scout Oath and Law...as I have upheld the Cub Scout Promise...and the Law of the Pack.'"

"Thank you, Webelos Scouts. And now, as parents of these Webelos Scouts, do you promise to help your son carry out the pledge he has just taken? If so, answer, 'We will.'"

PARENTS:

DEN LEADER:

"We will."

"To you parents I present these Arrow of Light awards that your Webelos Scout sons may now wear on their Webelos Scout uniforms—centered on the flap of the left shirt pocket—and on their Scout uniforms later." (Presents certificates, awards and straight pins and instructs parents in pinning badges on shirt.)

"It is a great honor for me to greet you as winners of the Arrow of Light award. (Gives Cub Scout handshake.) Notice that we are leaving unlighted the green candle representing a Scout. This is to remind you Webelos Scouts of something yet to be enjoyed - a grand adventure that will open to you and your family in future Scouting career."



THE STORY OF THE ARROW OF LIGHT or

"How the Arrow Came to the Indian"

Have a narrator read most of this and sets the scene. (ad-libbing is acceptable) Each of the parts played by one of the Webelos, with the Webelo receiving the award as the Indian. Do it in a darkened room with an imitation campfire or outdoors with a real campfire, and in costume and it works very well.

"Once, long ago, when all the animals of the earth were equal, there was great unrest. The animals began to quarrel among themselves. The Bear argued with the Eagle, and the Buffalo argued with the Indian.

Finally, the wise old Grandmother called the animals to her teepee and she spoke to them, saying, "You have argued among yourselves about many things. Now I will ask you one question. You will have one year to think about your answer. I will reward each of you according to the merit of your answer."

The animals became excited because they each thought it would be easy to answer any queston in a year's time. And besides, the old Grandmother was not only wise, she was also generous with her rewards. Was it not the old Grandmother that brought grass to the fields and fruit to the trees?

"What is the question, Grandmother?" they asked, and she said. "You must answer me this. What is your most important duty? And with that, they all left. The Eagle flew to a high mountain to think about the question. The Bear returned to the forest, the Buffalo returned to the plains, and the Indian returned to his campfire. And they all began to think about their answer.

A year later, they all returned to the old Grandmother's teepee. Grandmother spoke to the Eagle first and she said. "Eagle, what is your most important duty?" The Eagle replied, "My most important duty is to fly higher than anyone else." Old Grandmother said, "For that answer. I will give you feathers which will help you to fly higher than anyone else." And the Eagle was very pleased with his gift.

Next, the Buffalo said. "My most important duty is to run furthur than any other animal." Old Grandmother said. "For that answer I will give you thick hooves which will help you run further than any other animal." And the Buffalo was very pleased with his gift.

Then the Bear said, "My most important duty is to be stronger than anyone else." Old Grandmother said, "For that answer. I will give you sharp claws which will help you become the strongest and most fierce of all the animals." And the Bear was very pleased with his gift.

Finally, the Indian rose and said. "Grandmother. I think that my most important duty is to help other people." And Grandmother said. "For that answer I will give you this stick." And when he saw the stick. the Indian was very disappointed for he had thought long and hard about his most important duty.

"Grandmother," he said, "Why do you give me only a stick? Did my answer displease you?"

















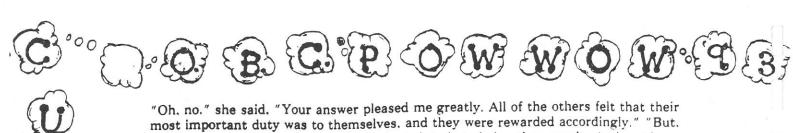












most important duty was to themselves. and they were rewarded accordingly " "But. you have learned that the most important duty is to help other people. And you have been rewarded."

"But, Grandmother," said the Indian. "What can I do with this stick?"

"That is more than just a stick," she replied. "That is an Arrow. With that Arrow. you can shoot the Eagle no matter how high it flies. You can shoot the strongest Bear and you can shoot the Buffalo no matter how far it runs. Now you are the greatest of them all."

And then the Indian knew that the gift of the Arrow had been the greatest gift of all and he was pleased.



PROPS FOR CEREMONIES

A few simple, well-planned props can be very effective for establishing the theme and atmosphere of your ceremonies. They let Cubs and parents know that the Pack, and the leaders, care about their attendance and advancement.

Use scrap materials if available. Some local supply stores will donate scrap material. Check with parents for anything useful. Props don't have to be expensive to be effective. The following are some basics every Pack might want:

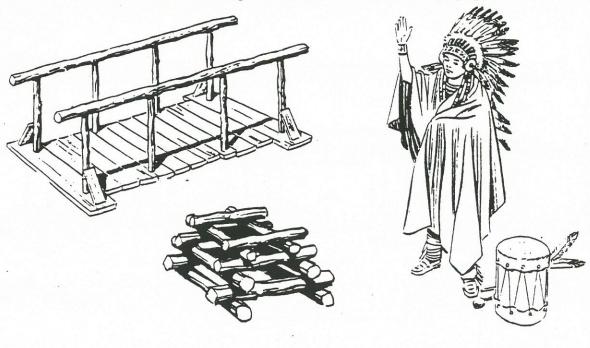
CEREMONIAL CAMPFIRE - Ceremonies are more dramatic with a glowing fire in a darkened room. These are simple and easily assembled. See this section for ideas and instructions.

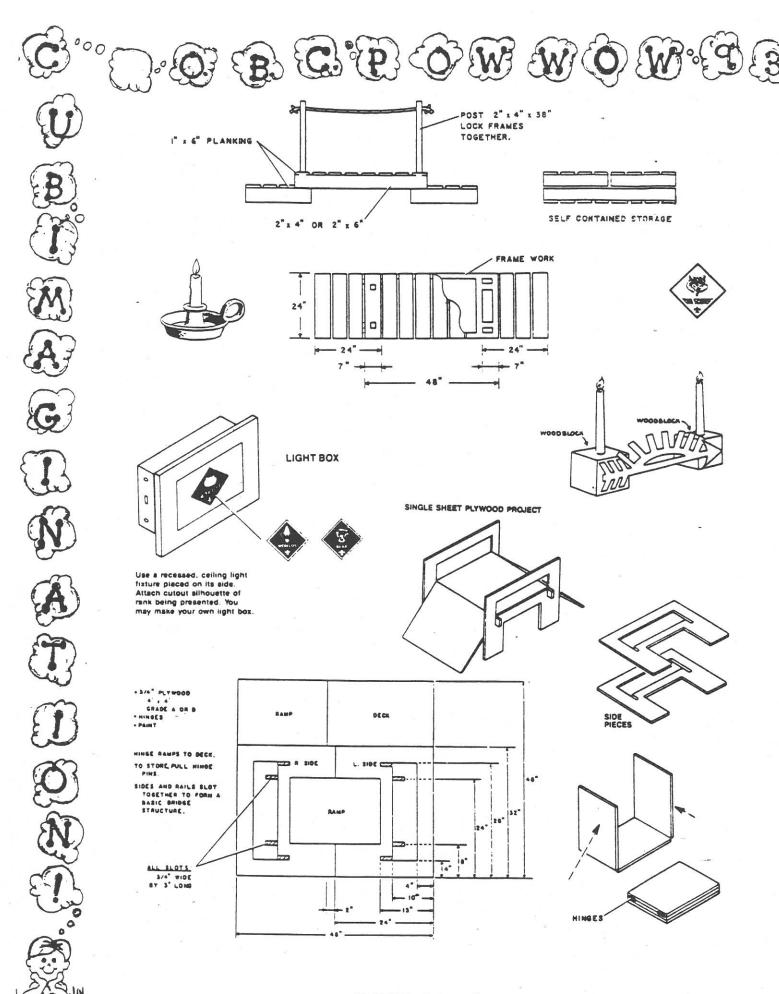
INDIAN HEADDRESS - A must for every Cubmaster! Kits available or can be purchased assembled. With care in handling and storage, your headdress will last for years and can be passed to new Cubmaster in a special ceremony. Add other costume parts as desired.

CEREMONIAL BOARD - From a candle holder or advancement ladder, to the more complex with lights, this is another great prop for your ceremonies. Some ideas follow in this section.

BRIDGE - For graduations. This will add special meaning for Cubs moving to the Boy Scouts. Make from scrap lumber and design for easy transport, assembly, and storage. This section has some ideas.

Use your imagination to develop other props and costumes that are adaptable to a variety of themes and ceremonies.



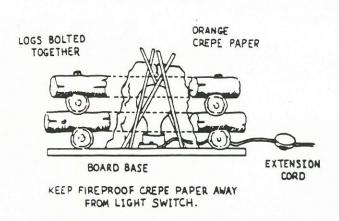




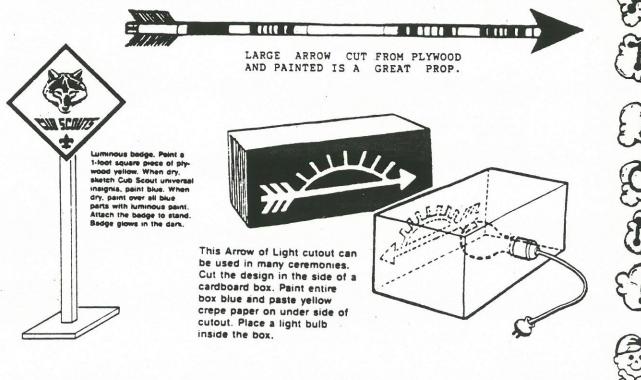
Log length and diameter are not critical, but the rising pile should taper in thickness and length. Build the fire so the logs can be dismantled for storage.

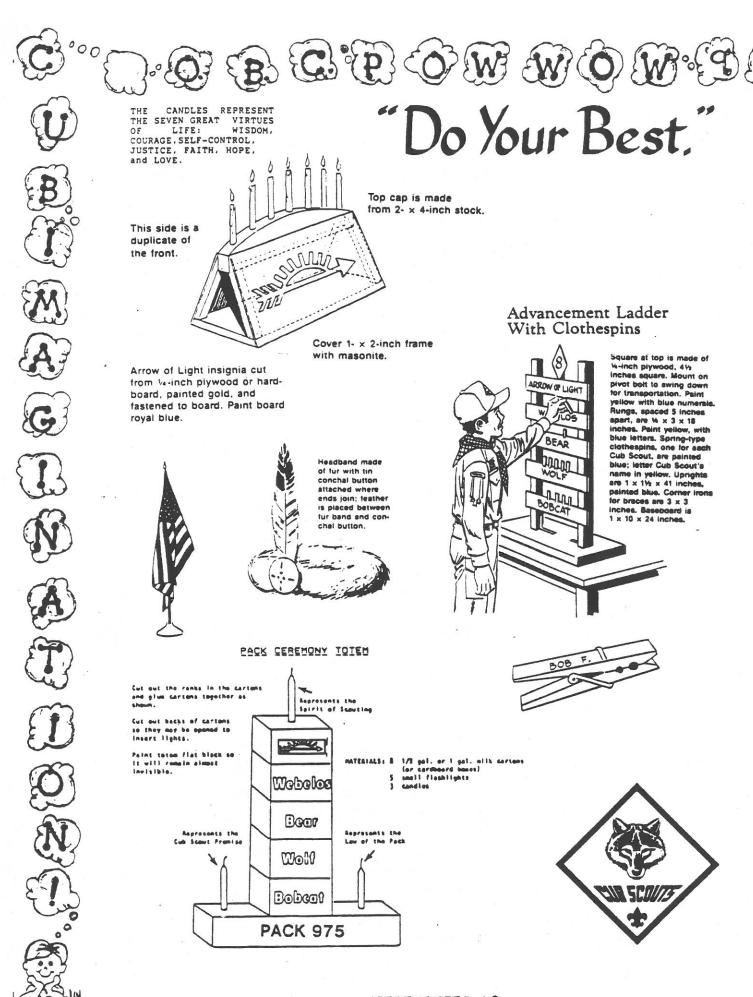
Boit the logs together. To locate the hole centers, drive a small brad in the lower log, press the upper log over the brad to mark the center, then drill the holes.

Assemble and wire the lamp base. Use a 60-watt red or orange bulb for illumination. The light will filter through the pile. Add a few short lengths of red and white crinkled ribbons to the top of the pile to create a flame-leaping effect.











CROSSING THE BRIDGE CEREMONY

(Webelos to Scout Transition)

This ceremony may be done indoors, but is most effective when done as a graduation ceremony for webelos scouts in an outdoor setting. The only prop necessary is a simulated bridge about eight feet long. This bridge can be as simple as ropes tied between chairs on each side or as elaborate as an actual bridge built out of lumber.

This ceremony should be done at a regular pack meeting at graduation time so that the whole pack can participate. The leaders of the boy scout troops that are receiving the webelos scouts should be invited well in advance so that they, the senior patrol leader and as many scouts as can participate may be there.

The pack lines up in dens on each side of the bridge at the left end and the troop lines up at the right end. As each webelos scout is recognized for his accomplishments. He shakes hands with his cubmaster. Then his webelos leader, who removes his webelos neckerchief, and walks across the "bridge" while his pack gives him the cub scout salute. As he reaches the other side of the bridge, he is greeted by his new scoutmaster who gives him the scout handshake and puts on his new scout neckerchief. He is then greeted by his senior patrol leader who escorts him to his patrol and introduces him to his patrol and to his patrol leader. Meanwhile all of the boy scouts salute with the boy scout salute.

After all webelos have crossed over the bridge, a few words should be said about what the new scouts have to look forward to.

ADVANCEMENT IN RANK

(call forward boys who have earned badges of rank, or arrow points, with their families.

CUBMASTER: Cub scouts, our families are the most important things in our lives. If you think about it for a moment, you'll realize that this is true. From our families we get food, shelter, training in good citizenship, and most important, we get love.

Cub scouting is like a family too. It's made up of tigers, bobcats, wolves, bears, and webelos scouts. It doesn't provide the same things that your family at home does. But cub scouting gives you plenty of fun, a chance to learn new skills, and the opportunity to learn how to get along with other people. Today we have some cub scout family members who are moving up in rank. (briefly outline what the boys have done to earn their new ranks and arrow points. (give badges to parents)

CUBMASTER: Now let's have a cheer for our cub scout family members who have earned honors. And now let's thank our parents and other members of our real families for all they do for us every day.





PARENT INDUCTION CEREMONY

ARRANGEMENT:

Newly inducted bobcats and their parents at front

of room.

CUBMASTER:

Parents of these new cub scouts, will you please

give the cub scout sign and repeat after me:

"As the parent of a cub scout,

I will do my best To help my son

Live up to the cub scout promise And obey the law of the pack.

I will work with my son

On his achievements and projects.

I will attend the pack and parent meetings

And help as needed To make the pack go."

SPORTSMANSHIP OPENING CEREMONY

CUBMASTER:

At the beginning of the Indianapolis 500 or other car races, the announcer says "gentlemen, start your engines." Tonight we will have our pinewood derby. I will ask 13 boys to come forward to help me give you a reminder.

S Smile, even if you hurt inside

Pardon those parents who may show poor manners

O Ooze with enthusiasm for your car and fellow den members

R Respect the feelings of other cub scouts

Try your best and be your best

S. Satisfied with yourself

M Master the art of self control

A Anger has no place in our meeting

Notice that only one can win

S Success in "doing your best".

H Hush those words of bragging

I Insert your "congratulations" to the winner

P Play the derby game for FUN!

TRAIN OPENING CEREMONY

One day while watching a freight train being pulled by a engine, with two "pusher" cars on the rear, this analogy of scouting to a freight train came to mind: LOCOMOTIVE-Leaders. COAL & WATER-Energy. ALL KINDS OF CARS-All kinds of boys. CABOOSE-Helping mands, encouraging leaders and boys to do their best. 1ST PUSHER-scout committee, sponsoring institution, and parents. 2ND PUSHER-commissioner staff, district committee, executive staff. TRACK-The scouting program. It will keep the boys on track. STATIONS-Advancement ranks. SPECTATORS-Those who watch and appraise scouting by what we do. What part of this train are you? Are you doing your best?



LIVING IN THE 21ST CENTURY

NEIL ARMSTRONG ADVANCEMENT CEREMONY

PERSONNEL: Neil Armstrong impersonator and/or the cubmaster, cubs who are advancing and their parents.

EQUIPMENT: Astronaut suit for impersonator or the cubmaster, flag, awards in individual zip-lock bags, music (Stars and Stripes).

CUBMASTER: This evening we have a very special guest from NASA in Houston. Commander Neil Armstrong was the first astronaut to set foot on the moon. Please welcome Commander Neil Armstrong. (music plays. Neil Armstrong enters).

NEIL: Good evening cub scouts and families of scouts. We live in an exciting age, the age of our forefathers dreams and fantasies. Whether you are ready or not, you are in the space age. You are the pioneers and explorers of space and the galaxies. It is projected that in your lifetime we will colonize other planets, live and work in space stations and explore the outer reaches of the galaxy. Science fiction is becoming scientific fact. Astronomers have calculated there are 150 billion solar systems in our Milky Way Galaxy. If only one to two percent are identical to our solar system, that leaves over one billion trillion stars in the universe. Life on the other planets is almost a certainty. Maybe your generation will be the fortunate ones to communicate with life outside our planet.

On July 20, 1969, I landed the Apollo 11 lunar module on the surface of the moon and was the first human to set foot on our only natural satellite. Along with several pounds of moon rocks, I also brought back some very special awards. Cubmaster, will you do the honor of calling up the boys who have advanced in the pack since your last pack meeting.

(Cubmaster calls up each boy/parent. The commander reaches into the space bag and hands each boy his awards and congratulates boy and parent for a job well done. Boys remain on the stage until all badges have been awarded. Cubmaster ask pack to give a special cheer.) The bobcat, wolf, and bear trail is no different than NASA's trail from Mercury, Gemini, Apollo Shuttle and the space station. Both trails are taken one step at a time. It's up to us to learn from our errors and to keep trying to go one step beyond. Will all the cubs and webelos stand? This is my command to you: "Dare to dream and make your dreams come true. You've got the RIGHT STUFF!"

Parents, look closely at the men of the future, our new pioneers and next explorers. Thank you and good night. (music plays) Commander Neil Armstrong exits, cubmaster leads a cheer for Neil Armstrong)



The opening and closing ceremonies help cubs keep a focus on the neeting. You will find these ceremonies will take planning on your part. Occasionally the den leader should include a simple thought for the day. Just a brief statement with some moral to it. Some peremonies, if used too often, will not be as meaningful. Opening ceremonies are usually a time when we can give thanks for our country. There are many patriotic ceremonies found in the monthly program Helps, POW WOW books and den and pack ceremonies book. Some suggestions for closing ceremonies are:



1. Living circle in which leader says, "DO your Best." Boys answer, "We'll do our best." (this will take some coaching ahead of time.)



2. Present the thought that each boy look for an act of good will that can be done before bedtime. Repeat the cub scout promise (but not too often).



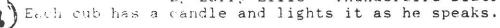
3. Lights out, light artificial fire, play a quiet record or sing a quiet song.



4. Hows form a circle around a candle as the den leader reminds them of the cheer which even a small flame can spread. (stop with that thought, no "preaching", please).









This is my scouting light. It is my enthusiasm. As light brings out the sparkle in diamonds, enthusiasm brings out the sparkle in scouting.



This is my scouting light. It represents what I know I can do. And I'll do my best to do my duty to God and my country.



This is my scouting light. As we face each other tonight, let us look at the light and silently thank God for the brotherhood of scouting we share here tonight.



This is my scouting light. I shall pass this way but once so if there is any good that I can do, let me do it now for I shall not pass this way again.



This is my scouting light. Let each one of us take time to look back at where we've been and have pride in that past. Let us look forward to where we're going and have hope for that future.



for let you please stand and join us in the pleage of allegiance.



BLUE AND GOLD TRADITIONS

ADVANCEMENT CEREMONY

MR. FLUE & GOLD: (Cubmaster dressed as old man, sitting in rocker). 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 health and books. And you had fun at the same time.

ASST. CM: (Ask cub scouts to line up over in front.) Mr. Blue & Gold let me tell you something. 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. Mr. Blue & Gold, would you please help me honor them tonight?

MR. BLUE & GOLD: 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. 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. And I suppose the requirements today are as challenging as those were then.

ASST. CM: Will the following scouts please join us. (read names of boys to receive bear rank. Have them sit around Mr. Blue & Gold.) Mr. Blue & Gold I am 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. Could you please honor these boys by presenting them their bear award.

MR. FLUE & GOLD: I am very impressed, but I am sure that these boys didn't work harder than we did on their Lion badge.

ASST. CM: Mr. Blue & Gold, I know that in the past there was a lich badge program that was quite a challenge. 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.

MR. BLUE & GOLD: (slowly gets out of rocker) Well sonny, it sounds great!! If these boys work hard they will be webelos scouts before you know it. Keep up the good work. So long! (Mr. Blue & Gold exits, waving to the audience as he moves off stage).



STATUE OF LIBERTY CEREMONY

(Have a person dressed as the Statue of Liberty)

STATUE: Please teach the children about our FLAG.

CUB 1: (Holds card with the word FLAG) Our flag is a symbol of our great American heritage, a heritage of freedom bravely fought for and bravely gained. It stands for and shelters all people. Let the flag float over every scout meeting in the country and the exercises be such as shall impress upon our youth the patriotic duties of American citizenship.

STATUE: Please teach the children about COURAGE.

CUB 2: (Holds card with the word COURAGE) Courage to stand up for what is right when others are against you. Our forefathers fought for us so we could live in a country that is free. Baden Powell

fought to give us a Scout program that teaches correct principles. A Scout is trustworthy, loyal, helpful, friendly, courteous, kind, obedient charful theifth head of the charful theifth has been ful theifth.

obedient, cheerful, thrifty, brave, clean and reverent.

STATUE: Please teach the children about HONOR.

CUB 3: (Holds card with the word HONOR) The men who founded our

country had great faith. They believed that every human being had the God-given rights of life, liberty, and the pursuit of happiness. On my honor I will do my best, to do my duty to God and my country, and to obey the Scout Law; To help other people at all items, to keep myself physically strong, mentally awake, and

morally straight.

STATUE: Please teach the children about LOYALTY.

CUB 4: (Holds card with the word LOYALTY) Loyalty is a responsibility that each of us share. Teach the children to remain

responsibility that each of us share. Teach the children to remain loyal to American ideals, the Constitution and the Bill of Rights.

STATUE: Please teach the children about GOD.

CUB 5: (Holds card with the word GOD) The United States

Constitution guarantees us the freedom of religion to worship as we

Constitution guarantees us the freedom of religion to worship as we wish. As a people we place our basic trust and hope in God.

STATUE: Please teach the children about FREEDOM.

CUB 6: (Hold's card with the word FREEDOM) Freedom is a breath of air, pine-scented or salty like the sea; Freedom is a forest, trees tall and straight as men! Freedom is a printing press, the power of the pen! Freedom is to worship; Freedom is a birthright,

a pulse beat of humanity, the throb of a nation's heart!

STATUE: He is a person who is going to carry on what you have started. He will sit right where you are sitting an attend, when you are gone, to those things you think are so important. You may adopt all the policies you please, but how they will be carried out depends on him. He will assume control of our nation. All your you is going to be judged and praised or condemned by him. All your work is for him. Our nation's fate lies in his hands. Though't we pay attention to him.



WEBELOS BADGE CEREMONY

PERSONNEL:

Webelos scout(s), parents, webelos den leader, den

chief.

EQUIPMENT:

Large picture of webelos badge. (made of felt or

cardboard)

SETTING:

Webelos badge prop is on table at center stage with

badges to be presented. Webelos den leader and den

chief are standing near the awards.

WDL:

Tonight we have some webelos scouts who have completed all the requirements to earn the webelos

badge. Will the following webelos and their

parents please come forward.

DEN CHIEF:

(call webelos by name)

WDL:

Let us take a closer look at the webelos badge. (hold up the picture of the badge so all can see) The background colors are blue and gold. These are the recognized colors of the cub scout program. They stand for truth and loyalty; good cheer and happiness.

Two emblems can be seen on the background. The first is the fleur-de-lis which is recognized around the world as the mark of the boy scout program. It represents the brotherhood of friendliness and good citizenship.

The second emblem is much like the first except for a slight difference. The gold part reminds us of a flame, perhaps the light of scouting. It points upward to remind us that the webelos scout is able to point to the right way in life. The blue portion of this emblem looks like a large "W" as in webelos.

Finally, we see the word "webelos" which means "we'll be loyal scouts." Loyal means you will keep your cub scout promise.

It gives me great pleasure to present the webelos badge to the parents to present to their son. (den chief hands badge to respective parents.) I would also like to present the webelos pin to each webelos scout to present to their parents as a special way of saying "thanks" for helping their son to advance and for assisting in the webelos den.





TRIBAL INDUCTION CEREMONY.

PERSONNEL: Two leaders, one to act as chief (akela) and the other to act as tribal scribe. (chief may wear head dress and or blanket)

SCRIBE: Will the audience please rise? (the chief enters the room) The tribal council is now in session. The great Akela, presiding.

CHIEF: Please be seated. As I read your names will our new cub scout braves and their parents approach the bench? When people want to become members of this tribe, they take part in a ceremony at a tribal council meeting. They pledge allegiance to our tribe, the same way that you pledge allegiance to the flag. To make you cub scout braves, we are going to begin by asking you to repeat the cub scout promise. (Recite the promise) now let us join in the law of the pack. (Recite the law of the pack) CONGRATULATIONS! You are now full fledged cub scout braves.

We asked your parents to come up here with you because they will be assisting you in cub scouting. We will begin this partnership by asking your parents to pin your bobcat on your uniform. As I call your name, will you step forward with your parents? (Present boy with bobcat certificate and have parents pin the badge on their son.) Will all of you in the tribe welcome our new braves into our tribe? (Have everyone join in a grand howl).

(This may be adapted for any induction function or an advancement ceremony by making the necessary substitution in wording.)

WOLF HEAD DRESS CEREMONY

USES: wolf ceremony, induction

PROPS: wolf head dress

INSTRUCTIONS: Akela puts head dress on his head.

AKELA: "This is the ceremonial wolf head dress. It represents the origin of cub scouting as told in the story of Mowgli in the Jungle Book. The wolf pack adopted the "man cub" and taught him the ways of the pack. So we have done to each of the members of our pack.

"The erect ears of the wolf are symbolized by the cub Scout sign. In some tribes, the indian scout was called a wolf, and wore the skin or head of the wolf when beginning a scouting expedition.

"Tonight you are not beginning but ending your expedition to become a wolf. You shall now wear the wolf head dress as your parents present to you your award. (place head dress on the wolf scout and give the award to his parents to present to him.)



BROKEN ARROW CEREMONY

PROPS: An Arrow, two council fires, an Indian blanket, awards.

AKELA: "Will ______ and his parents please come forward and take their place of honor at the council fire? Tonight _____ has achieved two high honors. He will receive his arrow of light award and graduate from cub scouting into boy scouting.

I hold in my hand an arrow. As you can see, it is straight and true, for only an arrow that is straight and true will hit it's mark. (Hold up the arrow for the scout to look along it's shaft). In order to fly straight, it must also have at least three feathers. These represent the first three ranks of cub scouting you achieved; bobcat, wolf, and bear. With these awards in place you began to ascend along the shaft, (or in the webelos tribe), toward the tip of the arrow, the arrow of light award. This is the culmination of all your cub scouting efforts. Without a hard, sharp tip, the arrow is not a very effective weapon. Since you have achieved this, the highest rank in cub scouting, you will now be a more effective boy scout as you take with you the things you have learned and continue to progress along the scouting trail.

Please stand. I now present you with this arrow, to which is attached your award. Parents, please pin the arrow of light on your son. Now give your parents the proper salute (the proper salute to a mother is a kiss!).

Since you are graduating from cub scouting tonight, you will no longer be a cub scout, except in memory. Because this arrow represents the path along which you have come, but not the path along which you must now go, I will ask for you to return the arrow.

(Take the arrow and break it over your knee, just enough to crack it but not completely in two pieces.) "This broken arrow will now be forever a reminder to you, that you achieved every rank in cub scouting, and graduated with honor. It will no longer fly, just as you will no longer be a cub scout. But you will always wear the straight arrow of light symbol on your uniform, as a reminder of your accomplishment. Keep this broken arrow as a reminder of your cub scouting years. I give you on last salute before you leave our council fire to join your new boy scout brothers at their council fire. (Salute) Always be straight and true!"



BLUE AND GOLD TRADITIONS

ADVANCEMENT CEREMONY

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MEDIEVAL OPENING OR CLOSING

The room lights are out. A light or flashlight shines on a sword, a shield, and a lance, with the sword being held by the blade, hilt up.

1ST CUB SCOUT: THE SWORD with its hilt forms a cross, reminding the knight of his pledge to serve with a pure mind and heart.

2ND CUB SCOUT: THE SHIELD with its strength reminds us that the knight pledges to devote the strength of his arm to the defense of the weak and those in need.

3RD CUB SCOUT: THE LANCE with its unbending shaft reminds the knight of his pledge to maintain his honor and integrity.

4TH CUB SCOUT: May we as Cubs so remember our pledge to do our duty to God and country, to help others, and to obey the law of the pack. May we as parents and leaders remember our responsibility to guide, strengthen, nurture, love, and serve as worthy examples to these young lives entrusted for a time to our care. (Lights Out)

SEVEN VIRTUES OF LIFE

WISDOM - Wisdom does not necessarily mean superior knowledge. it means putting the right use to the knowledge that one possesses. COURAGE - Courage is not the quality that enables men to meet danger without fear. It is being able to meet danger in spite of SELF-CONTROL - Self-Control isn't limited to the one's fear. control of one's temper. But control of one's self in all things; eating, playing, and even working and talking. JUSTICE - Justice is the practice of dealing fairly with others without prejudice or regard to race, color, or creed. FAITH - Faith is the conviction that something unproved by physical evidence is true. One eight year old cub scout said that faith is when you turn the light switch, you know the light will go on. HOPE - Hope means to expect with confidence, always hope for better things to come. A person without hope is of little use to themselves or to their community. LOVE - There are many kinds of love - love of family, love of home, love of fellowmen, love of God, and love of Country. All these loves are necessary for a full life. WEBELOS LEADER - If you live by the seven virtues, you will become a happy man. And a happy man is a successful man. It is now my pleasure to have your parents present you with your arrow of light badge.





QUIPMENT:

Arrow of light ceremonial board with seven candles and graduation certificates.

3

PERSONNEL:

Cubmaster, webelos leader, webelos scouts and scoutmaster.

ARRANGEMENT:

All located in the front of the room on both sides of the arrow of light board.



CUBMASTER:

Tonight we are privileged to award the arrow of light to some of our webelos scouts and graduate them into boy scouting. Since this is the highest award that can be earned in cub scouting, we would like to tell you something about this award.



WEBELOS LDR:

This is the only award from cub scouting that a boy scout may wear on his scout uniform. The seven candles on our arrow of light represent the rays of light shining of the rising sun. As we light each candle, the webelos scouts will tell how the rays stand for the seven great virtues of life.



1ST WEBELOS:

WISDOM does not necessarily mean superior knowledge. It means putting the knowledge one possesses to the right use.



2ND WEBELOS:

COURAGE is not the quality that enables men to meet danger without fear, it is being able to meet danger in spite of one's fear.



3RD WEBELOS:

SELF-CONTROL isn't limited to the control of one's temper, but control of one's self in all things, eating, playing and even working and talking.



4TH WEBELOS:

JUSTICE is the practice of dealing fairly with others without prejudice or regard to race, color or creed.



5TH WEBELOS:

FAITH is the conviction that something unproved by physical evidence is true. One eight year old cub scout said, "faith was when you turned the light switch on and you knew that the light would go on."



6TH WEBELOS:

HOPE means to expect with confidence. Always hope for better things to come. A man without hope is of little good to himself or his community.



7TH WEBFLOS:

LOVE comes in many forms. Love of family, love of home, love of fellow man, love of God and country. All of these are necessary for a full life.



AMERICAN FOLKLORE OPENING

SETTING: Boys come on stage dressed as pioneers with coonskin caps, carrying muskets and powder horns.

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

BOY 1: We must be strong for America. It wasn't easy for George Washington, he did not succeed at first. Nor did the pilgrims or our forefathers, they suffered hunger and thirst.

BOY 2: Be strong for America and take care of the rich, the poor, and the homeless. Being the melting pot of all nations, we must help all races and creeds.

BOY 3: Be strong for America and pull together in our heaven on earth. Others will follow our mold. Keep alive the stories told.

BOY 4: Be strong for America and pull together. Even though we do not always agree, in a crisis we can conquer our problems when we pull together.

BOY 5: Be strong for America by banishing hate, and loving one another. Shoulder to shoulder we can march forward, each being strong for America by doing OUR part.

××************

EXPLORING ALASKA

EQUIPMENT: Four boys and four torches. Each boy will enter

In Alaska the wind blows from all different

directions.

CUBMASTER:

BOY 1: Let the North wind enter. The north wind brings the cold and builds endurance.

BOY 2: Let the south wind enter. The south wind brings the warmth of friendship.

BOY 3: Let the east wind enter. The east wind brings the light of day.

BOY 4: Let the west wind enter. The west wind from the direction where the sun sinks. Brings night and stars.

CUBMASTER: The four winds will now light our council fire.





PINEWOOD DERBY

OPENING CEREMONY

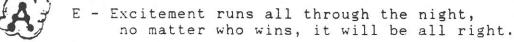
PERSONNEL: Eight boys holding the letters P I N E W O O D



- P A pinewood derby is fun for all, but the whole family must answer the call.
- I I will enter the competition real soon, to win or lose or whatever my doom.



N - Neatly I painted my car with dad's expert help, but dad please let me run it all by myself.



- G
- W We would all like to come in first, but if not, our bubble won't burst.
- O On with the races, don't hesitate, for this pinewood derby can't wait.
- O Open the gates, down the track; then we can rest. For, being cub scouts, we've done our best.
- D Don't mind tonight, where your car places; cub scouting will help you through all life's races.



CLOSING CEREMONY

When you build a house you start at the ground level and build up. We can relate a house to a cub scouts life. A bobcat starts off with a good foundation. A wolf represents the first floor. They have already formed their foundation and now have moved upward with learning many new skills that will help them in life. The bear represents the second floor. They have gone higher in cub scouting but have not learned all they need to know yet. The webelos are the attic and the roof. They have sharpened their skills and now are ready to advance to boy scouts.



The arrow of light signifies all the beauty, decorations, landscaping and furnishing which make a plain building into a beautiful and enjoyable place to live, just as achieving the highest award in cub scouting signifies that a boy has learned and experienced many things. These things will change any boy into a confident eager webelos ready and able to plunge into the fun and excitement of being a boy scout.



A ROPE TRICK OPENING

EQUIPMENT: Two pieces of rope of different sizes.

1ST CUB SCOUT: (holding up two pieces of rope, each in a different hand) Common sense and our own experiences tell us that the bigger the rope is the stronger it is.

2ND CUB SCOUT: But how much stronger is it? Is a half inch rope twice as strong as a quarter inch rope?

1ST CUB SCOUT: No, in fact, it's about four times as strong.

3RD CUB SCOUT: Now, Why is that?

1ST CUB SCOUT: It's because each strand of rope helps the others. Together their strength becomes much, much greater than when they are separate.

4TH CUB SCOUT: I get it. Its like our pack. If we help each other, the pack becomes much, much stronger than if each cub scout or den works alone.

CUB SCOUT OPENING CEREMONY

Cut letters from poster board. Write the parts for each cub scout on the back of the letters.

C - Is for comradeship; We learn to get along.

U - Is for unity; Together we are strong.

B - Is for boy; Wild and woolly - but nice.

S - Is for socials; You needn't ask us twice.

C - Is for courtesy; Of which we all know.

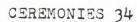
O - Is for outings; We're rarin' to go.

U - Is for universal; Scouts are known in every land.

T - Is for teamwork; We'll lend you a hand.

Use your imagination and be creative. And practice!

Don't be afraid to adapt.





PATRIOTIC OPENINGS OR CLOSINGS

FLAG OPENING

PERSONNEL: Entire pack including cub scouts, parents and visitors.

EQUIPMENT: U.S. flag, four spotlights or large flashlights.

ARRANGEMENT: Have all present stand in a double circle with cub scouts on the inside, and parents and visitors on the outside. Focus spotlight or flashlights on the flag held in center of circle. Sing "God Bless America" or play cassette with patriotic music.

MATERIALS: Picture of the statue of liberty

LEADER: As the sun rises the rays bounce off her smooth golden figure. She stands tall and symbolizes the dreams of many. The universal symbol of refuge, opportunity and hope. She is recognized throughout the world. She has endured throughout gales, graffiti, corrosion and millions who have climbed to her top. What is her secret? It is not a secret. The statue of liberty stands for FREEDOM.

ARRANGEMENT: Three cubs, spotlight on floor, american flag and stand, four candles - one each of red, white, blue, and green, in log or other candle holder. Green candle is lit.

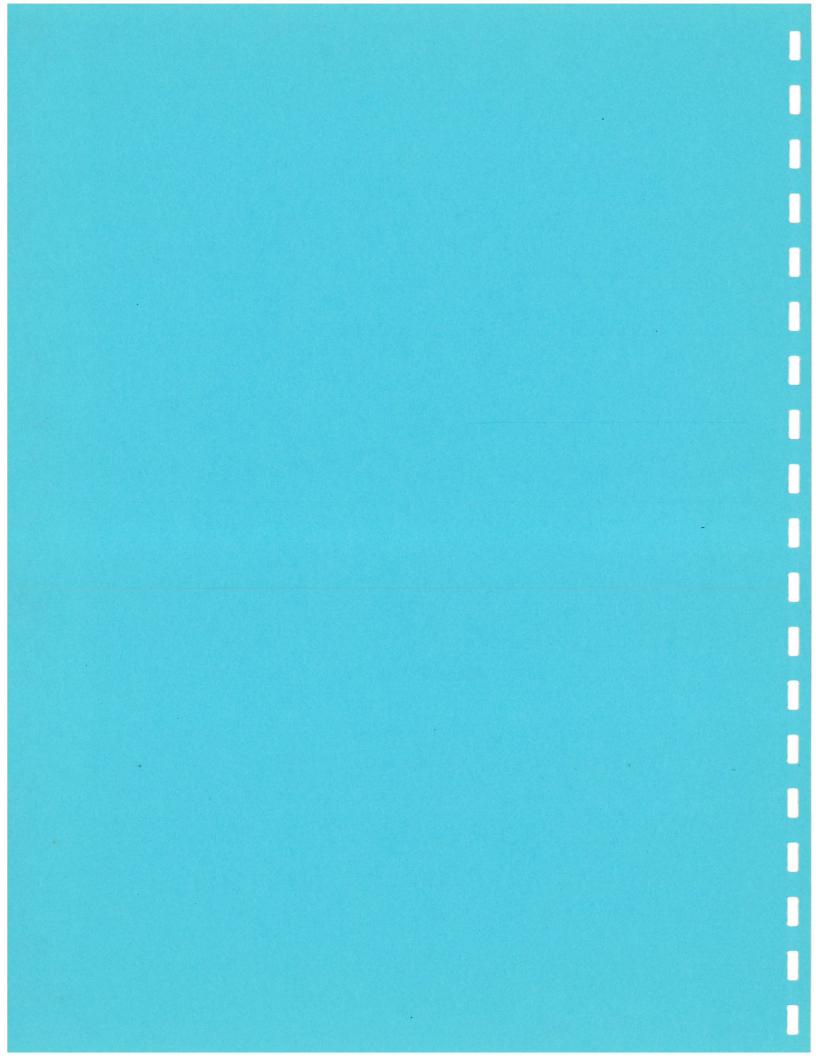
CUB 1: Lighting red candle: The red of my flag is the lifeblood of brave men ready to die or worthily live for this, our country.

CUB 2: Lighting white candle; The white of my flag is for purity, cleanliness of purpose, thought and deed.

CUB 3: Lighting blue candle; The blue of my flag is for truth and justice, like the eternal blue of the star filled sky.

ALL: All three salute; or flag, the flag of america, home of liberty, land of opportunity, where men of all races and creeds live in peace and friendship together.







Storytelling

Lift the latch, turn the knob, and walk in, friends of boys, to the Land of the Storyteller. Here is a land which all friends of boys should learn to know and love.

Cub Scout age boys have great curiosity. They have been introduced to books and reading in school, but not always as a source of entertainment or pure enjoyment. A leader can take a book in hand, read a few well-chosen lines, then put the book down and tell the story so it will come alive for the boys.

Stories may help boys develop a love of reading. Scouting's founder, Lord Baden-Powell, said, "If you can hand on something of the love of reading of books to your Scouts, you will be giving them friends which will never fail them."

Boys enjoy hearing a story, provided it is a good one well Also it is a satisfaction for the teller of the story to feel the breathless attention with which the boys follow the tale.

You may think you don't have the ability to be a good storyteller. You may feel that you lack the imagination necessary or the power of adding words together, to build up a picture. Don't let these things discourage you. Few people have a natural gift of storytelling, but almost anyone is able to develop it if they go at it the right way.

Storytelling is a good way for a leader to introduce the theme Depending on the theme, this could be done for the next month. with a true story from nature or an incident from the life of a famous person, a myth, or an Indian or other ethnic legend. Cub Scout Promise, the Law of the Pack, and the Cub Scout motto all can be explained and illustrated by stories.

A story can set the scene for a special outing or trip. can meet a special need such as a behavior problem, allowing you to get the point across without actually pointing out any particular boy or incident. One of the best reasons for telling stories is because they are fun and boys enjoy them. They are sometimes just the right thing to change the pace of a meeting from noisy to quiet, or to put the finishing touch on a campfire.

One of the first stories Cub Scouts should hear is "The Story of Akela and Mowgli" found in the Wolf Cub Scout Book. This helps explains who the Wolf Cub Scout is and serves as a lead-in to all things that follow in Cub Scouting.

Why tell stories to your boys?

To improve listening skills. Listening is a key to successful learning. Boys need experience in listening. So, when you





















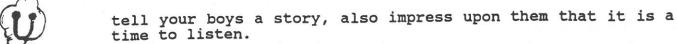












- 2. For enjoyment. The average school day can be a long day if it is followed by a den meeting. Storytelling is an excellent way to provide rest and relaxation for your boys.
- 3. Storytelling can lead to the development of better oral communication skills. If boys know that many conversations are merely people telling stories to others, they will be more aware of what they are saying and what others are saying.
- 4. Storytelling can often be a large group activity that allows each person to perform as an individual. It allows a boy to form visual images of the mind. Each child's picture will be different. Each boy's picture will be one which he can successfully work with a picture presented at his own level of abstract thinking. This is just fine because, while listening to a story, one does not have to compete with others to have the best visual image. The listener can perceive whatever he wants to see.

What are some of the objectives of storytelling?

- To expand the boy's imagination.
 To develop better listening habits.
- 3. To make the boys more aware of our storytelling traditions.
- 4. To introduce them to the art of storytelling and lead them in learning to become better storytellers.

Questions to consider when selecting a story:

- 1. What is the average age of the group?
- 2. Where will the storytelling take place and at what hour?
- 3. How long may the story last?
- 4. Has the group any marked characteristics? If it has, suit the story to these characteristics.
- 5. Has the group recently heard other stories? If so, what kind?
- 6. How many boys will there be?
- 7. Is there any objective in view beyond the entertainment value?



Here are tips to help you become a good storyteller:

- Choose a story that appeals to you and is suitable for the occasion. Some day you may discover a book or a short story which attracts your interest. Don't lay it down, try it as a There are people that can hold their audience by story. simply reading the story aloud, however, most boys would rather hear it told in your own words. To do this, you must know the story.
- Read the story carefully for plot. Try to put yourself in the situation so you can really feel it. Sit down for a minute and think over the relation between the characters and their part in the plot. Make notes of characters, places and situations that are important or interesting. You may want to use these notes when you're telling the story.
- Tell the story to yourself. (Not merely a process of memorizing.) Review the main points again as you "live" the story in your mind. If there are points that do not seem clear to you, go back to the story and straighten things out.
- Decide on a catchy line for a beginning. "Did you know the 4. first Akela was a Wolf?"
- 5. You may even wish to practice the story in front of your family, or record it on a tape recorder to see how it sounds before you actually tell it to the boys.
- 6. Decide exactly when and how to end your story. Don't make it too long.
- 7. Before you begin telling the story, be sure the boys are comfortable and haven't been sitting too long.
- Use your catchy line to create interest. 8.
- 9. Let the plot unfold as if it were jewels sewn into a carpet that you are unrolling at their feet.
- Live your story as you tell it. Try to have your 10. characters speak with different voices, finding ways of making the tone of your voice indicate the various moods which run through the story. Don't be afraid to "ggrroowwll," to speak in whiny voice or to use gestures to emphasize a point. Suit the speed and pitch of your voice to the action of the story.
- Follow the outline you've made. If you do wander from the point, don't get nervous. Just pause and backtrack until you find your place again, then proceed.

































- 12. Speak clearly, naturally. Use simple language.
- 13. Use gestures frequently if you are able to do so naturally. Dramatization is always impressive if cleverly used and not overdone.
- 14. Make use of suspense by pausing at a dramatic point, but not long enough to let minds wander.
- 15. When you've finished, stop talking. This will be the time the boys want to talk, and you'll need to listen, particularly if you're trying to get across a message. A few simple questions will help get them going.



- 1. The storyteller should set the example for acceptable behavior.
- 2. The boys will be interested if the teller seems interested.
- 3. The boys will enjoy the story if the teller seems to enjoy the story.

About gesturing:

- 1. Do not plan gestures. They will happen naturally, automatically. Planned gestures are for the theater. A missed gesture can cause the teller to lose their train of thought.
- 2. Gesturing is the physical evidence of your emotional involvement in the story. Your listeners will notice them and relate to them. Gestures are the tip of the emotional iceberg.
- 3. Don't worry about eye contact. It will also come naturally.

About silences, pauses, sound and noises:

- Once a story is started, don't think that there must always be talking. Sometimes silence is more effective than spoken words.
- 2. The act of silence can be the most important moment of a story.
- Silence can be used for suspense, for motivating imaginations, for creating a change of pace and for emphasis of a point too come.

















- 4. An ill-made sound can totally change the mood being created. A cow that sounds more like a horse can break the concentration of your listeners.
- 5. The boys can also be a big help in creating necessary sounds. This will allow them to be more involved. Simply ask, "Who can really sound like a baby chicken?"
- 6. If you're uncomfortable with a sound called for in the story, feel free to change the sound or the wording of the story to one that you are more comfortable making.
- 7. Practice! Practice! Practice!
- 8. You, the storyteller, should feel free to alter and adapt any story to better match your storytelling abilities. You are the creator. Use what you find and develop it to fit your needs as well as the needs of your boys.

Resources for Stories:

Stories can be found in thousands of books at public and school libraries, in Boy's Life and other Magazines, and in newspapers. Personal experiences are also good sources for story ideas. A Boy Scout may excite younger boys with tales of camping or jamboree experiences.

The following books are suggested:

Stories and Storytelling, by Angela Keyes

Story Telling, by Edna Lyman

Indian Why Stories, by Frank B. Linderman

Great Fables of All Nations, by Manuel Komroff

Fun With Skits, Stunts and Stories, by Helen and Larry Eisenberg

Handbook for Storytellers, by C. F. Bauer

Just So Stories, by Rudyard Kipling

Woodland Tales, by Ernest T. Seton

Tales for Telling, by Katherine Watson

Grandfather Tales, by Richard Chase

The Gospel of the Redman, by Ernest T. Seton and Julia M. Seton
Trail and Campfire Stories, by Julia M. Seton



























MY TRUSTY MUSKET Adopted by Cory Moffett

(This story is best told while wearing a heavy coat, boots, and holding a staff, paddle, or pretend musket. Pantomime loading and firing the musket near the end of the story. Add some fun by raising your hands high when growling loudly for the bear. Have fun!)

I am a polar bear hunter! And I hunt polar bears!

Tonight, I would like to tell you a story of bravery and courage. You see, back home in my trophy room stands the biggest polar bear in the world. I stood fearless during this particular hunt because I was not afraid! I had my trusty musket! And I had killed many and many a polar bear!

It all started one morning in the cold, cold Arctic. That morning, I crawled out of my igloo, stood and stretched as I inhaled the frozen air. Now that I was sufficiently awake, I scanned the frozen horizon. I looked in all directions. Then sudenly I spotted a polar bear. It was the biggest polar bear I had ever seen in my entire life! I decided then and there that that bear must be mine! So, I reached into my igloo and grabbed my trusty musket and set out across the frozen wasteland. But I was not afraid! I had my trusty musket! And I had killed many and many a polar bear!

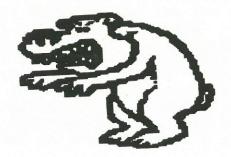
Now it just so happened that this very large polar bear had not eaten in days! He was very hungry and in search of something to eat. He also scanned the horizon and spotted me marching straight toward him. He licked his chops and decided that I would be his breakfast that morning. So he turned and hungrily growled as he can toward me! GRRRR! But I was not afraid! I had my trusty musket! And I had killed many and many a polar bear!

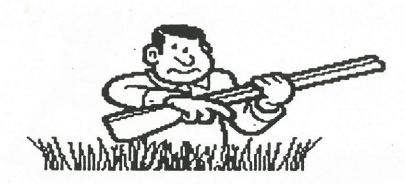
I spotted him rapidly coming toward me, but I fearlessly trudged forward knowing that soon this prize bear would be mine. But I was not afraid! I had my trusty musket! And I had killed many and many a polar bear! The bear kept on toward me knowing that soon his extended hunger pains would soon be satisfied. He grew hungrier and hungrier with every step! GRRRRR! GRRRR! But I was not afraid! I had my trusty musket! And I had killed many and many a polar bear! The bear was only 50 feet in front of me now. This bear was big and mean, but I kept on! The bear grew louder with every step! GRRRRR! GRRRRR! But I was not afraid! I had my trusty musket! And I had killed many and many a polar bear!

The bear was now only 10 feet in front of me and at that moment, I realized I had not loaded my musket. So, I quickly poured the gun powder in and reached for my



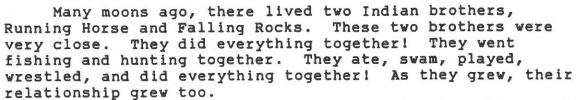
buckshot... my buckshot... I had left my buckshot back at the igloo! But I was not afraid! I had my trusty musket! And I had killed many and many a polar bear! I stood there frozen looking at that great bear as he growled. GRRRRR! GRRRR! Admittedly, I became a little nervous and began to sweat. I reached up and wiped some tiny beads of sweat from my forehead with my hand. The cold, cold Arctic air froze those tiny beads of sweat into ice cubes just the size of buckshot! So, I stuffed them into the muzzle, took aim, and shot - BANG! Now, the heat of the exploding gun powder melted those ice cubes, and a huge reservoir came gushing out of my musket! The cold, cold Arctic air froze that reservoir into an icicle which penetrated the bear right between the eyes! Now the heat from the bear's body melted that icicle... and the bear died of water on the brain!







THE LEGEND OF FALLING ROCKS



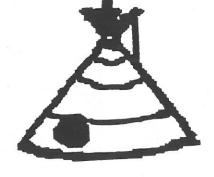
One day, Falling Rocks decided to set out on his own to seek his fortune. Running Horse strongly objected and just couldn't imagine a day without his brother being there. Falling Rocks expressed his love to his brother and explained that this was something that he must do and that Running Horse would do the same when he came of age. The two brothers, with tears in their eyes, said their goodbyes. As Falling Rocks walked away, he told Running Horse that he would soon return.

Many moons passed and each day Running Horse waited for Falling Rocks to return. Soon, many more moons passed and still he did not return. Running Horse could not wait any longer, so he decided to leave and search for his brother. He set out and searched the land but could not find him.

Because of his love for his brother, Running Horse did not give up. He felt in his heart that Falling Rocks was still alive. His search continued and he is still searching today! In his efforts, he has asked many people to help him find Falling Rocks. That is why you see many signs along the canyon road sides that say "Watch for Falling Rocks". So, whenever you see this sign, help Running Horse and watch for a lonely wandering Indian, Falling Rocks!

(Thanks Larry Mower)









BED BUG Adopted by Cory Moffett

(When telling this story, replace 'Bob' with someone in your audience with a sense of humor. Tell this person before hand to snore every time you say his name. Tell him nothing more. Also, it's more fun for the boys if you act out the bug fights while telling the story. Have fun!)

Last summer, I had the opportunity to be on a camp staff. Now, you think that this would be a lot of fun! But since I was the assistant to the assistant dishwasher, it seemed that I was washing dishes all the time! It just so happened that 'Bob' (point to him) was on the staff too. He was the assistant to the assistant to the assistant dishwasher, but he was no help. All he did was sleep the whole time just as he is doing now. (He snores.)

Well, one night after a big banquet, there were dishes all over and it was our turn to do the dishes. But since 'Bob' dozed off again, I had to do them all by myself. By the time I had finished, it was 2 o'clock in the morning and I was exhausted. I stumbled back to my cabin and opened the door. 'Bob' was sound asleep, as usual, in his bed. I walked over to my bed and was about to plop down when I saw this one-inch bug sitting comfortably on by bed. Well, I was not about to share my bed with a bug, so I gently flicked the bug off by bed.

I sat down, yawned, then started unbuttoning my shirt. When all of a sudden, that two-inch bug crawled back over, climbed up the bedpost and onto the bed again! This was strange, but I still wasn't going to share my bed with a three-inch bug. Once again, I brushed it onto the floor. I watched in amazement as that five-inch bug crawled right back up on my bed. I was mad now! I was tired and I wanted to get some sleep, so I grabbed that 10-inch bug, walked over to the door, threw him outside, slammed the door, and plopped down on my bed.

'Bob' was still fast asleep, just snoring away! I laid my head on that soft pillow and was about to drift off to sleep when I heard a knock at the door. I angrily jumped up and opened the door. No one was there! Just then I saw that two-foot bug crawl under my legs and onto my bed. That was it! This was war! It was either him or me! I started for the bed, but that three-foot bug was ready for me! He had arms outstretched, ready for the defense. Suddenly I grabbed him, and after a little struggle, I threw him across the room and jumped on my bed. I wasn't going to give it up! That 5-foot bug struggled to its feet, brushed the dust off and charged! He hit me so hard, I slammed against the wall behind me and lost my balance. He then pushed me off



my bed!

I sat on the floor breathing heavily as that 10-foot bug stood on my bed and hissed at me. It was awful! I looked around at 'Bob'. He was still sound asleep. I tried to wake him but it was no use. So I decided to make one last attempt to get my bed back. I jumped up, and with every ounce of energy, I attacked that 20-foot bug! I grabbed him and he grabbed me! We struggled! Then he threw me onto the floor and started for me again. I knew this was the end. I could no longer fight that 30-foot bug! I crawled under 'Bob's bed, who was still asleep. I looked out and that 40-foot bug was coming. I knew it was over.

Just as I was preparing to die, I felt something under 'Bob's bed. It was the most deadly and lethal weapon known to man. I struggled with the cruelty of using this weapon, but I knew if I didn't, I would be this bug's late night snack. I glanced back and that 50-foot bug was almost here, so I grabbed 'Bob's smelly socks and threw them out at the bug and covered my head!

Suddenly it was silent. I peeked under my finger and the 60-foot bug had stopped. Suddenly, the bug screamed and wiggled! It fell to the ground shaking and twisting! It began to turn all different colors and then it exploded! It was horrible! There was icky, gooey stuff of all colors oozing all over and dripping down the walls. I crawled out of the cabin, dragging 'Bob' behind me, who incidently, was still asleep.

We slept outside that night after opening all the doors and windows to the cabin to air it out. When I awoke, I looked in the cabin. The cool night air had crystallized all that goo into many different colors and it sparkled and shined. It was beautiful!

I called the Kool-aid company and they brought in all their big trucks and machines and sucked all that crystallized bug goo into their trucks and left. So now, (pull out 4 or 5 different colors of Kool-aid packages) when you drink Kool-aid you'll know exactly how it's made!

(See SONGS page 27 for Bug Juice song)







THE LUCK OF THE HORSESHOE

Many years ago, there lived a wise old blacksmith. This blacksmith loved horses and he had a special gift to sense their needs. The horses were his friends, and when it came time for new horseshoes, they trusted him.

One day, this wise old blacksmith was busy in his shop preparing some new horseshoes for a few of his horse friends. The sound of the blacksmith's steel hammer pounding on the heavy anvil rang out with each swing. Bang! Bang! Bang!

BIMAG

TOREST TOREST

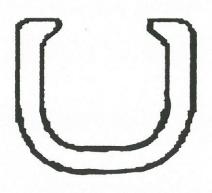
This sound attracted the attention of the devil who was passing by that day. The devil peeked through the window of the shop and saw the old blacksmith hammering some new horseshoes on one of the horses. Now the devil, with his cloven hoof, decided he wanted some new shoes too. But he knew the old blacksmith would not make shoes for him, so he disguised himself as a horse and got in line with the other horses awaiting their turn to see the old blacksmith.

Soon it was the devil's turn. The old blacksmith patted his neck, rubbed his head, and gave him an apple to enjoy while he sized his shoes. The old blacksmith examined his feet, then he began pounding the red-hot horseshoes on the anvil. Bang! Bang! Bang!

Now, this old blacksmith was very wise, and he knew that this was the devil disguised as a horse. So he decided to teach the devil a lesson. He hammered on the horseshoes while they were still red-hot! The devil didn't feel it for the heat hadn't passed through his hooves yet. But as the devil proudly walked away with his new shoes, the heat radiated through his hooves and he started to kick and buck and shake his feet, but he couldn't kick off those red-hot horseshoes.

Ever since then, the devil has been afraid of the sound of the anvil and the sight of the horseshoe. So when you hang a horseshoe over your door, it will bring good luck because the devil will not come near. But, be sure to hang it like the letter "U" so your luck doesn't spill out!

(Thanks Mark Deeson)





THE BIG TOE

A boy was digging at the edge of the garden when he saw a big toe. He tried to pick it up, but it was stuck to something. So he gave it a good hard jerk, and it came off in his hand. Then he heard something groan and scamper away.

The boy took the toe into the kitchen and showed it to his mother. "It looks nice and plump," she said. "I'll put it in the soup, and we'll have it for supper."

That night his father carved the toe into three pieces, and they each had a piece. Then they did the dishes, and when it got dark, they went to bed.

The boy fell asleep almost at once. But in the middle of the night, a sound awakened him. It was something out in the street. It was a voice, and it was calling to him.

"Where is my to-o-o-o-e?" it groaned.

When the boy heard that, he got very scared. But he thought, "It doesn't know where I am. It will never find me."

Then, he heard the voice once more. Only now it was closer.

"Where is my to-o-o-o-e?" it groaned.

The boy pulled the blankets over his head and closed his eyes. "I'll go to sleep," he thought. "When I wake up, it will be gone."

But soon he heard the back door open, and again he heard the voice.

"Where is my to-o-o-o-e?" it groaned.

Then the boy heard footsteps move through the kitchen into the dining room, into the living room, into the front hall. Now they were outside his door.

"Where is my to-o-o-o-e?" the voice groaned.

His door opened. Shaking with fear, he listened as the footsteps slowly moved through the dark toward his bed. Then they stopped.

"Where is my to-o-o-o-e?" the voice groaned.

(At this point, pause. Then jump at one of the boys and shout:) "YOU'VE GOT IT!"





HERMAN, MY PET BEAR

Hello, my name is Charlie. I live out in the countryside with my mother, my father, my little baby sister, my little baby brother, and Herman, my pet bear. Now, Herman is my very best friend. We do everything together. We play and wrestle, we go for walks, and he even sleeps in my bedroom at night.

Well, one day I went to school and when I came home, there sat my mother, my father, my little baby sister, and Herman, my pet bear. And I said, "Mother!" I always call her mother. I said, "Mother, where's my little baby brother?" She said, "Son, Herman ate him." I was so mad at Herman that I didn't even play with him the rest of the day!

The next day I went to school and when I came home, there sat my mother, my father, and Herman, my pet bear. And I said, "Mother!" I always call her mother. I said, "Mother, where's my little baby sister?" She said, "Son," she always calls me son. She said, "Son, Herman ate her." I was even more mad now! I was so mad that I didn't play with him or even talk to him for the rest of the day!

The next day, I went to school and when I came home, there sat my mother, and Herman, my pet bear. And I said, "Mother!" I always call her mother. I said, "Mother, where's my father?" She said, "Son," she always calls me son. She said, "Son, Herman ate him." Oh, I was so mad at Herman! I didn't even play with him, or talk to him, and I didn't even let him sleep in my room that night! He had to sleep outside in the cold! I was so mad!

The next day, I really didn't want to go to school, but my mother said I should go, so I went. But I came home early because I wasn't feeling very well. I walked in the door and there sat my mother, my father, my little baby sister, my little baby brother, and Herman, my pet bear! And I said, "Mother, what happened?" She said, "Son," she always calls me son. She said, "Son, Herman burped!"

(Thank you Deylene Jeffs and Kendra Rueckert)





THE PURPLE GORILLA

For the past few years, every time I drove up the canyons, I would pass a sign that read "Purple Gorilla" with an arrow pointing up a dirt road. This sign always made me wonder what purple gorilla meant. A short time ago, I finally decided to find out about this "purple gorilla."

I turned up the dirt road and drove for some time. Finally, I reached a big old house which appeared to be built right into the side of the mountain. I stopped the car and walked up to the door and knocked, but nobody answered. I decided to check around the back of the house. Sure enough, I found a little old man who was working in the garden. I introduced myself and asked him about the purple gorilla. "So, you want to see the purple gorilla, do you?" he said. "Is there such a thing?" I asked. "Oh yes" he said, "Come with me."

I followed the old man into the house and through a room or two. When I thought we were almost there, we kept going... room after room... door after door. When we finally stopped, I realized that we must be well into the mountain side, underground. The old man turned to me and said, "Now, before I show you the purple gorilla, you must promise me that you will not touch him." I promised that I wouldn't. He then opened the last door, and there in a cage was a purple gorilla! He really was purple! When the gorilla saw us, he perked up and began grunting softly and moving around. Grunt, grunt! I looked with amazement. The old man told me that he would be back in a little while and again reminded me not to touch him. I nodded my head and he left.

I watched that purple gorilla for quite sometime. He seemed so well mannered and friendly. Grunt, grunt! The gorilla reached through the bars of his cage, like he wanted me to come closer. I moved a bit closer. Grunt, grunt! Soon, I was only a few feet from his reach. I wanted to touch him, but the old man said I shouldn't. The purple gorilla seemed so nice. What would it hurt to touch him just once? I reached out and gently touched his hand.

Just then, that purple gorilla froze and stared at me. Then he started screaming and jumping up and down and rattling his cage. GRUNT, GRUNT, GRUNT! I quickly moved back against the wall and watched in horror as the kindly purple gorilla turned into a ravenous, screaming monster! GRUNT, GROWL, GRUNT! As he shook his cage, I could see that the bars were weakening and that he would soon be loose. GROWL, GROWL! I ran through the door in terror, closing it behind me, only to find another door. I didn't know my way around, so I just ran through door after door. I could hear the gorilla breaking loose and chasing me, growling furiously and breaking through the doors. GROWL, GRUNT,





SMASH, GROWL! I kept running through door after door, but it was no use. The gorilla was right behind me! GROWL, GRUNT, SMASH, GROWL!

Finally, he cornered me in a room and slowly came closer. GROWL, GROWL, GRUNT! I knew this was the end. I could see fury in his eyes and I knew he was going to rip me to shreds. He came closer and closer. GROWL, GROWL, GRUNT! I closed my eyes as his huge purple hand suddenly came down on my shoulder. The purple gorilla then said, "TAG, YOU'RE IT!"

(Thank you Keith Sohm)



THE GHOST WITH THE BLOODY FINGERS

A businessman arrived at a hotel late one night and asked for a room. The room clerk told him the hotel was all filled up. "There is only one empty room," he said. "But we don't rent that one because it is haunted." "I'll take it," said the businessman. "I don't believe in ghosts."

The man went up to the room. He unpacked his things, and he went to bed. As soon as he did, a ghost came out of the closet. Its fingers were bleeding, and it was moaning, "Bloody fingers! Bloody fingers!" When the man saw the ghost, he grabbed his things and ran.

The next night a woman arrived very late. Again, all the rooms were taken except the haunted room. "I'll sleep there," she said. "I'm not afraid of ghosts."

As soon as she got into bed, the ghost came out of the closet. Its fingers still were bleeding. It still was moaning, "Bloody fingers! Bloody fingers!" And the woman took one look and ran.

A week later another guest arrived very late. He also took the haunted room. After he unpacked, he got out his guitar and he began to play. Soon the ghost appeared. As before, its fingers were bleeding, and it was moaning, "Bloody fingers! Bloody fingers!"

The man paid no attention. He just kept strumming his guitar. But the ghost kept moaning, and its fingers kept bleeding.

Finally, the guitar player looked up. "Cool it, man!" he said. "Get yourself a Band-Aid!"



BIG MOUTH FROG

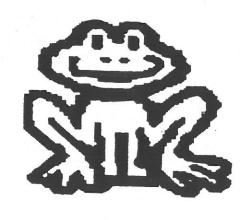
Once upon a time, there lived a big mouth frog. Now this big mouth frog was a brand new mother and had a lot of brand new little babies. But she did not know what to feed them. So she decided to go ask some of the other animals what they fed their babies.

She jumped out of her pond and hopped down the road. First, she came across Mrs. Chicken. "Gooood Mooorrrning, Mrssss. Chilickenn," the big mouth frog said. "Whaat doo youuu feeed yourrr baaableees?" The chicken said, "I feed them seed and grain and corn." "Thaaank youuu Mrssss. Chilickenn," the big mouth frog aid and hopped on down the road.

Next, she saw Mrs. Cow and jumped over to talk to her. "Gooood Mooorrrning, Mrssss. Coooww," the big mouth frog said. "Whaat doo youuu feeed yourrr baaabieees?" The Cow replied, "I feed them milk and hay and grass." "Thaaank youuu, Mrssss. Coooww," the big mouth frog said and hopped on down the road.

Mrs. Horse was the next animal she saw. When the big mouth frog came close, she said, "Gooood Mooorrrning, Mrssss. Hoorrse, whaat doo youuu feeed yourrr baaabieees?" "Well, I feed them oats and hay and sometimes I give them an apple to eat," said Mrs. Horse. "Thaaank youuu, Mrssss. Hoorrse." the big mouth frog said and hopped on down the road.

Next, she came to Mrs. Snake. The big mouth frog hopped up to her and said, "Gooood Mooorrrning, Mrssss. Snaaake, whaat doo youuu feeed yourrr baaabieees?" The snake blinked her eye and flicked her tongue and said, "Letsss ssssee, I feed them little micccce, little eggssss, and big mouth frogssss!" The big mouth frog's eyes came wide open. Then she said, (quietly) "Thank you, Mrs. Snake," and hopped away very quickly.





CHIEF HIGH AND CHIEF LOW

Chief High and his braves lived down in the valley and Chief Low and his braves lived up on the mountain.

Every morning, Chief High would go out and look up at Chief Low's camp and call out, "Lo, Low." Then Chief Low would look down at Chief High's camp and answer, "Hi, High."

This went on for many moons and everyone was happy. Then one day, Chief High's braves began to wonder how come High was low and Low was high, and they became confused and unhappy.

Soon, Chief Low's braves heard about what Chief High's braves were saying and they became confused and unhappy, too.

When Chief High and Chief Low heard about their braves, they laughed at them and they said, "We can soon fix that!"

The next morning, Chief High called up the mountain,
"Hi, Low," and Chief Low called down, "Lo, High."

But the braves were still unhappy and more confused than ever. So the chiefs talked it over and decided to exchange camps.

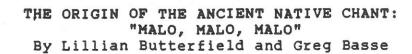
Chief High and his braves moved up in the mountain while Chief Low and his braves moved down in the valley.

Now every morning, Chief High calls down, "Hi, Low," and Chief Low calls up "Lo, High." And the braves are beginning to wonder why they were ever unhappy in the first place.

So whether you're high,
or whether you're low,
You can be happy wherever you go.
Whether you're up,
or whether you're down,
It's as easy to smile, as it is to frown!







In the early 13th century, the last 12 surviving natives of the Kumi Islands had to leave their island home for reasons now lost in ancient lore. They left in their boats in autumn when the seas swell high and storms are fierce.

They had not been able to bring any provisions or water. They had worn weak when the storm hit. They struggled to save themselves. When it was over, only six had survived, and now even their paddles were gone. All were desperate.

But Malo their chief was different. Malo knew he had the strength to endure their misfortune, for he had experienced personal tragedy and had overcome it.

As a boy he had fallen from a coconut tree splintering his knee. It healed with an odd shape that made it possible for him to read the stars and guide their ships.

So Malo urged his natives on. He convinced them to paddle with their arms using their knees to beat a rhythm. Paddle first on the right -- beat their knees -- then on the left -- beat their knees -- then right -- beat their knees -- then left -- beat their knees -- paddling one side and then the other.

Finally, they developed a chant to keep their rhythm. Nine days of torturous effort passed. The natives were close to exhaustion when Chief Malo sighted land. The natives' spirits were lifted. They began to paddle harder. Right -- knees -- left -- knees -- left -- knees.

As they continued their approach to the island, the stiff currents caused them to have to work harder still. The right -- hit their knees -- then the left -- hit their knees -- then the left.

Then their boats hit the beach. They had made it. They climbed out to see where they had landed. When the natives realized they had landed back on their own Kumi Island, they looked at Chief Malo. The Chief could not understand it. And then the natives cried in disbelief -- ZA WRONGA-KNEE!

(After telling this story, the song should be sung with actions. This is the funnest part!)





"MALO" ACTIONS

Malo, - Right hand touches left forearm

Malo, - touches mid arm Malo, - touches upper arm

Umda - Left hand touches right forearm

daily - touches mid arm Malo, - touches upper arm

Malo, - Right hand touches left forearm

Malo, - touches mid arm Malo, - touches upper arm

daily - Left hand touches right forearm

wah, - touches mid arm

UGH! - Both fists clenched, arms at sides in an "L" shaped.

Bring smartly back while uttering some loud guttural sound.

Za Wronga Knees. Beginning with "Wronga," touch own knees with both hands;

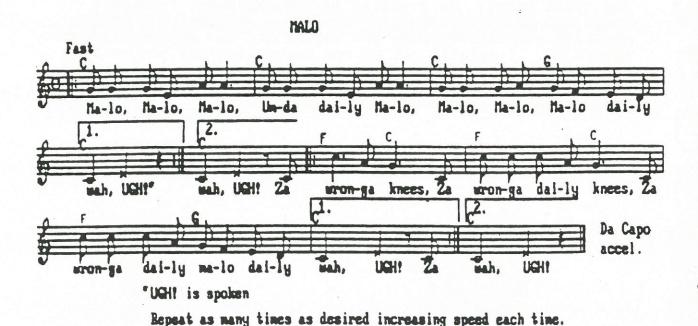
next beat - touch the knees of the person on the right

MAG

next beat - touch your own knees

next beat - touch the knees of the person on the left
and so on. UGH is same as above (only more so)

(Thank you Leo Beecher)





CURSE OF THE COFFIN

When I was young, we lived about a mile away from a big, old, run down house. Everyone believed the place was haunted and talked of its strange legend.

People say that many years ago, a very strange old man lived there. They say that his bed was a coffin and that he slept in it every night. One night, as he was asleep, a thief broke into his home and slammed the coffin lid and locked it shut. The thief ignored the man's banging and cries to release him as he proceeded to rob the home. The man had no friends or family, so he died in that coffin in his bedroom. Ever since then, a mysterious coffin floats around the house at night looking for trespassers. If a trespasser is found, the coffin opens and locks the person inside until he dies.

One night, my friend and I decided to spend the night at the old house to prove it wasn't haunted. It was a cold, dark night as we opened the squeaky door and stepped inside. We rolled out our sleeping bags on the floor and nervously waited, but soon fell asleep. The next morning, I awoke with a sneeze, for I had caught a cold during the cold night. I looked over at my friend, but he was missing. I searched the house but could not find him. I ran home thinking that he left early, but he was not there either.

I decided to go back the next night to find out what had happened. I took along some cough drops because my cold had grown worse. As I waited in the darkness, I heard a sound and saw a strange glow upstairs. Suddenly, a coffin appeared and floated down the stairs and was coming straight toward me. I quickly got up and backed against the wall in terror. The coffin came closer and closer. At that moment, I began coughing wildly and couldn't stop. So, I pulled out my cough drops and the 'coffin' stopped!







THE STORY OF THE SIX ARROWS

Many years ago, there lived a tribe of Indians who had a peculiar method of choosing their chief. When the chief of a tribe became too old and knew he had only a short time to live, he would call before him all the braves of the tribe and give to each a bow and six arrows.

When these arrows hit an object, they were so constructed they would break and could not be used again. Each brave took a bow and arrows and promised that he would eat no meat except that killed with the six arrows. He was to remain away from camp as long as he could and the one remaining away the longest would be made chief.

Now it so happened that there was a young Indian by the name of Arrow of Light who wished very much to be chief and for many moons had spent much time practicing with the bow and arrow and learning the ways of the wild animals. When his chief sent out word that he was about to choose a new chief, Arrow of Light secured the bow and arrows.

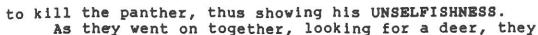
It was late in the afternoon when he started out and he went at once to a place where he had often seen deer come down to drink. He was obliged to wait all night, but he had a great deal of PATIENCE. Just as it was getting light, he saw a fine deer on the water's edge near him. He shot the deer. Then he took a stone, skinned the deer, prepared the skin for clothing, and hung the meat where the wild animals could not reach it. He lived for many days, but finally the meat was almost gone, so he resolved to start out again.

He had not traveled far when he came face to face with a huge bear. The bear growled and started toward him, but Arrow of Light was very BRAVE. He waited until the bear was near him. With his second arrow, he shot and killed him. He used the skin to make a fine robe to sleep under in cold weather and the meat supplied him with food for a long time. But at last the food was gone and he was obliged to start out again.

He was walking along the path thinking how well he had done to kill such big animals with his arrows when suddenly, he saw an Indian lying on the path before him. He bent over him and saw that it was one of his friends who had started out at the same time he had, but who had used up all his arrows and was starving. He knew that his friend must have food at once or he would die. He looked around, but all he could see was a squirrel.

He had been saving his arrows for bigger game, but he showed his FRIENDSHIP for his Indian friend by shooting this squirrel and cooking it for him. The next day, the Indian was able to walk slowly, so they went together. Soon they saw a huge panther ready to spring upon them. Arrow of Light knew that he could escape, but his friend was so weak that he would easily be killed, so he used up another arrow



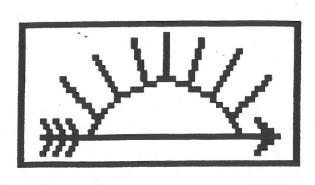


heard a wolf in hot pursuit of one. Before long, they came upon a freshly killed deer. Arrow of Light's friend said to him, "Here is some meat all ready for you," but Arrow of Light had promised that he would eat only the meat that he had killed for himself. He showed his HONESTY by refusing to eat it.

Arrow of Light now had only one arrow left and wanted to kill a deer with it. Soon, he saw a deer, but just as he was about to shoot, the deer gave a jump and the arrow missed him. Now Arrow of Light was very much discouraged, so he walked by himself into the woods. He still had FAITH IN THE GREAT SPIRIT and he looked up and prayed, "Oh,my Great Spirit, I have tried to do my best. I have been helpful and honest, but here I am many days journey from home and I know I shall starve before I reach there unless you help me." As he prayed, he suddenly felt something press against his foot and looking, he saw the arrow that had missed the last deer. It had not hit any object and was whole. He took this arrow and killed a deer and he and his friend arrived home safely.

When the old chief heard his story, he spoke thus, "Oh, Arrow of Light, you have showed PATIENCE in waiting for the deer, COURAGE in facing the bear, FRIENDSHIP in helping your friend, UNSELFISHNESS in killing the panther, HONESTY in refusing to eat the meat you did not kill, and FAITH IN THE GREAT SPIRIT in asking for his help. These are the qualities we need in our chiefs and it therefore gives me great pleasure to declare you to be chief of our tribe." Arrow of Light proved his worthiness to be made chief.

A great arrow, the symbol of the tribes of leadership, was presented to him. Because of his great leadership, it was named after him. This is where we got the Arrow of Light award.





THE STORY OF SONG By Beth-Anne Massaro

Many years ago, when the animals were young on the earth, there was no music. The animals remembered the sound of song from when they had lived in heaven. They all talked among themselves trying to find a way to bring the music to earth.

After much discussion, the animals held a council and asked the birds to fly to heaven and bring music to earth. Many birds volunteered, but the Bobwhite Quail, knowing how little he could fly, was content to let the other birds try.

B) A) (A) (G)

AT

On the first day the Hummingbird tried. Up and up he went with all his strength. He went higher than he had ever been before, but knowing the hummingbird's great need for nourishment, he had to return to earth without the sound of song, or loose his life and accomplish nothing.

On the second day, the Robin tried. Up he went soaring high, yet in his heart he realized that he too would never reach heaven and the music he sought. Because of his thinking, he too returned to earth without music.

On the third day the Hawk stepped forward and asked to try. Off he went hopeful that he might be the one to bring music to earth. He flew all day and got higher than any other bird yet, but just as the sun began to set in the distance, he saw an Eagle take flight and he knew he would never be able to go higher than the Eagle.

On the fourth day the Hawk told the other birds that surely if any of them could get to heaven it would be the magnificent Eagle. During all the discussion and commotion, the Bobwhite quietly watched. When the Eagle consented to try, the Bobwhite eagerly watched his preparations. At the last second, as the Eagle spread his great wings and took off from the earth, the Bobwhite jumped on and nestled deep in the feathers of the great Eagle.

All day the Eagle soared, higher and higher, taking the Bobwhite with him to new heights of beauty. All night the Eagle flew as the Bobwhite slept and dreamed of the beautiful sound of song.

Just as dawn broke the next morning the Eagle realized he too would not make it. The Eagle knew it was not far off for he could hear the music in the distance, but he had to turn back. He had done his best, he could do no more.

At the very moment the Eagle turned to start descending back to earth, the Bobwhite took flight and up he went the short distance to heaven. He gathered the music and the many beautiful songs and returned back to earth.

The moral to this story is that even though we may be small and insignificant, by doing a few things that others haven't been able to do, we can accomplish great things.!



AKELA - CHIEF OF THE WEBELOS

Akela was the chief of the Webelos. He was fierce to an enemy but kind to a brother. His father was the son of the sun. His totem was the Arrow of Light.

The ceremonial fire crackled and burned, tongues of flame shot upward, throwing strange shadows into the deeper darkness of the forest. It was these strange silences and noises that called the braves from the village below. One by one they came.

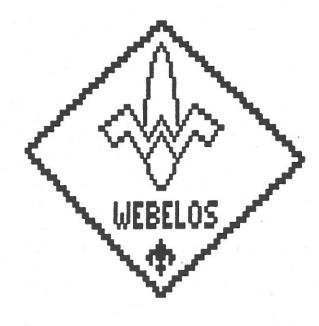
There was silence and the dance began. One brave told the legend of the first chief, another told of the chief's bear claw necklace, another told of the chief and the buffalo, still another told of the laws of happiness. Then all was quiet.

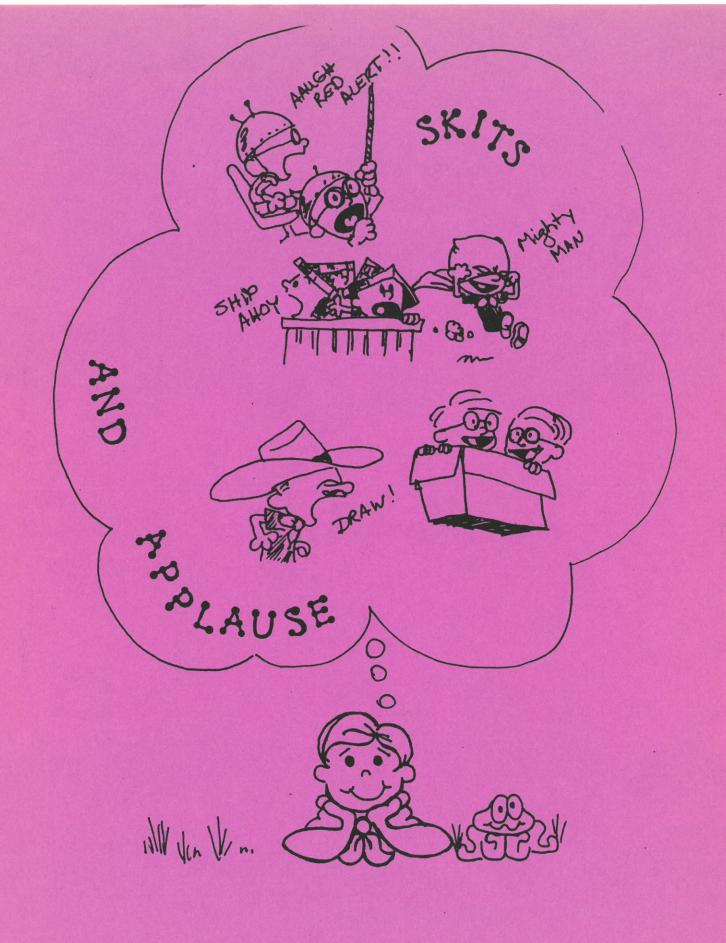
Chief Akela stepped into the lighted circle. Dressed in ceremonial paint and full of gesture he began to tell the story. He told of the strength and wisdom of his father, Arrow of Light. He told the things of his mother Kind Eyes, the things that only a mother would know.

From the wolves he learned the language of the ground the tracks, the ways to food. From the bears he learned the
secret names of trees and the calls of birds - the language
of the air. He learned to understand the speech and signs
and calls of the Webelos.

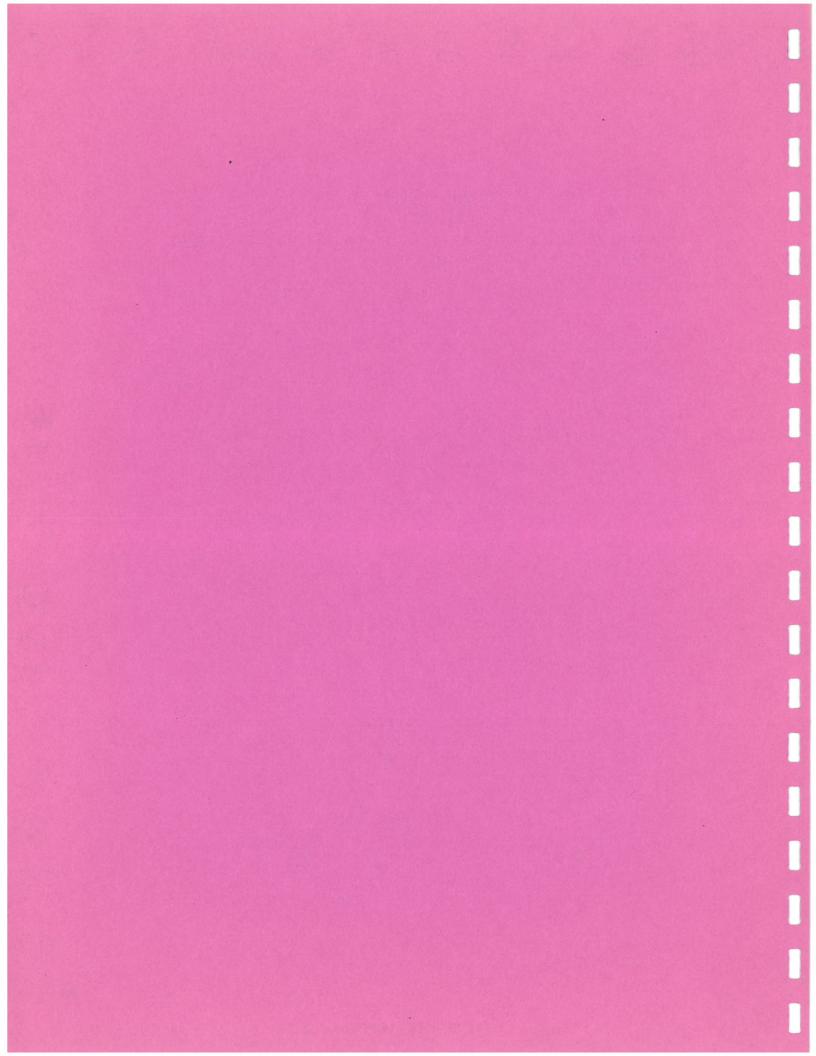
But before he might become a scouting brave, he first had to look a warrior in the eye and learn to fear nothing and never give up. Then, and only then, was he admitted to the lower ranks of the young braves.

He closed his dance by saying, "If our boys are fair and help other people, they will take our places and our tribes will continue to be great."





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EMERGENCY BROADCAST SYSTEM

Everyone enters stage and stands in a line facing the audience. One is designated as the announcer.

Announcer: This is a test of the emergency broadcast system. This is only a test.

Others: BEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEE! (Stop all together when announcer signals)

Announcer: This has been a test of the emergency broadcast system. The Cub Scouts in your area, in voluntary cooperation with their den leaders, have conducted this test. If this had been an actual emergency, you would have heard this.

Others and Announcer: (Scream, yell, panic, and run all over the room and out the door)

A KNOTTY QUESTION

Set two chair in front. The "Cub" is sitting in one trying to tie a rope. The "Dad" is sitting in the other chair reading a newspaper.

Cub: Dad, how do you tie a square knot?

Dad: I don't know son.

Cub: Dad, how do you tie a bowline?

Dad: I don't know son.

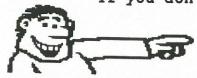
Cub: Dad, how do you tie a sheepshank?

Dad: I don't know son.

Cub: Dad, am I bothering you with these questions?

Dad: Not at all son. How do you expect to learn anything

if you don't ask questions.



WHAT'S UP, DOC?

First person enters room, looking up. Second person enters, looks at the first and also looks up in the air. Repeat with as many others as desired. Finally, the last person enters and asks:

"What are you looking at?"
Each person down the line asks the next the same question, until the first person answers:

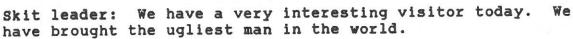
"I don't know about you, but I have a stiff neck!"

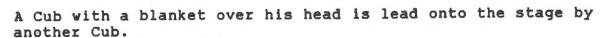


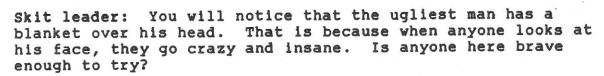
THE UGLIEST MAN IN THE WORLD



A person designated as the skit leader stands in front of the audience.







A number of Cubs will raise their hands, but select the Cub Scout from your den who knows what to do.

Skit leader: O.K. Here's a brave soul. Just take a look under the blanket.

The Cub looks under the blanket then screams, yells, and runs all around and out the door.

Ask for another volunteer and do the same thing as above.

Skit leader: Both of those Cubs went crazy, maybe we need an adult to try.

Select an unsuspecting Cubmaster, Den Leader, or other adult with a sense of humor. Coach this person onto the stage and have him look under the blanket. As soon as he looks have the "ugly man" under the blanket scream, yell and run all around and out the door





THE HAMBURGER SHOP

A table is set with a table cloth. Group enters.

Group: I'm hungry!

This looks like a nice place.
I'm glad we stopped for lunch!

(etc.)

They sit at the table and the waiter comes over.

Waiter: May I take your order?

(Each person orders a hamburger)

Waiter: O.K., your order will be right out.

(Waiter exits)

Group converses: I hope it's good.

I'm starved!

(etc.)

Waiter enters: Here you go!

Group: Mmm, this looks great!

Hey, there's a hair in my burger!

Mine too!

May we get new burgers, there's a hair in all our

burgers!

Waiter: Well, O.K. (exits)

Group: Can you believe it?

This is really strange!

(etc.)

Waiter: Here you go!

Group: Wait, there's still a hair in my burger!

Mine too!

I want to talk to the cook!

Me too! (etc.)

Waiter: O.K., I'll get him.

Cook comes out shirtless with apron and baker's hat on, clapping and slapping his armpits - clap, left armpit, clap,

right armpit...

Cook: What seems to be the problem?

Everyone runs off stage.









A mad scientist is excited as he looks over "Egor", his monster creation who is laying on the floor or table.

At last! My monster creation is finished! Scientist: just wish I could test his skills!

The door bell rings and the mad scientist opens the door.

Cub Scout: Hi, I'm a Cub Scout and I'm selling popcorn! Wanna buy some?

Scientist: Yes, yes! Please come in! I have a friend who

might be interested too! (Egor stands) Egor, rise!

(Egor walks toward Cub Scout) Egor, walk! (Egor screams as he chokes the Cub Egor, kill!

Scout who falls dead)

Egor, lay down! (Egor returns and lays down)

Ha, Ha! It works! Ha, Ha!



Door bell rings again. Continue the same as above, but use a Girl Scout selling cookies and an Avon lady selling cosmetics. When all three are dead, the mad scientist faces and talks to the audience.

Scientist: My creation is a success! I'm going to rule the world with three simple words: (unbeknownst to the scientist, Egor Egor, rise!

rises)

(Egor walks toward the scientist) Egor, walk!

Egor, kill!

At this point, Egor kills the scientist! The End!



FOOT TROUBLE



First Cub enters the room with shoes on the wrong feet. Second Cub enters, looks at the first, who is groaning.

What's wrong? Cub #2:

Cub #1: My feet are killing me! Do you have bunions? Cub #2:

Cub #1: No.

Oh, I see you have your shoes on the wrong feet! Cub #2:

Well, they're the only feet I have! Cub #1:





IF I WEREN'T A LITTLE SCOUT

This skit can be sung or chanted. Have the boys all line up in front, then start. Have the first boy start with the verse below. Props can be used too!

If I weren't a little Scout,
I'll tell you what I'd be.
If I weren't a little Scout,
A Birdie Watcher me!
And as I'm walking down the trail,
You're sure to hear me yell...
Hark! A Lark - Eeww, Yuck!
(hand over eyes - wipe eye)
Hark! A Lark - Eeww, Yuck!
(hand over eyes - wipe eye)

The next person repeats the verse replacing the underlined parts with the parts below. After the verse is finished, then he repeats his last two lines and actions while the previous person adds his simultaneously. This is repeated until all previous people have joined in.

Ice Cream Man
Tutti, Fruiti, Tutti Fruiti, Fresh Ice Cream!
 (stir, stir, scoop and plop)

Doctor Person
Inhale, Exhale, Stick out your Tongue, Blah!
(inhale, exhale, stick out tongue on blah)

Plumber Person
Flush it, Plunge it, Look out Below!
(plunge, plunge, hold hand to mouth)

Tennis Player
Front hand, Back hand, Missed the ball!
(swing, swing, snap fingers)

Mortician
Two by Four, Nail it to the floor!
(measure wide, then tall, hammer 3 times)

Swimmer Person
Stroke, Stroke, I think I'm gonna croak!
(swim, swim, hand on chest)

Dentist Person
Rotten teeth, Rotten teeth, Drill, Drill, Drill!
 (point to teeth twice, twist hand 3 times)

Don't forget that you can make up your own occupations and actions for this fun skit!



















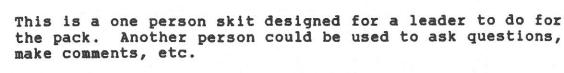








THE FRENCH 'LOAFER'



The French chef is dressed in an apron and a chef's hat. A paper mustache is also fun. After a brief introduction (Our chef came clear from France to prepare our refreshments, etc), the chef enters pushing a rolling kitchen cart with all the food items to be used.

You will need two loaves of French Bread and a crazy mixture of food, spices, sauces, etc. Some ideas are: mayo, ham, mustard, syrup, garlic salt, catsup, various meats and cheeses, marshmallows, raisins, worcestershire sauce, parsley flakes, peanut butter, jam, raw eggs, misc. spices, banana, chocolate sauce, barbecue sauce, cold cereal, etc. The stranger the mixture, the better!

The chef comes out and says with an accent:

Thank you for having me come here today! I am going to fix you my very best treat. It is called the French 'Loafer'! First we take the French bread and cut a hole in it and take out all the bread inside...

This part is very important - cut a large hole (about 4" by 3") in the top of the loaf at one end. Hollow out the entire loaf by pulling out the soft bread inside. Do the same with the other loaf. They should now look like a pair of shoes. Proceed to add the strange mixture of ingredients into both loaves, making silly comments for each one. The audience should be cringing and or laughing through all of this.

After all the "stuff" has been put into the loaves, the chef should say:

Now before we all sample this wonderful treat, there is one more important step. To have the proper flavor it needs to be cured. This is my secret to a flavorful dish. Now, I have not shown any one my secret curing process, so you are all a privileged group tonight. (pausing)
Now, I have been wearing these same socks for two weeks!

(Proceed to take off shoes and make faces and wave your hand, trying to ward off the smell.)





French Loafer con't.

The chef says:

This is necessary for the secret curing process. You see, to really bring out the flavor, (take the loaves and place them on the floor) this is what you do. (put your feet into the loaves - you can also 'ooo' and 'aah' as if it feels good)

The chef then walks out of the room with the 'loafers' on saying:

This should be ready in a few minutes so you can all sample it before you leave! Thank you all!



LITTLE JOHNNY

This skit is a great one for adults to do for the Cubs, or if you have some really outgoing boys, they could do it too.

The concept is to have a midget looking Cub doing outrageous things. Hang two blankets behind a table to provide a center slit. One person will stick his face and arms through the slit. Put a pair of short pants on his arms and a pair of sock and shoes on his hands. Then put a dark blue shirt on backwards. The second person stands behind him and extends his arms under the arms of the first and through the sleeves of the shirt. Secure the two blankets behind the head of the Cub. Now you are ready to put some personality into your skit! Your little Cub could wake up and get ready for the day by brushing his teeth, shaving himself, combing his hair, eating his breakfast, etc. He can even blow his nose, scratch his ear with his foot, or many other funny actions. Another humorous scene would be to eat a sack lunch complete with a peanut butter and jam sandwich, chips, banana, and a can of soda pop (which has previously been shaken). Remember that the arm person cannot see what is going on, which makes the skit hilarious to see two people trying to act as one. Hold up a blanket to allow the performers to set up without being seen.

This can be adapted to most any theme or situation. are few: Cub meeting, hike, play ground, workout and sports, getting up in the morning and getting ready for the day, day camp, Christmas elf, leprechaun, policeman, fireman, etc. Be creative and think of your own.

The key is to really "ham" it up and have fun doing it!







TIP TOE TERROR



Several Cubs enter room tiptoeing cautiously. The first Cub in line whispers, "That's where I saw the ghost!" and points. This message is passed down the line in loud stage whispers. The last Cubs says, "Where?" This is passed back up the line in whispers. The first Cub whispers back, "About 20 feet away." (Message goes down line.) "How big was he?" (Message comes back up line and so on with each additional statement.) "About 10 feet tall." "When did you see it?" "About two months ago." "Then why are we whispering?" First Cub says loudly, "I gotta cold!"



BAD DREAM



Cub #1: I had a bad dream last night.

Cub #2: What was it about?

Cub #1: I dreamed I was standing in a harbor, holding a

torch.

Cub #2: WOW! That's enough to scare anybody!

Cub #1: No, the bad part was that people were looking out

of the windows in my head!



SHIPWRECKED



Narrator: Two Cubs have been shipwrecked on a small Pacific Island for five years. One day they noticed a bottle with a letter in it floating past their island.

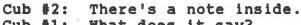


Cub #1: Hey look, there's a bottle floating in the water.

Cub #2: I'll wade out and get it.



Narrator: One of the Cubs wades out to it and discovers a message inside.



Cub #1: What does it say?

Cub #2: It's the same one we sent out last year - but now

there's twenty nine cents postage due!





CATTLE TROUBLE

Two Cubs dressed as farmers are discussing their cattle.

Farmer #1: One of my prize bulls is sick again. What'd you
 give that bull of yours when he was sick last
 year?

Farmer #2: Fed him kerosene.

Both farmers exit. (Have a Cub walk by carrying a sign saying TWO MONTHS LATER.)

Farmer #1: Say, Jed, you told me you fed your bull kerosene when he was sick. I gave that to mine and he died!

Farmer #2: Yep, killed mine, too!



SHOPPING IN LONDON

Have all of your Pack and Den leaders come up to the front and line up in front of the group. Instruct them to repeat what you say and do, starting at one end of the line and progressing to the other end. Start by saying, "I went to London to buy a feathered fan," while making a fanning motion with your hand. After they are all fanning, add the following actions, preceded by, "I went to London to buy..."

- A pair of scissors (cutting motion with fingers of other hand)
- A hobby horse (stoop at the knees and up again repeat)
- A cuckoo clock (say "Cuckoo! Cuckoo!)

When all the leaders are doing all the actions, turn to the group and say, "Cubs, I want you to take a good look at your leaders to see the fine example they try to set for you!"





JC PENNEY

First Cub stands out in front of audience. As other Cubs walk by, he asks them each a question.

Cub #1: Hey, that's a nice shirt, where'd you get it?

Cub #2: From JC Penney.

Cub #1: Hey, I like your pants, where'd you get them?

Cub #3: From JC Penney.

Cub #1: Wow, I really like your shoes, where'd you get

them?

Cub #4: From JC Penney.

The next Cub comes out with just a towel on.

Cub #1: Who are you? Cub #5: JC Penney!



For this skit you will need to make a horse out of two Cub Scouts. Have one lean over and hold the waist of the standing Cub, put a sheet over them, and you have a beautiful stallion. Have the 'back end Cub' hold a jar of water under the sheet. You'll see why later.

Have another Cub lead the 'horse' to the front of the group and say, "We have a special horse with us tonight. He has been trained to step over people without stepping on them. We need a volunteer to see if the horse can do it!"

Invite one of the Cubs up and have him lay on the floor in front of the horse. The horse then steps very slowly over the Cub. Have the audience clap. Invite another Cub and do the same as above except have the horse go backwards over the Cub.

After the second Cub survives, say, "Let's see if our horse can do the same for an adult." Coax the Cubmaster, or other leader with a sense of humor, up to the front and have him/her lay down in front of the horse. Have the horse step half way over the leader and stop. At this point, have the 'back end Cub' 'take a leak' on the reclining leader by pouring the jar of water on the victim.



GARBAGE DISPOSAL CHEER

Hold hands up in the shape of a sink. Your mouth is the drain so turn it up too. Now shake your head and make all kinds of gurgling and grinding noises!

PONY CHEER

Clap your hands together, then slap your legs with each hand to simulate a pony trot.

HOME ALONE CHEER

Pretend to shake cologne on each hand, rub hands together, then slap your hands to your face and scream!
"Aaaaahhhhhhhhh!"

PENNSYLVANIA UNIVERSITY CHEER

Draw right fist back to shoulder, then throw a punch while yelling, "P U!"

OIL CHEER
"Crude! Crude!"

SALT AND PEPPER CHEER
Hold both fists out in front of you and raise up the thumbs.
Then you turn them over and shake the shakers.

E.T. CHEER

Walk around stiff-legged while holding your finger out stretched and saying in a low E.T. voice, "E.T. phone home! E.T. phone home!"

MOUSE AND HOUSEWIFE CHEER
The women say, "Squeak, squeak, squeak!" The boys and dads
stand on their chairs and scream, "EEEEEK!"

TEENAGE MUTANT NINJA TURTLE CHEER
Throw your fist high in the air while yelling, "COWABUNGA!"

FUNNY FACE CHEER
On the signal, everyone pulls a funny face.

BROKEN ARM CHEER
Hold your arm straight out, then hang forearm loosely from
the elbow and shake it.





A NICKEL'S WORTH CHEER
Flip your thumb as though flipping a coin, then catch it and slap it on the back of your other hand.



WHALE CHEER
"Blubber! Blubber!"





CORN COB/TYPEWRITER CHEER
Hold your cob of corn and chew from one end to the other
saying, "Munch, munch, munch, munch," then "DING" like a
typewriter at the end of each row. Repeat 3 times.



BIG SNEEZE
Cup hands in front of nose and sneeze in hands. Having nowhere to wipe hands, wipe them through your hair.



MORK CHEER Na-nu! Na-nu!



TONY THE TIGER CHEER
You're Grrrreeeeeeaaaaattttt!





WILDMAN CHEER Everyone runs around uncontrollably, yelling, screaming, and waving hands in the air.



PINKY CHEER
Applaud with pinky fingers only.



WHOOPEE CUSHION CHEER
Have everyone stand. Then as everyone sits down, they are
to put their mouth to the inside of their elbow and blow!
This makes the whoopee cushion sound!
(We hold no responsibility for continuous 'noises' that may
follow!)



CHINESE CHEER
Phooey, phooey!



BIG HAND
Leader says, "Let's give them a big hand!" Everyone holds
up one hand with palm open.



BABY SINCLAIR CHEER

In a very high voice say, "Gotta love me, gotta love me!" or "Not the mama, not the mama!"

FROG MATING CALL CHEER
Luv-it! Luv-it! Luv-it!

SLEEP CHEER
Everyone snore loudly!



SQUASHED BUG CHEER

Cubmaster counts out three slaps. On the third slap, the boys each imitate the squashed bug of their choice.

FIRECRACKER CHEER

Strike a match on your leg and light the fuse - SSSSSSSS - then yell a loud BANG!

GUILLOTINE CHEER

Pretend to wind a crank pulling the blade up then tie it off. Take an axe and cut the rope. Knife your hand down like a blade saying "slooooosh!" Then roll one hand over the other while saying, "Thud, flop, flop, flop, flop!"

TEPEE CHEER

The first tepees were a little bit 'tippy' in the wind. Say, "Tepee, tepee, tepee, timmmmberrrrr!"

SOAP OPERA CHEER

Have the women and girls say romantically, "Harold!" Then the men and boys say romantically back, "Martha!" Repeat three times.

POW WOW CHEER

Explain to the audience that when you yell out "POW", they are to yell back "WOW", or vice-versa.

TROMBONE CHEER

Put one hand on the trombone slide and the other covering the mouth and say, "WAH-WAH-WAH!"

POLITICIAN CHEER
Pat yourself on the back!







GOOD TURN CHEER Everyone stand up, turn around, and sit back down.



HUM CHEER
Have everyone stand and start to hum, "Mmmmmm," until they run
out of breath, then they sit down. The last one standing
wins.



BABY CHEER Everyone suck on their thumbs!



COOKIE CHEER
Crumby, crumby!



G

BUBBLEGUM CHEER
Blow three times, clap your hands loud once, then peel the qum off your face.



FLAT TIRE CHEER

Everyone stand and make a noise like driving an old car.

"Chug, chug, chug, BANG!" Then slowly sit down while
saying, "PSSSSSsssss!"



CATERPILLAR DINNER CHEER
Pretend to be holding a leaf. They munch, munch, munch it,
then they burp!
(We hold no responsibility for continuous burping that may
follow!)



FAX MACHINE CHEER
Beep twice, "Beep, beep!" Then make the terrible grinding, boisterous, long beep that follows on the other end of the fax line.



'THE WAVE' CHEER
The group starts at one side of the room, rising and raising arms above their heads, then sit back down as the wave moves on.



ROUND OF APPLAUSE CHEER While clapping hands, move them around in a circle in front of you.



MOSQUITO CHEER

With your hand, slap yourself on the neck, arms, legs, etc. while saying "Ouch!" Kill the mosquito and eat it.

CONSTITUTION CHEER
Yell, "We the people approve!"



BUGS BUNNY CHEER

Pretend to bite and chew a carrot then say, "What's up doc?"

"ALMOST" CHEER

Place hands far apart, then rapidly bring them towards each other, passing one beneath the other, but not meeting.

FLINTSTONE CHEER

Shake your hands over your head and yell, "Yabba-dabba-doo!"

TRAFFIC JAM CHEER

All the boys bunch up together and start honking until the Cubmaster calls, "Green light!" Then they zoom back to their seats.

BUG ZAPPER CHEER

Imitate bugs being zapped by those electronic bug zappers!
Bzzzzz-ZAP! Bzzzzz-ZAP! ZAP!

BILL AND TED'S EXCELLENT CHEER
In Bill and Ted's slang, yell "Excellent Dude!"

HANDKERCHIEF CHEER

Throw a handkerchief in the air and have everyone clap and cheer until it hits the floor or you catch it.

TRAIN CHEER

Divide audience into two groups. When you point to each group, they clap. Go faster and faster, then pull the string and blow the whistle, "Toot, toot!"

QUARTER POUNDER CHEER

Put a quarter in the palm of one hand and pound it several times with the other fist.





COO-COO BIRD CHEER
Coo-coo! Coo-coo! Coo-coo!



SPEED OF SOUND CHEER
The speed of sound is not very fast. You can demonstrate this by opening your mouth as if yelling and waving your hands, but say nothing. Relax and begin to walk away then yell real loud. Have the group repeat it with you.



NEW DEN LEADER CHEER
Scream loudly while pulling your hair out! AAHHHHHHHHH!!!



OLD DEN LEADER CHEER
Place index finger between your lips and move it up and down quickly while humming.



'A CHEER' CHEER
Have everyone stand and yell, "A CHEER!"



FISH LIPS CHEER
Suck in your cheeks and form an "O" with your mouth. Then
move your lips as if you were a fish!



HOSPITAL CHEER Sick! Sick! Sick!



KETCHUP BOTTLE CHEER
Pretend to pound the bottom of the ketchup bottle, saying
"Pop" on each hit. On the last "Pop" say, "Squish, uh oh,
too much."



LEAKY FAUCET CHEER Drip! Drip! Drip!



2000 POUND CANARY CHEER
Place right hand on left shoulder, left hand on right
shoulder and extend the elbows to form the 'beak'. Spread
elbows and say, "CHIRP" in a deep voice.



MODEL "T" CHEER

Have the group push their noses with a finger, "Beep, beep!"

Then with a flat hand "Honk, honk!" Finally, push their

tummy, "Ah-u-gah, ah-u-gah!"



PIE CRUST CHEER Flaky! Flaky! Flaky!



MARSHMALLOW CHEER

Put your marshmallow on a stick and hold it over the fire. Suddenly it catches on fire! Hurry and blow it out and say, "Just perfect!"

HANS AND FRANS CHEER

"We're here to pump (CLAP) you up!" Point your finger when you say "you". Then strike a muscle bulging pose!

SQUEAKY DOOR CHEER

Hold both arms straight out with palms together. Slowly move your left arm to the left while saying, "Squeeeeeeeeek!" Then quickly move it back and clap hands sharply as the door is slammed.

PACMAN CHEER

Hold hands together at the palms in a ball shape. Open and shut hands while saying, "WA, WA, WA, WA, WA!"

DYBS CHEER

DYBS means 'Do your best, Scouts' and is pronounced like dibs. Yell "DYBS" when the leader raises his/her fist in the air. Number of DYBS yelled is according to accomplishment.

BIG FOOT CHEER

Hold one foot up off the floor as high as you can!

CHEESE GRATER CHEER

Move hand up and down as if grating cheese while saying, "Great, great, great, great!"

AVON LADY CHEER

DING-DONG, Avon calling!

BIG BEAR HUG CHEER

Wrap your arms around your own shoulders and give yourself a Big Bear Hug!































MAP CHEER Pull out your pretend map, look at it for a moment, then yell, "It's that-a-way!" All point in different directions!



IDAHO POTATO CHEER MASH! MASH! MASH!



WENDY'S CHEER





CLAP AND SHOUT CHEER Divide the group in two. When you raise your right hand, one group claps. When you raise your left hand, the other group shouts. You know what happens when both hands are raised!



NUTTY CHEER Have everyone yell, "Cashew, cashew, cashew!" Then you say, "Bless you!"



SEAL OF APPROVAL CHEER Extend your arms straight out in front of you and clap with stiff arms while saying, "Arf, arf, arf, arf!"



DISCO MOSQUITO CHEER Slap 4 times, 2 on the face and 2 on the arms, while saying, "Hey, hey, hey, hey!" Then point finger up and down while saying, "Staying alive, staying alive!"



GIANT BEEHIVE CHEER Have the group buzz like a hive of bees. When the leader's hand is raised, the volume increases. When the hand is lowered, the volume decreases.



TARZAN CHEER Everyone does their best Tarzan yell! "AH-EE-AAAAHHHH-EE-AH-EE-AH-EE-AAHHH!"



WAYNE'S WORLD CHEER Leader says, "Wasn't that just great!" The group yells out, "NOT!"



RELAY CHEER

The first person in the row claps the next person's hand, then that person claps the third person's hand and so on to the end!

STRAW SLURP CHEER

Pretend you just finished your drink and give a big loud noisy, "SLUUUUUUUUURP!"

WATERMELON CHEER

Pretend to hold a watermelon slice to your mouth. Pull it rapidly across the mouth while slurping the fruit in. Then turn your head to one side and do a "Raspberry" blow to spit out the seeds.

CANTALOUPE CHEER

Same as the watermelon, except on a smaller scale. The melon is shorter and you spit out only one seed!

P.T.A. CHEER

Just plain old clapping for those who lack any imagination.

DEAD DUCK CHEER

Move your finger quickly across your neck while making a loud cutting noise.

DIP STICK CHEER

Pretend to open the hood of the car. Pull out the dip stick and say, "Oh no, you're a quart low!"

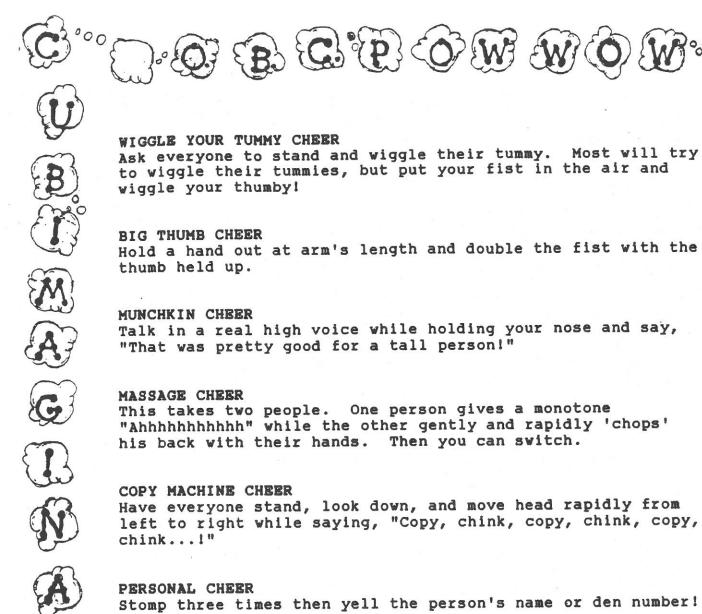
ELEPHANT CHEER

Lean over with arms hanging down and palms together like a trunk. Swing trunk back and forth while saying, "I work for peanuts!"

RAINBIRD CHEER

Turn your head to one side and inflate your cheeks. With your finger, poke your cheek and spurt several times as your head jerks slowly to the other side. Then give the 'Raspberry' blow while returning your head to the other side.





Have everyone stand, look down, and move head rapidly from left to right while saying, "Copy, chink, copy, chink, copy,

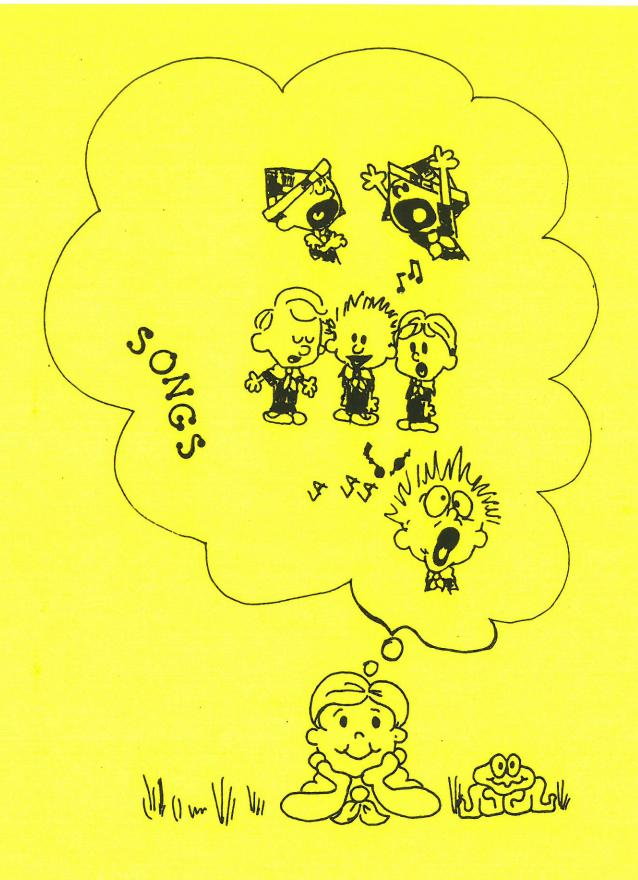
DENTIST CHEER

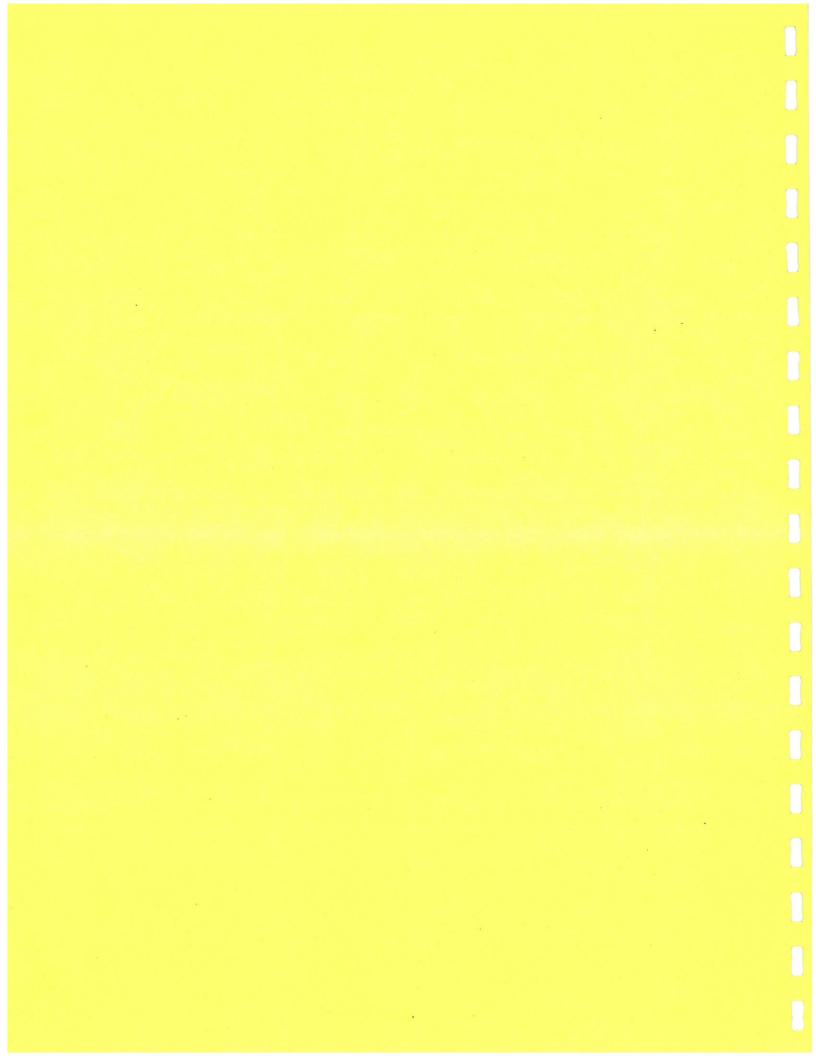
Open your mouth real wide then 'clack' your teeth together several times!

FLRA FLICK CHEER Flick your middle fingernail with your thumbnail.

LIVE WIRE CHEER Pretend to grab onto a live electrical wire and shake your whole body!

STAMP OF APPROVAL Pound the palm of your left hand rapidly with your right fist!







GEE, MOM, I WANNA GO TO CUBS! (Tune: Camp Tracy Song - also familiar at other Scout Camps)

The Cub Scouts in our Pack They say are mighty fine, They work with their Den Leaders Then tie them up with twine!

> Chorus: Oh, Gee, I wanna go to Pack Meeting! Gee, mom, I wanna go! Where do you wanna go? Gee, mom, I wanna go to Cubs!

The Den Leaders in our Pack They say are mighty fine, When den meeting is over They all want to resign! -Chorus-

The Cubmaster in our Pack They say is mighty fine, He looks like Kevin Costner And acts like Frankenstein! -Chorus-

The treats they serve in our Pack They say are mighty fine, They give us cake and cookies That always look like slime! -Chorus-

The punch they drink in our Pack They say is mighty fine, It looks like colored water and tastes like turpentine! -Chorus-

The nature hikes in our Pack They say are mighty fine, They start out on a two mile and end up on a nine! -Chorus-

The service chores in our Pack They say are mighty fine, They painted grandma's fences the color purple lime!

-Chorus-





I STUCK MY HEAD (TUNE: Turkey in the Straw)

Well, I stuck my head
In a little skunk's hole,
And the little skunk said,
"Well bless my soul!
Take it out, take it out,
Take it out, take it out.
REMOVE IT!"



Well, I didn't take it out And the little skunk said, "If you don't take it out You'll wish you had. Take it out, take it out, Take it out, take it out. REMOVE IT!"

(Shout) WELL, I DIDN'T TAKE IT OUT PEEEEE YEEEEEWWWWW!

Well, I stuck my head
In a little lion's mouth,
And the little lion said,
"Take it out, you louse!
Take it out, take it out,
Take it out, take it out.
REMOVE IT!"

Well, I didn't take it out And the little lion said, "If you don't take it out, You'll soon be dead. Take it out, take it out, Take it out, take it out. REMOVE IT!"



(Shout) WELL, I DIDN'T TAKE IT OUT! CHOMP! CHOMP! CHOMP!

WE'RE HERE BECAUSE WE'RE HERE (TUNE: Auld Lang Syne)

We're here because we're here.
Because we're here because we're here.
We're here because we're here
Because we're here because we're here.







BE KIND TO YOUR WEB-FOOTED FRIENDS (TUNE: Stars and Stripes Forever)

Be kind to your web-footed friends, For a duck may be somebody's mother. Be kind to your friends in the swamp... Where the weather's always damp. You may think that this is the end, WELL - IT IS !!

BABY BUMBLEBEE

I'm bringing home a baby bumblebee, Won't my mommy be so proud of me!
I'm bringing home a baby bumblebee,
Ooooh - it stung me!

I'm grinding up a baby bumblebee, Won't by mommy be so proud of me! I'm grinding up a baby bumblebee, Ooooh - it's stuck on me!

I'm scraping off a baby bumblebee, Won't my mommy be so proud of me!
I'm scraping off a baby bumblebee,
Cooch - it's still stuck on me!

I'm wiping off a baby bumblebee, Won't my mommy be so proud of me! I'm wiping off a baby bumblebee, Ooooh - why'd ya have to wipe it on me?!

THE JELLO SONG



Oh, the big red letter stands for the jello family.
Oh, the big red letter stands for the jello family.
It's Jello, yum, yum, yum,
Jello Pudding, yum, yum, yum,
Jello Tapioca pudding,
Try all three!

(Sing in a round)

























PERRYWINKLE STORE

There are ants, ants, ants, Trying on the pants, In the store, in the store. There are ants, ants, ants. Trying on the pants, In the Perrywinkle store.



Chorus:
My eyes are dim, I cannot see-ee-ee,
I did not bring my spectacles with me!

(Sing the following verses in the same manner as above)

Frogs trying on the clogs...
Turtles trying on the girdles...
An ox trying on the socks...
Bats trying on the hats...
Gnus trying on the shoes...
Pigs trying on the wigs...
Newts trying on the suits...
Boys playing with the toys...

UNO GILLESPIE

Who's the famous doctor, Comes from Germany? Uno Gillespie, Here's his piano:

(play piano with hands)
Plinka plinka plinka plink,
Plinka plink, plinka plink,
Plinka plinka plinka plink,
Plinka plinka plink,
HEY!

(Repeat above verse using the instruments below. Don't forget to add the previous instrument sounds and actions after each verse)



WADDELEY-ACHEE

Waddeley-achee, waddeley-achee,
Doodley-do, doodley-do.
Waddeley-achee, waddeley-achee,
Doodley-do, doodley-do.
Simplest thing, there isn't much to it,
All you've go to do is doodley-do it.
I like the rest, but the part I like best
Is the doodley, doodley-do!

HAND ACTIONS:

Slap knees twice, clap hands twice.
Pass right hand over left hand twice.
Pass left hand over right hand twice.
With right hand, touch nose then left shoulder and leave it there.
With left hand, touch nose then right shoulder.
Put both hands up in the air and pinch fingers together three times.

Repeat the song and actions several times, a bit faster each time.

TONY CHESTNUT
(TUNE: Ten Little Indians)

Tony Chestnut knows I love you, Knows I love you, knows I love you. Tony Chestnut knows I love you, That's what Tony Chestnut knows.

ACTIONS: Point to

Tony - toes then knees Chestnut - chest then head

Knows - nose

I love - eye then heart
You - point to audience

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 behind be for. When we're behind the two behind, We find what these be for; So stand before the two behind, And behind the two before.















































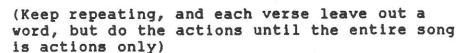




Deep and wide, deep and wide, There's a fountain flowing Deep and wide.

Boom, boom, boom, boom, boom.

Deep and wide, deep and wide, There's a fountain flowing Deep and wide.



ACTION:

Deep - Hold both hands in front of you, one above the other to show depth.

Wide - Hold both hands in front of you to show width

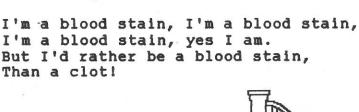
Fountain - Raise hands upward and outward Flowing - Swish hands from left to right Boom, boom... - Play trombone with hands

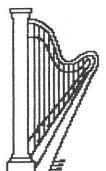
> I'M A DEWDROP (TUNE: Clementine)

I'm a dewdrop, I'm a dewdrop, I'm a dewdrop, yes I am. But I'd rather be a dewdrop, Than a drip!

I'm a teacup, I'm a teacup, I'm a teacup, yes I am. But I'd rather be a teacup, Than a mug!

I'm a blood stain, yes I am. But I'd rather be a blood stain, Than a clot!









SHE'LL BE COMIN' 'ROUND THE MOUNTAIN

(Don't forget the actions and sound effects)

She'll be comin' 'round the mountain when she comes, TOOT, TOOT!

She'll be comin' 'round the mountain when she comes, TOOT, TOOT!

She'll be comin' 'round the mountain, She'll be comin' 'round the mountain,

She'll be comin' 'round the mountain when she comes, TOOT, TOOT!

(Pull whistle cord in the air at each TOOT, TOOT!)

(At the end of each verse, repeat in reverse order the sounds and actions of the preceding verses.)

She'll be drivin' six white horses... WHOA, BACK! (Pull back on reins!)

Oh, we'll all go out to meet her...
HI BABE! (Wave hand)

Oh, we'll kill the old red rooster...
CUUUUT! (Finger across throat)

Oh, we'll all have chicken and dumplings...
YUM, YUM! (Rub tummy)

Oh, we'll have to sleep with grandma... SNORE, SNORE! (Move head up then down)

BOTTLE OF POP

One bottle of pop, Two bottle of pop, Three bottle of pop, Four bottle of pop, Five bottle of pop, Six bottle of pop, Seven, seven bottle of pop!

Don't brush your muck in my dust pan, my dust pan, my dust pan, Don't brush your muck in my dust pan, my dust pan's full!

Fish and chips and vinegar, vinegar, vinegar, Fish and chips and vinegar, Pepper, pepper, pepper, POP!

(Sing in a round)























PINK PAJAMAS (TUNE: Battle Hymn)

I wear my pink pajamas
In the summer when it's hot.
I wear my flannel nighties
In the winter when it's not.
And sometimes in the springtime
And sometimes in the fall,
I jump right in between the sheets
With nothing on at all!

Glory, glory, Hallelujah; Glory, glory, what's it to ya. Balmy breezes blowing through ya, With nothing on at all!



(TUNE: Onward Christian Soldiers)

Onward spotted bedbugs, Marching up the sheets. Tickle, tickle, tickle. On poor grandma's feet. Grandma gets excited, Grandpa gets the gun. Boom, boom, boom, boom, boom, see those bedbugs run!

Onward spotted bedbugs, Marching off the sheets. Carrying off the wounded, And poor grandma's feet!

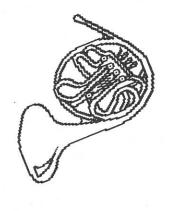
MICHAEL FINNEGAN

There was an old man named Michael Finnegan, He had whiskers on his chin-egan, The wind blew them off and they grew in again, Poor old Michael Finnegan, Begin again!

(Repeat - Try going faster each time)











OH I WISH I WERE

Oh, I wish I were a little bar of soap.
Oh, I wish I were a little bar of soap.
I would slippy and I'd slidey,
Over everybody's hiney.
Oh, I wish I were a little bar of soap.

Oh, I wish I were a little hunk of mud. Oh, I wish I were a little hunk of mud. I'd ooey and I'd gooey, Under everybody's shoey. Oh, I wish I were a little hunk of mud.

Oh, I wish I were a little can of pop.
Oh, I wish I were a little can of pop.
I'd go down with a slurp,
And I'd come up with a burp.
Oh, I wish I were a little can of pop.

Oh, I wish I were a little slippery root. Oh, I wish I were a little slippery root. I'd sit upon the trail, And knock everyone on his tail. Oh, I wish I were a little slippery root.

ROBERT BADEN-POWELL (TUNE: Father Abraham)

Robert Baden-Powell had many Cubs, Many Cubs had Robert Baden-Powell. You are one of them, and so are we, And all he did was go like this: With a right! (Shake right arm)

(Repeat verse while shaking arm, then add one of the following with each verse - until your whole body is shaking while singing!)

(shake right arm) With a right And a left (shake left arm) And a right (shake right leg) And a left (shake left leg) And some hips (shake hips) And a head (shake head) Turn around (turn in a circle) Sit down! (everyone sits)



THREE MYOPIC RODENTS
(TUNE: Three Blind Mice)

Three myopic rodents (twice)
Observe how they perambulate (twice)
They all circumnavigated the
agriculturalist's spouse,
She excised their extremities
with a carving utensil,
Did you ever regard such an
occurrence in your whole existence,
As three myopic rodents.





SAW-TOOTHED BUZZARDS
(TUNE: Three Blind Mice - sort of)

Three saw-toothed buzzards (twice) Sitting in a dead tree.
One flew away!
Oh, what a shame!

(Repeat, counting down to no saw-toothed buzzards)

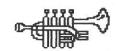
One has returned Let us re-joice!

ORANGE ORANGUTANS
(TUNE: Three Blind Mice - sort of)

Three orange orangutans, (twice) Sitting on a high rock. (twice) One went away! Oh, what a shame!

(Repeat counting down to no orange orangutans)

One came back!
Oh, let's rejoice!



COMET

Comet, it makes your lips turn green. Comet, it tastes like listerine. Comet, it makes you vomit, So get some Comet, and vomit, Today!





IF IT'S RAINING AND YOU KNOW IT (TUNE: If You're Happy and You Know It)

If it's raining and you know it, clap your hands. (twice)
If it's raining and you know it,
Then your clothes will really show it,
If it's raining and you know it, clap your hands.

If the mud is only knee deep, stamp your feet.
 (twice)

It the mud is only knee deep,
And you wish that it were hip deep,

If the mud is only knee deep, stamp your feet.

If the wind is really blowing, shake your head. (twice)

If the wind is really blowing,

And your bald spot is a showing,

If the wind is really blowing, shake your head.

If the temperature is falling, rub your hands.

(twice)

If the temperature is falling,

And your spirits are a dropping,

If the temperature is falling, rub your hands.

FOUND A PEANUT (TUNE: Clementine)

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

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

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

(Continue in similar manner with the following verses)

3. Ate it anyway
4. It got sick
5. Called the doctor
6. Had surgery
7. Died anyway
8. Went to heaven
9. Didn't want me
10. I came back
11. Found a peanut
12. It was rotten

13. Threw it away



ANNOUNCEMENTS

Announcements, Announcements!

(TUNE: Farmer in the Dell)
What a horrible way to die,
What a horrible way to die,
What a horrible way to be talked to death,
What a horrible way to die.

Announcements, Announcements!

(TUNE: London Bridges)
Please keep it short and sweet,
Short and sweet, short and sweet!
Please keep it short and sweet,
They are boring!

Announcements, Announcements! We have no cow; we have no cow; We have no use for your bull now!



I KNOW HOW UGLY I ARE (TUNE: How Gentle God's Commands)

I know how ugly I are,
My face is no shining star,
But me I don't mind it,
Because I'm behind it,
It's you folks up front get the jar!

A frog is a queer sort of bird, He umps and he umps and he umps, He umps and he umps, And he umps and he umps, And he ain't got no tail at all hardly!



BLACK SOCKS

Black socks, they never get dirty. The longer you wear them, The stronger they get!

Sometimes I think I should wash them, But something inside me keeps saying Not yet -- not yet -- not yet!



WORMS!

Nobody likes me, Everybody hates me, I'm gonna eat some worms!

> -Chorus-Long, slim, slimy ones, Short, fat, juicy ones, Itsy, bitsy, fuzzy, wuzzy worms!

First you get a bucket, Then you get a shovel, Oh, how they wiggle and squirm!

-Chorus-

First you pull the heads off, Then you suck the guts out, Oh, how they wiggle and squirm!

-Chorus-

Up comes the first one,
Up comes the second one,
Oh, how they wiggle and squirm!

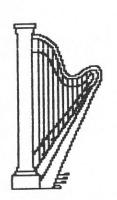
-Chorus-

I don't care if, Everybody hates me, (YELL!) I'M NOT GONNA EAT ANY MORE WORMS!

THE SONG THAT NEVER ENDS
(From Shari Lewis' Lamb Chops' Play Along)

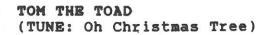
This is the song that never ends, And it goes on and on my friend. Some people started singing it Not knowing what it was. And they'll continue singing it Forever just because...

(Start right up with "This is the song..." right after "because..." and continue singing forever - or until you're tired of singing it.)









Oh Tom the Toad, Oh Tom the Toad, Why are you lying on the road? Oh Tom the Toad, Oh Tom the Toad, Why are you lying on the road? You did not see the car ahead, And on your head are tire treads. Oh Tom the Toad, Why are you lying on the road?

Oh Matt the Rat, Oh Matt the Rat, Why did you tease my pussy cat? (Repeat)

You used to be so brown and thin, And now you are inside of him. Oh Matt the Rat, Oh Matt the Rat, Why did you tease my pussy cat?

Oh, Jake the Snake, Oh Jake the Snake, How did you find my garden rake? (Repeat)

You used to be so long and slick, And now you are so short and "ick". Oh, Jake the Snake, Oh Jake the Snake, How did you find my garden rake?

Oh Doug the Bug, Oh Doug the Bug, Why did you fall into my rug?
(Repeat)

I really like to play with you, And now you're stuck upon my shoe. Oh Doug the Bug, Oh Doug the Bug, Why did you fall into my rug?





KOOKA BURRA

Kooka Burra sits in the old gum tree, Merry, merry king of the bush is he. Laugh, Kooka Burra, laugh Kooka Burra, Great your life must be.

Kooka Burra sits in the old gum tree, Eating all the gum drops he can see. Stop, Kooka Burra, stop Kooka Burra, Leave some there for me.





TOO-TEE-TA

Too-tee-ta, too-tee-ta, too-tee-ta-too! Too-tee-ta, too-tee-ta, too-tee-ta-too! (Leader yells and does action)

Thumbs up!

(Audience follows)

Thumbs up!

(All hold action thru the next verse)

Too-tee-ta, too-tee-ta, too-tee-ta-too! Too-tee-ta, too-tee-ta, too-tee-ta-too! (Same as above)

Thumbs up! Thumbs up!

Chest out! Chest out!

Too-tee-ta, too-tee-ta, too-tee-ta-too! Too-tee-ta, too-tee-ta, too-tee-ta-too!

(Continue as above adding one of the following with each verse. Don't forget to hold all actions you sing thru the next verse.)

Toosh back!

Knees together!

Toes in!

Tongue out!

Eyes closed!

(After the audience closes their eyes, the leader can run out, leaving the audience in such a silly situation.)

(Thanks Mike Smoot)



I don't care if I go crazy, 1, 2, 3, 4, 5, 6, switch! Crazy go I if care don't I, 6, 5, 4, 3, 2, 1, switch!

(Sing 3 times, increasing speed each time.)









RAVIOLI

(TUNE: Alouette)

All: Ravioli, I like Ravioli,

Ravioli, it's the best for me.

Have I got it on my chin? Leader:

Yes, you've got it on your chin. All:

On my chin? Leader:

On your chin. Oh-h-h-h A11: (Repeat above)

(Add the items below for the following verses repeating in reverse order the items already sung. Point to the items as you go.)

> Tie Shoes Shirt Floor Walls Pants

(Last verse ends like this:)

Leader: Is it all over? Yes, it's all over. A11:

Leader: Thank goodness, it's all over!

GREASY, GRIMY, GOPHER GUTS (TUNE: Old Grey Mare)

Great green gobs of greasy, grimy, gopher guts, Simulated monkey meat, chopped up baby parakeet. French fried earth worms swimming in a pool of blood, And I forgot my spoon! But I brought my straw!

COMPUTER SONG (TUNE: Take Me Out to the Ballgame)

- 6 5 4 3 2 - 1 7 7 5 6 7 9 - 3 1

- 5 5 6 7 9 0 1 1 Oh

8 - 6 5 4 3 2 - 1

1 3 2 4 5 6 8 and it's 9 - 9 - 9 7 6 5 4 2 5 - 6 - 8

SONGS 16



MAMA'S SOUP SURPRISE (TUNE: Supercalifragilisticexpialidocious)

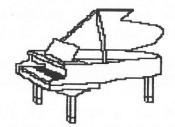
Oh, when I was a little kid,
I never liked to eat.
Mom would put things on my plate,
I'd dump them at her feet.
Then one day she made this soup,
I ate it 'till I burst.
I asked her what was in it,
Then I knew it was the worst!

-CHORUSOh, chicken lips and lizard hips and alligator eyes,
Monkey legs and buzzard eggs and salamander thighs,
Rabbit ears and camel tears and tasty toenail pies,
Stir them all together, you've got Mama's Soup Surprise.

I went into the bathroom
And I stood before the sink.
I said, "I'm feeling mighty ill,
My stomach's in a kink!"
Mama said, "I've got the cure
To make you feel just great!"
She said it was so good for me,
And this is what I ate!

-CHORUS-

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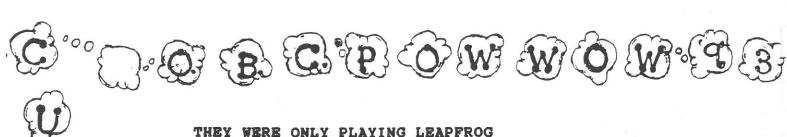


LOLLIPOP (TUNE: Harrigan)

L - 0 - double L - I, P - 0 - P spells lollipop. That's the only decent kind of candy. The guy that made it must have been a dandy.

L - O - double L - I, P - O - P for me. It's a lick on a stick. Guaranteed to make you sick. That's lollipop for me.





THEY WERE ONLY PLAYING LEAPFROG (TUNE: Battle Hymn)

As one red rooster ran up the road,
The other red rooster ran down.
As one red rooster ran up the road,
The other red rooster ran down.
As one red rooster ran up the road,
The other red rooster ran down.
As one red rooster ran up the road,
The other red rooster ran up the road,
The other red rooster ran down.





(Chorus)
They were only playing leapfrog.
They were only playing leapfrog.
They were only playing leapfrog.
As one red rooster ran up the road,
The other red rooster ran down.

(Repeat as above using the following tongue twisters.)

As one black bear backed up the bank, The other black bear backed down.

As one slick seal slid up the slide, The other slick seal slid down.

As one pink porpoise popped into the pool, The other pink porpoise popped out.

As one warm wooly worm wiggled up the walk, The other warm wooly worm wiggled down.

As one blue-black bug bled blue blood, The other blue-black bug bled black.

(Give a cheer or award for anyone who can sing the last verse without getting tongue twisted!)



GREASY, GRIMEY, JEDI GUTS (TUNE: Old Grey Mare)

Great green gobs of greasy, grimey Jedi guts, Mutilated martian meat, Chopped up baby E.T. feet, Ewok eyeballs oozing out of craters deep, That's what we eat in space!



EIGHT APPLES AND BANANAS

I want to eat, I want to eat, Eight apples and bananas. I want to eat, I want to eat, Eight apples and bananas.

(The following verses are sung using the long vowel sounds of a, e, i, o, and u inserted in each word in the verse.)

A waynt tae ate, a waynt tae ate, Eight aeples aynd bae-nae-naes.

E weent tee eat, e weent tee eat, Eet eeples eend bee-nee-nees.

I why-nt tye eyt, I why-nt tye eyt, Eyt eyples eynd by-ny-nyes.

O wont toe oat, o wont toe oat, Oat opals oend boe-noe-noes.

U woont too oot, u woont too oot, Oot ooples oond boo-noo-noos.

O CHESTER!

(TUNE: Yankee Doodle)

(Sing through once without action. Repeat using actions. Repeat again, getting faster and faster, using actions.)

O Chester, did you hear about Harry? He just got back from the Army. I hear he knows how to wear a rose, Hip! Hip! Hooray - for the Army!

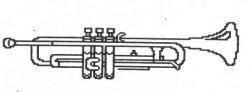
Actions: (Point to the body part as you sing)

Chester - chest
hear - ear
Harry - hair
just - chest
back - back

Army - arm, self

I - eye hear - ear knows - nose

wear a rose - lapel
Hip - right hip
Hip - left hip
Hooray - raise fists





























THE BEAR (TUNE: Sippin' Cider)

The other day, (group repeats)
I met a bear, (group repeats)
In tennis shoes, (group repeats)
A dandy pair. (group repeats)
(In unison)

B) CI (P) CO) W

(In unison)
The other day, I met a bear,
In tennis shoes, a dandy pair.

(Continue as above with the verses below.)

He said to me, "why don't you run, Because you ain't, got any gun."

And so I ran, away from there, But right behind, me was that bear.

Ahead of me, I saw a tree, A great big tree, Oh glory be!

The nearest branch, was ten feet up, I'd have to jump, and trust to luck.

And so I jumped, into the air, But missed the branch, a way up there.

Now don't you fret, now don't you frown, I caught that branch, on the way back down.

The moral of, this story is, Don't talk to bears, in tennis shoes.

That's all there is, there ain't no more, So what the heck, are you singing for?

THE LITTLEST WORM (TUNE: Sippin' Cider) (Sing this song the same as "The Bear"

The littlest worm, I ever saw, Was stuck inside, my soda straw.

He said to me, don't take that sip, For if you do, you'll really flip.

I took a sip, and he went down, All thru my pipes, he must have drowned.

He was my pal, he was my friend, But he's no more, and that's the end.



MY AUNT CAME BACK
(TUNE: Sippin' Cider)
(Sing this song the same as "The Bear", but add the actions. Once the action is begun, it is continued throughout the song.)

My aunt came back, from old Japan, She brought to me, and old silk fan. (Fan with one hand)

My aunt came back, from old Algiers, She brought to me, a pair of shears. (Cut with fingers of other hand)

My aunt came back, from Holland too, She brought to me, a wooden shoe. (Stamp one foot repeatedly)

My aunt came back, from old Hong Kong, She brought to me, the game Ping Pong. (Move head from side to side)

My aunt came back, from the New York Fair. She brought to me, a rocking chair.

(Rock back and forth)

My aunt came back, from Kalamazoo, She brought to me, some gum to chew. (Chew)

My aunt came back, from Timbuktu, She brought to me, some nuts like you! (Leader points to group)



SER EN FRE

CUB SCOUT REVEILLE (TUNE: Reveille)

I can't get 'em up, I can't get 'em up, I can't get 'em up in the morning!
I can't get 'em up, I can't get 'em up, I can't get 'em up, I can't get 'em up at all!
The Wolves are worse than the Tigers,
The Bears are worse than the Wolves,
The Webelos are worse than the Bears,
And the Cubmasters' worst of all!



DEAD DOG ROVER

I'm looking over my dead dog Rover, I hit with the power mower! One leg is broken, the other is gone, One leg is spread out all over the lawn!

No need explaining the one remaining, Is spinning on the carport floor! I'm looking over my dead dog Rover, I hit with the power mower!



PEANUT BUTTER AND JELLY (This song has no real tune, it is chanted in a syncopated rhythm. When you come to the part of chewing it, pretend you have a mouth full of peanut butter)

Peanut, peanut butter - jelly. Peanut, peanut butter - jelly.

First you take the peanuts and you dig 'em, you dig 'em, you dig 'em, dig 'em, dig 'em, And you crush 'em, you crush 'em, you crush 'em, crush 'em, crush 'em, Then you spread 'em, you spread 'em, you spread 'em, spread 'em, spread 'em.

Peanut, peanut butter - jelly. Peanut, peanut butter - jelly.

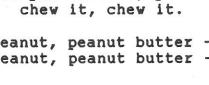
Then you take the grapes and you pick 'em, you pick 'em, you pick 'em, pick 'em, pick 'em, And you smash 'em, you smash 'em, you smash 'em, smash 'em, smash 'em, Then you spread 'em, you spread 'em, you spread 'em, spread 'em, spread em.

Peanut, peanut butter - jelly. Peanut, peanut butter - jelly.

Then you take your bread and you spread it, you spread it, you spread it, spread it, spread it, And you bite it, you bite it, you bite it, bite it, bite it,

And you chew it, you chew it, you chew it,

Peanut, peanut butter - jelly. Peanut, peanut butter - jelly.





ON TOP OF SPAGHETTI (TUNE: On Top of Old Smokey)

On top of spaghetti, All covered with cheese, I lost my poor meatball, When somebody sneezed.

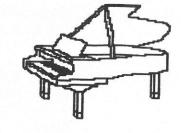
It rolled off the table, And onto the floor, And then my poor meatball, Rolled out of the door.

It rolled in the garden, And under a bush, And then my poor meatball, Was nothing but mush.

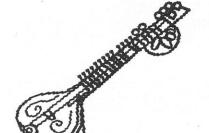
The mush was as tasty, As tasty could be, And then the next summer, It grew to a tree.

The tree was all covered, All covered with moss, And on it grew meatballs, And tomato sauce.

So if you eat spaghetti, All covered with cheese, Hold onto your meatball, Lest somebody sneeze.



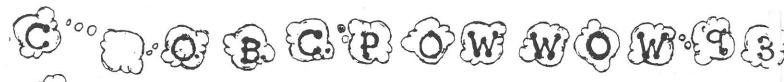


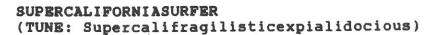


CHICKEN SONG (TUNE: Turkey in the Straw)

Oh, I had a little chicken, And she wouldn't lay an egg. So I poured hot water Up and down her leg.

Oh, the little chicken hollered, And the little chicken begged, And the little chicken Laid a hard boiled egg.





Supercaliforniasurfer,
Expert of the ocean.
Even though the most of them
Do not use suntan lotion.
When they hit the waves too hard
They always cause a motion.
Supercaliforniasurfer,
Expert of the ocean.



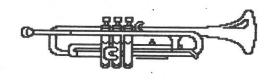
Because I was afraid to surf
When I was just a lad,
My father took my board away
And told me I was bad.
But then one day I learned a word
That every surfer knows,
The biggest word you ever heard,
And this is how it goes,
(Repeat first verse)



SPIDER FIGHTERS
(TUNE: Rah, rah boom-de-ay)

We are the spider fighters, We use our flash-a-lighters, We slap them to the ground, And smash them all around.

We grab them by the legs, And gather all their eggs, We get a great big bunch, They make a dandy lunch! (Yell) CRUNCH! CRUNCH!





GOD BLESS MY UNDERWEAR (TUNE: God Bless America)



God bless my underwear, my only pair.
Stand beside them, and guide them,
As they sit in a heap by the chair.
From the washer, to the dryer,
To my backpack, to my rear!
God bless my underwear, my only pair!
God bless my underwear, or I'll go bare!



TARZAN OF THE APES (TUNE: Battle Hymn)

I like bananas, coconuts, and grapes, I like bananas, coconuts, and grapes, I like bananas, coconuts, and grapes, And that's why they call me...
TARZAN OF THE APES!!

(Each time the verse gets softer and softer except "Tarzan of the Apes", which is screamed!)

(You can also add these verses:)

I like spinach packed up in a can, I like spinach packed up in a can, I like spinach packed up in a can, That's why they call me...
POPEYE THE SAILOR MAN!!

I like lasagna, enough to make me fat, I like lasagna, enough to make me fat, I like lasagna, enough to make me fat, That's why they call me...
GARFIELD THE CAT!!

I like a honey pot full of sticky goo, I like a honey pot full of sticky goo, I like a honey pot full of sticky goo, That's why they call me...
WINNIE THE POOH!!





























Rich girl drives a Cadillac, Poor girl drives a Ford, My girl drives the old grey mare, And beats it with a board.

-Chorus-

Oh, it ain't gonna rain no more, no more, It ain't gonna rain no more. So how in the heck can I wash my neck, If it ain't gonna rain no more?

B. C. E. C. W. C.

Rich girl uses cold cream, Poor girl uses lard, My girl uses axle grease, And rubs it twice as hard.

-Chorus-

Rich girl bathes in a bath tub, Poor girl bathes in a sink, My girl she don't bathe at all, And oh how she can... think.

-Chorus-

Thought I saw a black 'n white cat, He was mighty pretty, I went out to pick him up, He weren't that kind of kitty.

-Chorus-

Peanut sittin' on the railroad track, Heart was all a-flutter, 'Round the bend came number nine, Toot! Toot! Peanut Butter!

-Chorus-

Chicken sittin' on a railroad track, He was real, real sad, 'Round the bend came number ten, Toot! Toot! Chicken Salad!

-Chorus-

An old man lived by the sewer, And by the sewer he died, They couldn't call it murder, So they called it sewer-side!



-Chorus-



LITTLE BLACK THINGS (TUNE: Clementine)



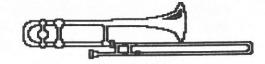
-Chorus-Little black things, little black things, Crawling up and down my arms. If I wait 'till they have babies, I could start a black thing farm.

Haven't had a bath in two years, And I never wash my clothes. Now I have these little black things, Where they came from, heaven knows.

-Chorus-

Once a cute girl tried to kiss me, But she screamed and gave a yell, And left before I asked her, "Was it black things or the smell?"

-Chorus-



BUG JUICE (TUNE: On Top of Old Smokey)

At camp with the Cub Scouts, (or Webelos)
They gave us a drink.
We thought it was Kool-aid,
Because it was pink.

But the thing that they told us, Would've grossed out a moose. For that great tasting pink drink, Was really Bug Juice!

It looks fresh and fruity, Like tasty Kool-aid. But the bugs that are in it, Were murdered with Raid!

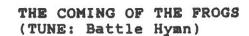
We drank it by gallons, We drank it by tons, And then in the morning, We all had the runs!

So when you drink Bug Juice, And a fly drives you mad. He's just getting even, Cause you swallowed his dad!









Mine eyes have seen the horror
Of the coming of the frogs,
They are leaping through the marshes,
They are lurking in the bogs.
You can hear their mournful croaking
Through the early morning fog.
The frogs keep hopping on.

-ChorusRibet, 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 is no place to escape to, 'Cause the frogs are everywhere. They have eaten all the flies and yet they're hungry as a bear. The frogs keep hopping on.

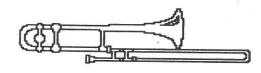
-Chorus-

I used to like the bullfrogs,
Liked to pet their slimy skin.
I would put them in my teacher's desk
And bring them to our den.
Now they're 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 a corner And my back's against the wall.
I hope the S.W.A.T. Team rescues me Before I take the fall.
The frogs keep hopping on.

-Chorus-









CUB SCOUT STORIES
(TUNE: Come Into the Sunday School)

First verse and Chorus:
Young folks, old folks, everybody come.
Join us at our Pack Meeting;
Have a lot of fun.
Please check your bubble gum
And twinkies at the door,
And you'll hear some Cub Scout stories
That you've never heard before!

The Wolf den planned an awesome hike.
Each Cub was really tough.
Their leader packed a great big lunch,
So there would be enough.
They gathered up their back packs,
And they double checked the clock,
And they set out on their great adventure
Walking 'round the block!

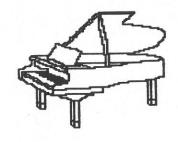
-Chorus-

The Bears began to study stars
To pass elective one.
Their leader helped them make
A pinhole planetarium.
They tried to see some constellations
Late one night in June;
With their telescope turned backwards,
They could barely see the moon.

-Chorus-

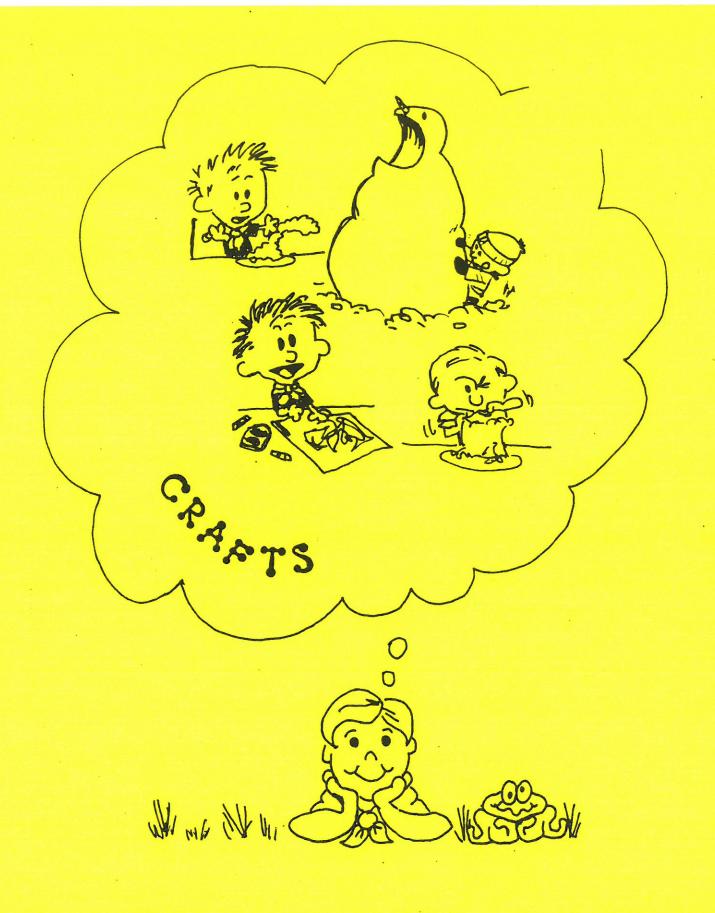
The Webelos worked hard to earn Their Traveler badge one day. They got a map to plan a trip To somewhere far away. They traced the very best route 'Cross the country to New York; With their lousy navigation, They would up in Spanish Fork.

-Chorus-











ABOUT CRAFTS

Crafts don't have to be expensive, they should just be fun. There are in-expensive ways to obtain supplies to keep your den and pack going. Its what we call Scrounging. Scrounging is the fine art of helping local businesses off load materials they might otherwise pay to have hauled away. The first 2 pages of this section are devoted to listing the local businesses many of use have obtained materials from. Don't be afraid to go in, tell them you work with the Cub Scouts, and ask if they have materials they can spare. You'll be surprised by the response.

For your convenience, we have also listed some local craft supply stores in the Algonquin Council area.

RECOMMENDED CRAFT SUPPLIES

Crayons

1 box of 8 per Cub

Glue Sticks

1 per Cub

Liquid Glue

Sobo Craft Glue is best, you can get 1 big bottle and

dispense for crafts in a paper cup with tooth picks.

You can also get small bottles of Elmers, but Sobo is

better.

Play Scissors

1 pair per Cub. metal ones are better

Scotch Tape

Stapler

Construction Paper

Pencils

1 per Cub

These are supplies we would recommend you have on hand to get started. Other supplies like poster board, washable markers, paints and brushes, etc you can buy as needed.































CLEAN OLD ORNAMENTS



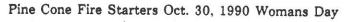
I take old glass ornaments that have scratched paint and soak them to get the rest of the color off. I then take bleach and some soap and soak them to get the silver insides off. You can also stuff some old material in the bulb to help the process along. (A small craft brush would work also. This process takes time. I would also recommend only trying a few at first to see if you want to bother.



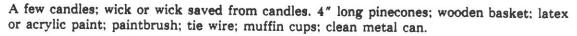
Just as an example of what I have used these for: I cleaned small and large ornaments and stuffed them with crushed potpourrie. I gave them to the people I work with, and they loved them. They were inexpensive, great gifts.

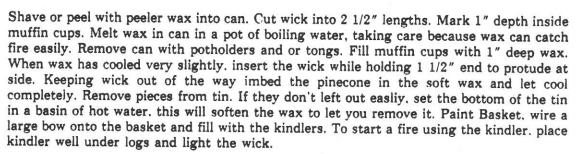


PINE CONE FIRE STARTERS

























Scented Cinnamon Ornaments - Classic Pillsbury Cookbooks #82

4-oz can (approx. 1 cup) cinnamon 1 tablespoon cloves 1 tablespoon nutmeg 3/4 cup applesauce 2 tablespoons white glue

In medium bowl, combine cinnamon, cloves and nutmeg. Add applesauce and glue: stir to combine. Work mixture with hands 2 to 3 minutes or until dough is smooth and ingredients are thoroughly mixed. Divide into 4 portions. Roll out each dough portion to 1/4-inch thickness. Cut dough with cookie cutters of desirec shapes. Using straw or toothpick, make a small hole in top of ornament. Place cutouts on wire racks and allow to dry at room temperature for several days (turn ornaments over once each day, for a more uniform drying process). Thread ribbon through hole in ornament. DO NOT EAT !!!!

About 32 (2-inch) ornaments

Recipe/instructions for dough x-mas ornaments

BASIC DOUGH

1/2 cup salt 1 cups flour 3/4 cups boiling water

Place salt in bowl. Pour boiling water over salt and stir. Let cool. Add flour all at once and mix well be forming a ball and kneeding the dough until it is smooth, soft and workable.

Working on a smooth surface; transfer foil to roll out dough to 1/2 inch thick. Transfer aluminum foil to bakin sheet into 300* preheated oven for 1 1/4 hours. Check periodically. Turn occassionally. Done when completely hard.

Let cool.

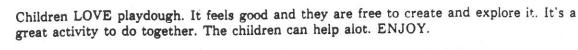
Decorate with watercolors, poster paints, and glitter. Can be sealed with sprayed clear shellac.







Playdoh Recipes



Here are the directions for seven playdough recipes. The amounts of flour and water will ary. It will take practice and time to perfect the ease of playdough mixing. DO let your kids help mix and choose the colors. DO keep all types of doughs in an air-tight container, however, DO NOT put playdough in the refrigerator.

KOOL-AID Playdough

2 1/2 cups flour
3 Tbls oil
1/2 cup salt
1 Tbl allum
2 small packages unsweetened kool-aid

Dissolve kool-aid in boiling water. Add ingredients and mix together. The amount of water and flour can vary from time to time. The mixture should be conjeal but not sticky. Store in an air-tight container. The allum is added as a preservative.

Smells Good, Soft, Smooth, Very Easy to Work With

UNCOOKED Playdough

3 cups flour
3/4 - 1 cup water
Food coloring or
powdered paint (if desired)

Work the mixture together and add more water until the dough is workable but not sticky. The amount of water used will vary.

Gritty, Sticky, Cold and Wet, Hands Feel Dry Afterwards

BAKER'S Playdough

1 cup flour 1 cup salt Water

Add water until dough feels like modeling clay - not too dry, not too sticky. Leave it white so it can be painted later. Bake on cookie sheet at 200 degrees. Check every 5 minutes. Baking time depends on the size and thickness. Large pieces may take up to one hour to cook.

********Sticky, Gritty, Can be Baked and Painted********



HOW TO LAMINATE

1) Supplies needed

Clear Laminate (See below)
Scissors
Hole Punch
Yarn, string, or gimp
Ruler
Something small to laminate, ie;

BSA ID Card, Social Security Card, Photo, etc.

2) Preparation

Trim item to be laminated, if necessary

Measure and cut laminate 2 1/2 times the size of item being laminated. Measuring can be done with a ruler or by eye.

If item being laminated will be used as a bookmark, cut one 12 inch piece of yarn, gymp, or string

3) Laminating

Peal paper backing from half of laminate and fold back.

With laminate flat on table, place item to be laminated face down on laminate — press item in place.

Leave on flat surface. Peal paper completely off laminate. Fold over and press flat on back. Smooth out.

4) Finishing

Use scissors to trim away excess laminate from edges.

If making a book mark, punch hole, centered and half inch down from the top.

Fold yarn in half, thread loop through the hole in the book mark. Pull loose ends through the loop and pull tight.

Laminating Supplies

Place .

What They Have

Flexcon South Spencer Rd Spencer, Ma 01562 (508)885-3973 Clear laminate, silver, gold, blue

Take Rt 9 through ctr of Spencer. Approx 1 mile beyond ctr turn left onto So Spencer Rd at gas station McDonalds Over 3 speed bumps to the end and right into parking area.

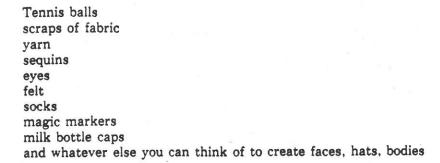
AT I

300 B



TENNIS BALL PUPPET/BANK/CHANGE PURSE

Materials:



Using a pocket knife, cut a mouth opening along a seam (choose the seam that won't leave the manufacturer's name in the middle of the face. The kids can make faces, bodies, ears, hair, whatever the want with the materials above.

The bottle cap is glued to the bottom to keep the ball from rolling around.

Someone suggested that if you used a sock to create hair, you could conceal your hand inside while making the puppets mouth move.

NOTES: suggest that you use craft glue (maybe even hot glue) rather than elmers, it is thicker and things stick to the fuzzy surface better.

The tennis balls are difficult to cut, even for an adult. Don't let the kids cut them unless they have earned the Whittling Chip Card and even then they may have trouble. NO FIXED BLADE KNIVES!



EGG SHELL MOSAIC

Supplies:

Vinegar

Water

White eggs shells Food Coloring Construction paper

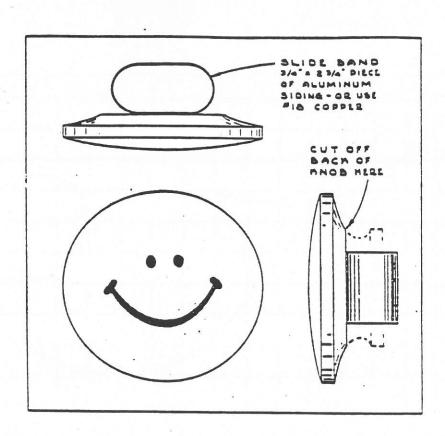
Glue

Color shells (like easter eggs) with 1 cup boiling water. 1 thsp vinegar, and drops of food coloring. Allow to dry, then crush.

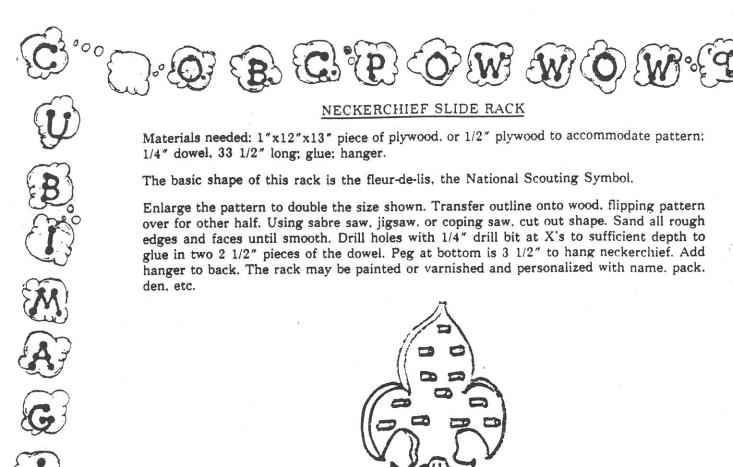
Draw picture on paper, spread glue, by section to color and sprinkle on egg shells. This is done like sand painting.

SMILEY NECKERCHIEF SLIDE

1. Scribe a pencil line around the knob as a sawing guide. 2. With tin snips, cut a 3/4" aluminum strap (or use No 18 copper or cut 1/2" long rings from 1/2" to 1" pvc pipe) file the edges smooth. 3. Bend strap around a 1/2" dowel to form ring and trim to length. 4. Discard scrap portion of knob. Apply epoxy cement, let dry overnight, then paint and decorate with any colors you choose.

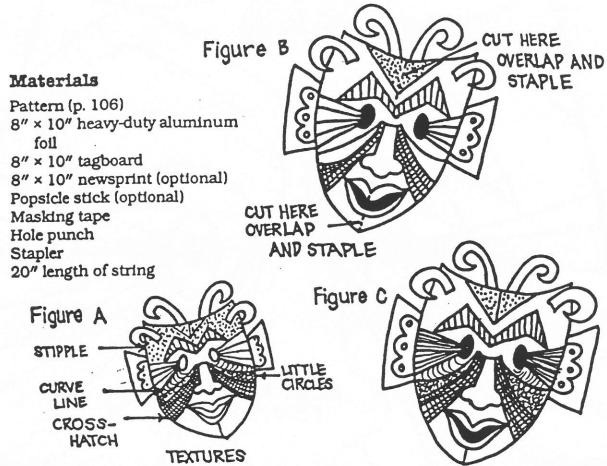


NACTUANT





Aluminum Foil Mask



Procedure

- -1. Apply glue to entire surface of tagboard. Cover with aluminum foil.
- 2. Tape mask pattern (or your own design drawn on newsprint) over aluminum foil.
- 3. While glue is still wet, trace over design with a dull pencil. This will transfer design to foil. Allow to dry.
- 4. Remove pattern and cut out foil mask.
- 5. Create texture on mask with pencil or popsicle stick (fig. A).
- 6. Cut out other details from foil scraps to further decorate mask. Staple in place (fig. A).
- 7. Cut in 1½" at top and bottom of mask. Overlap cut edges and staple together to create a 3-D effect (figs. B and C).
- 8. Punch one hole on each side of mask. Thread string through and knot ends. Mask may now be worn.

Moliday Gifts and Decorations, a 1986 David S. La

Aluminum Foil Mask

CRAFTS 10



INDIAN WEATHER ROCK

Materials needed:

3 pieces of twig about ¼" in diameter and 10" long small rock twine flat piece of wood about 4" x 4" x 3/4" drill with ¼" bit printed INDICATOR SHEET (see below) scissors glue

- 1. Drill 3 holes in a triangle 2½" apart and ¼" deep on the piece of wood.
- 2. Tie the twigs in a tripod. Hang the rock 5" below the top of the tripod in the center. Fit the twig bottoms in the holes.
- 3. Glue the indicator on the piece of wood and set outside away from any obstruction. Wait 6 minutes and read the indicator.

(Indicator Sheet:)

Take the rock outside and wait 6 minutes. When you return, if your rock is:

WARM -- it's warm out.

COLD -- it's cold out.

WET -- it's raining.

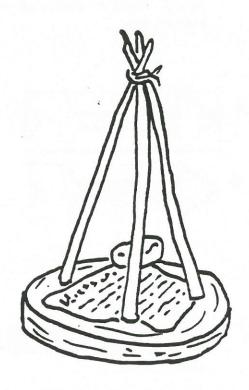
WHITE -- it's snowing.

HARD TO SEE -- it's foggy.

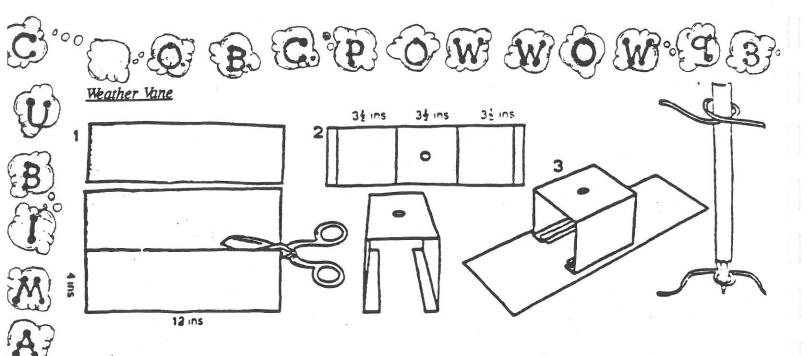
CASTING A SHADOW -- it's sunny.

SWINGING -- it's windy.

GONE -- take shelter FAST!!

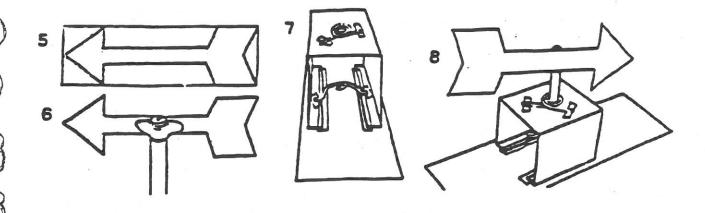




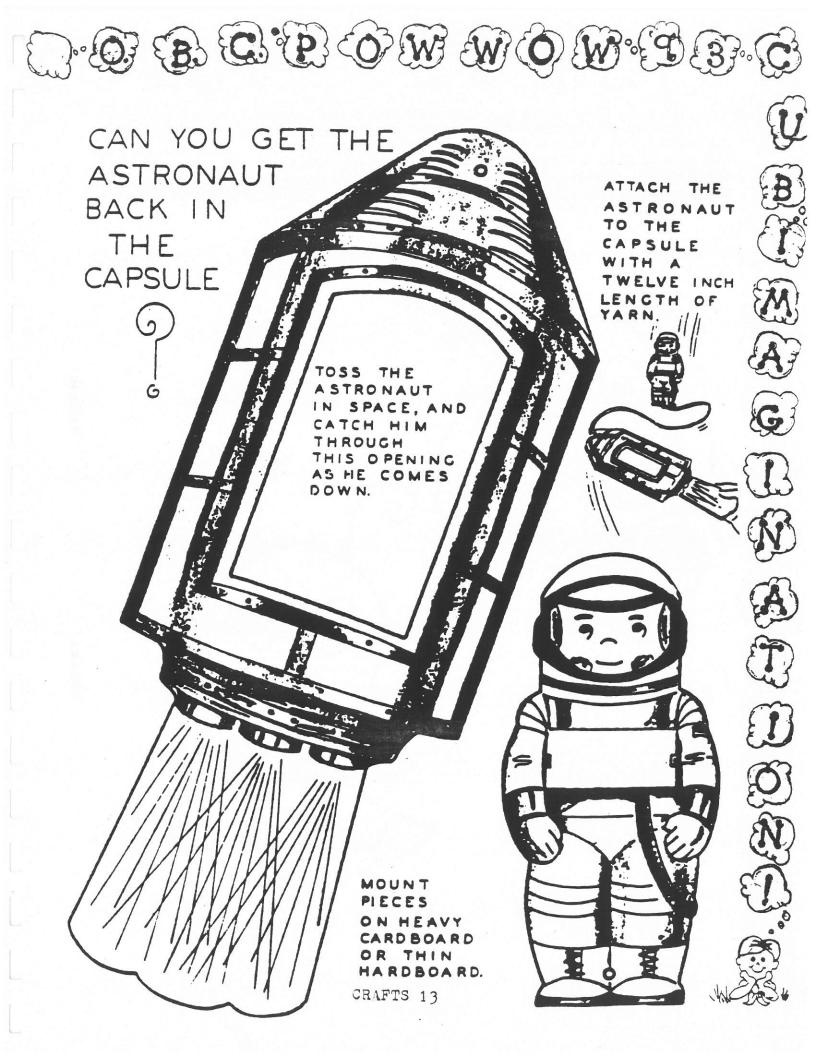


3.

- 1. Use scissors to cut 3 pieces of cardboard, each 12" x 4"
- 2. With the tip of the scissors score across one piece of cardboard at the points shown. Make a hole in the middle. Push a pencil through it until the hole is just a little bigger than the pencil. Bend the cardboard along the scored lines.
- Use cellophane tape to fix the folded cardboard to one of the other pieces of cardboard. This is the stand for the weather vane. Now straighten two paper clips.
- 4. Wrap one paper clip loosely around the end of the pencil, and the other one loosely around the top of the pencil. Take the paper clips off the pencil.

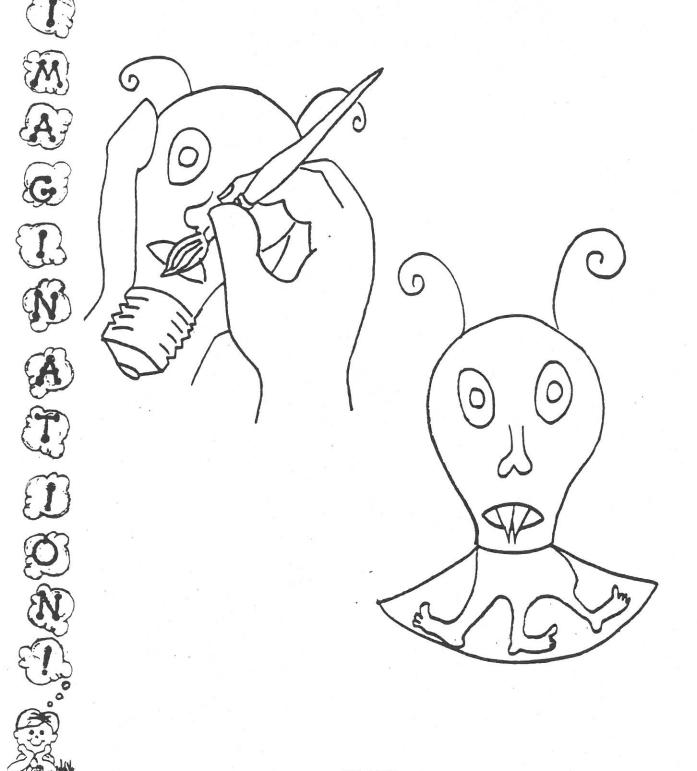


- 5. Draw an arrow, like the one shown, on the third piece of cardboard. Cut out the shape.
- 6. Use plasticine to fix the pencil to the center of the arrow. Make sure you sue an equal amount of plasticine on both sides of the pencil, or the arrow won't balance properly.
- 7. Use cellophane tape to fix one paper clip over the hole in the stand. Fix the other one to the base, directly underneath. Stand the pencil in the hole.
- 8. Mark the points of the compass on the base so the "E" faces the direction of the rising sun. Record the direction of the wind for each day.





Save the next light bulb that burns out. Dip the bulb in vinegar and place it inside a cup until it is dry. This is to prepare the light bulb for painting. Use poster paint to color the bulb pink for space man face (or tan or dark brown or purple or orange). Then, when it is thoroughly dry, paint on eyes and eyebrows. Glue on other things that space men have. Cut a round piece of sturdy paper. Put a hole in the center of it. Cut it and glue it on the base to make the space man stand.





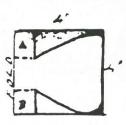
BOW TIE and LONG NECKTIE

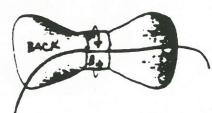
Materials:

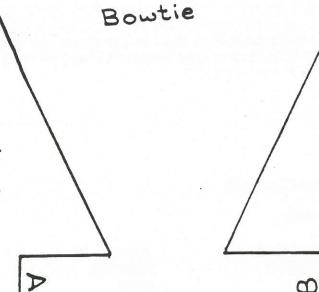
paper or stiff felt felt pens or crayons stapler and/or glue, string

DIRECTIONS:

- Bow tie can be made any size. This one is 8" x 4". Cut material to this size. Trace pattern & cut out.
- Open material ← decorate right side.
- 3. On dotted lines, fold tabs A & B over onto back side. Glue or staple tab A to tab B, making a loop between tabs and tie back.
- 4 Cut a 25" string or elastic and pass it thru this loop to attach.







on

(Tempera,

CANA CANA

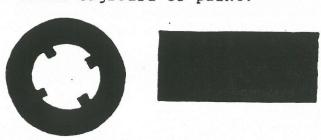
To make the long necktie, use any old tie. Spray or paint. oil paints, or textile paints will work.)
To widen tie, open seams & iron flat. To make paper tie, trace around ready-made tie.
Attach to shirt front with pin or double-face carpet tape.

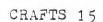


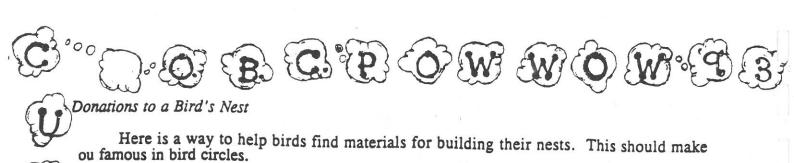
Follow directions for the straw hat on C-6. Increase the width of the crown to 12". Use black tagboard or paint.

Place









WHAT TO USE: Strips of string, fabric and yarn; wire hanger; piece of wide mesh material such as an orange bag.

(You might also add excelsior, straw, shredded paper, etc.)

Bend your wire hanger into a square or diamond shape. Attach the mesh material to it. Fasten with string or glue it into place. Loosely weave year, fabric strips and string through the mesh. Be sure these are no longer than 4" because the bird could get tangled in them. In early spring, hang your nest-building helper in a tree near your window. Watch as the neighborhood birds flock to it to choose the materials they need. (Take a walk around your neighborhood after your hanger has been emptied. Remember a bird's nest is its home, be careful not to trespass!!)



Birdseed Squiggles

Materials:



liquid white glue waxed paper birdseed

spoon paper bag string



Directions:



Squeeze a squiggly design of white glue on waxed paper. You will need to cut a wide opening in the cap of the glue bottle or remove the cap. The squiggly line should be wide.



With a spoon, slowly sprinkle birdseed over the squiggly design. Be sure that the birdseed covers all the glue.



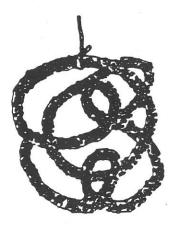
Let the design dry overnight or until the next den meeting.

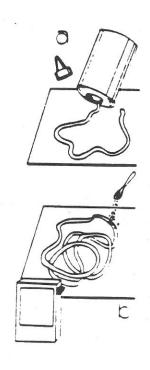


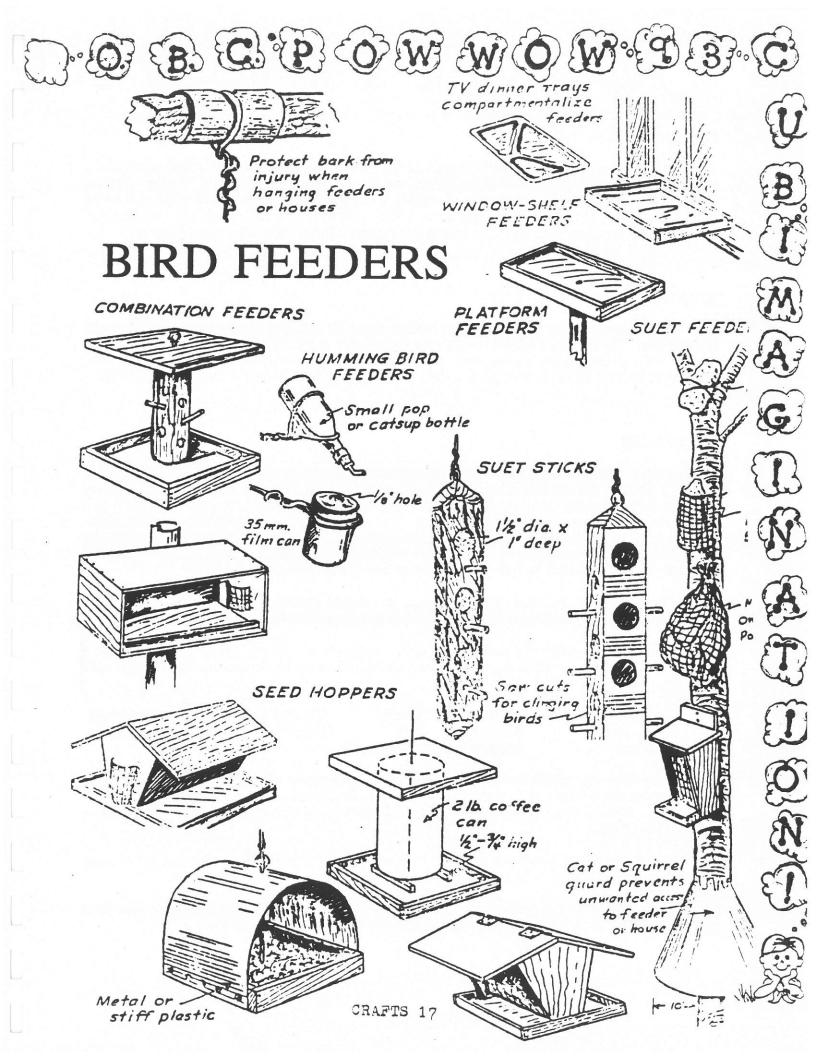
When dry, tilt the waxed paper into a paper bag to remove and save all of the extra seeds that did not dry on the glue.



Carefully peel away the waxed paper. Tie a length of string through the squiggle and knot it. It is now ready to hang up and enjoy.











Most important of the three essentials for bird life is food. Water and shelter play a lesser role. Feeding may be of two different kinds -- summer and winter. Correct feeding requires varying diet with the season. Summer feeding is usually unnecessary but will bring more birds to the feeding area for people to enjoy. Winter is the important time for feeding. Feeding must continue with fail until spring when more natural food are again abundant.



Feeding birds is largely an art which must be learned through experience and observation. On the basis of diet, birds may be roughly separated into seed eaters and insect eaters. This division is not a clean one, for most fit both categories at some time in their life. The use of several different feeders or combination feeders should satisfy requirements of all.

BIRD FOODS

<u>Suet</u> --Insect eaters like nuthatches and woodpeckers will consume large amounts of suet when insects and larva are not available. Avoid stringy suet. It is hard for birds to eat. Suet may be made available plain or in any large-mesh container. A better way is to grind it, melt it in a double boiler, and pour into molds to harden. It is more durable if melted twice before molding into cakes. Small frozen food dishes make good molds. Suet-seed cakes may be made by adding the melted suet to any of the seeds or mixtures listed below. Melted suet or suet-seed mixtures should be placed in suet stick feeders while in a semi-liquid state.

<u>Peanut Butter</u> -- May be used in place of suet in manner described above. It is much more expensive, however. Look into obtaining substandard quantities for bird feeding.

<u>Seeds</u> -- Even insect eaters consume some seeds, especially in winter. Seeds will attract many different kinds of birds. Grocery, pet, or feed stores will carry the following material for seed feeding:

Sunflower Millet Wheat Cracked corn Chopped nuts
Hempseed Buckwheat Rice Oatmeal Bread crumbs
Popcorn Commercial birdseed mix

Dog biscuits, rabbit food, raisins, and other such items are also used in mixtures. A good homemade mixture is 3 parts sunflower, 3 parts hempseed, 3 parts millet and 1 part buckwheat. Several mixtures should be experimented with to determine which is preferred by birds in your area.

<u>Grit</u> -- Sand, very fine gravel, or crushed charcoal should be added in small amounts to suet-seed cakes or seed mixtures to complete the diet.

Hummingbird food -- A solution of 1 part sugar or thinned honey to 4 parts water. Red food coloring may be added or the outside of the feeder painted an attractive color.



MACARONI RANCH

To make this ranch on the prairie, you'll need these types of pasta: rigatoni, straight macaroni, mostaccioli, thin mostaccioli, elbow macaroni, large shell macaroni, macaroni spirals, and a gallon milk carton. You'll also use scraps of paper, fabric, string, and yarn. You'll need paint and glue, too. Paint the pieces or leave them in their natural macaroni color.

FIGURES

Cowboy: Glue a rigatoni body onto two rigatoni legs. Add two mostaccioli arms and a large shell macaroni head. From heavy paper, cut a two-inch oval for the hat brim and a 1½" c 2½" strip for the hat crown. Glue the ends of the crown strip together, forming a ring. To give the hat its "cowboy" shape, roll the top edge of the crown down inside. Add a string lariat, a neckerchief and paper features to this bow-legged buckaroo.

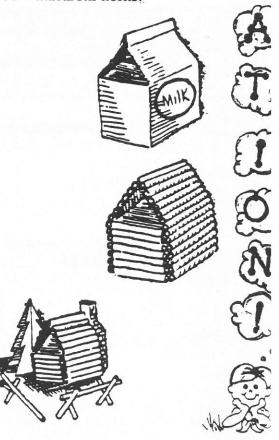
Cowgirl: For the body, glue two pieces of rigatoni together. Add two thin mostaccioli arms and a large shell macaroni head. The hairdo of macaroni spirals would pleased even Annie Oakley! For her skirt, gather a fabric scrap on tape. Glue the tape to the body, with the skirt seam at the back of the cowgirl. Cut paper features and glue in place.

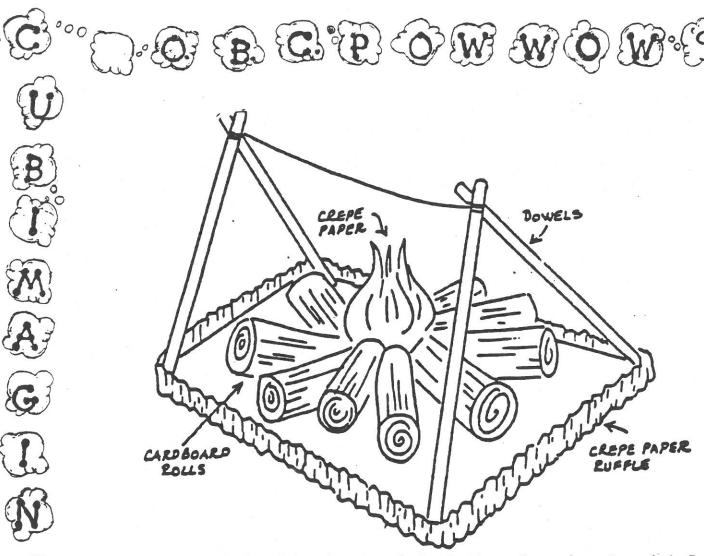
Horse: Seven pieces of rigatoni are needed for the legs, body, neck and head of this bucking bronco. Macaroni spirals are used for mane and tail. String or yarn reins and paper features complete this thoroughbred.

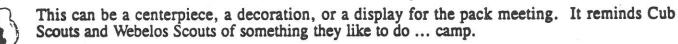
Longhorn steer: Make this critter as you did the horse but without the rigatoni neck. For the steer's head, find a piece of rigatoni with a somewhat flattened end and use this end as the animal's mouth. Add paper eyes, and glue on a yarn tail and elbow macaroni horns.

CABIN AND SCENERY

Log Cabin: Rinse out two half-gallon milk cartons thoroughly. Staple the top spouts shut then cut off the bottom so the cabin will be about 6" high. Staple the sides together so that you have one long cabin. Cut a flap 2" x 3" wherever you want a door. Lightly score the "hinged" side, so it opens easily. Paint the cartons the color you want the cabin and let dry. Cover the walls of the cabin with rows of mostaccioli, glued on horizontally. Cover the door separately. To make the chimney, glue five pieces of mostaccioli together, side by side, on waxed paper. Allow this to dry. Then, glue five more pieces on top. Make five such double-layered sections. Remove the waxed paper and set these sections aside. Cover the cabin roof and gables with thin macaroni. Build up a portion of one gable with three layers of macaroni where the chimney will be. Make this section flush with the mostaccioli walls. Glue the chimney sections to the cabin, one above the other, diagonal ends interlocking and pain the macaroni cabin. FENCE = use straight macaroni and rigatoni with a separate section for the gate. Cacti can be made with elbow macaroni branches on mostaccioli stems.

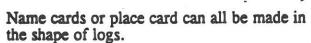






Seal the ends of cardboard rolls with tape of brown paper. Cover the rolls with crumpled brown paper, using a fine line marking pen to make markings resembling bark. Flame is a chicken wire base covered with red and yellow crepe paper.

Campfire is assembled on a decorated box lid. Dowels, lashed together at the top are used for supports. You may wish to hang a miniature pot over the fire.







AN ALTERNATE CAMPFIRE: A tepeetype campfire can be nailed to a plywood base and lined with yellow, orange and red cellophane. Use a small string of individual blinking Christmas lights underneath. Take care to use flameproof materials.



PICKET FENCE LETTER HOLDER

Materials:

10 round clothespins

17 craft sticks white or wood glue

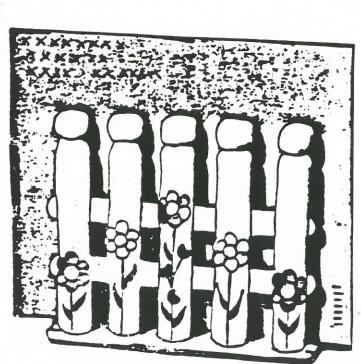
paper: red, yellow, dark pink, light pink

green felt marker white paint

Mod Podge (an acrylic polymer medium -- see craft store)

this is to make the item more durable

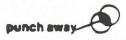
- 1. For each side, glue two craft sticks, one under the other (with about ½" space), inside the slots of 5 clothespins as shown in Figure 1. Make two sides.
- 2. For the bottom, glue the edges of 7 craft sticks together. Then glue 6 more craft sticks on top, staggering them with the other 7, as shown in Figure 2. Turn the bottom over so that the 7-stick side is upward and glue one side section onto each long edge.
- 3. Paint the letter holder white.
- 4. Use a large paper punch to make the paper circles as shown in Figure 3. Make a red flower on each end clothespin (paper flower pieces are glued on -- see Figure 4), a dark pink one on each center pin, and light pink flowers on the remaining pins. Buds are made by using the paper punch to punch away additional sections of an already punch circle, as shown in Figure 3. Add 3 buds to each center pin. Draw the stems and leaves with a green marker.
- 5. Coat letter holder two times with Mod Podge or similar sealant.





Bottom



















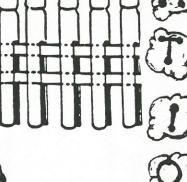
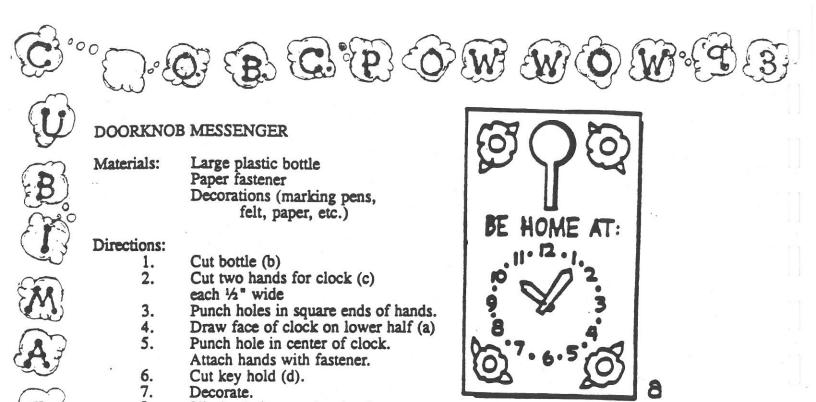
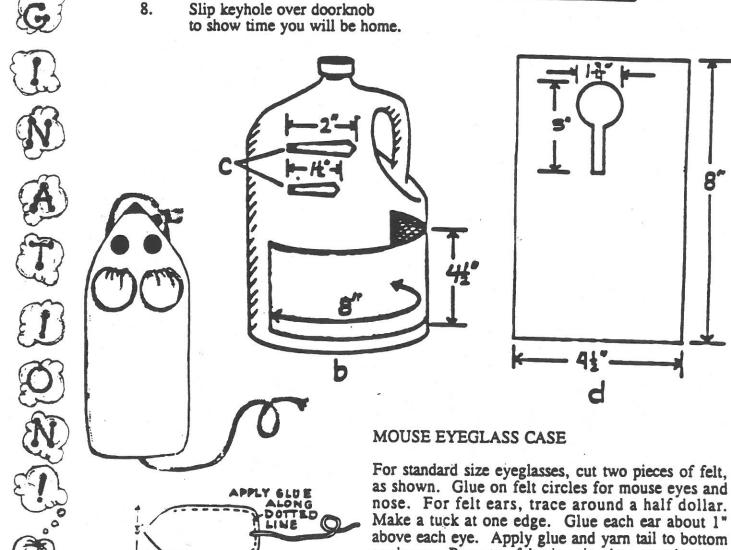


Fig. 1 Side Section









Decorate.

as shown. Press top felt piece in place over bottom.

Slip glasses through mouse's mouth.



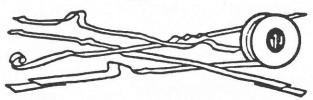
HOLIDAY DOOR DECORATION

Materials:

4 strips of ribbon — about 24" long. (Each strip should be of a different length) Half shells of walnuts (with nutmeats thoroughly cleaned out)

Aluminum foil

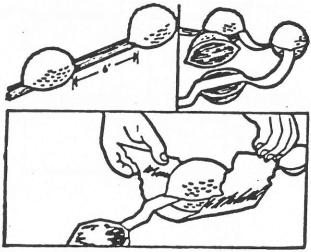
Glue



Join strips of ribbon at one end and tie into a large bow.

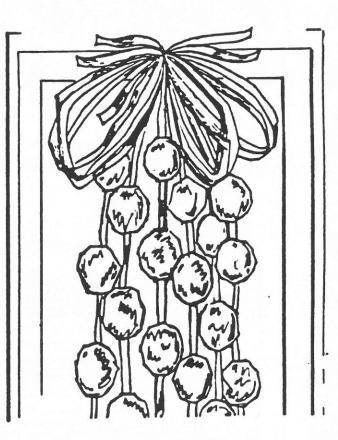
Glue half of the shells about 6" apart along the ribbon. Add the other half

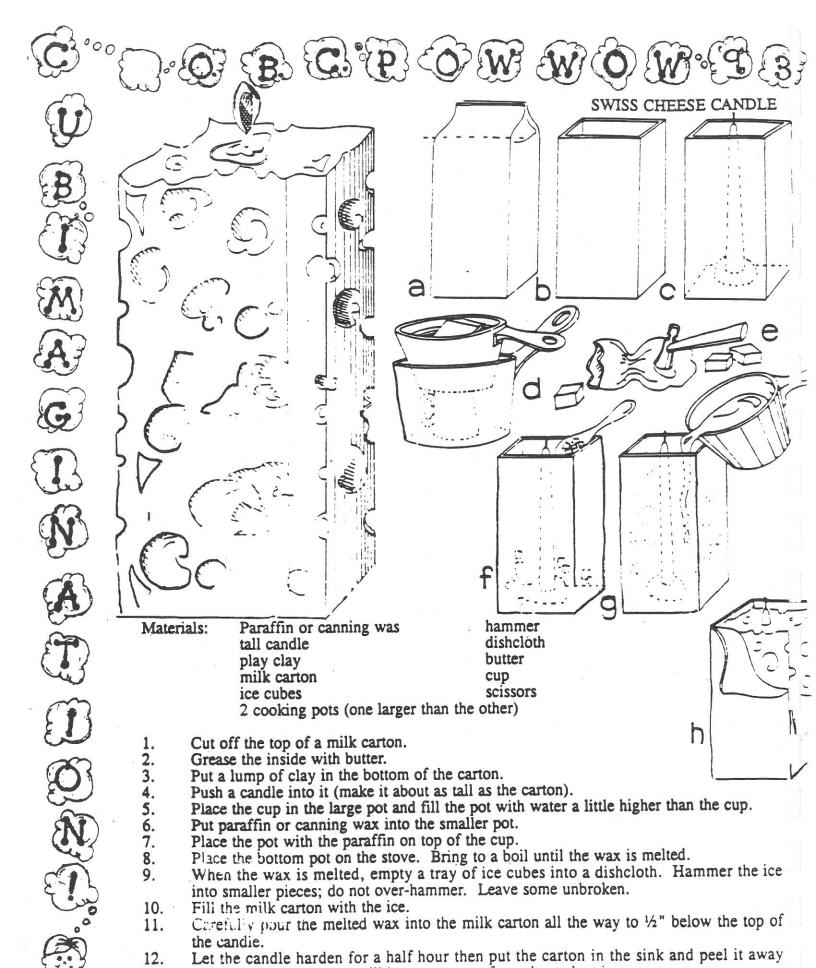




Wrap foil around the nut shells.



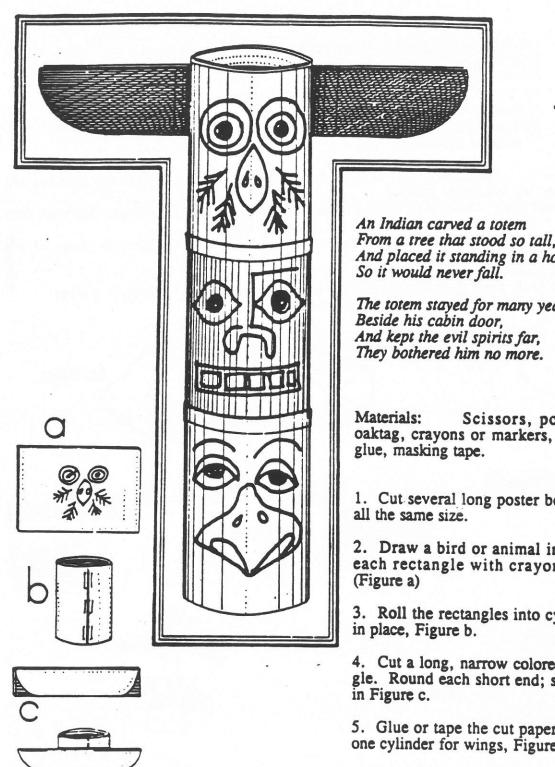




from the candle. There will be some water from the melted ice.

12.





TALL

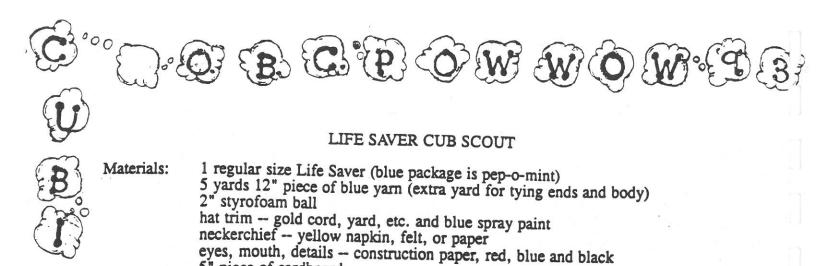
TOTEM POLE

From a tree that stood so tall, And placed it standing in a hole,

The totem stayed for many years

Scissors, poster board or oaktag, crayons or markers, colored paper,

- 1. Cut several long poster board rectangles
- 2. Draw a bird or animal in the center of each rectangle with crayons or markers
- 3. Roll the rectangles into cylinders. Tape
- 4. Cut a long, narrow colored paper rectangle. Round each short end; see shaded area
- 5. Glue or tape the cut paper to the back of one cylinder for wings, Figure d.
- 6. Tape the cylinders one on top of the other, with the winged face on top. Tape several cylinder heads on top of one another for a centerpiece or at least six for a standing totem pole.





1. Cut off top of styrofoam ball to make hat. Spray paint blue. When dry glue hat bill between hat and head. Let dry.

A

Legs and arms -- wrap yarn around a piece of cardboard 18 to 22 times. Tie ends with small piece of yarn. Cut looped ends of arms and legs.
 Body -- Tie long piece of double yarn in middle of legs -- run through center of life

6

save package. Tie to arms.
Put on features and hat trim.

5" piece of cardboard

Attach head. (Run yarn through head or attach long stick such as teriyaki skewer)
Attach neckerchief with glue and add slide.









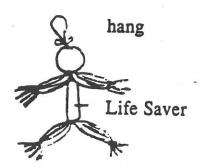






Make 2 1 for arms 1 for legs







styrofoam cup or other base



Hint: Can also be adapted for Christmas Santa or Elf or Circus Clown. Just change hat, use reds, greens and other bright colors to fit the occasion. Life Savers come in all colors!



CUB SCOUT MEMORIES BOOK

Materials:

2 sheets of paneling about 9" x 12" about 1 yard of leather lacing

2 metal hinges paper for inside

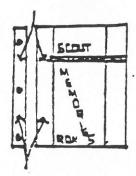
wood burner or knife for engraving

dark stain

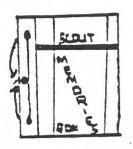
Cut 1 piece 9" x 12" for back drill 3 holes in it Size as paper





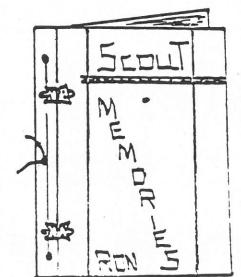


Do front the same as the back only cut the paneling about 2¼" from edge, then hinge together as shown.



Take leather and put through the two holes on each end of top, then bring up through the hole in center of back, into the hole in front and tie a knot.

SECTION.



THINGS TO BE INCLUDED COULD BE:

1. Picture of boy or den pictures

2. Rank cards, bear, wolf, bobcat, etc.

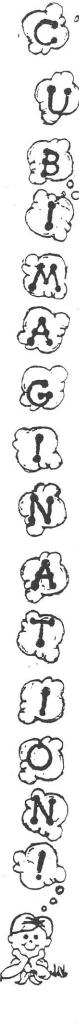
3. Special certificates or awards

4. Patches no longer worn on uniform

5. Anything the boy wants as a keepsake.

You could also make a Den Memories Book.





Milk Carton Coin Bank

Materials

Gallon size plastic milk or Julce container Patterns (p. 20) Art paper:

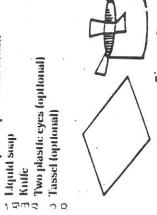
7" × 9" black (hat)

6" × 6" yellow (feet, beak) 8" × 8" brown (whigs,

3" × 4" orange (eyes) horns)

2" × 2" white (eyes)

U Brown poster paint and brush



PASTE

Figure A

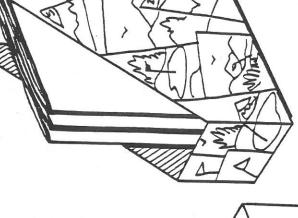
Procedure

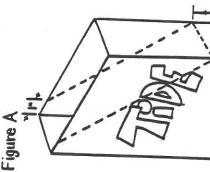
- 1. Add a few drops of liquith soap to paint. This will help paint adhere to container surface. Paint cuttre container. Allow to dry.
- Trace foot, beak, wing, horn, and eye patterns on art paper and cut out Glue in place on container.
- Trace hat patterns on art paper and cut out. Glue ends of rectangular edge, as shown, and fold out. Ohe square hat top to tabs (fig. A). Ohe piece together to fit around the top of container. Gine tabs along one lassel to top of hat II desired.
- 4. Glue on plastic or art paper eyes.
- 5. Draw chest leathers with black felt pen.
- 6. With knife, cut slit in back of carton behind hat for coin drop.

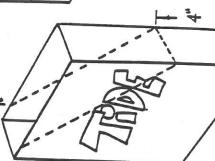
Soap Box Magazine Holder

Materials

Glant size laundry detergent X-acto knife (optional) ых (49 мисе) Magazines Ruler

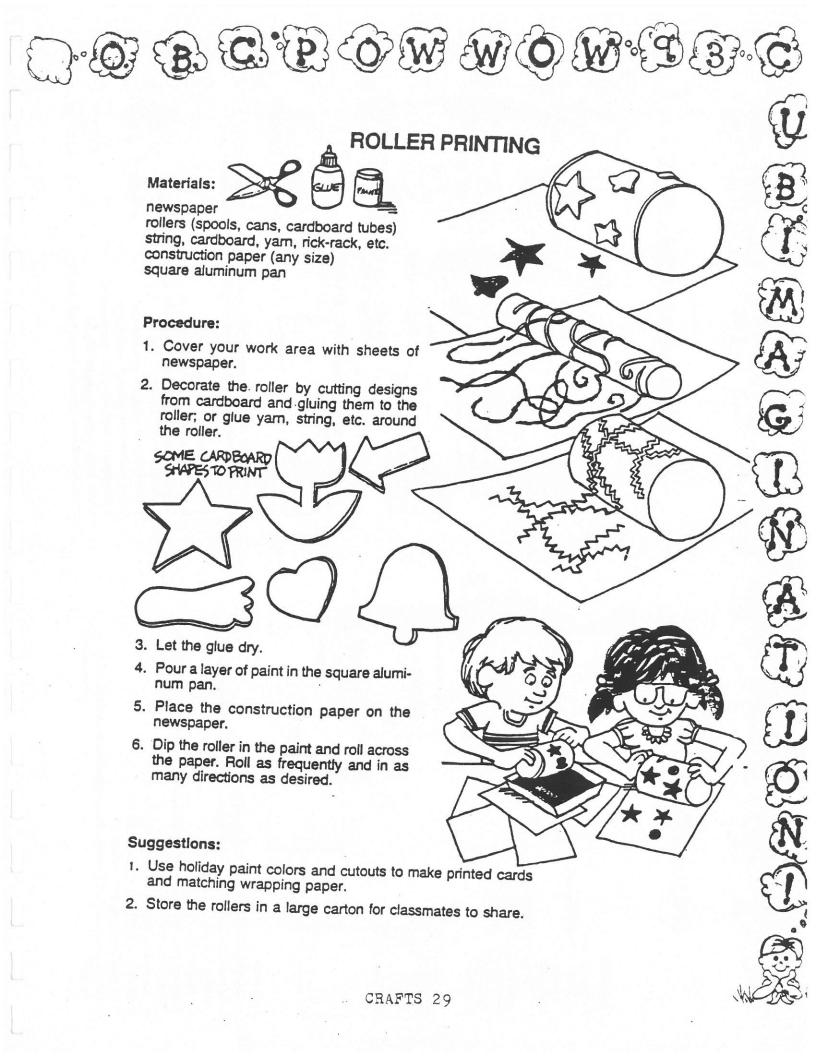


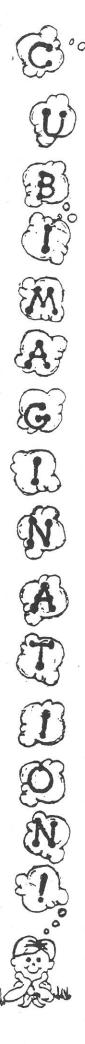




- I. Measure box and cut with X acto kriffe or selssors as shown (fig. A).
- 2. Choose a subject such as sports, music, or people and cut out pictures from magazines relating to your choice.
 - 3. Chie pletures to box, making a collage.







Soap Box Recipe Holder

Bleach Bottle Coin Bank

Figure A

Plastic two-quart bleach

container

Art paper:

Patterns (Illis page)

Materials

STAPLE

11/4" × 18" green (scarf)

12" × 18" red (hat)

6" × 8" blue (carmuffs) scraps of green and red

(holly and berries)

Materials

Glant size (49 ounce) laundry Patterns (p. 12)

White poster paint and brush pink, white, black, red)

Liquid soap Magazines

(9

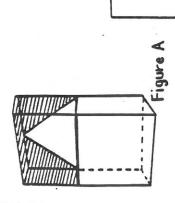


Figure B

2. Add one teaspoon of liquid soap to poster paint. (The soap helps paint

1. With X acto knife, cut lax as shown (figs. A and B).

Draw pot on black paper and flames on red paper. Cut out and glue to

Figure

BILLE

PLACE ON (CUT 2)

FOLP

Procedure

EARMUFF

BUT CUT BOTH

ENDS OF BCARF

SHADED AREA

Small red ornament (nose)

X-acto knife

Plastic eyes (optional)

RECIPES

Red chalk Stapler

BERRY RED (QUT2)

Figure

(CUT2) HOLY LEAF GREEN

I. Make hat by rolling red paper into a cone. Staple, glue, and trim (fig. A). Bend top of hat. Push hat down over top of container and glue in place

- Truce patterns and cut out.
- 3. Glue on earmuffs and scarf strtp (fig. B).
- 4. Cut small X where nose will be placed. Put glue on ornament stem and pash through X spot.
 - 5. Glue plastic or art paper eyes in place.
- 7. Smudge red chalk on cheeks to add color. 6. Draw eyebrows and mouth with felt pen.
 - 8. Glue holly and berries to hat (fig. 11).
- 9. Cut coin slot in back with X-acto knife (fig. C).

REAR VI

3

8. Cut out and then glue on letters from magazines to spell the word

6. Assemble and glue all cutouts as shown. 7. Draw facial details with felt pen.

Truce patterns on art paper and cut out

front of painted box (fig. C).

3. Patint box. Allow to dry. adhere to box.)

9" x 12" art paper (yellow, detergent box X acto knife

CRAFTS 30

Plastic Bottle Pencil Holder

Materials

B

Tuna Can Coin or Jewelry Holder

Patterns (p. 82) 32 ounce plastic dish-soap bottle

Dottle X acto knife

resembles shirt or blouse

6½-ounce tuna can 1½" × 12" wallpaper that

Materials

Art-paper scraps of various

material

20" length of yarn Small paper dolly

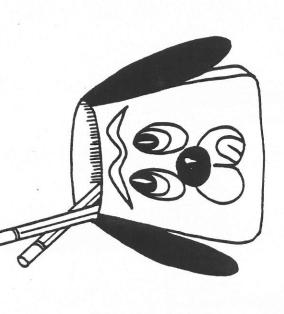
colors

Art paper:

6" × 9" black (ears, eyes, brows)

 $3" \times 6"$ red (nose, tongue) $2" \times 3"$ pink (muzzle)

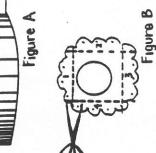
2" × 3" pink (muzzi 2" × 3" white (eyes) Two small rocks





GLUE AS MUCH OF THE FOUR PIECES AROUND THE INSIDE

OF CAN AS 18 NEEDED.





Procedure

For com holder:

797

- Wrap wallpaper strip around can and glue in place. If decorating can with bow tle, overlap edges of wallpaper and glue. If making a French culf and culf link, extend ends of wallpaper as shown, then glue together (fig. A).
 - 2. Cut bow the or cuff link from art paper and glue in place

For Jewelry holder.

- 1. Wrap wallpaper strip around can and glue in place.
- 2. Cul dolly as shown (flg. B). Glue outer edge to Inside of can (flg. C).
 - 3. Glue yarn in place and tle It in a bow (lig. C).

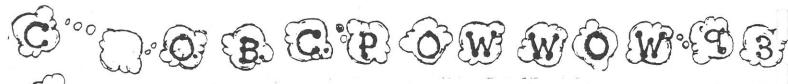
Procedure

- 1. Cut bottle in half with X acto knife (fig. A).
- 2. Trave patterns on art paper and cut out. One in place on bottle.
 - 3. Clue two small rocks in bottom of bottle for stability.





Figure A







Use the trophy skin to display extra badges you have earned and decorate your room.



MATERIALS



Two 15" sticks or dowels



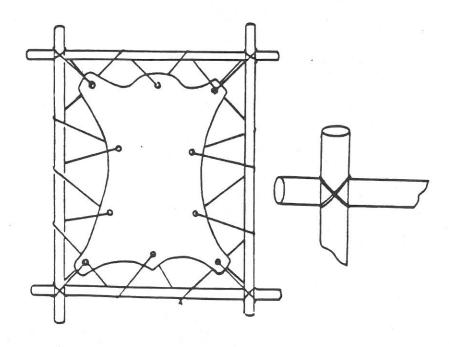
Four 12" pieces and one 90" piece of hemp twine



One 12"×15" piece of thin vinyl

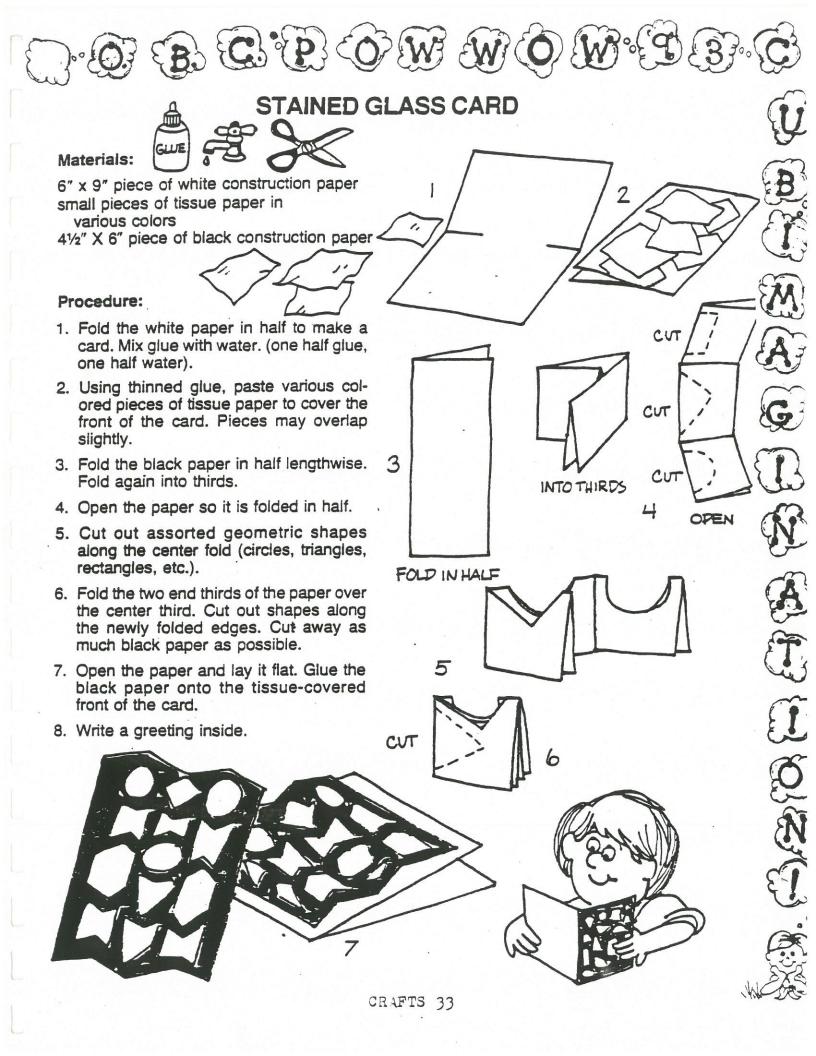
PROCEDURE

- 1. Bind the four sticks or dowels together with bell wire to form a rectangle. Be sure to make these joints as rigid and tight as possible.
- 2. Cut the piece of vinyl in the shape of a skin, following the pattern in the picture. Punch holes around the edges as indicated.
- 3. Tie the four corners in place with the four 12" pieces of twine. Then lace around the skin with the 90" piece of twine.
- 4. Your badges may be sewn, stapled, or glued to the skin.

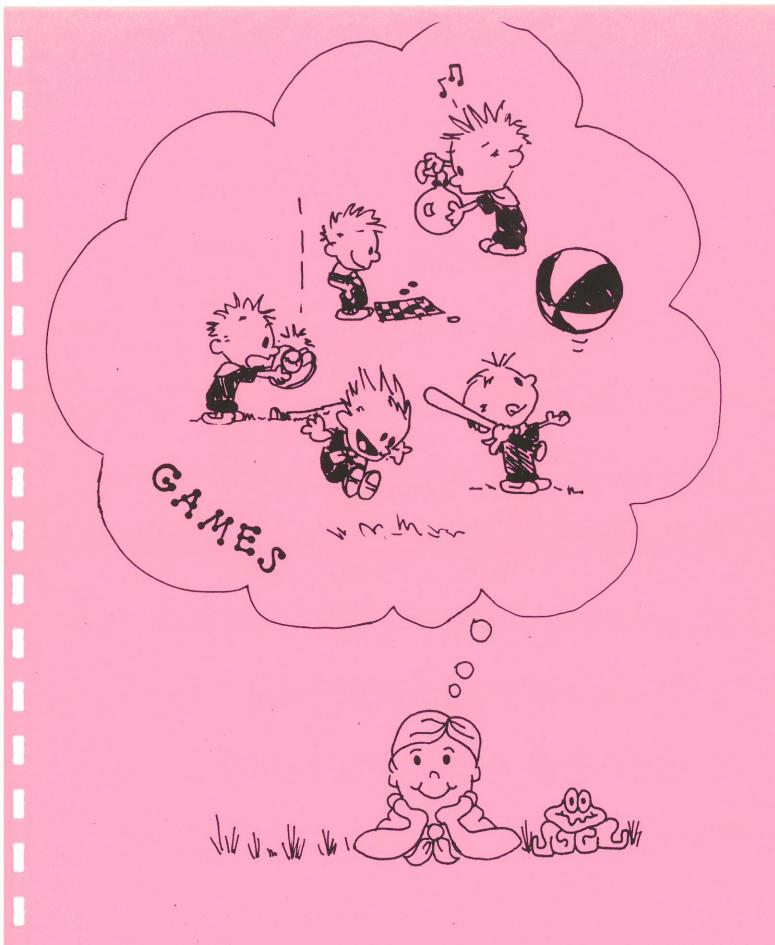


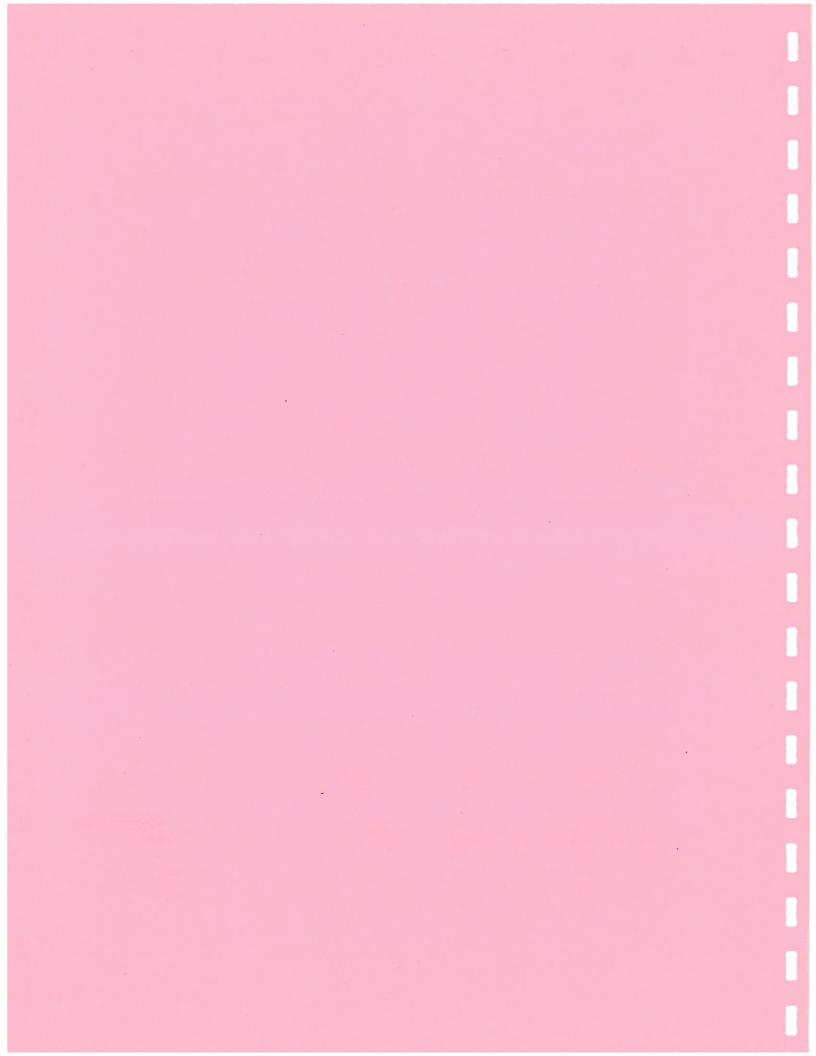






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8 €	







GAMES FOR LARGE CROWDS

Newspaper Game

Take a newspaper and spread the whole thing out across the room. Working together, the group re-assembles the paper. Don't make it too easy, spread the sections all across the room.

Mummy Game

Using toilet paper, wrap 1 volunteer up like a mummy. Each participant gets 1 turn around the mummy. Object is not to tear the paper. Could be done with teams. First to break the paper looses.

GAMES FOR SMALLER GROUPS

Money Game

Photo copy and enlarge paper bills. Cut out face. Game is to figure out who is on each bill.

Elephant Games

Supplies:

Old panty hose, 2 pair; oranges (4)

Place one orange in one toe of panty hose. Tie around waist and turn to back, so orange is hanging between legs and just touching floor. Place 2 oranges on starting line. Each player straddles their orange. Swing the orange in the hose to knock the orange on the floor to the finish line.

Pick the orange up, return to the start line and pass off to the next player.

Shoe Box Race

Supplies:

4 Shoe boxes; balloons or strawes and cotton balls

Put feet in boxes, shuffle to finish line, bouncing a balloon or sucking a cotton ball on the end of a straw.

Pickup boxes and pass to the next player. They use their own straw and cotton.

Kim's Game

Supplies:

Sheet; paper; pencils; 20 misc items

Arrange 20 items on a table. Cover with sheet. Uncover and show items to players for 2 minutes. Re-cover.

Players write a list of items they saw on the table.



A TUDENT





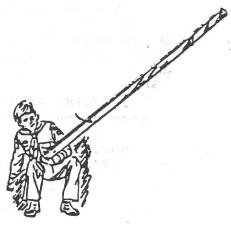
This game, somewhat similar to horseshoes, is still played by the Vikings' descendants.

A peg is driven into the ground 65 ft. away from the players' line (for Cub Scouts, make it 25 ft). The object is to toss a flat stone weighing two or three pounds as close to the peg as possible. Score one point for the stone nearest the peg, after all have thrown in turn. All players then retrieve their stones and pitch again. Continue until one has three points (or more, if desired).



STANGSTORTNING

This is a test of strength for men on the Swedish island of Gotland. A man tries to heave a 16-foot pole as far as he can. For your Cub Scouts, use a 2x4 or pole 6 to 8 feet long. The illustration shows proper form.



VIKING MAP GAME

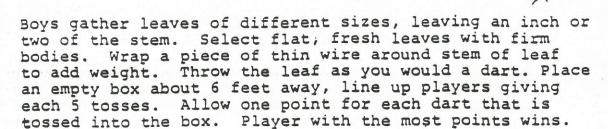
Divide the den into teams. Have one team draw a map locating some landmark in your neighborhood. Have another team try to find it using only the map. Score I point for the team drawing a correct map, 2 points for a team finding the landmark by using the map. Switch teams so that all have a chance to be both map-drafters and viking explorers.

SHIELD AND AXE

Make shield and axe as shown in craft section. Draw real or imaginary line on floor. Have boys dressed in Viking costume complete with shield and axe. Divide den into two teams, one team on either side of the line. On signal from den leader each team tries to knock the axe from other teams hands. After battle has lasted as long as den leader can stand, a signal i given and game is stopped. The team with the most axes still in hand is the winner.



LEAF DARTS



SNAKE EATING CONTEST

Pair off the boys. Give each pair a long, black licorice whip. Each one of the pair puts one end of the whip in his mouth and stands with his hands behind his back. When the starting signal is given, each boy begins to eat his way toward his partner. The first pair to reach each other is the champion "snake eater."

WEATHERVANE

Use a compass to establish the four main directions in a room. Have all boys stand facing one player who is the "wind." The wind tells the direction he is blowing by saying, "The wind blows...south." All players must face south. If a player is already facing that direction and moves, he is out. The wind may confuse the game by facing any direction he wishes. Players turning the wrong direction are out. The winner is the last player still in the game.

LUCKY UMBRELLA

Open an umbrella and place it on the floor upside down. Have the boys line up in two lines, about 5 feet away from umbrella. Each boy must bounce a ping pong ball once, and only once, and have it land inside the umbrella. Use two or three ping pong balls if you have them. Team with most successes is winner.



















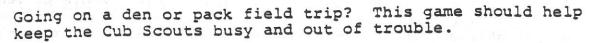








CONCENTRATION



This is a game played to rhythm - one, two, three, four: slap knees, clap hands, snap the fingers of the left hand, then of the right hand. Everybody does it together. It should sould something like; "Slap, clap, snap, snap" - a beat a piece. To the rhythm and action the players add another pattern, sort of like patting the top of the head and rubbing the stomach at the same time. The following example should best explain how its played.

				•	
First player: Second player: Third player: Fourth player:	(Slap, (Slap, (Slap, (Slap,	clap,	snap,	snap)	"Names of" "Automobiles" "Ford" "Buick"
2 0 00 000 F 1				AND THE PERSON NAMED IN COLUMN	

And so on, around and around the group. No repeats of names are allowed. Players drop out as they repeat or get mixed up - and they will. When only one is left, he is the winner. Any category can be used, advancement, baseball players, states, etc. The leader might want to set a limit on the game.

GET ACQUAINTED

Invite the Cub Scouts and their parents to furnish pictures and stories of the many wonders to be seen in America. Make up a simple game highlighting our national parks together with their chief points of interest. Stress location of these on a map. Do the same for rivers, famous cities, lakes mountains, coal, iron, oil forests, great plains, birds, animals and fish.

Passenger: This seems like a long voyage, Captain. How far

are we from land?

Captain : Three miles.
Passenger: Which way?
Captain : Straight down.



CROSS THE CREEK

The 'creek' is formed by stretching two lengths of string in parallel lines about two feet apart. Cub Scouts line up along one of the lines and take turns jumping or leaping across to the opposite line. After all Cub Scouts have crossed the 'creek' it is widened by three or four inches. Again they take turns crossing it. When a Cub Scout fails to make it across, he sits down. The 'creek' is continually widened until only one boy is able to cross it.

FEED THE GUEST

(This is a good game to play at a Blue and Gold Banquet)

Equipment - Large cloth napkins (dish towels or Cub Scout neckerchiefs will do) - gum drops - toothpicks

Each side of the table plays against the other side.

Place a napkin, bowl of gum drops and package of toothpicks at the end of the table for each team. At a given signal, the first person on each side ties the napkin around the neck of the person sitting next to him; picks up a toothpick, spears a gum drop and feeds the person next to him. This person then unties the napkin from around his neck and repeats the procedure with the next person. This continues on down the table. The first side to finish wins.

HOP, SKIP AND JUMP

This is a contest to see how far the boy can travel with a hop, skip and jump. (Hop on one foot, skip once and jump from both feet.) Choose a den champion. This contest may also be played outdoors as a den relay, with each player beginning where the last left off. Winning team is the one that goes the farthest distance.

























SNOW SHOE RELAY

A snow shoe relay is a lively beginning for a den or pack meeting and a good way to symbolize our frozen state of Alaska. Divide the players into two teams. Have each team line up one behind the other. Set up a goal across the room from each team (a chair makes a good one). Give each team a pair of shoe boxes. At a signal, the first player on each team puts on his snow shoes (the shoe boxes) and races for his goal. He circles it, returns to his starting point, gives his snow shoes to the next player, and goes to the end of the line. The second player dons the snow shoes and races for the goal, and so on. The team whose players finish the race first are the winners. (Better have extra shoe boxes for snow shoes that wear out early in the race.)

SNOWBALL BATTLE

Use white paper bags for this game if possible...the five pound size, if available. Players are divided into two teams, and each player is given a bag which he blows up as far as he can without breaking it, then twists the neck of the sack and ties it with string to keep the air inside the bag. Each players' bag is then tied to his left wrist. When all bags are in place, teams line up, each player on the team facing a player on the opposite team. At a signal, the teams approach each other and try to break the bags of the opposing team without getting their own bags broken. As soon as a player loses his bag, he is out of the game. Team that first succeeds in breaking all the bags on opposing team wins the (Have plenty of bags on hand for a second game!) contest.

UP IN ALASKA

Players sit on floor in two lines which face each other. of two dishes containing an equal number of tiny marshmallows is placed in front and to the right of the player at the head of each line, and an empty dish is placed beside the player at the foot of each line. Each player is given a spoon. On signal, first player takes one marshmallow in his spoon and transfers it to his neighbors spoon and so on down the line. As soon as the player at the foot receives the marshmallow in his spoon, he places it in the empty dish and yells "Up in Alaska"! When he hears this, first player starts second



marshmallow down the line. He may not start any marshmallow down the line until he hears that the previous one is "Up in Alaska." Any marshmallow that is dropped must be replaced on his own spoon by person who dropped it before it can be passed along. Team succeeding in getting all of its marshmallows into dish at foot of line first wins.

ICY SNOWBALL

This is a version of Hot Potato. The Icy Snowball consists of a ball of cotton wrapped in white tissue paper and tied with white thread. Form a circle, choose someone to be "it", and give one of the players an Icy Snowball. When "it" calls "Pass the Icy Snowball", the players start passing it around the circle. After a short period, "it" calls "Snowball Melting!" Whoever has it at that moment becomes "It".

PASS IT ALONG

Cub Scouts stand in a line. The first cub pretends to pick up something and pass it to the player next to him. He will pick up different things in different ways. A big stone will be hard to lift. He will strain his back. He will grab the stone with both hands, fingers outstretched. For a pin, he will use his thumb and first finger. He will hold a baby in his arms and pass it gently.

The second player tries to pass the object in the same way that the first player did. When the last player receives the object he tries to guess what he has. If he guesses wrong, each player up the line has a chance to guess. If no one can guess, the first player tells. Then he goes to the end of the line and the game begins again with the next in line.

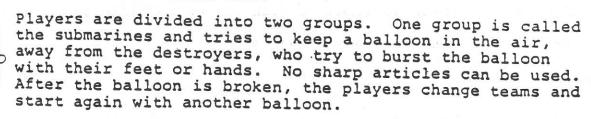
If there are a large number of players, divide into teams. One person tells the leader of each team what object he must pick up. See which team can guess what is passed down the line.



MAG



SUBMARINES AND DESTROYERS



MOON SHIP FLIGHT

Materials: Wood strip at least 25" long, top 5" portion of plastic bottle, 36" wire (at least 16 gauge), a wooden spool, a clip clothespin. Paint if desired

Make 1" tabs on each side of the 5" portion of plastic bottle, as wide as your wood strip. Bend tabs outward, place bottle near end of wood strip, and nail tabs to wood to hold bottle securely in place. The bottle will represent the moon.

Near top of bottleneck, punch a hole and insert end of wire, twisting a knot on end to hold wire in place. Slip the spool (moon ship) onto the wire. Form the wire into a curve and with a brad, fasten other end of wire to other end of wood strip. The wire arch should be about 14 high at highest point.

At end of wood strip where wire is attached, tape clothespin with closed end facing moon. Position pin so closed end will be directly under spool when it is pushed to lower end of wire arch.

To launch moon ship hit the prong of the clothespin with fist. Each player gets 5 hits per turn. Each time ship reaches moon, score 100 pts. For more excitement paint colored areas along the arch and have each area represent a different point value. If the moon ship lands in the colored area they would get the amount of points alloted to that area. Highest score wins.





ALPHABET GAME

Have the Cub Scouts help make a set of alphabet cards. (Flash cards) You need one for every letter of the alphabet except x, y, and z, which are seldom used in scouting. Use cards about 4 x 6 inches, print one large letter on each one, and write your own question on the back. The first time you play the game you will need no more than one question for each card. The second time you play you will want to add more questions. This is important, as each question must be answerable with one word beginning with the letter on the front of the card.

Try the following questions the first time you play. can make up others as you go along.

- Name an important Cub Scout leader Akela
- The name of a Wolf elective and also a game most Cub Scouts like to play - Baseball
- Name of a neighboring country where they have Cub Scouts -Canada
- Important part of a Cub Scout pack den
- Name a Cub Scout elective Electricity
- Something every Cub Scout should honor Flag
- Something a Wolf Cub Scout makes and uses with his family - Game
- Name a Cub Scout achievement or elective - Handicraft
- Name a Cub Scout elective Indians
- Part of a Scouts cold-weather uniform jacket
- Something in both the Cub Scout achievement and the Boy Scout requirements - knots
- A handicraft material leather
- An important person in Cub Scouts home who may serve as den leader - mother
- An interesting outdoor elective nature N. 0.
- A letter found in which three Cub Scout ranks -Bobcat, Wolf, and Webelos
- Something Cub Scouts like to do play P.
- Something everyone likes when he knows the answer Q.
- One of the hardest electives Radio R. S.
- A Bear elective for a Cub Scout who likes water Swimming
- Something Cub Scouts use for crafts tools Something a Cub Scout wears that boys who are not Cub U.
- Scouts cannot wear uniform
- Our safety rules prohibit a Cub Scout from hitching on behind - vehicles
- The highest rank in Cub Scouting Webelos. W.































THE OLD SOLDIER



Cub Scouts sit in a circle. The den leader impersonates an old soldier. The old soldier comes in and asks all kinds of questions, about U.S. history, (the flag, the anthem, etc.) but in answering no one may use the words "yes, no, white, or grey, (in any form)". The old soldier asks questions that may trap the Cub into using the forbidden words. The moment a Cub mentions one of the forbidden words he must stand. The last Cub seated wins.



SENTRY POST



The prize goes to the quietest team in this game. Set up two chairs about seven feet apart. These are the sentry posts and two blindfolded players are seated in them, facing each other. The other players divide into two teams. At a signal from the leader, the first player in each line sneaks forward on tip toe and tries to pass between the two sentries without a sound. If either sentry hears anything, he calls out and points in the direction from which the sound came. If he is right, the player is "captured" and out of the game. If he points in the wrong direction, the player sneaks ahead. Each team goes through just once. The winner is the team that gets the most players past the sentries.



DON'T RING THE LIBERTY BELL



The object of this game is to keep from hitting the bell. Suspend the Liberty Bell from a hoop and hang the hoop from a cross-bar or in the doorway. Let the contestants take turns tossing a bean bag through the hoop. Score five points for each one who gets the bean bag through the hoop without ringing the bell and five points against each one who rings the Liberty Bell. Give everybody three turns and add up the score.



CHURNING BUTTER



Put a small amount of half-and-half or cream into a jar. Screw lid on tightly. Boys shake jars until butter is formed. (Try this out in advance to determine just how long it will take.) Boy who finishes first is winner.



BIRD AND BUG

This is a fast moving game that can be lots of fun. Game equipment can be put together quite easily. The object of the game is for the bird who is "it" to catch a bug. The bird has a can for catching the bug, which is a spool tied on a string. Make a bug for each player. To do so, merely slip a spool on the middle of a piece of string, about two yards long, and tie ends together. To play the game, draw a circle with chalk, 3 to 4 feet across for the bird to stand. Then, draw another circle, about two feet outside this, for the bugs guideline. Players one at a time, or all together, roll their bugs into the birds circle. The bird tries to plop his can down on one of the bugs before the bug escapes by a pull on his string. When the bird catches a bug, that player becomes "it" and changes places with the bird.

BALLOON BADMINTON

To make the racquets, tape a flat wooden stick, or an old ruler, between two paper plates, gluing for extra support. Use a partially inflated balloon for a 'bird' and bat the 'bird' back and forth over a clothesline. You can play as singles or in teams. When one side misses the 'bird' and it touches the ground, the other side makes a point. The first side to make 15 points wins the game.

GRASSHOPPER RELAY

First player in each team holds a bean bag or ball firmly-between his knees. At signal, he hops to the goal line and back to the starting line to touch off the next 'grasshopper'. If a player drops the bean bag or ball, he goes back to starting line. Team to finish first wins.

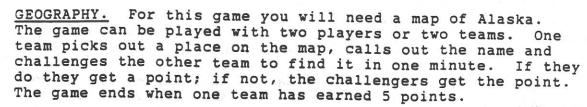
STRING RELAY

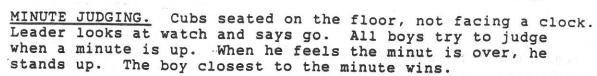
The first player in each line is given a ball of cord or string. On signal, he passes it to the second player, but holds the end of the cord. The ball is passed on down the line, unrolling as it goes. When it reaches the end, it is passed back up the line behind the backs of the players as they roll the string back into a ball.











OVER AND UNDER. The first player holds a ball. On signal he passes it between his legs to the player behind, who receives it and passes it over his head to the next player. The ball is passed in this alternating fashion to the end player, who receives it, runs to head of the line, and the action is repeated. The game is over when all are standing in their original position with the first player holding the ball.

CHOPSTICKS. Each player receives five toothpicks which he must pick up in the following manner. With hands facing each other one toothpick is picked up between the two little fingers, second toothpick between the ring fingers (without dropping toothpicks already picked up) and so forth until all five toothpicks are picked up.

Newspapers, not too thick, are folded into two teams.

Newspapers, not too thick, are folded into quarters and each team is given two. The first members of each team start behind the same line and head for the same goal. To get there they must put down one newspaper and step on it with one foot, then put the other paper out in front of that for the other foot and so on along a path. When they reach the goal, pick up the newspapers, come back to starting line and give the next team member the newspapers to do the same thing.

BALLOON BURST. Everyone has an inflated balloon tied to his right ankle. You must burst as many balloons as you can without having yours busted.

BROKEN CAR RELAY. Two teams line up single file at starting point. The 1st player represents a flat tire; he hops to the goal and back. The 2nd player has water in his gas, he makes a hissing sound as he moves forward 3 steps and back 2 until he has covered the course. The 3rd has a broken radiator and he makes a dash for the goal. Player 4 has a run-down battery and #5 pushes him. Player #6 has a wheel off; he moves on two hands and one foot. Number 7 can only move in reverse; he runs backward. Number 8 is in good shape; he runs fast. Use other ideas as desired.





CIRCUS TRICKS. Write stunts on slips of paper and put them in a hat. Pass the hat around and let each boy pick a trick. They then take turns performing such stunts as: walk a straight line for a tightrope; balance a book on your head; get under the table and roar like a lion; eat a soda cracker and then sing a song; imitate a trained dog doing a dance; walk around the room on all fours; swinging your head like an elephant; etc.

CALENDAR TOSS. Toss bottle tops onto a large numbered calendar page, laid flat five feet from the player. Score by adding the dates on which the bottle tops come to rest. On the line counts as zero.

BALLOON BUST. Thumb tack blown-up balloons to a 4'x4' board. Use darts to break them.

LOOP THE BOTTLE. Using a 6 ft. pole with a 24" string and a wooden ring attached, try to loop ring over neck of a soda bottle and stand it up. Lay the bottle in a small drawer to start with.

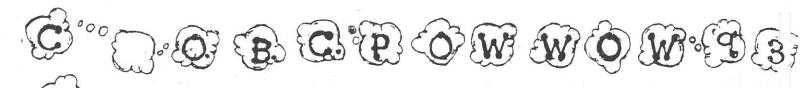
DRAW THE CLOWN FACE. An 8x10 sheet of paper and a felt pen is given to each boy. He is blindfolded and asked to draw a picture of a clown. After each boy has finished, take the drawings and put them in a stack, then have them try to identify their own clowns. You may have a winner...or you may not.

SIAMESE TWINS RELAY. Two teams take their places behind the starting line. Two members of each team race at one time. They stand back to back and link arms so that one will walk forward and one will walk backwards. At 'go" two sets of partners head for the goal line and then come back with the player who had been walking backwards not walking forward. They touch off the next couple and the race continues until one team has finished.

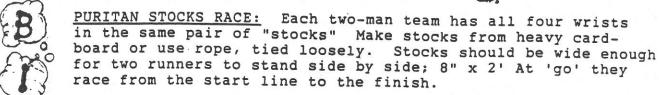
PIN THE FEATHER ON THE TURKEY. Draw the outline of a large turkey on a large piece of paper. Before the meeting, prepare a bunch of different colored turkey feathers and let the blind-folded boys take turns pinning the feathers on the turkey.

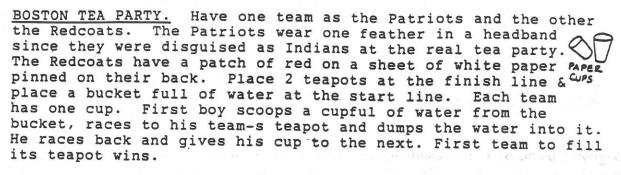
FEATHER RACE. The racers start from the same line, each with a feather on a paper plate. Each one tries to get over the finish line without losing the feather. If it blows off, the runner must stop and pick it up. Hands may not be used to keep the feather on the plate.

BOLERO. Tie end of 12 inch string to paper cup and a small weight such as a screw or nut to the other end. Learn to toss it into the cup by swinging it in one hand.









SPOOL MARATHON. Two lines facing, same number in each. A long cord is stretched in front of each line, held by the players at each end. The 1st in each line threads a spool on the cord and passes it down the line. Each player passes it on until it reaches the end of the cord. The last player takes it off and goes to the head of the line, threads the spool on the cord and passes it down the line. This is repeated until the players are back in their original positions.

OBSERVATION GAME. An adult or den chief dressed as a peddler enters meeting room with a suitcase. From this he drags out ten to fifteen different items with a steady stream of sales talk, then leaves. Boys then get together in pairs and try to make a list of the articles. Do not explain the boys parts until after the peddler has left.

PASSING THE BALL. Seat the two teams on benches facing each other with their feet extended and touching at the toes. The first player in each line puts a volley ball on his shins and tries to pass it along to the next member without touching it with his hands. If it falls, it must be replaced on the shins of the player who dropped it. The team relaying the ball to the last boy in line wins the game.

STICKY FINGERS. Tape everyone's thumbs to their forefingers. Give them each a package of gum and when the signal is given, they are to unwrap the package and put a piece of gum into their mouths.

PENDULUM BOWLING. Tie a rope to the top of a doorway so that it may swing freely. Tie a ball to the lower end of the rope so that the ball hangs about 4" from the floor. Stand a bottle (ten-pin) by the ball. The player must swing the ball past the ten-pin and hit it as the ball swings back. Five tries per player.



wagon TRAIN. Five to eight boys on each team. Line up teams at the starting point and set a marker 25 feet away. At the signal, the first player from each team races to the marker, around it and then back to the second player getting him by the hand. Now both race around the marker and back to get the third player. This goes on till all wagons have been hooked on the train. Players must keep hands joined and if the line breaks, it must stop until all are hooked again. First team finished is the winner.

<u>WHISTLING CONTEST.</u> One of the attractions of pioneer gatherings was a whistling contest. Each contestant is given a tune to whistle. If they lose the tune or laugh while whistling, they are eliminated.

ROAD TO THE WILD & WOOLY WEST. It was a long road and every one had to travel it in a different way. Players are divided into teams and must race around a turning marker about twenty feet away. No two players on a team can use the same method of racing. They can jump, run backwards, hop, skip, etc. but each has to be different.

COWBOYS AND INDIANS. Divide players into two teams, cowboys and indians. First cowboy and first Indian meet in the center of a ring. They stand facing each other, their right toes touching and each player placing his left foot directly in back of his right with the left toe touching the right heel. The idea is to make the other player loose his balance by slapping at his right hand. First player to move a foot is the loser. The winner scores one point and then the next cowboy and indian go to the center of the circle. High score team wins.

THE HORSE SITS DOWN. This race is run by a 3-man team. Two boys comprise the horse, and a third the driver. The front end of the horse has two rope reins tied to the sides of his belt; these are about 6 ft. long and are held by the driver. The rear end of the horse holds onto the front end by the belt, and must not let go.

The race is run around a marker and return. A balloon is placed halfway along the course. The rear end of the horse must sit on the balloon and bread it, without letting go of the front end of the horse. A good Cub Scout and Dad event at a pack meeting.

WEBELOS-AQUANAUT TOWEL RELAY RESCUE RACE. Station one boy from each team on the shore/pool deck. Give him a bath towel. His team mates stand in shoulder-deep water, facing the shore/deck. On signal he runs into the water, heaves an end of the towel to first teammate, and pulls him to shore. The Cub Scout just rescued jumps back into the water and rescues the next boy. The first team rescued wins the race.

<u>FLOAT TAG.</u> Swimmers are safe so long as they are in any flaoting position and "it" cannot tag them.





SNAKE EATER. Give each boy a long, thin licorice whip. Each boy puts one end of the whip in his mouth and stands with his hands behind his back. When the starting signal is given, each eats his way to the end of the 'snake'. The first to finish is the champion "Snake Eater".

STAR MAKERS. Give each boy a 5" square of paper. At the signal, each player rips the paper, trying to make a five-pointed star. Judge calls time after 30 seconds whether the star is finished or not. Best one wins.

RISING STARS. Boys are divided into pairs. Each pair, with arms interlocked, sits back to back on the floor and tries to get on their feet. Pair requiring the least amount of time to rise, wins.

MARBLE PANNING. While sitting in a chair with an aluminum pie plate on his head, Cub places in marbles, one at a time, to see how many he can balance before plate falls. The boy using the most marbles wins.

BEAN GUESSING. Guess the number of beans in a jar. Try this as a gathering time activity. Award a prize for the closest guess.

SKI BALL. Support one end of a piece of cardboard 10"x14" so it is raised 3" from table top. Place muffin tin on table 4" from raised end. Mark each muffin cup with point value, highest should be farthest away from ski jump. Starting about 18" from ramp, each player rolls ping pong balls up the ramp and is allowed 3 tries for a specified score.

PLAY CHARADES - DO PANTOMIMES - LET THE BOYS EXPRESS THEMSELVES.

OBSTACLE COURSE. Equipment needed for this game is at least five obstacles; 2 of each - chair, ball, old hat, pair of gloves, jacket. Lay out the obstacles listed or any other you may choose, in a racing course. The players are divided into two teams and they race relay style. At the starting signal, the first runners race to the first obstacle. They must sit down on the chairs, get up, run around them and then go on. Next, they throw the balls up in the air, catch them and put them on their heads, take them off and place them back on the ground. When they reach the gloves, they put both on their hands, take them off and put them on the ground. Do the same with the jacket. Then they race back to the starting point to touch the next runner on the team and he goes over the same course. The team completing the course first, wins.





THUNDER & LIGHTNING. Boys are in a single circle. Whistle is "lightning". Bean bags are "thunder". Two bags are passed around the circle in opposite directions, each player trying to pass it along as quickly as possible. When "lightning" flashes (whistle) player should not have "thunder" (bean bag) in his hands. Those holding thunder must drop out of the game. Play continues. When most of the players have dropped out, remove one bean bag and continue until one player remains.

HUFF AND PUFF. Seat the cub scouts at a table that is small enough to place them close together. Put a ping-pong ball in the center of the table. On signal, the cubs, with their chins on the table and their hands behind them, attempt to blow the ball away from their side of the table. If the ball falls on the floor, return it to the center of the table and continue.

SATELLITE RACE. Form teams in separate circles, each facing the center. Give the captain of each team a frisbee (satellite). On signal, the holder starts passing the satellite around the earth (circle) until the captain gets it again and shouts "one!" and sends it around again. First team to complete 10 trips around the earth wins.

BALLOON FLY-AWAY. Have each boy fill out a 3x5 card and laminate in plastic. Attach each to a helium filled balloon with a string. On signal, every boy releases his balloon. The winner of the contest is the boy whose card is returned to him from the farthest distance, or the earliest. The card should contain: My name is...I am a cub scout in Pack...in.. If you find this card, please mail it to me and tell me where you found it. Thank you very much. My address is....

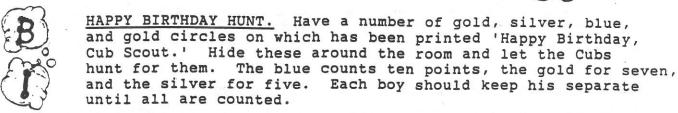
NOISES. The leader whispers in the ear of each player the name of a different bird, animal, or vehicle. On the leader's signal, they all begin making the noise of their creature or vehicle. After a few moments, the leader signals for quiet. Each boy is given a piece of paper and asked to write the names of all the sounds he heard. The longest correct list wins.

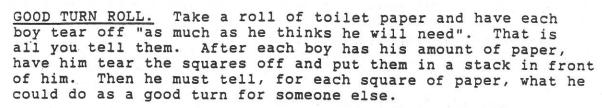
UNDER THE BROOM. Build two stacks of books about 3 feet high, 3 feet apart. Lay a broom across them. In turn, players crawl under the broom and go to the end of the line. When all have done that, remove two or three books and have the boys repeat the action. Remove a few more books each time until only one player can go under the broom without touching it.

SPIN THE PLATE. One unbreakable pie tin or plate. The boys sits in a circle and counts off so that each has a number. "It" spins the plate on its edge and calls a number. The boy whose number has been called has to grab the plate while it is still spinning. If he misses, he is the next "it".









CHARIOT RACE. Divide into two groups. You'll need the help of four parents. Give a chair to each group. Contestants stand in single file, two lines, about eight to ten feet of space between the lines. The head player of each line has a chair. At 'go' he passes it over his head to the player back of him. That player passes it back overhead to the next, and so on to the end of the line. After the last player gets it he sits down, and two parents carry him, chair and all, to the head of the line. This player gets off the 'chariot' and immediately starts the chair overhead, down the line again. So it goes until every player has been carried in the chariot to the head of the line, and the original head player is back in position.

DATA PROCESSING. Boys form two lines and face each other.

At "gd" each player states his first name and the two lines cornes plays reorganize in alphabetical order. Next, everyone states his last name and the lines reorganize into a new alphabetical order. Birth dates could also be used. Scoring is based on time and accuracy.

HUNKER HAWSER. 2 small pedestals (milk crates, cinder blocks) and a 15 ft. piece of rope are needed. Set pedestals six feet apart and have the 2 players stand on them with both feet. Each squats on the pedestal and has one end of the rope. On "go" pulling the rope they try to knock off their opponent.

KNOTS. The players form a circle so that everyone is as close to the center as possible. They close their eyes, then everyone reaches both arms straight into the center and blindly grabs two other hands. Opening their eyes, the players try to untangle themselves without breading any of the hand connections (unless absolutely necessary)



PLANET PUZZLE. Paste 9 different sized and colored circles around the room. Have each one represent a different planet. On each one, have it's name scrambled. First one to unscramble the planet names is the winner.

FLYING SAUCERS. Staple together 2 paper plates facing. Target can be a suspended hula hoop, clothes hanger looped, or a hole cut out of a large boy.

ALIEN TO RACE. Use the shallow end of a stocking egg or a plastic Easter egg; mark and decorate to look like aliens. Glue on wiggle eyes. Set the "alien" over a golf ball and race it downhill on a slanted board.

SPACE CONE RACE. Divide the boys into teams. For each team, stretch a 15 foot length of string between chairs. The space cone is a cone-shaped paper cup with the tip cut off. Each boy blows the cup the length of the string, then takes it back for the next boy.

NEWS ALIEN. Using a section of today's newspaper, take a red crayon and circle all the letter A's you can find. With a green crayon, circle all the letter T's. Use orange for the letter O's. Now take a black crayon and connect all the circles to form a newspaper alien. Give it a name on the edge of the paper.

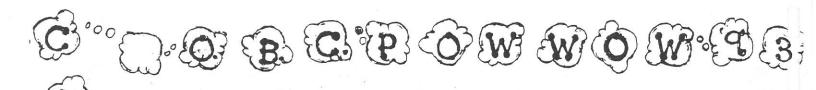
THE BLACK HOLE. Put a funnel with a fairly wide tube into a jar, mouth up. The cubs pick up a marble or two or three and toss it from a set distance, into the mouth of the "black hole". They must wait until the marble drops into the jar before they continue.

LIGHT SPEED RUN. Tape down a length of masking tape or a string in a winding pattern. The cubs look through the wrong end of a pair of binoculars and try to follow the path as quickly as possible.

MILK THE MILKY WAY. Put small holes in the end of each finger of a rubber glove. Fill with water and close with a rubber band. This requires someone to hold the rubber glove while the Cub "milks" it by squeezing the fingers, for ten good squeezes. The glove is re-filled as necessary for the other boys.

SPIRAL GALAXY SPIN. Set up five pinwheels. The Cub must get each one spinning by blowing on them, number one thru five. To win, number one must still be spinning when he starts to spin number five. You have to come down to four or three.

What kind of music do astronauts like? NEP-TUNES!





PROUP OF



BIRDIE SWAT. Play with two boys or two teams and have each player equipped with a newspaper folded into a fan. Toss a badmitton 'birdie' into the air and each team/boy must try to fan it to the other side without letting it touch the ground on their side. A game is 10 points. Hands may not be used, only the newspaper fan.



PASS THE "BEAK". Provide each 'lead bird' with a 3x5 card or a playing card. He holds the card between his upper lip and nose, and passes it to #2 who takes it in the same manner; and so on down the line and back again. If it falls, it may be held upright with the hands, but must be picked up with the upper lip and nose.



INCHWORM RACE. Have all boys stand on starting line facing in finish line. Demonstrate how an inchworm walks. Player lies face down with body arched and raised off the ground with knees stiff. Walk feet as close to hands as possible, with knees slightly bent, then walk hands to stretched out position again. Repeat proceeding forward in this manner for about fifteen feet. This a difficult race, but fun to do and fun to watch.



TEN FINE BIRDS. Have the den sit in a circle. The denner starts the game by saying (1) "One good fat hen". This is repeated by each player in turn. When all players have said it, the denner begins again. This time he says (2) "Two ducks and one good fat hen". This is repeated by each in turn. As others are added the reciting becomes a bit more difficult. Players always begin with the last bird added and repeat them in order back to one good fat hen. Other lines are (3) "Three squacking geese", (4) Four plump partridges, (5) Five pouting pigeons, (6) Six long-necked cranes, (7) Seven green parrots, (8) Eight screeching owls, (9) Nine ugly turkey buzzards, (10) Ten bald eagles. If a boy makes a mistake or leaves anything out, he must pay a penalty. (decide before game starts)



BIRDS IN A CAGE. For this game, you will need two paper plates, and two feathers; divide into two teams. The object of the game is for each player to blow the 'bird' (feather) into the 'cage' (paper plate) using only his blow-power. PUT THE BIRD about two feet infront of the cage. Each player has a turn.



STORKS. Two players at a time - Have them stand on one foot about five feet apart, facing away from each other. Each stork holds his raised foot behind him in one hand and a water pistol in the other. On 'go' the storks go into battle. The first to let go of his raised foot loses the game.







TALL TALES. One of the most interesting traditions of American lore was the custom of mountain men or lumberjacks or other explorers, who sat around the campfire on an evening and had contests to see who could tell the tallest tale. This game can be played by a den of cub scouts, seated around a "campfire" and taking turns spinning a tall tale. Boys should be encouraged to let their imaginations run wild. Leader may want to point out that many popular legends (i.e.Paul Bunyon, Pecos Bill, etc) had a beginning in telling these kinds of tall tales.

VEGETABLE STEW. Cub scouts are seated in a circle with 1 boy in the center. Leader assigns the name of a vegetable to each of two boys in the circle. When the name of their vegetable is called, the two 'corns' or 'potatoes' run to change places, while the boy in the center tries to get one of the vacant places. When the leader calls: "Vegetable Stew" everyone scrambles to get a different seat. The one left is 'it' for the next round.

COCK FIGHT. The two contestants raise the left leg to the rear and hold the ankle with the left hand. The right arm is held close to the side, and cannot be used to strike or shove. At a signal, they attempt to upset each other by charging or shouldering or to cause each other to drop the left foot. With a large number, a free-for-all may be held.

BULLSEYE. Trace target on a piece of paper and put it on the floor. Have cub scout sit on step ladder or high stool and drop pebbles on target.

BAIT YOUR MATE. Fishing is a favorite of all boys. Take fishing poles or sticks with string attached to marshmallows. Stand the cub teams six feet apart. On the word "go" each Cub tries to cast or swing the marshmallow into his partners' mouth, without either moving their feet). First team with both marshmallows caught is the winner.

WATER RELAY.

Form two lines with a bucket of water and a cup at the head of each line. At the foot, place a bottle. At the starting signal, the 1st player dips up a cup of water from the bucket and passes the cup down the line (each team member must handle the cup.) The last one pours it into the bottle, runs to the head of the line, and so on until the bottle is full.

Q.W.C

DISC THROW. Toss a paper plate as far as possible. The person throwing it the greatest distance wins the event.

BLIND FEEDING THE BLIND. Divide den into pairs. Each boy is given a spoon and a small dish of popped corn. Boys are all blindfolded. Pairs feed each other popcorn with a spoon. Everyone is a winner because each boy has had a treat.





ROLL IN A BLANKET - llay this safety game in dens or at the Pack meeting. Stand in a circle with one person in the middle. Have him point at random to anyone in the circle and say, "Your clothes are on fire." The person pointed to must fold his arms across his chest, drop to the floor and roll over slowly. For realism, play the game using a blanket to roll in. Make sure each cub gets a turn.

GHOST - This is a spelling game and starts off with one player calling out a letter. The next player thinks of a word that begins with that letter and calls out the second letter and so on around the group. The object of the game is to keep the word going without saying a letter that will end it. Two and three letter words don't count.

The first time a player loses a round and ends a word he gets a 'G'. If he loses another round, he gets an 'H' and so on until he is a GHOST. If, during the game, one player thinks the player before him has said a letter which couldn't be part of a word, he can challenge him to tell what word he has in mind. If he can't give a word or it is not correct, he loses the round and gets a letter from GHOST. If his word is correct, the challenger gets a letter from GHOST. After one of the players becomes a whole GHOST, a new game is started.

FIRE - By dens or individually, have cub scouts remove caps, neckershiefs and shoes; stack them neatly and have boys lie down...on call of "Fire" all get up and dress. First cub or den dressed best is winner.

JACK STRAWS. You need about 25-30 six inch drinking straws and a wire hook made from a paper clip into a J shape. Dump all the straws in a pile on the table. Players take turns. Each tries to lift out as many straws as he can without disturbing any of the others. When any straw moves except the one he is trying for, his turn is over and the next boy plays. Winner is the one who gets the most straws.

MARBLES. Cut holes in shoebox, roll or shoot marbles into holes and keep score.

MARBLE GAME. A circle of about a foot in diameter is drawn on the ground with chalk and each player puts an equal amount of marbles (two or three) in it. An outer shooting circle of about six feet in diameter is drawn around the small circle. Each player shoots a marble, trying to knock the others out of the circle. If he succeeds, it becomes his. He may continue his turn for as long as he hits a marble out of the circle each time. Or you may prefer to let each player have only one shot at a time. When the game is over, marbles are counted and returned to the den leader's game chest.





BARAG

WRAP THE PACKAGE RELAY. 4 to 7 players each team. 1st player should have the item to be wrapped; 2nd player, a box; 3rd player, wrapping paper; 4th player, scotch tape; 5th, ribbon; 6th, seals; 7th, the card that all players must sign. At the signal, the sides try to beat each other wrapping the package. Neatness and speed count.

GATHERING SNOW BALLS. Players try to gather cotton balls from the floor with wooden spoons and put them in a large bowl. No hands allowed other than holding the spoon.

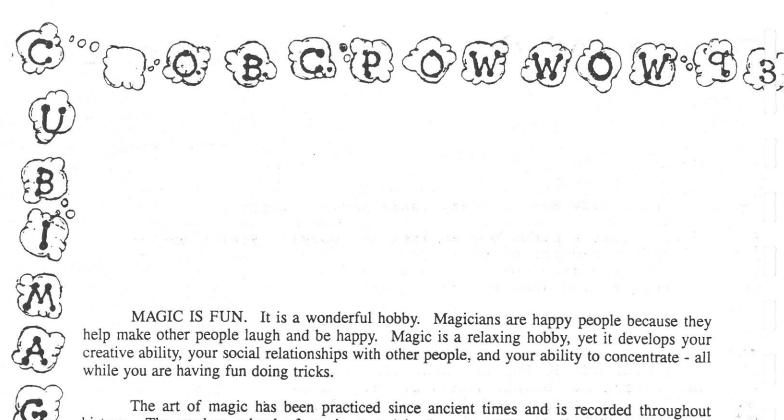
TREE DECORATING. Chalkboard or large piece of paper on wall. Player 1 draws the base for the Christmas tree, player 2 must add the branches, player 3 draws the lights or candles; #4 adds ornaments; #5 adds a star to the top of the tree; #6 adds MERRY CHRISTMAS under the tree. Can be played as teams.

SNOW SHOE RELAY. Have each team line up one behind the other. Give each team a pair of shoe boxes. At the signal, the 1st player on each team puts on his 'snow shoes' and races to his goal (a chair across the room), circles it, returns to the starting point, gives his 'snow shoes' to the next player and goes to the end of the line. Second player repeats the actions and so on. The team who finishes the race first wins.

CHRISTMAS CARD PUZZLE. This game makes a good gathering activity. Cut old Christmas cards into irregular pieces (4 or 6) to form a puzzle. As each person arrives, give them a piece of the puzzle. First group to put their puzzle together deserves an applause.

FILLING SANTA'S PACK. Two groups lined up on the opposite sides of the room. Give one team balloons of one color; give the other team a contrasting color. Ask them to blow up their balloon and tie them. In the center of the room, have a large container- but not one big enough to hold all the inflated balloons. On signal, all players tap their balloons in the air and try to bat them into 'Santa's pack' (large container). When it's full, stop the game. The team with the most balloons in Santa's pack wins.

BETCHA LAUGH. Arrange the players in a circle. Have the first say "ha", the second in turn, "ha, ha", the third, "ha, ha, ha", and so on around the circle. The ha's must be said without laughing. Those laughing while uttering their ha ha's are eliminated. The one staying in the longest wins. This can be changed to "ho", and "ho, ho", in keeping with the season.





history. The modern school of magic started in the mid-1800's, and today has developed almost to a science.



Generally, specific effects fall into one of three groups:



STAGE MAGIC - Performed on a large stage and consisting of larger effects and illusions. Many times the effects will include animals and/or assistants. Usually this type of magic is performed in a large theater.



PARLOR MAGIC - Performed on a small stage or in a smaller area. Sometimes called "Stand-up" magic. The performer stands pretty much in one place and uses small props. Good for Cub Scout pack meetings.



CLOSE-UP MAGIC - Performed on a table or stand, with the audience very close to the performer. The magic consists of effects using small objects such as cards, coins, or small props. Good for den meetings.



As you learn the secrets to magic tricks, you may be disappointed to discover that magicians are not really magicians after all. They are merely ordinary people pretending to be magicians. If true magic were possible, it would be wonderful. Magicians live by a code not to reveal the secret of their tricks. This is what keeps magic so much fun for everyone. Before you perform for an audience, practice in front of a mirror several times.





ADVANCEMENT

Magic can be used to earn credit for Bear Achievement #22e and Elective #13. Certain types of tricks can be used for the Scientist and Showman Activity Badges.

RESOURCES

Cub Scout Magic Book
Cub Scout Leader How-To Book - Chapter 7
The Big Bear Cub Scout Book
Den Chief's Handbook
Group Meeting Sparklers
Boy's Life
Local library
Magic and novelty stores
Tarbell course in Magic - Vol. 1-7

MAGIC WAND

Before you can do magic, you must have a magic wand. Cut a 3/8" diameter wood dowel into 12 inch lengths. Paint 1 1/2 to 2 inches of each end white and the center black. Now you are ready to go.

TRICKS

MAGIC STRAW

C.S. How-To Book p. 7-6
BAFFLING BANANA

C.S. How-To Book p. 7-7
MAGIC CARPET

Cub Scout Magic p. 142
LOTS OF KNOTS

Cub Scout Magic p. 80
THREADING THE LOOP

Cub Scout Magic p. 77
MAGNETIZED PENCIL

Cub Scout Magic p. 55
STRING THE WASHERS

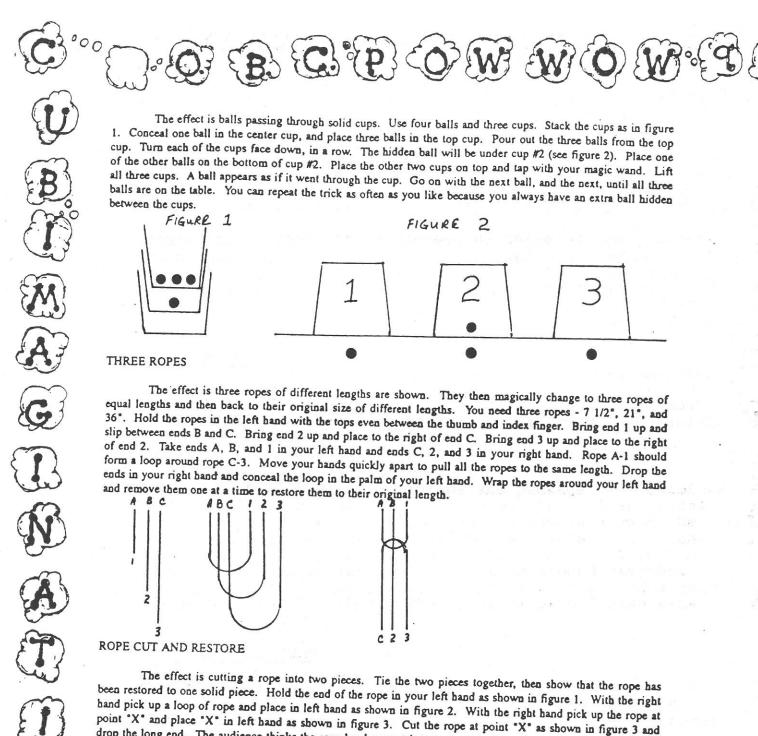
Cub Scout Magic p. 104

STRONG DOLLAR

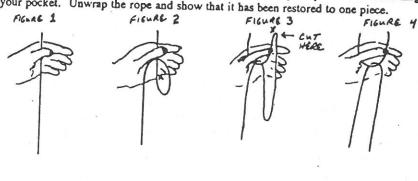
In this amazing trick you break a wooden pencil using only a dollar bill. Ask someone to hold the pencil very firmly at each end to make sure it doesn't slip. Fold the dollar in half lengthwise. Tap it against the center of the pencil a few times. On the third or forth tap secretly straighten out your finger behind the paper. If you hit the pencil sharply it will break. You will not hurt your finger. As soon as the pencil has broken curl your finger back into your fist. Allow everyone to examine the dollar. They will not be able to discover how the trick is done.

CLIPPO

The effect is a strip of paper is cut time and time again, yet it is instantly restored. Cut a strip of newspaper from the classified adds approximately 20 inches long. Because of the even column width and short adds the trick will appear more realistic. Coat one side with rubber cement, the entire length except for the last 3 inches on each end. Dust with talcum powder. Fold the strip in the center, and cut with scissors. Open the strip carefully so the two pieces that are now held together by rubber cement do not come apart. Repeat, by again folding at the point of the cut and cutting again, making the column ever shorter.



point "X" and place "X" in left hand as shown in figure 3. Cut the rope at point "X" as shown in figure 3 and drop the long end. The audience thinks the rope has been cut into two equal pieces but really only a small piece has been cut off the end. Tie the ends of the short piece around the long piece and display the whole rope to the audience. With the right hand, wrap the rope around the left hand. As the rope passes through the right hand, slide the knot off the end of the long piece. Reach into your pocket for some magic dust and leave the knot in your pocket. Unwrap the rope and show that it has been restored to one piece.



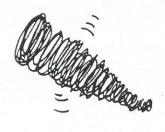


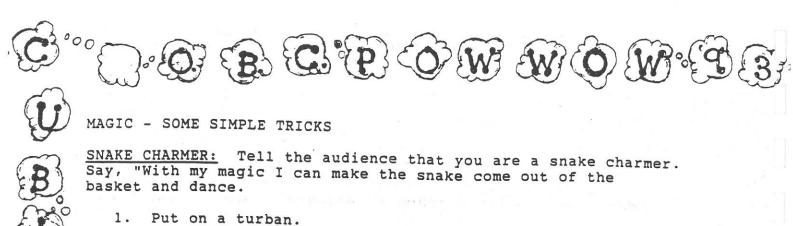
MAGIC

10 Rules of Magic:

- 1. Practice is important. Before a trick is performed, practice it before a large mirror.
- 2. No repetitions. Never perform the same trick twice before the same audience due to the fact that the risk of discovery is too great, and you will lose the effect.
- 3. Always keep calm. Always perform each trick with steady movements and well rehearsed commentary. If something does go wrong, don't lose your head and get all upset, usually the trick can be saved if you change it slightly since the audience doesn't know what to expect.
- 4. Always choose the right position. During your performance don't allow anyone behind you or by your side.
- Keep your magic equipment under lock and key. Before and after your performance keep your magic equipment out of sight.
- 6. Correct choice of tricks. Always know your tricks by heart.
- 7. Length of performance. It's always better to have a short effective performance that keeps the audience on its toes than a long and unpolished one. Maximum length is twenty minutes.
- 8. Correct placing of your table. It should be at least ten feet away from your audience and preferably in a corner or a doorway.
- 9. Choice of commentary. If you haven't rehearsed to a commentary, it is better to perform the tricks silently to a musical accompaniment (good for cubs that are nervous speaking in front of an audience). Spice your commentary with a few jokes.
- 10. DON'T GIVE AWAY ANY SECRETS. This is the prime rule of magic. Don't let people know how you do your tricks. Once it is known how a trick is done, you can't repeat it.









Place a spool, with about 6" of thread unwound in the paper cup "basket".

Go into the audience and find someone who is wearing a sweater. Ask that person to assist you.

Pull out a comb and rub it briskly against the sweater while your assistant counts slowly to 25.

5. Whistle your magic tune, and wave the comb over the thread in the basket.

6. The thread snake will rise slowly out of the cup. 7. Move the comb slowly back and forth over the thread and the snake will dance.

The magic is in the comb and the sweater, rubbing the comb on the sweater creates static electricity. The electricity that remains in the comb makes the thread move. This trick may take some practice because it will only work in a dry place.



PUZZLE OF THE SIX GLASSES:

Take six glasses and line them up in a row, the first three are filled with water.

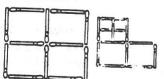
Ask a volunteer to try to move just one glass thus changing the line so that every other glass will be filled with water.

The magic is to take glass 2 and pour it into glass 5 they putting the empty glass back where it was.

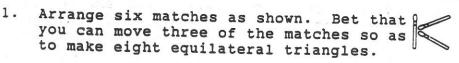


MATCHES...TRICKS: In putting on magic tricks, one of the ways to save space in your equipment is to use matches.

Arrange a dozen matches in four squares as shown. Bet that you can make seven squares by moving just two matches.

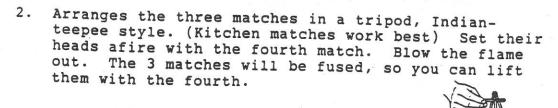


Remove and replace two as shown. 2.

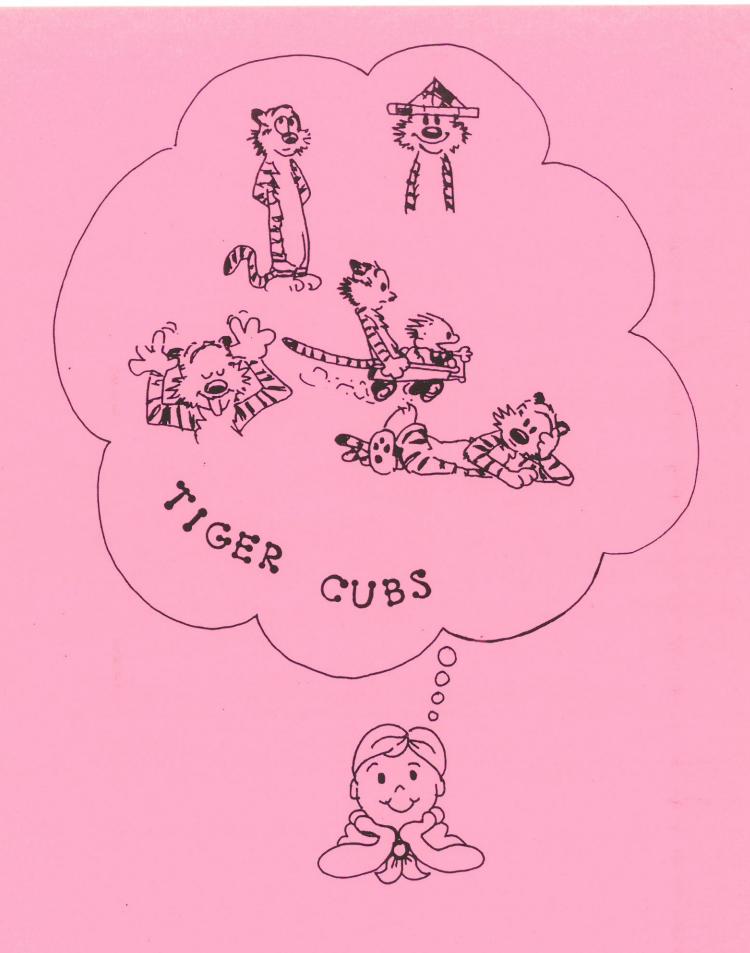




Bet that you can pick up three matches with a fourth one - all at the same time!









Tiger Cubs

BIG IDEA #1 Getting to Know You

This Big Idea is a good choice for a Tiger Den's first month, especially if the members of the group are not already acquainted. You might plan your first meeting following an outline suggested in other materials. For example:

I. SEARCH (before the meeting starts)

As Tigers and their adult partners arrive, the boys make name tags by cutting out two tiger shapes from orange construction paper using a tracing pattern prepared from a plastic margarine lid. The boys could add details of their own: faces, claws, etc., put their names and their partner's names on them, and pin them on. (In subsequent meetings, this is a good time for games.)

II. OPENING

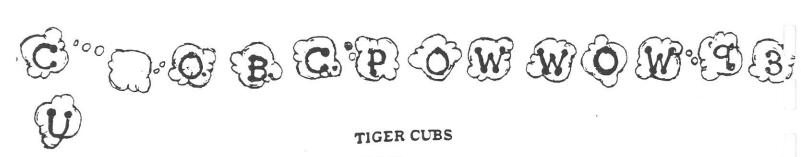
Explain to all that they are members of Tiger Cub Den #_____in Pack #___. Announce the Big Idea for the month and have partners introduce one another. The adults could introduce their boys to the group, including information about where they go to school, what they like to do, etc. The boys could introduce their parents including any information about their jobs, hobbies, etc. Everyone might also add some of the things they hope to do as Tigers. Introduce the Tiger Cub Motto and Promise.

III. BUSINESS

Decide about the Tiger uniform, whether the group wishes to use the orange shirts available at the BSA office or whether to purchase same color T-shirts and use Tiger iron-on decals from Tiger Cub Packet. Decide about dues, whether the group would like to collect dues every month for craft and other expenses, or whether the host for each month will bear expenses. Decide the number of meetings the group wishes to hold each month, when to meet, and what the outing for the current month will be. The host family could already have a suggestion(s). Plan the calendar for the remainder of the year. On a rotating basis, a different family will host a meeting each month, and they may choose their Big Idea at this time or any time prior to their meeting.

IV. DISCOVER

At this time, activity time, start scrapbooks for each of the boys to keep as a remembrance of their Tiger Cub year. The boys could hole punch two pieces each of orange construction paper or posterboard for the front and back covers and tie the two together with black yarn. The "All About Me" page is fun for the partners to work on together in beginning the scrapbooks.



WHAT IS TIGER CUBS ??

- Time spent building a stronger relationship with a boy and his family
- I Introducing a boy and his family to Scouting.
- G Getting to know others and ones self better.
- Entering into a group; being part of something Special.
- R Reaching out to one other and getting hands on experiences.
- S Sharing and Discovering new things and ideas.

That is what TIGER Cubs is all about.......

Searching

Discovering

Sharing

TIGER CUBS

TIGER CUB COORDINATOR

This is a pack position. The job is first of all to be trained so they will know the correct things that Tiger Cubs are allowed to do with the pack. The coordinator helps do a roundup of boys in the first grade. Groups of from four to eight boy and adult teams are formed to become a Tiger Cub group. The coordinator needs to go to the first couple of group meetings of the Tiger Cubs so they will feel comfortable with each other. The coordinator needs to keep the group informed of the two events that they are invited to participate in. These are the Blue and Gold Banquet and the Graduation of the Tiger Cubs into the pack. The coordinator may also inform the groups of events that are going on at the Council level such as: Zoo Day, Scout-O-Rama, Mall Show, etc. The most important job

of the coordinator is to have an open door to

COMMUNICATIONS !!!

DOBEROW WOW. G.

TIGER CUBS

These letters spell out Tiger Cubs. It can be used as a skit or as an introduction to Tiger Cubing.

T - Together Tiger Cub Scouts have fun and learn new things with an Adult partner and as a group.

I - Ideals Ideals as well'as values of Scouting are shared as Tiger Cubs are introduced into the Scouting life.

G - Group Tiger Cub meetings are a shared experience, every member joins in and takes an active part.

E - Exciting Exciting adventures and interesting activities are a part of Tiger Cubs 17 Big Ideas Book.

R - Relationships Relationships are strengthened as Tiger
Cubs with the help from their Adult partner
live up to the "Tiger Cub Scout Promise."

C - Cub Scouts Cub Scouts is the next step Tiger Cub Scouts take in the Pack when they Graduate in the Spring.

U - United United with Tiger Cub Scouts everywhere we share the Tiger Cub motto: SEARCH, DISCOVER, and SHARE, that sums up what Tiger Cubs is all about.

B - Boys

Boys who with their Adult partner that belong to the Tiger Cubs also are a part of that great organization the BOY SCOUTS of AMERICA.



1/2×20



KEEPING IT SIMPLE

A Tiger Group Meeting should be about an hour in length. It can have the boys doing one project or a couple of things. Try to plan things so that the boys aren't bored and yet uses some of that wonderful energy we all wish we still had. A meeting might start with the boys and the adult partners sitting and sharing information about what they do and what they like. It also might start by sharing what school or who their teachers are as they might not have this in common or the other parents might not know who is in their sons classroom. After sitting and talking for a little bit the boys might make a new neckerchief slide or a craft that goes with the monthly theme or the holiday that is near. If the craft is simple and the boys are done quickly then the entire group might play a game. If each item takes approximately 20 minutes then you have give the boys a chance to do several things and still not be bored.

A meeting could also be a simple as planning only one thing that requires both the child and parent to work hands on with a project. It could be building a raingutter regatta or space derby. It could be building a special gift for a holiday or making something for a senior citizen home in the area. You could also plan a skit for the boys to do at a pack meeting or build the scenery for an event coming up. If you talk to the school or schools in your area they might let you make decorations for the auditorium or office displays. If you are affiliated with a religious organization there might be a need that the boys could fill be creating something or attending an event and one meeting might be used for practicing and preparing for an appearance. Please be sure to prepare them before they go out so that it is a positive experience for them. Failure is no fun and don't try to give them more then they can handle. Remember to keep it simple and FUN.



DO BEDOW WOW. TO

TIGER GROUP ORGANIZATION

To try and keep your tigers organized is probable to largest concern for a Tiger Group Coach. The first meeting I recommend being at the Tiger Group Coach's home or if you have a regular meeting place then have the coach run it. I try to start this by having everyone sit in a circle on the floor with their scout in front or beside them. Then we take turns going around the circle and introduce ourselves and have the boys say what there partner does. (This usually gets the group going as at least one child will come up with a great answer that works well as an ice breaker.)

BY MAG

CARCILLAR CA

After everyone has had a turn I then introduce the Tiger motto and promise which is in the National Tiger Book. I make sure that they all have a copy and recommend that

everyone try to learn it.

By now the boys will tend to need to stretch so I have the boys paint neckerchief slides and have the parents take turns signing each others books so that every one has each others phone numbers. As the boys finish paint the Cub Master will then play a game with the boys (because we always have to deep leadership!). The parents then break up the months and with a calendar at hand break down the yearly and take the month or months they will responsible for. We all then discuss what day of the week they will have the meetings on and what time they will be. After this is set up they discuss how they wish to handle dues, if any or how they will handle the money they do spend. By letting them choose this they can decide to change this as a group if they want to and then when they become a den of Wolves they will be ready to handle den dues on a regular basis and you should have an easier time getting a den leader and assistant den leader.

Now the boys are back so we end with a cheer and join into the friendship circle. This gives them a chance to learn a closing for a meeting that is simple and can be done

anywhere.

Two nights before the next group meeting I call and check to see if they need and help and clam any nerves that I can. I ask if they would like for me to attend as moral support. If they want me to come I try to sit in the back ground. At the end I reinforce the positives that they did and let them know that they can call with any questions. I also then remind them of the next meeting they all have. At the beginning of each month I call and check on the person



running the next meeting and make sure that they are ready and give suggestions if asked for.

I also remind them to try and attend the pack committee meeting so that they feel like a part of the pack and that we haven't forgotten them.

Remember that if you want them to keep in touch you must have a way for them to keep in touch. Also some one must keep in constant touch to keep them on track so that they can grow into a positive part of the pack. They are the future of your pack so keep an eye out for training them at the spring Basic training for next years den leaders!





UNIFORMS CAN BE FUN

Most all boys look forward to getting to wear their uniforms to meetings. The problems come from parents saying things about the uniforms. Try to remind parents at recruitment that the way that their son will feel about his uniform will come from them. Encourage the parents to get a Tiger shirt and wear it to all of the meetings too.

Many packs have created different neckerchiefs for the

boys to wear. Some include:

1. Going out in October and picking up the tiger striped fabric and having them made up when they join in to the pack. This will make them feel welcome.

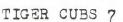
- 2. Use a plain white piece of broad cloth and using the iron on Tiger paw print available through council decorate them with either one paw print at the end of the point in the center of the back.
- 3. Use a plain white piece of fabric and sew on the official Tiger Cub BSA patch at the center point in the back.
- 4. Use a solid green fabric and simple use a fabric pen or paint to write the tiger group number on them.
- 5. Use a solid fabric and sew on a simple tiger patch that is also available at council.
- 6. Get orange fabric and let the boys tiger strip their own neckerchiefs with black fabric paint.

As you can see it is unlimited as to what you can do. When you go to a council sponsored event you will be amazed at all of the terrific ideas you will see walking around on the boys.

If you decide to use a patch vest for the boys to show all of the awards they have earned you can either pick them up at council or you can simple make them up. it doesn't take a master seamstress to create one. There are a large supply of patches available to scouters and you can create your own requirements for the boys to earn them through participation. The vest available at council are red but if you make your own you can let the boys choose the color they want.

If you decide to use a bead system for awarding the boys you can pick a color for attendance or different events and award a boy everytime he completes some thing. The beads can either be worn around the neck or be but on to a den doodle. Which ever way you choose is great. Try to choose something to recognize the boys for the things they







accomplish. If you use a high recognition for the boys it reinforces them to keep on trying and builds the self worth of the child.

Most packs simple recommend that the boys wear solid colored shorts or pants in black or dark shades of brown or blue. It does present better if the pack does keep the printed pants out of the uniform. Some ask for the official scout pants or shorts and belt. This is up to your unit to decide and have the boys wear.



TIGER TRAIL CARD

: Meeting will be hos	sted by		
		10	minutes
		_ 10	minutes
BEFORE THE	MEETING		
ations:			
ent needed:			
	Date:	Date:	10 20 20 BEFORE THE MEETING

TOWN THE TOWN



























SONGS FOR TIGERS

H: THERE TIGER CUB! Tune: "Hail, Hail, the Gang's all Here"

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

HAIL HAIL THE GANG'S ALL HERE Hail, Hail, the gang's all bere Never mind the weather Here we are together, Hail, Hail, the gang's all here Sure we're glad that you're here too!

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

TIGER CUB WELCOME SONG Tune: "Auid Lang Syne"

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

WE'RE ALL TOGETHER AGAIN We're all together again, We're here, we're here. We're all together again, We're here, we're here. Who knows when We'll be all together again. Singing "All together again, we're here"

WE'RE HERE FOR FUN Tune: "Auld Lang Syne"

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

THE MORE WE GET TOGETHER Tune: "Ach Du Lieber Augustine"

The more we get together, together, together The more we get together, the happier we'll be. For your friends are my friends, And my friends are your friends, The more we get together, the happier we'll be.

The more we get together, together, together The more we get together, the happier we'll be. For you know that I know, And I know that you know, . The more we get together, the happier we'll be.

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

WHERE HAS MY LITTLE TIGER GONE Oh where, oh where has my little tiger gone? Oh where, oh where can he be With his ears cut short and his tail cut long. Oh where, oh where can be be?

WE ARE THE TIGER CUBS! Tune: "Ta Ra Ra Boom Dee Ay"

We are the Tiger Cubs, the mighty Tiger Cubs! We search, discover and share: And we have folks who care. We are the Tiger Cubs, the mighty Tiger Cubs! We like to work and play. We'll be Cub Scouts Some Day!

THE TIGER WENT OVER THE MOUNTAIN Tune: "For He's a Jolly Good Fellow"

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

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

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



ORANGE TIGER
Tune: "Did You Ever See a Lassie?"

Oh I saw an orange tiger, A tiger, a tiger Oh I saw an orange tiger, With lots of black strips.

With stripes all in black In the front and the back; Oh I saw an orange tiger, With lots of black stripes.

TEN LITTLE TIGERS
One little, two little, three little Tigers,
Four little, five little, six little Tigers,
Seven little, eight little, nine little Tigers;
Ten little Tiger Cub Boys.

TIGER CUB SONG
Tune: "Frere Jacques"

Tiger Cubs have fun Tiger Cubs have fun, Search & Discovery, Discover & Show, Always on the go, Helping us to grow, Tiger Cubs Tiger Cubs

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

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

I've got that Tiger Cub spirit
Down in my feet, Down in my feet,
Down in my feet,
I've got that Tiger Cub spirit
Down in my feet, Down in my feet, to stay.

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

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

HAIL TO TIGERS
Tune: "Oh Wisconsin"

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

TIGERS WHISTLE WHILE THEY WORK
Tune: "Whistle While You Work"

Tigers whistle while they work!

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

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

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

GOOD BYE. TIGER CUBS Tune: "Good Night, Ladies"

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

Chorus:

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

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































TIGER CUB MOTTO

Search, Discover, Share

TIGER CUB PROMISE

I promise to love God, my family, and my country and to learn about the world.

TIGER CHEER

We're the Tigers from 151.

Maybe you can't see us
'Cause we're always on the run.
But if you look closely
As the orange and black goes by,
You'll quickly recognize us
'Cause we're the little guys!
Grrrrrrrrr.

TIGER CUB SONG (Tune: This Old Man)

Come and join, everyone;
Tiger Cubs have lots of fun,
'Cause we like to search, discover,
and share,
Tiger Cubs go everywhere.

At the park, beach, or zoo
Tiger Cubs will be there, too,
'Cause we like to search, discover,
and share,
Tiger Cubs go everywhere.

We are Tigers, hear us roar,
Having fun and so much more,
'Cause we like to search, discover,
and share,
Tiger Cubs go everywhere.



TIGER SONGS

T-I-G-E-R

Tune: B-I-N-G-O

THERE WAS A BOY WHO JOINED THE SCOUTS AND TIGER WAS HIS NAME-O. T-I-G-E-R, T-I-G-E-R, AND TIGER WAS HIS NAME-O.

(Second time, spell out T-I-G-E and clap the "R"; third time, spell out T-I-G and clap the "E" and "R", etc. Last time sing the whole song through.)

TEN LITTLE TIGERS

ONE LITTLE, TWO LITTLE, THREE LITTLE TIGERS, FOUR LITTLE, FIVE LITTLE, SIX LITTLE TIGERS, SEVEN LITTLE, EIGHT LITTLE, NINE LITTLE TIGERS, TEN LITTLE TIGER BOYS.

TEN LITTLE, NINE LITTLE, EIGHT LITTLE TIGERS. SEVEN LITTLE, SIX LITTLE, FIVE LITTLE TIGERS, FOUR LITTLE, THREE LITTLE, TWO LITTLE TIGERS, ONE LITTLE TIGER BOY.

TIGER SEARCH

Tune: Are You Sleeping

TIGERS SEARCHING, TIGERS SEARCHING, DO YOU SEE, DO YOU SEE?

WHAT WILL THEY DISCOVER, WHAT WILL THEY DISCOVER? SHARE WITH ME, SHARE WITH ME.





DEN YELLS FOR TIGER CUBS

HERE'S FOR THE ORANGE!!

2-4-6-8

HERE'S FOR THE BLACK!!!

WERE NOT JUST TIGERS

WE ARE THE TIGER CUBS!!

WERE G-R-R-R-R-EAT!!

....GRRRRRRRRRRR!!!!!!

1, 2, 3, 4, 5

SHOW US SOME ACTION!

TIGER CUBS DON'T TAKE NO JIVE SHOW US SOME MORE!

6, 7, 8, 9, 10

ALL FOR TIGER CUBS

BACKWARDS NOW AND SAY IT AGAIN! STAND UP AND ROAR!!!!!!

TIGER CUBS KNOW ALL THE TRICKS

10, 9, 8, 7, 6

5, 4, 3, 2, 1

TIGER CUBS ARE NUMBER ONE!!!!!!



I'M NOT A WOLF

I'M NOT A BEAR

I'M A TIGER

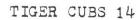
SO YOU BETTER BEWARE!!

TIGER'S SEARCH

TIGER'S SHARE

TIGER'S DISCOVER

THEY REALLY CARE!





BIG IDEA #14

LEARN AND PLAY A GAME TOGETHER.

TIGER TRACKS

THIS GAME CAN BE ENLARGED OR PLAYED AT THIS SIZE. USE A BUTTON, BEAN, OR SOME OTHER SMALL OBJECT FOR MARKERS. FLIP A COIN FOR MOVEMENT, HEADS MOVE FORWARD ONE SPACE, TAILS MOVE FORWARD TWO SPACES.

MAKE GAME CARDS FROM INDEX CARDS. CUT EIGHT INDEX CARDS IN HALF, MAKING SIXTEEN GAME CARDS. WRITE ONE OF THESE ON EACH OF FOUR CARDS.

MOVE FORWARD ONE SPACE.

MOVE BACK ONE SPACE.

MOVE FORWARD TWO SPACES.

MOVE BACK TWO SPACES.

SHUFFLE THE CARDS, AND BEGIN THE GAME BY CHOOSING WHO WILL GO FIRST. FIRST PLAYER PLACES MARKER ON START, AND FLIPS COIN. MOVE FORWARD AND PERFORM THE TASK ON THE SQUARE YOU LAND ON. THE NEXT PLAYER THEN TAKES HIS TURN, AND SO ON. EVERYONE TRAVELS AROUND THE TRACK TO THE FINISH.

TOM TIGER

DRAW A STRAIGHT LINE OR A LARGE CIRCLE ON THE GROUND. THE PLAYER WHO IS TOM TIGER STANDS ON ONE SIDE OF THE LINE OR INSIDE THE CIRCLE. THE OTHER PLAYERS STAND ON THE OTHER SIDE OF THE LINE OR OUTSIDE THE CIRCLE.

THE PLAYERS TEASE TOM BY CROSSING OVER THE LINE OR INTO THE CIRCLE.

THEN THEY RUN BACK TO SAFETY BEFORE TOM TIGER TAGS THEM. IF TAGGED, THAT PLAYER BECOMES TOM TIGER AND THE GAME CONTINUES.

G-r-r-r-r

THIS IS A STUNT FOR TWO. TWO PLAYERS FACE EACH OTHER. THEY TAKE A DEEP BREATH AND SEE WHICH ONE CAN G-r-r-r-r-r





A creation by a boy can be so exciting for him. It can make him so proud that he made it with his partner. A lot of the creations could be shown at the pack meeting on a table at the Blue and Gold Dinner or any pack meeting. When you show how wonderful they did it builds their self esteem better then you could ever do at home. Most all boys like being praised and held on high for the simplest of things.

When you plan your crafts be sure you have supplies for every one but don't worry about having the boys share colors or paints or glue bottles as this is a good time to reinforce the importance of being able to work together.

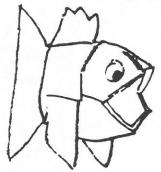
There are a lot of things you can build from recycling your empty containers and it keeps your costs down. It does take a little bit of planing to save enough empty milk cartons or egg cartons but it also teaches the child that it is important to use what we have here and to recycle all things not just take them to the recycle centers.

I hope that the ideas here are not limiting your creativity!



EGG-CARTON ANIMALS

Cut apart all the little cups that make the carton. Then cut the cups to form legs, ears, wings, fish scales, and animal tails. Glue the cups together in the shapes of animals. You can use toilet paper tubes for some of the bodies. Then paint the animals.



If you use Styrofoam egg cartons, mix some laundry detergent into your tempera paints. Add construction paper, pipe cleaners, and yarn decorations.

PAPER-BAG PUPPETS

Use small lunch size bags. Draw or paint faces and bodies on the bags. Use yarn for hair, beards, or mustaches. Try buttons, beads, or sequins for eyes, nose, or decoration. Construction paper works well too. Cup your fingers in the bag to make the head move.



FLYING SAUCERS

To make your own flying saucers, use coffee-can, or large plastic ice cream lids.

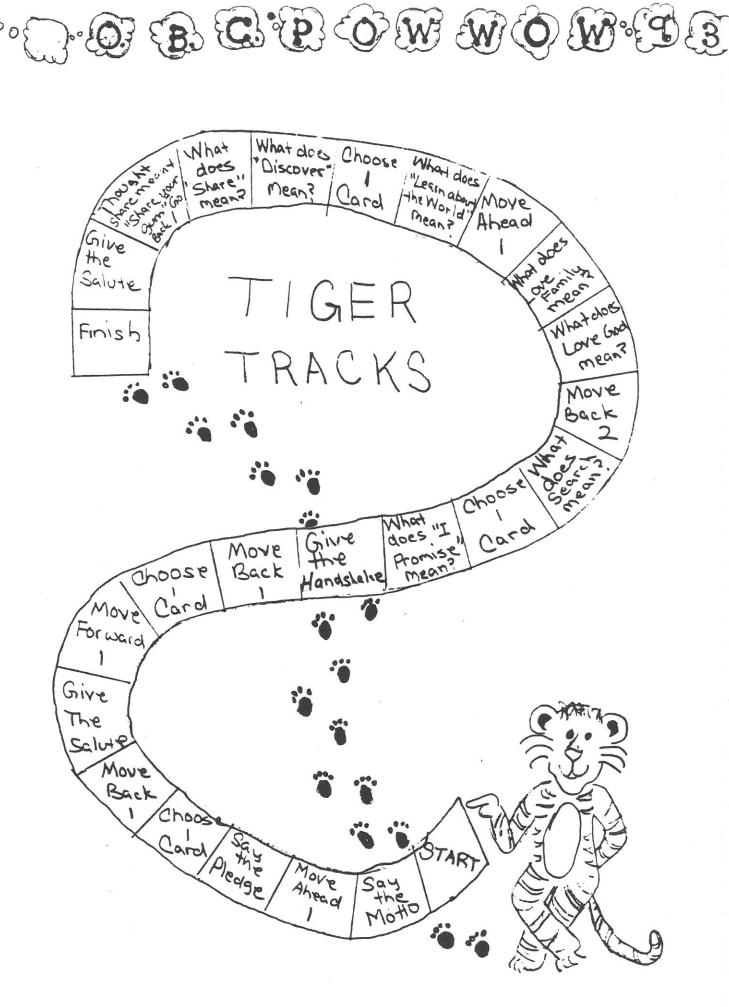
Decorate with crayons, markers, or glue on scraps of cloth, or pieces of construction paper.

GADGET FRIENDS

Old toothbrushes, whisk brooms, wooden spoons, corks, sponges, and scouring pads are good things to use for gadget friends. To turn the gadgets into friends, decorate them with paint and bits of string, yarn, and cloth.







TEN A GA

TIGER CUBS 18



TIGER CUB GRADUATION

SUPPLIES:

Fluorescent painted rocks, red or orange Black light

ARRANGEMENTS:

Place rocks together in rows to represent a bed of hot rocks to walk on. When the Cubmaster has the lights turned off, the rocks will glow like hot rocks in a fire pit.

CHARACTERS:

Tiger Cub Organizer

Cubmaster

Den Leader

Shere Kahn

CEREMONY:

Cubmaster speaks: "I call upon the great Shere Kahn to bring forth the Tigers of our Pack and with them their Organizer."

Shere Kahn brings the Tiger & Adult team, and says: "Have these adults and boys completed the requirements of the Tigers?"

Organizer says: "Yes."

Shere Kahn presents the Tiger patches to the Adults and says: "Here is the symbol, of the Tiger, who has completed the challenge. [Places it on his pocket] This is the token for having helped your tiger to complete the challenge, Tigers pin them on the collar. Adults, I give you charge of the written proof. Be proud of your team efforts which made them earn them. Because each rank in cubbing provides a greater challenge than the last."

BY MA DELINE OF LESS OF THE SECTION OF THE SECTION

LIGHTS ARE TURNED OFF AS SHERE KAHN SAYS: "This bed of hot rocks represents the greatness of the challenges to come. The rocks will not burn you unless you fear them. No harm will come unless you doubt your ability. Are you ready to cross the bed of hot rocks into Cub Scouts? Then go and meet your new Leaders."

Cubmaster greets and welcomes the Tigers and Adults to the Pack. He announces the Time, Day, and meeting place for each Den. He introduces the Den Leader and Den Chies.

CEREMONY OVER.























TAKING THE TIGER GROUP OUT ON A TOUR

The first thing to do is select the place that you would like to take the group to visit and learn about. The list is endless as to were you go. After you have the idea it is time to put it in to action. Give the place a call and find out if it is alright with them. This might help you with the price of some places as there are discounts for groups and scout at a lot of locations. Set up a date and time.

Now that you have done the hard part - and it wasn't hard at all, it is time to call the Tiger group and let them all know what is planned for your months meeting.

OK, we have a date, time and a place. We are now ready to fill out a tour permit. Be sure to fill this out. If you don't fill this out and fill it at your local council

YOU WILL NOT BE CONSIDERED ON A SCOUT OUTING! !!

You can get this form from the council or your Pack Committee Chairman, Cub Master, or Assistant Cub Master will probably have one. The form is very simple and as soon as you have it filled out and signed you simple take it to council and drop it off for a council person to stamp and your ready.

Be sure when you place the phone calls to get and give out complete directions as to which location it is. If you simple say the miniature golf course you might have some one show up at the wrong location.

When you choose a place remember to keep it fun for the boys. Most young boys do not enjoy sitting down for long or listening for long with out talking. If you have a group that does then go ahead and plan something that they will like. If not, try to plan for places that give them some flexibility. Remember that if your son sits well but the others don't this will not be fun for anyone. Most first grade aged boys do like the park, Fire stations or places where sound isn't a factor.







PLACES TO GO AND THING TO DO !!!

Places to go are so terrific. A child can have fun most anywhere. If you work at a place that will interest the children and parents, make a "Tour" of your work. You can make it as personal as you would like it to be.

Here is a list of some places and suggestions for you to use. Please do not limit your self in any way from this list. Use your imagination.

Go to the park and have a picnic, or fly kites that you make in a group meeting.

Go on a fishing trip to a fish farm. It is so each for anyone to catch a fish here.

Gene Autry Museum, 4700 Zoo Dr., Los Angeles (213)667-

California Museum of Science and Industry, 700 State Dr., Exposition Park, Los Angeles, (213) 744-7400

Chino Old School House 5493 "B" St., (Corner of 11th St.) Chino, CA 91710 (909)627-6464

Los Angeles Children Museum, Los Angeles Mall, 310 N. Main St. Los Angeles, (213)687-8800

Movieland Wax Museum, 7711 Beach Blvd., Buena Park (714)522-1154

Natural History Museum of Los Angeles, 900 Exposition Blvd., Los Angeles (213)744-3466

George C. Page Museum, of La Brea Discoveries, 5801 Whilshire Blvd., Los Angeles (213)936-2230

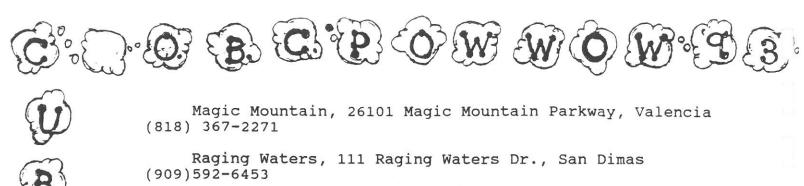
San Bernardino County Museum, 2024 Orange Tree Lane, Redlands (909) 798-8570

Planes of Fame Museum, 7000 Merrill Ave., Chino, (909) 597-3722

Disneyland, 1313 Harbor Blvd., Anaheim (909)999-4565

SAN CO

Knott's Berry Farm, 8039 Beach Blvd., Buena Park
(714)220-5200



Wild Rivers Water Park, 8770 Irvine Center Dr., Irv

Wild Rivers Water Park, 8770 Irvine Center Dr., Irvine (714)768-9453

Los Angeles Zoo, 5333 Zoo Dr., Los Angeles (213)666-4090

Queen Mary, 1126 Queens Way Dr. Long Beach (714)435-3511

Castle Park, 3500 Polk Ave., Riverside (714)785-4140

Renaissance Pleasure Faire, P.O. Box 9188, San Bernardino (909)880-6211

Scandia Recreation Center, 1155 S. Wanamaker Ave., Ontario (909)986-4867

Upland Family Fun Center, 1500 W. 7th St., Upland (909)985-1313

FunDazzle, 8945 Monte Vista Ave., Montclair, (909)624-

Discovery Zone, Central Ave., Chino (909)627-0474 (corner of Philadelphia and Central Ave.)

Putt and Hoop, 5536 Philadelphia Ave., Suite L, Chino (909)590-9747

Movie Theaters

Airports

Fire Station

Train stations

Police Departments

Ride on the Bus

Bakeries

Go to the beach

Take a trip to the snow

Senior Citizen Centers

GOOD LUCK AND HAVE FUN ! ! !



TIGER PAWS AWARD

FOR

THE JUNGLES BEST

CUB SCOUT PACK



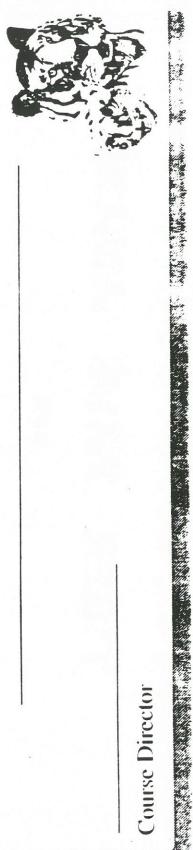
DATE: ______CUBMASTER:____

This is to certify that



Tiger Cub Fast Start Training Program

held on



Course Director

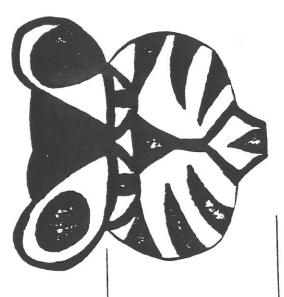
TIGER PAWS AWARD

FOR

MOST PURR-FECT THE

CONSTRUCTION





DATE: CURMASTER:

PAWS AWARD TIGER

FOR

THE GRR-A-TEST



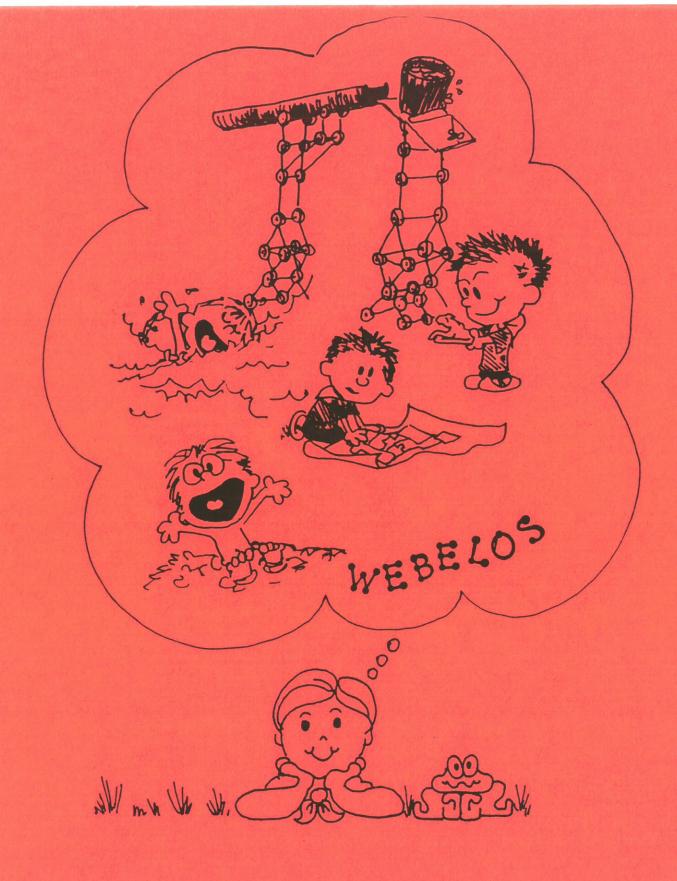
INVENTION

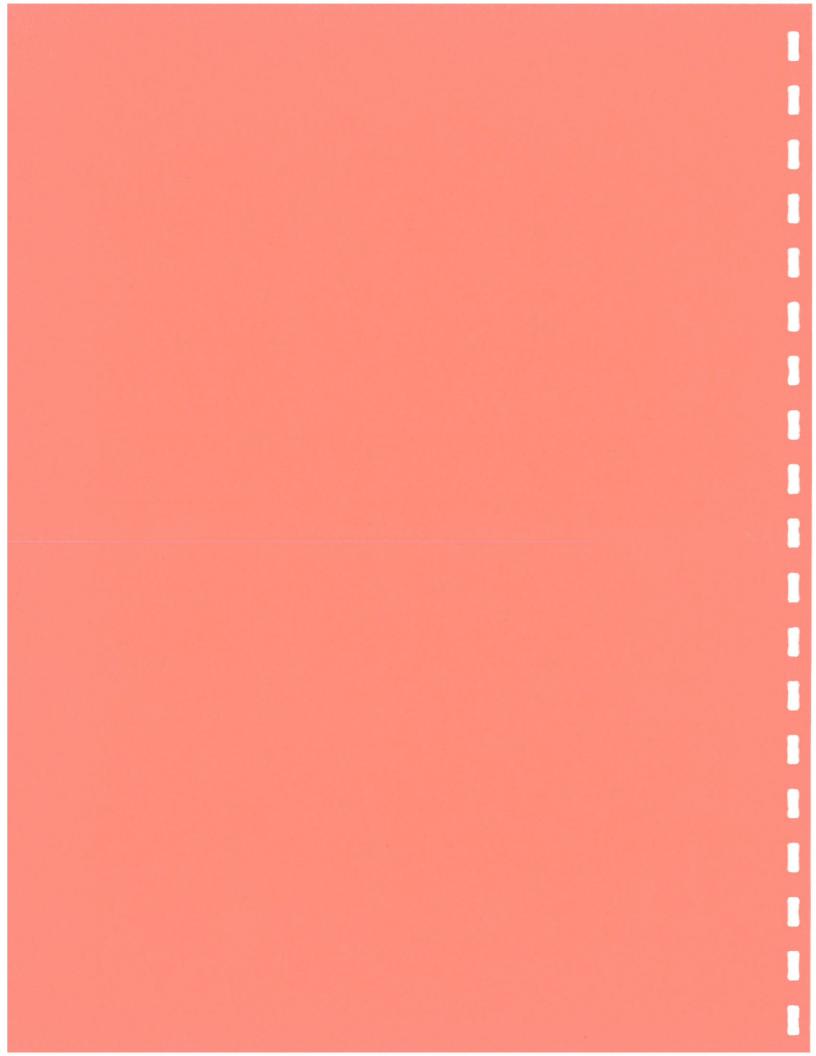
CUB SCOUT PACK
GENIUS NIGHT

DATE:

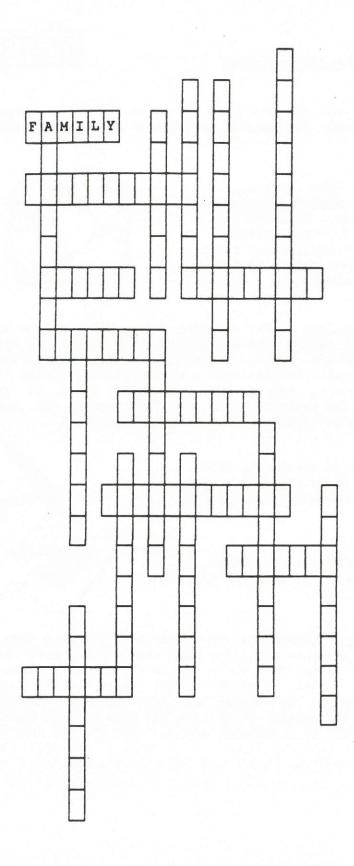
CUDMASTER:











Welcome to the World of "Wild Webelos!" In the following pages you will find exciting, hopefully new ideas for use in your program.

The puzzle on the left uses the names of the activity badges to fill in the squares as in a crossword puzzle. Try to fill in the puzzle during your spare time. (The answer is in the back of the section.)

One name has been filled in to start you off!

Activity Badges:

Family Member, Artist, Athlete, Citizen, Fitness, Showman, Scholar, Aquanaut, Engineer, Forester, Handyman, Readyman, Traveler, Craftsman, Geologist, Sportsman, Naturalist, Outdoorsman, Communicator, Scientist.



















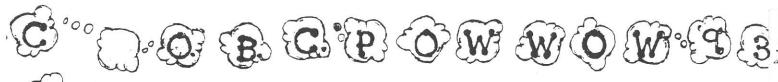














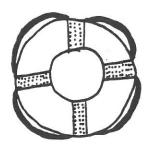




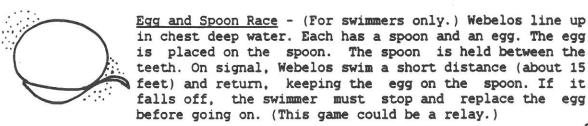
Aquatic activities can be fun and the boys will love them. Always remember SAFETY and follow the guidelines for aquatic activities outlined in the GUIDE TO SAFE SCOUTING.



Rope Throw Rescue Relay - Each team has a coil of rope (clothesline will do). Adults representing drowning persons are in the water. Each Webelos Scout throws the rope to the "drowning person" who grabs it and lets go. The Webelos Scout recoils the rope and hands it to the next person on the team. Repeat until all members have thrown.









Bubbling Contest - Webelos are in chest deep water.
On signal, all submerge their faces and exhale slowly but steadily. The last one to raise his face out of the water is the winner.



<u>Nail-Driving Underwater</u> - (Equipment: one hammer, 5 nails, piece of 2 x 4 for each boy.) Winner is the one who drives the most nails.



Up and Under - (Equipment: one rubber ball for each team. Large balls are more fun, but each team should have the same size.) Teams line up in relay formation in waist deep water. A ball is given to the first boy in each line. On signal, he passes the ball overhead to the second boy, who passes it between his legs to the third boy, who passes it overhead, and so forth to the end of the line. The last boy "runs" to the head of the line and passes it as before. First team back in original order is the winner.



MENTAL SKILLS - ARTIST



The following puzzle is a great "gathering activity" for your den or even a pack meeting. Homs and Dads can be challenged as well.

<u>Color Search</u> - 24 words listed below are hidden in the grid of letters. Look across, back, down, up, and diagonally in the letters, and circle each word you find. Write the uncircled letters from the grid on the blank spaces at the bottom. Keep the letters in order.

	S	Y	E	L	L	0	W	Н	I	T	E	A		
	A	T	R	E	G	I	E	В	L	A	C	K		
	N	U	С	A	L	I	L	N	Q	R	D	T		
	D	R	N	I	P	U	S	U	E	E	T	D		
	T	Q	0	С	E	I	A	D	R	E	В	L	\sim	
	E	U	0	0	R	A	N	G	E	Z	R	0 9	(70)	
	L	0	R	0	L	E	0	K	E	N	0	G (
	0	I	A	I	v	0	R	Y	D	0	W	R	目	
	I	S	М	A	G	E	N	T	A	R	N	A	周	
0	V	E	LOU	P	R	U	P	R	J	B	S	Y	A	
(5	204	TIT I	Ш	於	00	7	1%	1	•	V	FAX.			
AQUA			C	oLD	SA	4	LIL.	AC		V	RED	((7)		
BEIGE				RAY		111		ENTA			SAND			
BLACK				REEN			MAR				TURQ	UOISE		
BLUE				VORY			ORA				VIOL			
BRONZI	E			ADE			PIN				WHIT			
BROWN			L	AVEND	ER		PUR	PLE			YELL	OW		
ANSWE	R:													
												100		
				1								CALL S.C.	******	
List 1	une p	rımar	A co	TOLE										
List the secondary colors:														











<u>Silhouettes</u> - (Equipment: portable light, newsprint pad or butcher paper, marking pens.) Remember when your child came home from kindergarten with a silhouette of themselves. This is a wonderful activity for Webelos Scouts, especially when they draw each other. Show the Scouts how to make the same drawings a different size by moving the light closer to or farther away from the object being drawn.



<u>Blind Man Drawings</u> - Give each Scout a pencil, crayon, or marker and a piece of paper. Then blindfold him and ask him to draw a picture of an animal, house, car, or other object.



<u>Mural</u> - (Equipment: crayons, markers, paints, etc., a long piece of butcher paper or similar material.) Assign each Scout an area on the paper. Ask him to draw a picture of the most fun thing he has done in Scouts, or what happened on the last campout, or some similar idea. Display the mural at the next Pack meeting.



Obstacle Course - (Equipment: chalk, parking lot or hard surface playground.) Did you ever need a game or other physical activity to "burn off" some energy? Draw an obstacle course on the parking lot or sidewalk with chalk. (Have the boys draw the obstacles!) Then let them go. Circles in a row could be a tire obstacle, draw a brook to jump across, draw a ladder to climb and have the boys make a ladder climbing motion, let your imagination run wild!



<u>Den Totem</u> - Since Webelos are allowed to select a den name rather than a den number, encourage the boys to work as a group to create a den totem, using symbols representative of their den name. The totem could be a flag, shield, or anything - the boys imagination is the only limiting factor. Use the totem at pack meetings as the gathering point. Take it to Web-O-Ree or other outdoor activities to show teamwork and spirit. Display den ribbons and awards on the totem.

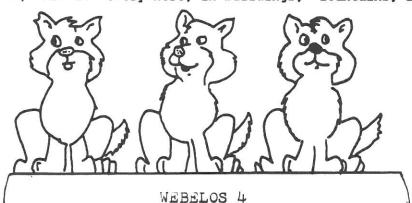


<u>Guest Lecturer</u> - Invite an artist or art teacher to do a demonstration, talk about colors, or teach a project.



Field Trips - Visit an art museum or anyplace where "art" is displayed. Find a craft show (you might get some ideas for simple projects). Statues in parks are art. (Does anybody know whose statuue is in a little corner park downtown?) Art is everywhere; in buildings, fountains, landscaping, etc.







PHYSICAL SKILLS - ATHLETE



The Athlete Activity Badge is a natural follow-on for the Fitness Activity Badge. Use Fitness to introduce exercises and good health habits, then do your Athlete activities. Remember, Fitness is required for the Webelos Badge.

"Simon Says" Calisthenics - Players stand about the room with plenty of space between them for action. "Simon" gives directions such as, "Simon says, hands raise - hands flutter." "Simon says, run in place." "Simon says, hands on hips, - body bend." Players obey "Simon's" commands. Players not obeying in a timely fashion, or doing the action without the "Simon says," must drop out. "Simon" makes the action more confusing by performing all the actions. Let each boy take a turn being "Simon."



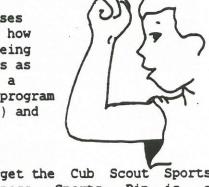
Do Your Best!

TOWN.



Astronaut Training (a good physical fitness relay.) - (Equipment: two bean bags, two jump ropes, two rubber balls.) Divide Scouts into two teams, line up at starting line. Place equipment at turning line about 15 ft away. On signal, the first Scout runs to turning line, picks up jump rope and jumps 15 times, tosses bean bags in air 10 times, bounces ball on floor 10 times, runs back to team, tags next Scout who repeats the action. First team to finish is winner.

Muscle-Building Exercises - Introduce the exercises shown in the Webelos Book at a den meeting. Show how they are done and talk about the muscle groups being worked. Have each Scout perform as many exercises as possible without straining or getting hurt. Keep a record. Encourage the boys to start an exercise program (sounds like Fitness Activity Badge, doesn't it?) and re-test at intervals to note progress.





Sports Program - Don't forget the Cub Scout Sports Program. The Physical Fitness Sports Pin is a requirement, and the Scout can earn a Sports Letter with adult partner participation. Consult the LEADER GUIDE TO THE SPORTS PROGRAM for more information. Better yet, ask one of the parents in your unit to run the Pack Sports Program.







Citizen Activity Badge is required for earning the Arrow of Light. Many of the requirements for this badge are similar to requirements for the Tenderfoot Rank in Boy Scouts. Encourage your Scouts to write down their descriptions and explanations, and keep them in a notebook to show their Scoutmaster.

<u>Community Service Projects</u> - These projects help the boys feel like a part of a team and will help them feel good about their community.

Clear litter out of a community park. Join the "Adopt A Highway" program.

"Adopt" a nursing home and make regular visits.

Work with your Chartered Organization Representative to do a project for your chartered organization.



The Constitution - Have the Scouts write their Senator or Congressman to obtain a copy of the U.S. Constitution. Read it together and discuss its contents. The Constitution contains many of the rights and duties of U.S. citizens. Discuss how the Constitution is amended, the Bill of Rights and its importance to our lives, or any Constitutional issues currently before the Supreme Court.

Den Field Trips - The Las Vegas Valley has many governmental offices to visit, from towns and cities to counties to state and federal agencies. Visit council or commission meetings, mayor's offices (by appointment, please), don't forget the Governor's local office (he visits Las Vegas occasionally). Local law enforcement agencies include the Metropolitan Police Department, North Las Vegas and Boulder City P.D.s, Security Police at Nellis Air Force Base, and the Federal Bureau of Investigation.





The Flag - Rules and Etiquette for the U.S. Flag can be obtained from any number of sources; libraries, armed forces recruiting stations, the Scout Office. Know the rules and encourage the boys to know them to. After studying the rules, make up a little test for the boys. Review the rules periodically. Have the boys write a skit about the history of our flag and present it at a pack meeting, (hmmm, do I detect an achievement for the Showman Activity Badge?)



COMMUNITY - CITIZEN



PROLITERS

Encourage good citizenship by implementing a "Good Citizen" program in your den. Provide positive reinforcement for good behavior at den and pack meetings. The Trading Post at the Scout Office has several inexpensive items that could be given to boys. Invite parental participation by expanding the criteria to include behavior at home or school, or invite parents to contribute reward items to the den.

<u>Citizenship Rating Sheet</u> - Ask the boys to rate themselves on their citizenship, using a chart like the one shown below. Rating themselves might have the effect of improving their awareness of citizenship traits -- or at least encouraging efforts to become better citizens. Tell the boys no one will know how they rate themselves, unless they want to tell. (Don't ask to see a boy's sheet. If he wants to show it to you, he may be seeking approval. If his scores seem out of line with your own observations, gently question him but do not challenge his veracity.) Repeat the test periodically to show improvement.

I will try to rate myself fairly on each of the following good citizenship traits. myself so that on future ratings I can honestly give myself a higher score.	I will try to improve
Scoring System: 5 - Very Good, 4 - Good, 3 - Fair, 2 - Poor DATE:	
TRAITS	SCORES
1. I am honest, even in little things.	1 1
2. I am courteous, loyal and kind to my parents, teacher, and Webelos leader. 3. I try to show good sportsmanship.	
4. My parents and others can trust me to do what I say.	- - -
5. I work and play cheerfully with others.	
6. I always keep my promises.	-
7. I take care of my things and those that do not belong to	-
me, such as school books, school property, scout materials, etc.	-
8. I do my best to keep my Scout promise at all times.	- - -
9. I always help to clean up after den meetings and at school.	
10. I never make fun of people in ways that would burt their feelings.	
MAME:	- - -

Answers to Metric System Puzzle (Scientist Activity Badge)-

- 1. Just a "spoonful" of sugar helps the medicine go down.
- 2. An "ounce" of prevention is worth a "pound" of cure.
- 3. Give them an 'inch' and they'll take a 'mile.'
- 4. My "cup" runneth over.
- 5. "inch"worm.
- 6. It must be "100 degrees (Fahrenheit)" in the shade.





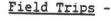




COMMUNITY - COMMUNICATOR







- · Visit a computer store to learn about computers and their role in communication.
- · Visit a dispatch center for the fire department, police department, a 911 center, an ambulance service.
- · Visit Centel to learn how telecommunications works.
- · Have the boys research codes at the library, then invent a den code.
- · Contact Nellis Air Force Base to learn about secure communications and encryption techniques.



Den Activities - Radio Shack and the Trading Post at the Scout Office have craft kits to construct radios, telegraph keys, and the like.

Communications Scramble - Unscramble the words below to identify different methods of communication.



- 1. moeks nisglsa (smoke signals) 5. sovime (movies)
- peehleton (telephone)
- veeltsinio (television)
- 4. dorai (radio)

- 6. gisn gangleau (sign language)
- pheeltarg (telegraph)
 - ructipe triniwg (picture writing)



Telephone Number Game - Using the telephone dial as a key, convert the numbers below to words to find out the secret message. You have a choice of 3 letters, so you must decide which letter fits best.





The boys will enjoy making up their own secret messages using this code. (Note: the telephone dial does not have the letters 'Q' or 'Z'. See if the boys notice when writing their code messages.)



Ethics In Action - many of the Ethics In Action activities deal with communication. Ethics in action can be found in newer editions of the "How To" Book, and is also available by itself from the Trading Post at the Scout Office.



Commercials - See how many of these commercials the boys can identify:

- 1. It's the real thing. (Coca Cola)
- 2. Gotta' have it. (Pepsi Cola)
- 3. Doubles your pleasure, doubles your fun. (Doublemint gum)
- 4. When you care enough to send the very best. (Hallmark cards)
- 5. Ram tough. (Dodge trucks)
- 6. Quality is Job 1. (Ford cars)



TECHNOLOGY - CRAFTSMAN



Tool Safety - Practicing tool safety is one of the first habits to develop in the home workshop, and should be the first thing discussed when presenting this activity badge. Use common sense and the guidelines below to add to the many hours of enjoyment ahead for you and your Webelos. Every trip to the workshop should start with a "safety briefing," a review of general safety rules and guidelines, as well as special safety requirements for any tools or machines that will be used during that session. Some general safety rules are:

- 1. Always unplug a power tool before servicing or adjusting. Allow moving parts come to a standstill before servicing.
- 2. Never wear loose-fitting clothes or dangling jewelry when using power or hand tools.
- 3. Check the condition of all tools before use. Inspect power cords for cracks or frays, cutting edges for sharpness, and handles for stability.
- 4. Don't tamper with or remove safety mechanisms from power tools. After all, they are there for your protection.
- 5. Use the proper tool for the job. Read and understand all instruction manuals that apply to a tool before you use it. Find out what the tool was meant to do as well as what it can't do.
- 6. If there is even a remote possibility of eye injury in a particular situation, don't hesitate to wear safety goggles (it's the best \$2.00 you'll ever spend).
- 7. Keep onlookers, especially young children, a safe distance away while you're working with tools.
- 8. Always instruct others in the proper use of a tool before letting them use it.
- 9. Work in good light. Use bulbs of sufficient wattage and have extra clamp-on or other portable lights available as needed.
- 10. Never work with tools when you're in a hurry, tired, or in a bad mood.
- 11. Put tools away after use, preferably in a locked cabinet.
- 12. Do not allow horseplay in the shop area. Violators should be banished from the shop area, and parents notified of the problem.
- 13. Never let the boys work with hand or power tools without proper supervision.
- 14. Secure parental consent forms before allowing Webelos or any Scouts in your workshop. Ensure that parents know what tools the boys will be using, that you are providing a safety briefing in the use of those tools, and that shop safety is strictly enforced. Invite parents to stay and participate in shop activities.

Wood Finishing Safety - Many of the wood projects the boys will work on will have to be finished. Older finishing products included lead or other heavy metals among their ingredients. Today, commonly available finishes do not. If this is a concern, look for finishes with the word "nontoxic" on the label. Remember, once a finish dries on a project, children can come in contact with it without any threat to health. Special finishes are available for projects that will come in contact with food. Ask a salesperson at a hardware or paint store.

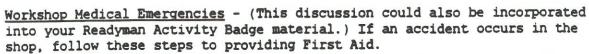






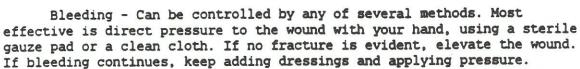






- 1. Determine if the area is safe for you and your victim.
- 2. Check the victim for life-threatening injuries such as no breathing or bleeding that won't stop.
- 3. Give first aid.
- 4. Call the emergency number for paramedic or ambulance assistance.

Shop First Aid -

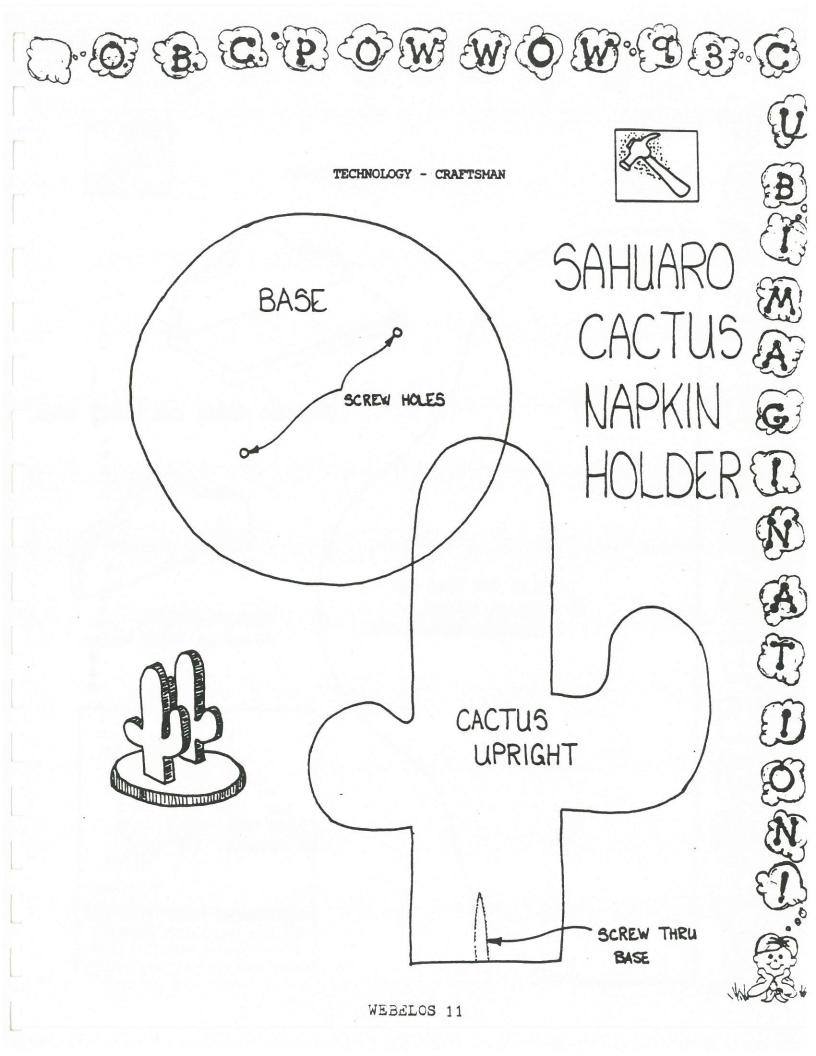


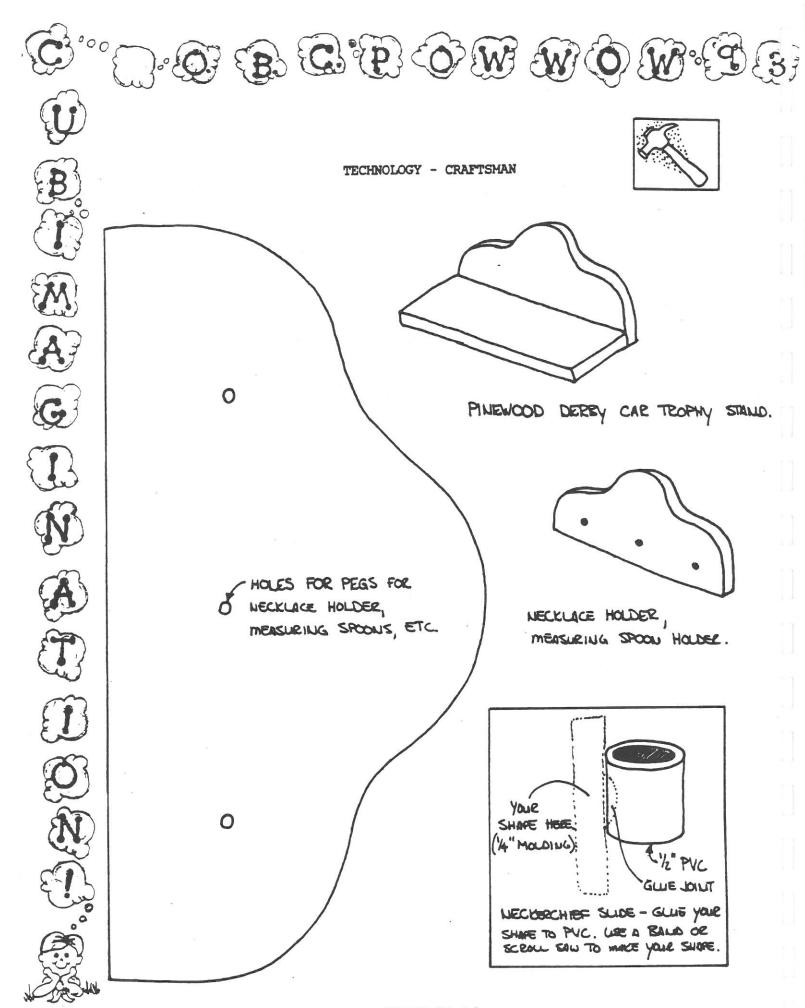
Severed Extremity - Control bleeding. Wrap the severed part in a moist gauze pad or cloth. Seal it in a plastic bag. Keep it cool by placing the bag in ice or ice water. Take the severed part to the hospital with the victim.

Eve injuries - You can usually flush a loose object from the eye with water or blot it out with the corner of a moist, clean cloth. Do not try to remove an embedded object. Lay the victim down. Place an inverted paper cup over the injured eye, and secure it with a bandage over both eyes.

Burns - Cool the burned area with cool water until the pain subsides or medical help arrives. Do not break blisters. Seek medical care for burns on the face, genitals, hands, feet, or a large area of the body.

Craftsman Projects - are limited only by your imagination. There are literally thousands of projects available for your use. The Webelos Handbook, the "How To" Book, and Roundtable Helps, all have projects and ideas. Got to the library and look at back issues of Wood magazine, Workbench magazine, Popular Science and Popular Mechanics, any craft magazine or woodworking book. Better Homes and Gardens puts out a series of child activity books that is wonderful. Better yet, make up your own! On the next few pages are some 'crafty' (pun intended) ideas for you to use.

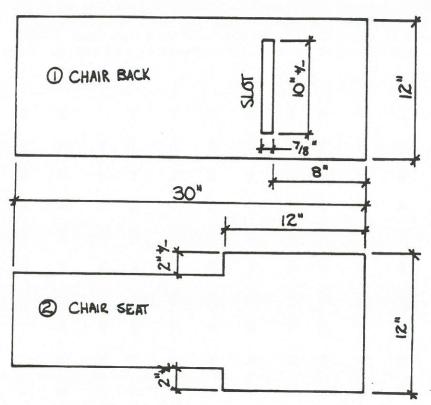






TECHNOLOGY - CRAFTSMAN

CAMP FURNITURE



CAMP CHAIR

USE 34" PLYWOOD, CUT

AS SHOWN. CUT TWO

STRIPS 2" X IZ". PLACE

ONE STRIP BELOW SLOT

ON CHAIR BACK AND

SCREW IN PLACE. SCRW

OTHER STRIP AROVE SLOT

ON OPPOSITE SIDE AND

SCRBW IN PLACE. TO

ASSEMBLE, SLIP SOFT

INTO SLOT ON CHAIR

BACK AND RELAX!!!

BY MAG

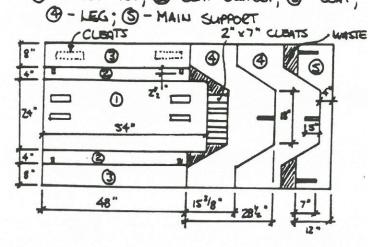
TAROUT CAR

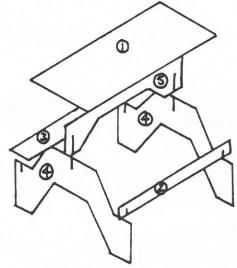
CAMP TABLE

USE \$18" PLYWOOD. ALL SLOTS ARE \$18".

ATTACH CLEATS TO SEATS AND TOP TO PREVENT SUPPING.

O-TABLE TOP; O-SEAT SUPPORT; O-SEAT;

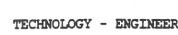


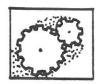












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Engineer Search - Hidden in the following puzzle are 25 different engineering fields. This is by no means an all inclusive list but it gives an idea of how broad the engineering career field is. Look across, back, down, up, and diagonally in the letters. Circle each word you find. Write the uncircled letters from the grid on the blank spaces at the bottom. Keep the letters in order.

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AERONAUTICAL BIOMEDICAL BRIDGE BROADCAST BUILDINGS CHEMICAL WATER CIVIL
COMMUNICATIONS
DAMS
DRAINAGE
ELECTRIAL
ENERGY

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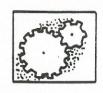
I

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ENVIRONMENTAL GEOLOGICAL MECHANICAL METALLURGICAL MINING SANITARY SOIL STRUCTURAL SURVEY TRAFFIC TRANSPORTATION WASTE







TECHNOLOGY - ENGINEER

What do engineers do? - The first requirement asks boys to list 10 different things engineers do. Boys often make a list that starts with "Engineers design ..." But design work is only a small part of what engineers do. Engineers 'design' virtually everything that people consume or use in our modern world. But engineers also manage construction and people; build houses, cars, appliances, etc.; operate a variety of businesses; drive trains and fire engines; maintain facilities and machinery; perform research; investigate why structures fail; and many other activities. Engineering is a complex and diverse field.

Field Trips/Visits - February is an excellent time of year to work on the Engineer Activity Badge. February is National Engineer Month, and all the local engineering societies celebrate with many special activities. The National Society of Professional Engineers (NSPE) in conjunction with other societies holds the Engineers Ball, where the Outstanding Engineer of the Year and other awards are made. NSPE also hosts the MATHCOUNTS competition during February. The American Society of Civil Engineers (ASCE) holds the innual Bridge Building Competition, an event where youth construct a balsa wood bridge that is tested to see how much load it will support. The winner is determined by comparing weight of bridge to weight of supported load. (This is an excellent way to work on Achievement 5.) The local engineering societies have set up booths at the Boulevard Mall to showcase engineering activities. Watch the newspaper for other activities during February.

If you would like to schedule a field trip to a construction site, contact Don Hotchkiss or Roger Van Alyne at the State Public Works Board (486-5115). Please call at least 2 weeks prior to your proposed visit, and be sure to complete a Tour Permit through the Scout Office.

Floor Plan - Achievement 8 for the Readyman Activity Badge asks the boys to prepare a fire escape plan for your family. This achievement can be accomplished for both badges if appropriate information is shown on the drawing (doors, windows, etc.).

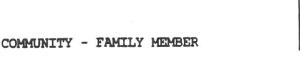
More Bridges - Contact a nearby Scout Troop and see when they will be working on their Pioneering Merit Badge. Pioneering uses ropes and poles to build structures; towers, bridges, shelters, etc. Ask if your den can participate in their merit badge work. It's an excellent way to see different structural systems, learn a few knots and lashings (Outdoorsman Activity Badge), and get the boys comfortable with older Scouts. They might even get to see how a block and tackle works!

Electricity (sparks and magic) - Contact Nevada Power Company for the best explanation of how electricity gets to your house. Additionally, check out the ways gas and other utility services are provided.

<u>Water</u> - (A big issue in the Las Vegas Valley right now.) Arrange a tour of the water treatment plant at Lake Mead to see how we get a substantial portion of our water resources and see the treatment process.







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Family Spending - Before the boys play the game shown below, discuss some of the things for which the family spends money. Use the list at the bottom of the game if the discussion starts slowly.

Family Spending Game - The 26 words listed below are hidden in the grid of letters. Look across, down, back, up, and diagonally in the letters, and circle each word you find. Write the uncircled letters from the grid on the blank spaces at the bottom. Keep the letters in order.

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E S L I 0 R A 0 I 0 0 R H B I P E



0 A E R T E 0



T I E L R 0 C R S



I C F E E I N G A N 0 I S 0 L



E S Y C G D E

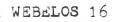
WATER



GROCERIES SOAP BIKE COOLING TAPES HEATING CABLE DENTIST TAXES LIGHTS CANDY DOCTOR RECORDS TELEPHONE CAR DRIP CLEANERS ELECTRICITY SALT TOOL CLOTHES GAS **SHAMPOO** TOYS



What are a few things you can do to save money on the above expenses?





COMMUNITY - FAMILY MEMBER



Ethics in Action - This book has many activities that can be related to the family unit. "Ethics in Action" is available in book form, and can be found in new editions of the "How To" Book available at the Scout Office.

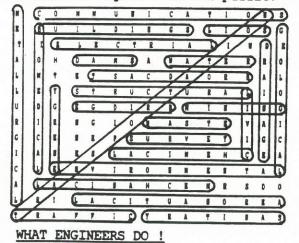
<u>Family Tree</u> - Ask the boys to research their "roots" and create a family tree. Contact a Genealogical Society to help start the research.

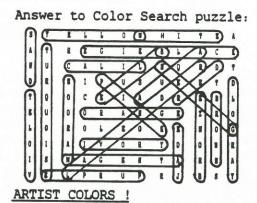
Remember When - A fun game to be played by family members (by individual families away from den meetings). Have family members write questions only the family would know, i.e.;

- · Who went somewhere special on a vacation or graduation trip?
- · What was the family's first pet? What was its name?
- · Who broke an arm or leg at some time?
- · Where did Grandma(or Grandpa) go to school?
- · What did Grandpa (or Grandma) do for a living?
- · When or where did Mom meet Dad? Were there special circumstances?
- · How were the children's names chosen?

<u>Family Camping</u> - Encourage your boys to sharpen their camping skills with their families. Invite families to go as a group on overnight outings. If camping is not a family activity, encourage picnics or hikes or some other family outing.

Answer to Engineer Search puzzle:















Fitness Activity Badge is required for the Webelos Badge.



Exercise Program - Use the Athlete Activity Badge to introduce this subject. Encourage parents to become involved in this activity and help their son earn his Physical Fitness Sports Pin, maybe even a Sports Letter.



<u>Discussion subjects</u> - You may want to invite parents or guardians to be there for the discussions on drugs, alcohol, tobacco products, and diet. At a minimum, let parents know you will be discussing these subjects at your meetings, especially if you have a guest speaker.



JUST SAY DRUGS - The Scout Office has many excellent books available on drug use and abuse. Invite a police officer, doctor, or drug abuse counselor to a meeting to discuss drug abuse and its effects on human behavior and physical condition. Encourage each Scout and his parent to write and sign an agreement to stay away from drugs.



ALCOHOL - Invite a doctor or alcohol abuse counselor to speak to your den or pack. Encourage each Scout and his parent to write and sign an agreement to not drink and drive, such as the agreements promoted by Mothers Against Drunk Drivers (MADD).



7

TOBACCO PRODUCTS - There is always new information available in the media about the effects of tobacco products on the human body. Have the Scouts do research and discuss what they have found. Take a field trip to a restaurant and see if the boys can find the "Smoking" and "Non-smoking" areas just by looking at the air.



DIET - Ask the Scouts to keep a record of what they eat for a week. Discuss what they have noted. Then discuss what a balanced, healthy diet is, and have them keep a record for another week. Ask them to try to eat a balanced diet (if they don't already). Encourage them to avoid "junk" foods during this time. It might be stretching it a little, but at the end of the second week, ask them if they didn't feel just a little bit better after the second week. Parents may jump at the opportunity to help with this kind of activity, so invite their participation.



Answer to the Telephone Number Game (Communicator Activity Badge) -

CUB (282) SCOUTS (726887) DO (36) THEIR (84347) BEST (2378)
GAMES (42637) MAKE (6253) CUB (282) SCOUTS (726887) MORE (6673) FUN (386)





OUTDOORS - FORESTER



Identifying Trees - The most important step in identifying trees is knowing what to look for. It is important to become acquainted with the major elements of each species - its leaf shape, fruit or cones, and silhouette. Leaf shape only applies to deciduous trees (leaf-bearing trees). Coniferous trees ('pine' trees) have needles, the shape of which can help in identification. Learn what the fruit looks like. This is especially useful for deciduous trees in late fall or early winter, when the fruit may persist after the leaves have fallen. If leaves are still around, use them to verify your 'fruit' finding. Conifer cones are different shapes and sizes, and can be used with the needles to identify the tree. The silhouette of a tree holds many clues, looking at the silhouette of a tree from a distance is helpful.

"Wood" Magazine has a feature describing a different tree in every issue. The article tells how to identify the tree by leaf, silhouette, bark color and pattern, size, and leaf shape. It tells where the tree grows, and the best uses of its wood. It also describes the tools that should be used when working the wood, and how expensive it is in relation to other woods.

<u>Wildfires</u> - Watch the news in the summer and you can see how devastating wildfires are to people and nature. Present the Outdoor Code (a requirement for the Webelos Badge) as part of your discussion on wildfires.

<u>Local Forestry People</u> - U.S. Bureau of Land Management Fire Fighting Office on Decatur Boulevard; U.S. Department of Agriculture, Forest Service on Mt. Charleston; or the local office of the Nevada Division of Forestry.

<u>Desert Trees</u> - Because of where we live, we have a special kind of tree in our area, the "Desert Tree." This is a special group of trees and bears special interest. Desert trees must survive on little or no water for long periods. Like other trees, they get water through their root systems. They have long roots, either spreading wide like the Saguaro Cactus, or deep, like the Mesquite Tree. They conserve water by having small leaves, thick-skinned leaves, leaves that drop in the dry season, hairy leaves and twigs, and/or thick, fleshy trunks for water storage. They discourage grazing by having thorns or poisonous sap.

Examples of these trees are Saguaro Cactus, various Palo Verdes, various Chollas, Yuccas, Joshua Trees, various Palms, Ocotillos, various Thorn bushes, various Junipers, Cottonwoods, and many others.

<u>Field Trips</u> - The Cactus Gardens at Ethel M's Chocolate Factory have excellent examples of desert trees, as well as a chance to see how candy is made (and get a free sample). The Barrick Museum at UNLV has a desert landscape area. Various desert trees can be seen at Red Rock Canyon and Valley of Fire State Park.































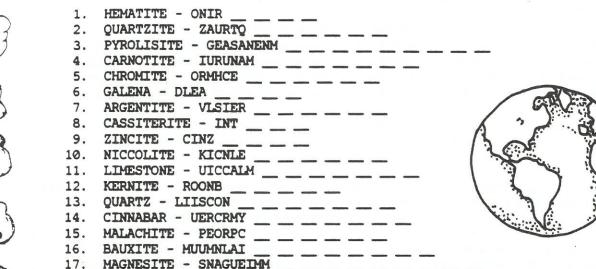




If you're not fortunate enough to have a Geologist, Geotechnical Engineer, or Geology Teacher within your resource group (Have you asked?), your Webelos Book is an excellent source of information for presenting this activity badge. If you want more information, stop by the Information Center at Red Rock Recreation Area and look through the books they have there. In the meanwhile, here are some fun things to do with your boys for this badge.



Ore What? - Listed below are the technical names for 18 ores (minerals from which metals are made), and the name of a metal whose name has been scrambled. See if the boys can unscramble the name of the metal.



CARNALLITE - AOTSPH __ _

18.

Bonus Question - Unscramble the names of the three major groups of rocks that make up the earth's surface.



<u>Field Trip</u> - The Red Rock Information Center has a fantastic display on the geological formations found in the canyon. The presentation also explains how the rock formations in the canyon were formed. After visiting the Center, drive around the Scenic Loop, discussing the information the boys heard in the Center. Don't hesitate to stop and hike around the canyon. Stop at the sandstone quarry along the loop. Don't forget to take lots of water or other drinks on your trip, use the buddy system for all your hiking activities, and file a Tour Permit at the Council Office.

<u>More Field Trip</u> - The University of Nevada, Las Vegas has a Geology Museum, and best of all, tours can be arranged. Consult the Scout Council's Guide to Field Trips brochure.



TECHNOLOGY - HANDYMAN



Handyman Activity Badge provides an excellent way to get some of the smaller things done around the house (and provide some quality time with your son to boot).

Den Activities - Encourage parents to attend when introducing this activity badge. Review the list of achievements in the Webelos Book, but don't feel 'bound' by them. For example, if a boy changes a toilet seat, it could count toward filling the requirements for the badge. Also remember, some of the achievements can be done as a group, but working with a member of the boy's family should be encouraged.

Auto Maintenance - Invite a mechanic to come to a den meeting or visit a garage or auto service center. A parent could volunteer to have the boys 'work' on a vehicle. Always ensure that proper safety devices are used when working on a car (especially as a group). Use ramps or stands if the vehicle is raised off the ground. NEVER let boys reach into the engine compartment if the engine is running.

<u>Bicycle Maintenance</u> - Visit a bicycle shop to learn proper maintenance. Use what the boys learn as part of a Pack Bike Rodeo (see Readyman Activity Badge for bike 'Rules of the Road'). A Bike Rodeo could qualify the boys for the Cycling Belt Loop and start them on the Cycling Sports Pin.

<u>Home Maintenance</u> - This is a broad topic that can be split up into 'inside' and 'outside' subjects and presented at more than one meeting. A meeting at a boys' home is most effective. Building a sawhorse or stool could count towards the Craftsman Activity Badge.

<u>Lawn Mowing</u> - Invite a professional lawn care person to explain the business. They can explain how to mow a lawn, types of grasses, a watering plan, sprinkler maintenance, and mower maintenance. Below are the "Hows of Power Mowers," 12 rules for the use of power lawn mowers.

- 1. Always disconnect the sparkplug wire before you work on the underside of the mower or when refuelling.
- 2. Remove sticks, stones, wire, or other debris from the moving area before starting to mow.
- 3. Never refuel indoors or when motor is running or hot.
- 4. Now only when grass is dry. Never use a power mower when barefoot. Wear heavy shoes. (Thousands of toes are amputated or mangled every year when feet slip under blades.)
- 5. Keep children out of your mowing area. Never let anyone get in line with grass-throwing side of the mower while it's running.
- 6. Hever leave mover running while unattended.
- 7. Practice so you can disengage the clutch or stop the motor quickly in case of emergency.
- 8. Never allow youngsters or inexperienced people to operate the mower.
- 9. On hills and banks, cut grass sideways, not up and down.
- 10. Stand firmly behind the machine. Don't run with it and never pull it backwards toward you.
- 11. Don't use an electric power mower in the rain. Be sure it's frame is grounded through the cord.
- 12. Have your mover inspected and serviced by an experienced serviceperson yearly.



















































OUTDOORS - NATURALIST



Field Trips - Las Vegas has several places to visit for this activity badge. There is the Museum of Natural History on Las Vegas Blvd. near Cashman Field, the Southern Nevada Zoological Park on Rancho Drive, and the Barrick Museum on the campus of the University of Nevada, Las Vegas. Field trips to Red Rock Canyon, Mount Charleston, the Valley of Fire and Lake Mead areas, and the Desert National Wildlife Refuge all make an exciting trip as well.

Mounting Insects - Make sure you have parental permission before mounting any insects or encouraging the boys to collect or take insects home. Before mounting insects, they must be killed without damaging them. They must not be allowed to get brittle before mounting or parts will break off. Butterflies and moths should be placed on a 'spreading board' in order to dry their wings in a spread formation.

- Making A Killing Jar (materials: wide mouth jar, cotton, cardboard, carbon tetrachloride) Working outdoors, soak a layer of cotton with carbon tetrachloride. Place it in the bottom of the jar and cover with a cardboard disk. Keep the jar lid closed except when placing or removing insects. Place the insects in the jar overnight.
- · Making A Relaxing Jar (materials: wide mouth jar, cotton, cardboard disk) Cover the bottom of the jar with cotton. Soak cotton with water; cover with cardboard disk. Place the dead insect on the cardboard rather than on the cotton. Close jar lid tightly and keep closed for several hours. The high humidity inside the jar will make the insect flexible enough to mount.
- Making A Spreading Board (materials: heavy cardboard, wooden base, nails, pins) Make two stacks of cardboard, several layers thick. Nail them to the wooden base, leaving a small, even 'groove' down the center. (The size of the cardboard and the base is determined by the size of the butterfly or moth you are mounting. The cardboard should be large enough that the butterfly or moth can be spread completely on the surface, and the wood base should be large enough to support the cardboard.) Lay the body of the insect in the groove and spread the wings over the cardboard. Hold the wings in place by pinning them down with little strips of paper.
- Mounting (materials: flat box, moth balls, cotton, sheet of glass or plastic, glue) Insects may be mounted on pins or placed directly on a layer of cotton in a flat box. Spread moth balls or crystals under the cotton to prevent other insects from destroying the collection. A spot of glue under the insect will hold it on the cotton. Make paper labels for your specimens and glue these beside the insects. Tape a sheet of glass or plastic on top of the box. This will keep it relatively airtight and will last for several years. (A wood box for your collection would make a nice project for Craftsman Activity Badge.)



OUTDOORS - OUTDOORSMAN



The experiences gained while working on the Outdoorsman Activity Badge will, more than any other activity badge, be used in Boy scouts and beyond. The Outdoorsman Activity Badge starts the boys in the "Outing" part of Scouting. With proper preparation, the boys can earn this badge by participating in Web-O-Ree in the spring of each year. (Watch for information on this event at Roundtable or in the Southwest Scouter.)



Outdoor Code - outlines our conduct in the great outdoors. Knowledge and understanding of the Code is required for the Webelos Badge, and no trip should be undertaken without a review of the Code as part of the preparation. The Outdoor Code is found in the Webelos Book.

Knots - The boys have been asked to learn basic knots since they were Tiger Cubs. If you're like many of us (more thumbs than fingers) knots can be difficult (though not impossible). My favorite resource for knot tying is my trusty Boy Scout Troop. These guys are notorious for knowing how to tie things up. If you want to teach knots on your own, the Trading Post at the Scout Office has several excellent training aids. The Scout Handbook and Fieldbook are invaluable resources. Hint on teaching knots - don't try all the knots in one session. Pick two, maybe three if things go well, and allow lots of demonstration and practice time.



BOY MAG



Knot Games - (equipment required: 1/2 inch or 5/8 inch rope about six or eight feet long, enough for two or three teams; note cards with the names of the five knots (one knot per card) in a container by each rope; something to tie the clove hitch and hitch knots on.) Relays are excellent for practicing knots. Teach the knots, divide the den into two or three teams, set a rope and note cards for each team about 15 feet away from the start line. The boys race to the rope, draw a note card, and tie the knot named on the card. First team to tie all five knots is the winner.

Camping - Isn't this what we all live for? Think about it; fresh air, communing with nature, sleeping under the stars, cooking on a wood fire - ahh, Heaven. The problem is, you have to take the boys (at least occasionally). Start your camping program slowly. Take a few hikes together to get comfortable with each other in the field. Visit a Boy Scout campout to pick up some ideas on what to take and what not to. Then hit the trail (so to speak).











Planning the Outing - Refer to the Webelos Book, the Boy Scout Handbook, the Scout Fieldbook, camping magazines, etc., for information. Attend the Cub Adventure Program (CAP) training sessions for pointers. Invite some Boy Scouts or Scout leaders to a meeting to help your den prepare for their outing. Don't forget to review the camping requirements in the Guide to Safe Scouting, and always file a tour permit.

Field Activities - Plan enough activities to keep the boys from getting bored, but make sure you build in some free time, too. If you have a Scout Troop that your Pack works with, ask to accompany them on a campout without your den to get a few pointers on activities, menus, etc., to help with your planning.



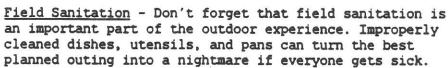


Cooking - When cooking in the field, stay simple. If you're lucky enough to have a "Dutch Oven chef" in your midst, you'll eat pretty well. If not, you can still eat well. Review the "healthy diet" achievement in the Fitness Activity Badge when planning your menu.

Practice cooking "outdoors" at home before you go on a long trip. Don't be afraid to try new things, either. Hot dogs lose their appeal very quickly if that's all you eat. Follow the instructions for a foil dinner (found in the Webelos Book) for an exciting meal.



Arrange a visit to a Scout Troop when they are working on the Cooking Merit Badge for a few more pointers.





Dish Washing - Start by scraping solid food waste into a garbage can or bag. Wash dishes, utensils, etc., with a cloth or sponge in warm, soapy water, then rinse completely in hot water. A double rinse is preferable but not mandatory. Keep an eye on the rinse water to ensure it doesn't get too dirty! Personal dishes are the responsibility of the individual, but cleaning the pots and pans should be rotated among den members. Always supervise the dishwashing operation to ensure the boys are doing an adequate job.

Trash and Garbage - Dispose of your trash and garbage in bags or garbage cans. If camping in an established campground, cans are available, USE THEM! If camping away from established areas, bag your trash and pack it out. Ensure that boys are not "trashing" the campsite by throwing trash everywhere. A trashy site attracts bugs and varmints and critters of all types.



OUTDOORS - OUTDOORSMAN



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TO SOLL COST

Eating Areas - Establish eating areas in your campsite. NEVER allow boys to eat or take food into their tents or sleeping areas. They may wake up with unwanted guests!



Personal Hygiene - All boys get dirty when camping. Face it, they get dirty at home. Ensure that the boys clean up before meals (at the very least). If you're on a long term camp (more than two days), make sure they take a shower or bath. Most boys don't bathe unless ordered to and they are sometimes shy around other boys when bathing, but hygiene must be maintained.

What to Wear - Special clothing is not necessary to outdoor activities. Clothing should be appropriate to the expected weather and climatic conditions. Sturdy shoes (athletic shoes are fine) are a must for hiking any distance. Encourage the boys to wear a cap or hat for shade in the hot weather, and to keep heat your head warm in cooler weather. Clean undergarments should be mandatory for overnight trips, and a change of outer garments is encouraged for any activity.



Equipment - For the level of camping we do as Webelos, no "exotic" equipment is required. A sleeping bag appropriate to the climate is necessary (If camping overnight. "Slumber" bags do not work at all!). Each boy needs: a bag with handles for carrying clothing and other personal gear; a canteen or other watertight container for water; a mess kit is a nice to have, but a plate or bowl (non-breakable, please) and knife, fork, and spoon, and plastic cup works just fine. Use your outings with the Boy Scouts to evaluate equipment needs. If you don't go out with the Boy Scouts, arrange a session with Troop leaders to learn about equipment.

Being Outdoors - Your outdoor program should be exciting. Use the hikes and campouts to work on the other activity badges in the Outdoors Group; Forester, Naturalist, and Geologist. Involve your Scout Troop if you have one. If you don't have a Scout Troop, contact several to see if they would allow your den to work with them (your Unit Commissioner can help you locate one if you don't know of any). Above all, remember SAFETY and FUN. Make the outdoors experience a positive one for all the members of your den.

PREPARED!











Readyman Activity Badge is required for earning the Arrow of Light and provides excellent background information for boys when graduating to a Boy Scout Troop.



First Aid - is IMMEDIATE and TEMPORARY CARE. This simple definition is all the boys ever need to memorize.



Emergency numbers - With 911 becoming commonplace for notifying emergency services, no one seems to consider how to contact emergency services in non-emergency situations. As an exercise, have the boys research the non-emergency numbers for the various emergency services. Emphasize that not all areas have 911 service, and the boys need to know where to look when in one of these areas.



First Aid Skills - Invite Boy Scouts to teach first aid skills to your den. These older boys should teach the methods and materials found in the Boy Scout Handbook and First Aid Merit Badge pamphlet. This provides the Boy Scouts with some instructor time to satisfy their requirements, provides interface with a Scout Troop, and introduces your Webelos to Boy Scout methods. (This could help satisfy Achievement 12.) Doctors, paramedics, and emergency medical technicians are also good speakers.



<u>Safe Swim</u> - Consult the "Guide To Safe Scouting," the Boy Scout Swimming Merit Badge pamphlet, the Aquatics Sports Pin book, or the Webelos Book for guidelines.



Home Fire Escape Plan - The Engineer Activity Badge asks the Scouts to draw a floor plan of their home. This can be easily adapted to include a fire escape plan, satisfying both achievements. Invite a firefighter to discuss fire escape plans at a den meeting. (Firefighters also generally receive EMT training.)



First Aid Kit - The Traveler Activity Badge asks the boys to check the kit in the family car. At a meeting, discuss the items necessary to a first aid kit, then ask each boy to bring a different item commonly found in first aid kits, and have each boy make a kit. Another activity is to make a den first aid kit to be taken on all outings. An inexpensive "skater's bag" could hold the contents and the boys could take turns carrying the kit on hikes.



Bicycle Safety - Obtain handouts on bicycle safety from the local crime prevention bureau and discuss them at a meeting. Have the den host a "Bike Rodeo" for the pack, teaching the rest of the boys what the Webelos have learned. Crime prevention bureaus can help with setting up your event. A Bike Rodeo would help Pack members qualify for the Cycling Belt Loop and get a start on the Cycling Sports Pin.





MENTAL SKILLS - SCHOLAR



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A part of our duties as Webelos leaders is to help the boys transition from the Cub Scout way of advancing to the Boy Scout advancement program. This is evidenced by the change from required achievements for Wolf and Bear to Activity Badges. Boy Scouts have required achievements for advancement, but must also earn merit badges for gaining in-depth, specialized knowledge from people who are professionals, hobbyists, or who have an interest in a specific area. These people are called "merit badge counselors." The Scholar Activity Badge can be used to introduce boys to the merit badge counselor system with someone who they know and trust, their school teacher. Have each boy write a letter to his teacher that says something like this:

Dear _____,

I am a Webelos Scout and am working to earn my Scholar Activity Badge. The requirements are as follows:

(list requirements from book)

In order to earn this badge, I need your help in accomplishing some of the requirements. I am willing to come in before school, work during a recess, or stay after school to finish these requirements.

Thank you for your help.

(signature)

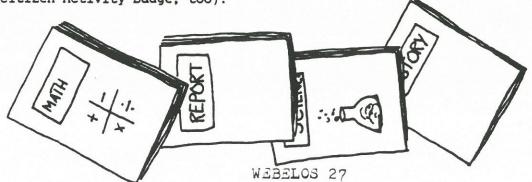
Ensure that the boy lets his parents know if he intends to work before or after school.

Den Activities

Invite a teacher, principal, or school administrator to visit your den meeting, or arrange a visit to school to meet one of these people.

Arrange a tour of the School District Administration Building to give the boys a different view of the education system.

The School Board meets regularly to discuss the operation of the school system. Plan a visit to a School Board meeting (might even help with the Citizen Activity Badge, too).



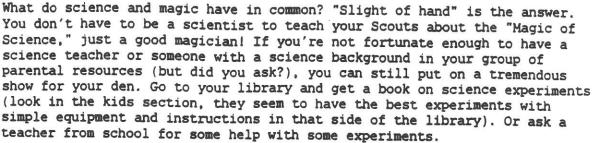














Always remember to practice your experiment to ensure it works before you present it to your den.



How Good is Your Knowledge of the Metric System? - Challenge your Webelos to figure out these famous quotes. They have been changed from standard units to metric units.



- 1. Just 4.806 millimeters of sugar helps the medicine go down.
- 2. 28.4 grams of prevention is worth .454 kilograms of cure.
- 3. Give them 2.54 centimeters and they'll take 1.61 kilometers.
- 4. My .236 liters runneth over.
- 5. 2.54 centimeter worm.
- 6. Boy, is it hot! It must be 37.7 degrees Celsius in the shade.



Bernoulli's Principle - Read and discuss Bernoulli's Principle in the Webelos book, then do this experiment. Lay a postcard, index card, or similar material that has been bent lengthwise on a table, bent side up. You would think that it would be easy to overturn the card if you blew underneath it. Try it! No matter how hard you blow, the card will not rise from the table. It actually clings more firmly. (Get a paper airplane book for more information on Bernoulli's Principle!)



<u>Pascal's Law</u> - Do you believe that it is always possible to blow an ordinary balloon right up? Your den will be surprised at this exercise. Push a balloon into a bottle and stretch its mouthpiece over the opening. Blow hard into the balloon. It is only possible to stretch the rubber before your breath runs out. As the pressure of the air in the balloon increases, so does the pressure of the air in the bottle. The pressure of the air in the bottle will become so great that your lungs can not exert enough pressure to counter it.



<u>Inertia</u>: The Stable Pencil - Hold a strip of paper over a smooth table edge and stand a pencil on it (use a pencil without an eraser or the unsharpened end of a new pencil). Can you remove the paper without touching or knocking the pencil over? The pencil will fall if you pull the paper slowly. The experiment works best if you take the paper away in an instant by "chopping down" on it with your finger. Nothing moves without a force exerting pressure on it. The pencil resists the rapid movement, so that it remains standing.





TECHNOLOGY - SCIENTIST



More inertia: Coin Shooting - Stack about 20 coins of the same value on a smooth table. How can you take away the coins one at a time, from the bottom, without touching them? "Shoot" another coin at the bottom of the pile so it knocks the bottom coin away. If you aim well, you can shoot away all the coins this way. The inertia of the coin column is so great that the force of the "shot" coin is not sufficient to move the column or knock it down.

Air and Water Pressure - Fill a glass to overflowing with water and lay a postcard, index card, or similar material on it. Supporting the card with one hand, turn the glass upside down and remove your hand from the card. The card stays on the glass and the water doesn't fall. The water pressure on the card is about 2 ounces per square inch, while the air presses on the card about 100 times that number. The air presses so hard that no air can enter at the side to displace the water inside. (Hint: don't teach the boys the trick about filling the glass, covering it, inverting it on the table, pulling out the card, and leaving the glass stuck to the table. Mothers and waitresses are not amused!)

<u>Surface Tension</u> - Fill a bowl with tap water. Place metal objects (needles, paper clips, etc.) on blotting paper and place the metal and paper carefully into the dish with a fork. After a while, the paper will sink to the bottom, but the metal objects will float. You would think that since metal is heavier than water, it would sink. However, the metal is held up by the surface tension of the water.

<u>Depth Perception</u> - Make a dot on a piece of paper and place it on the table in front of each boy. Using a pencil, try to touch the dot. Pretty easy, huh? Now cover one eye and repeat the experiment. Not so easy, is it? Your eyes estimate distance by working together. If you eliminate one eye, you lose one of your focal points and therefore most of your depth perception.

<u>Peripheral Vision</u> - is the distance a person can see out of the sides of their eyes. Look straight ahead. Extend your arms out in front of you and put your hands side by side. Point upward with your index fingers, keeping them in contact with each other. Continue to look straight ahead and slowly swing your arms outward. Stop moving your arms when you can not see your fingers. This is the limit of your peripheral vision.

<u>Sun Fun</u> - Looking into the sun can damage your eyes. This activity provides a way for the boys to see some of the sun's activity safely. Place a pair of binoculars in the direct path of the sun's rays. Stand a mirror in front of one eyepiece so that it throws an image of the sun on the opposite wall of a room. Adjust the mirror until the image is sharp. You can track the rotation of the earth by noting the sun's position and adjusting the binoculars and mirror as necessary.



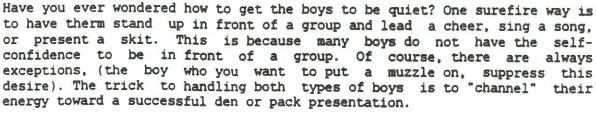




Mental Skills - Showman









The Showman Activity Badge has opportunities for boys with varying talents. It is unique in that the boy can earn the badge in different areas - drama, music, or puppetry.



Den Activities

Attend a high school or college play or musical presentation. Contact the instructor for a "back-stage" tour either before or after the show.



Invite a drama teacher to your den meetings. Ask the guest to teach the boys acting techniques and maybe do a short play. Have the guest teach the boys about make-up techniques, costuming, and props.



Write a den song or den skit and have the boys make costumes or props. Arrange with the Cubmaster to present their "show" at a Pack meeting.



Ask your pack committee to plan a talent night or variety show for a pack meeting.



Visit a costume shop or puppet shop.

Ask a puppeteer to teach the boys about puppetry, and how to make and use puppets.



Music teachers and choir directors are often willing to show the boys how to read music.

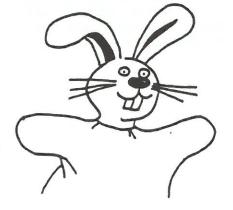


Build a puppet stage and put on a show (building something, hmmm, sounds like Craftsman Activity Badge).



Set a good example. If you are asked to lead a song or cheer, do it with enthusiasm. The boys will be more willing if you're willing to stand up with them!!!









WEBELOS 30



PHYSICAL SKILLS - SPORTSMAN



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The Sportsman Activity Badge is an excellent way to establish a Pack Sports Program. As Webelos, Scouts must earn participation awards for two individual sports and two team sports. Encourage the boys to participate in team sports through organized baseball, basketball, or soccer leagues. Many of these leagues allow already organized teams to participate. Contact the governing body to see if you can register as a group to play and earn your activity badge. When you do, however, ensure that the goal is "participation and sportsmanship," not "winning at all costs."

Contact your local YMCA or baseball, basketball, or soccer leagues to have a referee or umpire speak at a den meeting on the rules of the different sports and the signals involved. A coach or physical education instructor from the neighborhood school could also provide instruction.

Physical Fitness 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 include them in your Sports Program. Boys have the right to:

- 1. Participate in Sports. Boys would rather play than watch. Peer pressure often keeps boys from playing because of their skill level. If everyone is not participating or having fun, evaluate your program and see why.
- 2. Participate at his own ability level. Place boys in groups according to ability level. This helps to avoid humiliating or embarrassing boys with lesser skills. Exercise caution in this area.
- 3. Qualified adult leadership. Our boys are very impressionable at this age. Always set the best example possible in every situation.
- 4. A safe and healthy environment. No boy should be asked to play under conditions which may be hazardous to his health or personal safety.
- 5. Share in leadership and decision making. One of the goals of Scouting is leadership development. Include the boys in the decision making process to promote this process.
- 6. Play as a child, not an adult. Your Sports Program is not for the world championship. Let the boys have fun, without pressure.
- 7. Proper preparation. Provide practice time, for the mind as well as the body.
- 8. Equal opportunity to strive for success. Success means many things. Measure success by the Cub Scout Motto, "Do Your Best."
- 9. Be treated with dignity. No boy should be scolded or ridiculed because of appearance, background, or poor performance, especially in public.
- 10. Have fun. If all other rights are followed, this one will be there.







MENTAL SKILLS - TRAVELER

















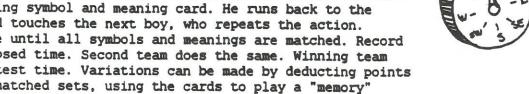








Map Symbols Relay (a great introduction to orienteering activities for Boy Scouts) - (Equipment: 3" x 5" cards, bag or other container, stopwatch). On separate 3" x 5" cards, place map symbols taken from a road map. On smaller cards, write the meaning of each symbol. Divide the den into two teams, each races separately. Put all the cards in a pile or bag about 15' from the boys. This is a timed event. On signal, the first boy runs to the cards and finds a matching symbol and meaning card. He runs back to the line and touches the next boy, who repeats the action. Continue until all symbols and meanings are matched. Record the elapsed time. Second team does the same. Winning team has fastest time. Variations can be made by deducting points for mismatched sets, using the cards to play a "memory" game like the TV show Concentration, etc.





Timetables -Obtain timetables for buses, airlines. railroads and have the boys plan a trip around the country or the world. Provide them a travel itinerary as a reference.

Atlases and Timetables - Using an atlas, have the boys determine the distance between two points. Then use the timetable to determine how long it would take to travel between the two points by different modes.



Travel Agents - Visit a travel agent for a den meeting. Travel agents can help determine the cost per mile of a trip, and how to determine the most efficient way of travelling.



First Aid Kit (can be done with Readyman Activity Badge) -Bring a first aid kit from your car or another parents car and discuss its contents with the boys. Ask a Scoutmaster to bring the kit his troop uses on their outings. Get materials to have each boy make a kit for hiking or use in the family car.

The Packing Challenge - Ask the boys to tell what they would take on a trip to someplace cold like Alaska, then ask about what they would take to a warm climate - like Hawaii. What if they travelled by boat, plane, ox-cart, or bicycle; took a hike versus a car trip.



If a boy has taken an especially long or noteworthy trip, ask his family to help him tell about it at a den meeting (works for Communicator Activity Badge too). Have the boy describe any special preparation needed for a long airplane trip or journey by boat or ship.





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MENTAL SKILLS - TRAVELER

<u>Do You Know your Cars?</u> - Each of the definitions below describes a type of car. Can you identify them? (Hint: this is the answer key.) This can be made into a mix-n-match game.

1. Our 16th president	Lincoln
2. River in New York	Hudson
3. First colony in New England	Plymouth
4. Native American leader	Pontiac
5. Theater where Lincoln was shot	Ford
6. Wild animal in cat family	Cougar, Jaguar
A young horse	Colt
8. A spotted horse	Pinto
9. A motherless calf	Maverick
A stinging insect	Hornet
11. A shooting star	Comet
12. A bullfighter	Matador
13. French tourist spot	Riviera
14. Prince Ranier's country	Monaco
15. A Roman mythical god	Mercury
16. Tall building in New York	Chrysler
17. Deep sea fish	Barracuda
18. Bird of prey (not Hawk)	Falcon, Eagle
19. African member of deer family	
20. Race track in the South	Daytona
21. Famous tool maker	Stanley
22. Native American god	Thunderbird
23. Bucking horse	Bronco
24. Division of Scouting	Explorer, Blazer
25. Yogi Bear's enemy	Ranger

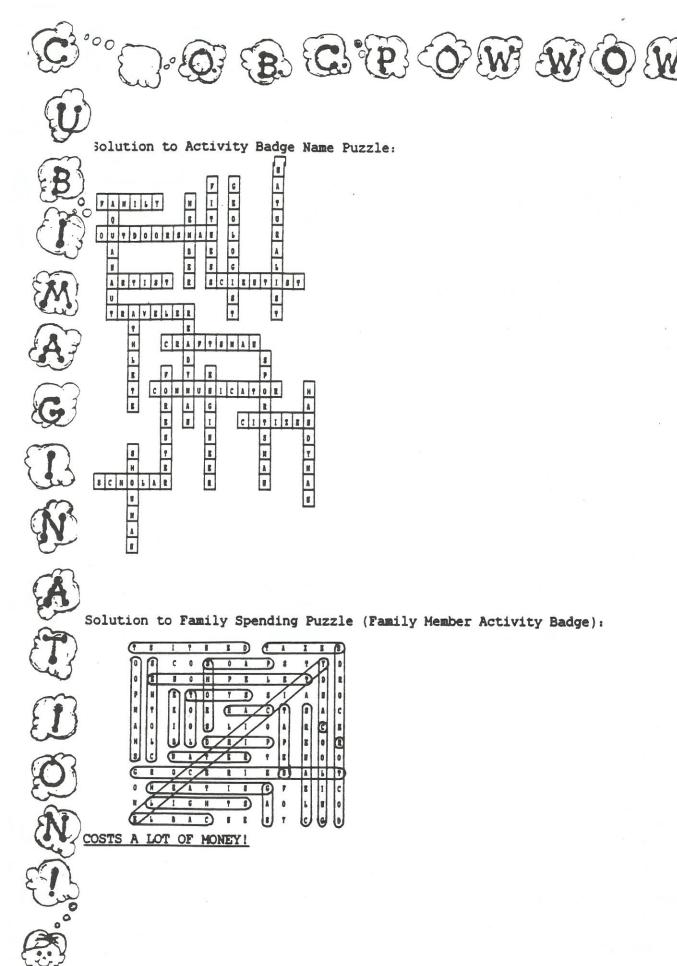
Traveler Activity Badge will require some help from parents, (the boys need to take a trip as one of the achievements). Enlist their help in obtaining materials and doing trip planning.

Answers to "Ore What?" (Geologist Activity Badge) -

1. Iron 10. Nickel 2. Quartz 11. Calcium 3. Manganese 12. Boron 4. Uranium 13. Silicon 5. Chrome 14. Mercury 6. Lead 15. Copper 7. Silver 16. Aluminum 8. Tin 17. Magnesium 9. Zinc 18. Potash

Answer to Bonus Question -

- 1. Igneous
- 2. Sedimentary
- 3. Metamorphic







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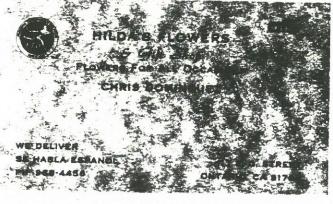
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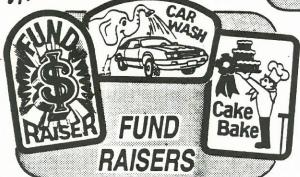
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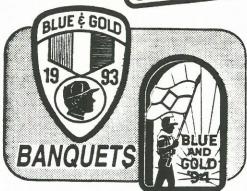
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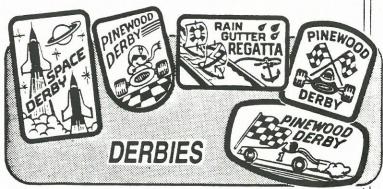
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