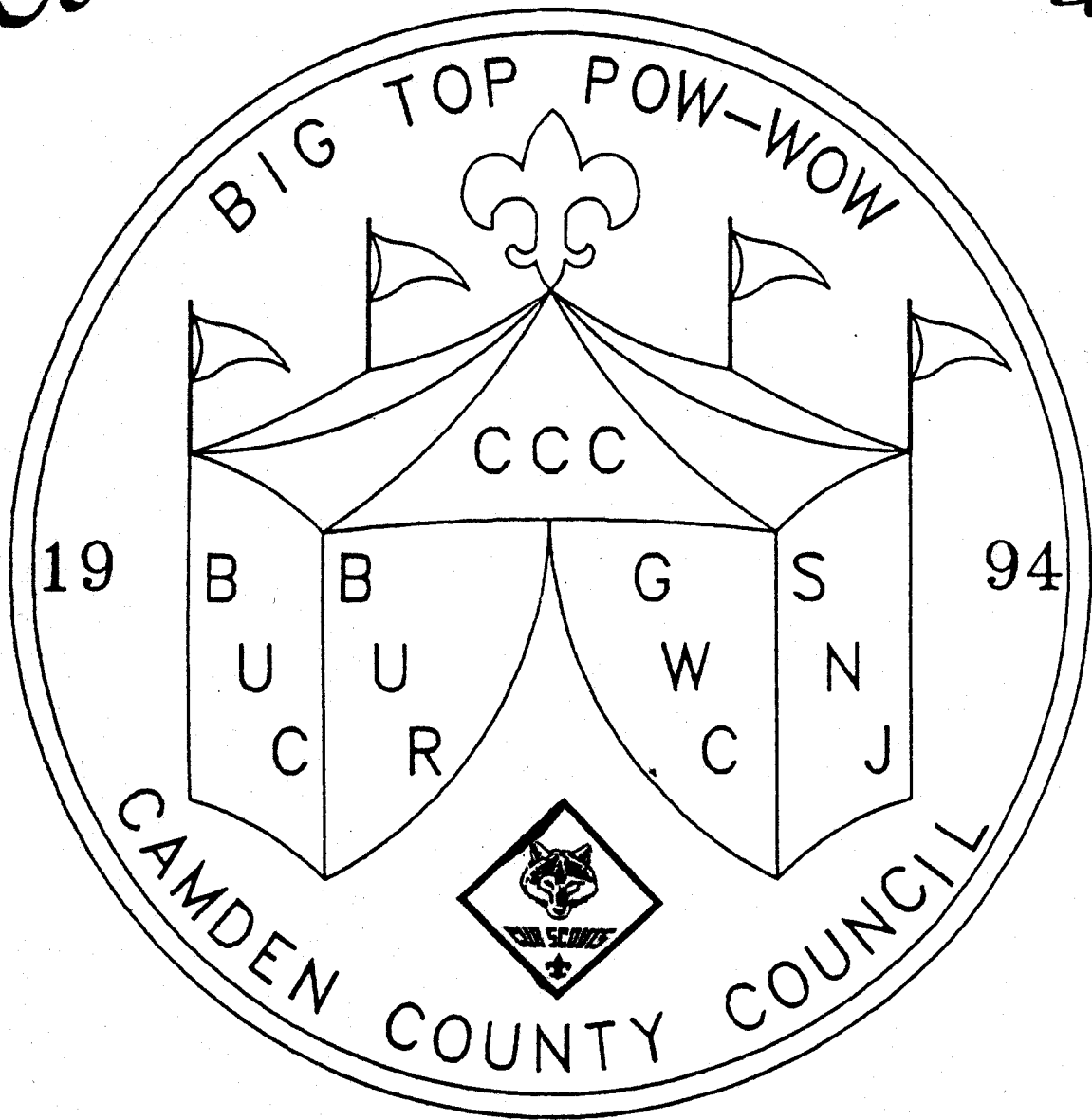


Come one

Come all



November 5, 1994
Howard Phifer Middle School
Pennsauken, NJ



WELCOME TO POW-WOW

CAMDEN COUNTY COUNCIL



Dear Fellow Scouters;

WELCOME TO THE CAMDEN COUNTY POW-WOW.

We know as trainers and leaders it is always a constant search for new material, ideas and places to find them. Fast Start Training, Basic Training and Roundtables are all good sources to draw from and you should always take advantage of attending these functions as they become available to you.

By participating in sessions like these you show an active interest in making your program more knowledgeable and entertaining. We hope that you will enjoy this event as much as we have had in preparing it for you.

Thank you for allowing us to show you what we can, to make your job a little easier.

Yours in Scouting,
Annette Granato
Bob Cuneo

Co-Chairmen
Pow-Wow Committee

CAMDEN COUNTY COUNCIL
BOY SCOUTS OF AMERICA

A PROFILE

Mission: Statement of Purpose

The mission of the Camden County Council is to serve others by helping instill values in young people and, in other ways, to prepare them to make ethical choices during their lifetime in achieving their full potential.

The purpose is to provide educational programs for boys and young adults designed to build character, to train in the responsibilities of participating citizenship, and to develop personal fitness.

Program & Services We Provide

Comprehensive Youth Development; emergency assistance through Scouting For Food to feed the hungry. Childcare through day camps, and Prepare for Today (latch kids) program promotion, Substance Abuse Prevention; Domestic Violence and Abuse Prevention; Supplemental Education; Volunteer Training.

Officers

President

Leslie Hirsch
Executive Vice President &
Chief Operating Officer
Cooper Hospital Univ Med Ctr

Council Commissioner

Edward Marra
Chief of District Operations
City of Philadelphia
Dept. of License & Reg.

Treasurer

Olvin Rouse
Community Health Services

Vice President Administration

Earl Geertgens

Vice President Finance

Vice Program Program

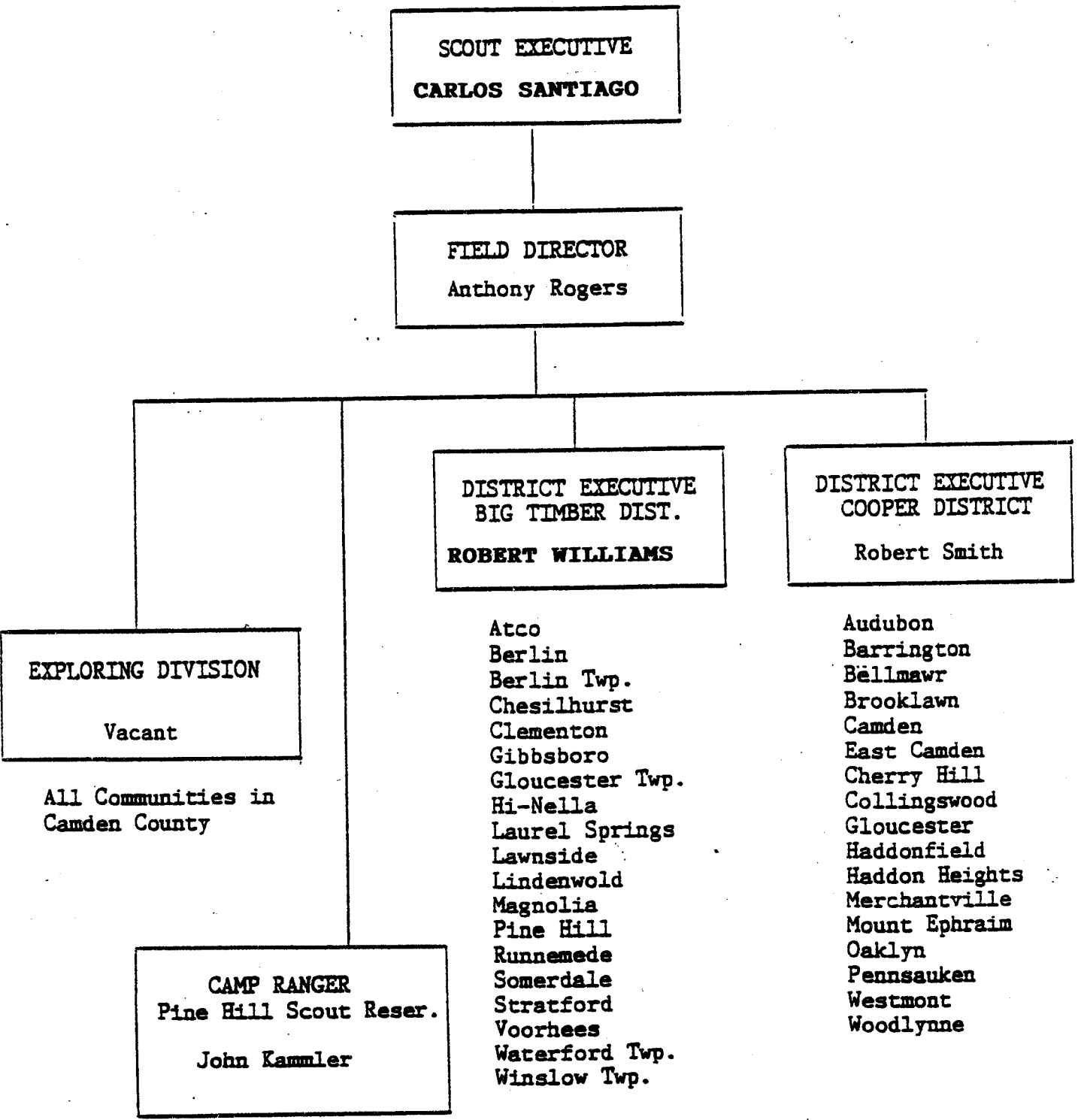
Steven Silverman

Scout Executive/Secretary

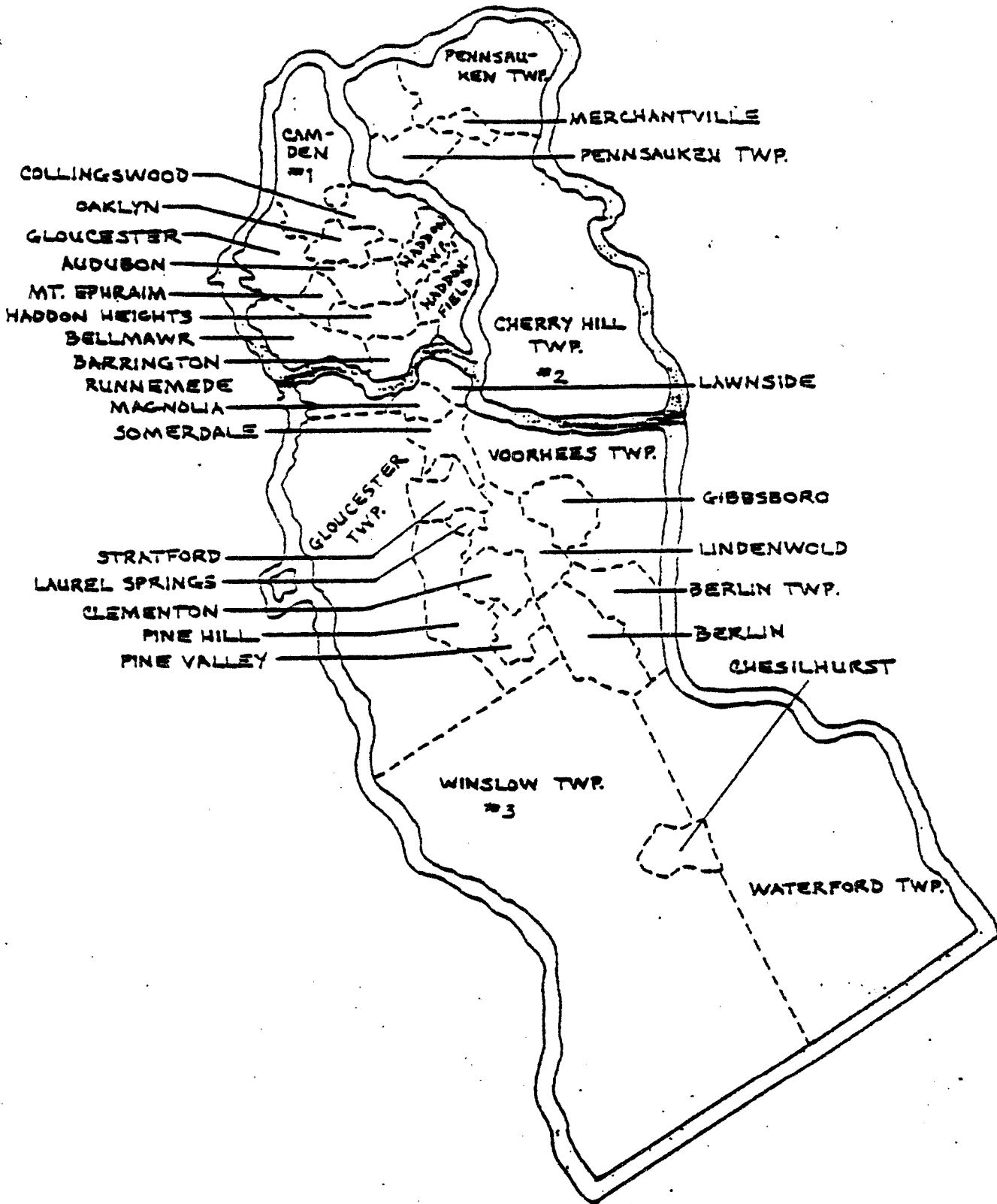
Carlos M. Santiago
Camden County Council

29 Board Members

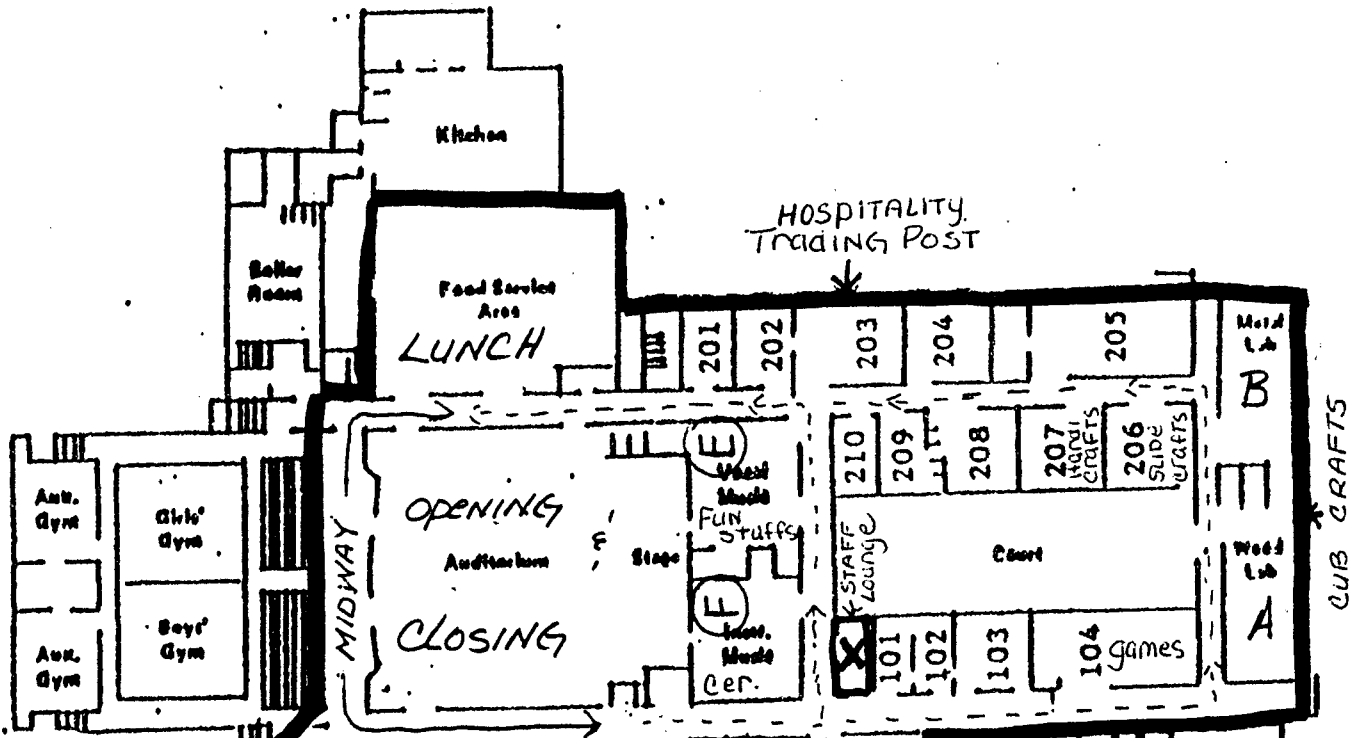
CAMDEN COUNTY COUNCIL
STAFF ORGANIZATIONAL CHART



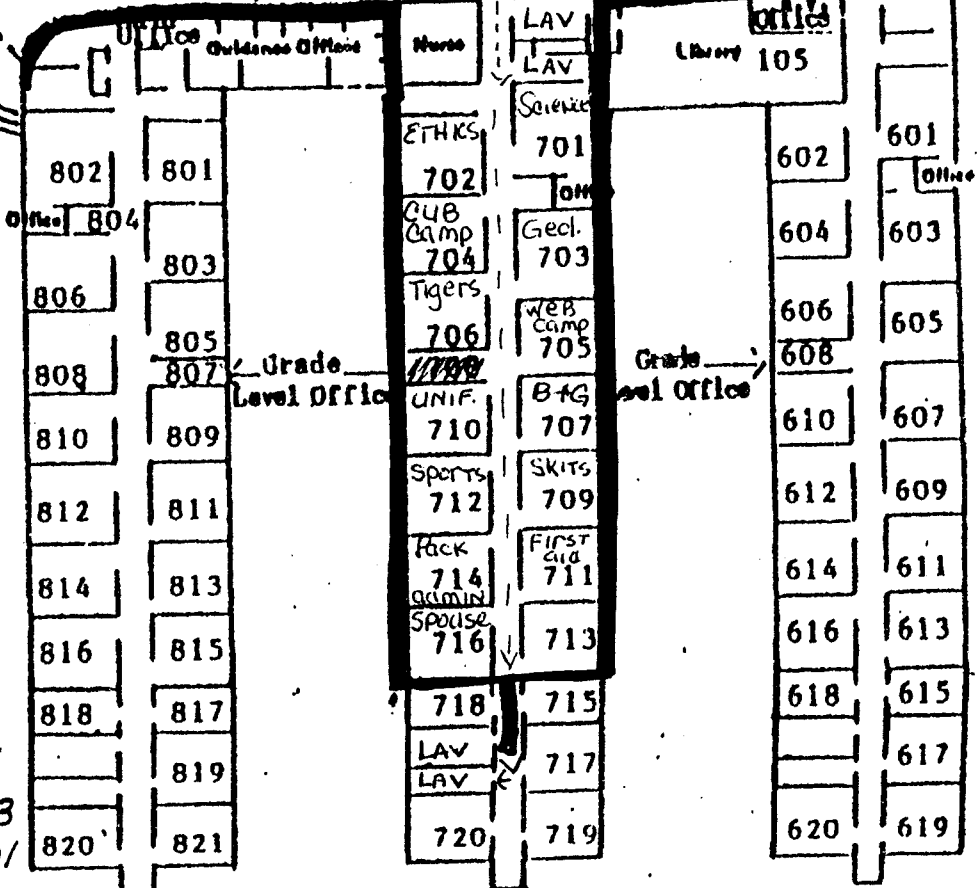
CAMDEN COUNTY COUNCIL B.S.A. TERRITORY



School Room Plan



- Gold - 707
- Ceremonies - F
- Consider Spouse - 716
- Cub Camping - 704
- Cub Crafts - A+B
- Ethics Games - 702
- First Aid - 711
- Fun Stuffs - E
- Games - 104
- Handi Crafts - 207
- Slide Crafts - 206
- Pack Admin. - 714
- Skits & Puppets - 709
- Sports & Acad. - 712
- Tigers - 706
- Uniforming - 710
- Webelos Camp - 705
- Webelos Geology - 703
- Webelos Science - 701



X = Staff Lounge

THE SCOUT OATH

ON MY HONOR I WILL DO MY BEST
 TO DO MY DUTY TO GOD AND MY COUNTRY,
 AND TO OBEY THE SCOUT LAW:
 TO HELP OTHER PEOPLE AT ALL TIMES:
 TO KEEP MYSELF PHYSICALLY STRONG,
 MENTALLY AWAKE, AND MORALLY STRAIGHT.

THE SCOUT LAW

A SCOUT IS

TRUSTWORTHY

A Scout tells the truth. He keeps his promises. Honesty is part of his code of conduct. People depend on him.

the laws of his community & country. If he thinks these rules and laws are unfair, he tries to have them changed in orderly manner rather than disobey them.

LOYAL

A Scout is true to his family, Scout Leaders, friends, school & nation.

CHEERFUL

A Scout looks for the bright side of things. He cheerfully does tasks that come his way. He tries to make others happy.

HELPFUL

A Scout is concerned about other people. He does things willingly for others without pay or reward.

THRIFTY

A Scout works to pay his way and to help others. He saves for unforeseen needs. He protects & conserves natural resources. He carefully uses time & property.

FRIENDLY

A Scout is a friend to all. He is a brother to other Scouts. He seeks to understand others. He respects those with ideas and customs other than his own.

BRAVE

A Scout can face danger even if he is afraid. He has the courage to stand for what he thinks is right even if others laugh at or threaten him.

COURTEOUS

A Scout is polite to everyone, regardless of age or position. He knows that good manners make it easier for people to get along with each other.

CLEAN

A Scout keeps his body & mind fit & clean. He goes around with those who believe in these same ideals. he helps keep his home & community clean.

KIND

A Scout understands there is strength in being gentle. He treats others as he wants to be treated. He does not hurt or kill harmless things without reason.

REVERENT

A Scout is reverent toward God. He is faithful in his religious duties. He respects the beliefs of others.

OBEDIENT

A Scout follows the rules of his family, school, and troop. He obeys

Pow-wow Songs

THE POW-WOW SONG

SUNG TO: She'll Be Commin' Round The Mountain

We'll be going to the Pow-wow when it comes,
when it comes
We'll be going to the Pow-wow when it comes,
when it comes
We'll be going to the Pow-wow
We'll be going to the Pow-wow
We'll be going to the Pow-wow when it comes,
when it comes

We'll have songs and games at Pow-wow when it
comes, when it comes
We'll have skits and dancing puppets when it
comes, when it comes
We'll have lots of fun at Pow-wow
We'll have lots of fun at Pow-wow
We'll have lots of fun at Pow-wow when it
comes

We'll have hands on crafts at Pow-wow when it
comes, when it comes
We will gather new ideas when it comes, when
it comes
We'll be going to the Pow-wow
We'll be going to the Pow-wow
We'll be going to the Pow-wow when it comes,
when it comes

THE LEADER SONG

SUNG TO: I've Been Working on The Railroad

We're scout leaders with the council
Helping guide and teach
Bobcats, wolves or Bears and Wabelos
There's many boys we reach

Planning programs with the cub pack
helps the cub pack run
We can hear the trainers shouting
(Shout) LEADERS MAKE IT FUN!!!!!!!

CHORUS:

Leaders make it fun
Leaders make it fun
Leaders make your programs fun-un-un
(repeat chorus)

Pow-wow IQ Test

CAN YOU FOLLOW DIRECTIONS?

This is a timed test -- you have only 5 minutes.

1. Read everything carefully before doing anything.
2. Smile, then sit back comfortably for as long as you choose.
3. Circle the word "everything" in instruction No. 1.
4. Brush away an imaginary fly. Blink 12 times.
5. Sign your name after instruction No. 1.
6. Mentally subtract 19 from 26 and extend as many fingers as there are digits in the answer.
7. If 9 is divisible by 3, touch your head while you count silently to 11.
8. Draw a rectangle around the word "doing" in instruction 1.
9. Loudly call out your name when you get this far along.
10. On the reverse side of this paper add 8,950 and 9,805.
11. Put a circle around your answer for number 10.
12. If you think you have followed directions carefully to this point, call out loudly, "I HAVE."
13. Cross your left ankle over your right ankle. Then uncross your ankles and slap your right heel.
14. In your normal, speaking voice, count from 10 to 1, backward.
15. Punch three holes in the top of this paper with your pencil.
16. If you are the first person to reach this point call out loudly: "I AM THE LEADER IN FOLLOWING DIRECTIONS."
17. Grasp your throat with both hands and open your mouth.
18. Underline all even numbers on the left side of this paper.
19. Say clearly: "I AM NEARLY FINISHED. I HAVE FOLLOWED DIRECTIONS."
20. Now that you have finished reading everything carefully, do only instruction 1 and 2.



Blue
and
Gold Ideas

BLUE AND GOLD BANQUET

The Blue and Gold Banquet is probably the most exciting event of the whole year because it is a birthday party for Cub Scouting in which all pack families can take part. The banquet is held in February, the anniversary month of the Boy Scouts of America. The Boy Scouts were organized in February of 1910 and the Cub Scouts were organized 20 years later in 1930.

This year Cub Scouts are celebrating their 64th birthday. Lord Baden Powell, the founder of Scouting, birthday is the 22nd of February. The pack's big celebration gets its name from the Cub Scout colors, blue and gold.

Some packs have a dinner. This can be a potluck affair, with each family bringing food, or many packs prefer buying the food and having it prepared by a mother's committee, and still other packs prefer having the dinner catered. The plan of feeding is not important, it is the Cub Scouting that takes place during the preparation and dinner that really counts. Dens should sit together so that den spirit and family relationships are strengthened. Guests may be invited and are seated either at the head table or with the dens.

The dinner program should include entertainment from within the pack but outside entertainment is okay. It is very important that advancement is recognized during the program and don't forget your adult leaders.

IMPORTANT THINGS TO REMEMBER

1. Be sure that pack leaders, boys and parents know that the Blue and Gold banquet is Cub Scouting's birthday celebration.
2. Begin planning at least 2 months ahead of time and no later than January 1. Some packs begin to plan earlier.
3. KISMIF - *(to borrow an oldie but goodie)* "Keep It Simple, Make It Fun."
4. Involve leaders and parents. Sharing responsibilities make it easier and fun for everyone.
5. Let the boy's help plan and make the decorations, but keep the cutting and pasting to a minimum. Do let them make each item.

BANQUET PLANNING

To be successful, the banquet must be well planned in advance. A banquet chairman is selected by the pack committee. That person recruits helpers to carry out the responsibilities listed on the following pages. This general outline will help make your planning a little easier. Try to involve as many people as possible, and avoid giving Den Leaders too many additional responsibilities - they will be working with their dens. The following are steps to planning a Blue and Gold banquet. The banquet often takes the place of the February pack meeting, although it is not necessarily held on the regular meeting night.



The following committees and arrangements for them to consider are helpful in planning a successful Blue and Gold Banquet:

1. Physical Arrangements Committee

- a. Secures adequate room for banquet and exhibits.
 - 1) Fellowship halls in churches
 - 2) School Cafeterias
 - 3) Banquet Rooms in Hotels or Restaurants
- b. Develop seating plan
 - 1) Head-table? Who will sit there?
 - 2) Lay-out plan for seating
 - a.) Square
 - b.) U-shape
 - c.) Parallel tables
 - d.) Fan-shaped facing stage
- c. Check restroom facilities and cloakroom
- d. Inquire about kitchen availability
- e. Check on rental fees, if any
- f. Secure permission to use special items
 - 1.) Speaker's rostrum
 - 2.) P.A. system
- g. Check on need to work with custodian on setting up

2. Dinner committee

- a. Suggest meal plan (based on pack funds)
 - 1.) Catered dinner
 - a.) Does it include plates, cups, napkins, silver
 - b.) Drinks
 - c.) Time of food delivery
 - d.) Pre-paid
 - 2.) Potluck
 - a.) Determine serving needs
 - 1.) Kitchen utensils
 - 2.) Large containers for cold drinks
 - 3.) Number of coffee pots
 - 4.) Serving dishes needed
 - b.) Promote attendance
 - 1.) Dens report on families
 - 2.) Invitations to honored guests
 - c.) Plan and set up serving line



-
- d.) Clean-up -- trash bags
 - e.) Thank-you notes afterwards

3. Program Committee

- a. Decides placement of room displays
- b. Recruits one person for each item on program
- c. Works with advancement chairman for what is needed on advancement
- d. Suggests the format of the program

(This outline can be altered to suit your particular pack needs and assets: the size of your pack and treasury and most of all, creative people willing to work together to bring forth a beautifully planned and fun dinner.)

THE FOOD

The word "banquet" suggests a lovely meal so plan carefully. Keep the meal cost as low as possible so that all families can participate.

POTLUCK PLAN

- Decide if dens will plan their own menu or if each family will bring food for an overall pack menu.
- Let each family know much and what type of food to bring.
- Decide what the Pack will furnish (Meat, rolls, drinks, etc.)
- Determine serving arrangement.

FOOD COMMITTEE PLAN

- Decide what the pack will furnish (*all or part of the food, paper products, etc.*)
- Purchase food and other dinner items.
- Recruit enough helpers to prepare meal.
- Accept reservations and estimate attendance. Be sure there is enough food.
- Set the cost of the dinner per family.
- Determine serving arrangement. Plan for two serving lines if more than 50 people will attend.
- Arrange for kitchen utensils, serving dishes, large containers for hot and cold drinks, if needed.



CATERED PLAN

- Get estimate and decide on caterer.
- Agree on menu and cost in writing.
- Find out if caterer provides plates, utensils, drinks, dessert.
- Check time of delivery. Be sure someone is there.
- Accept reservations and estimate attendance. The caterer will need to know how many to expect.
- Collect money from families in advance.

RESTAURANT PLAN

- Decide on restaurant or cafeteria. Agree on menu and cost in writing.
- Reserve a private meeting room where program can be conducted.
- Accept reservations and estimate attendance. Let restaurant know how many to prepare for.
- Collect money prior to banquet. *(If meal is to be at a cafeteria, you may wish to have pack families go through line and pay for their own meals then.)*
- Plan to have birthday cakes or cupcakes. This is a birthday party.



BLUE AND GOLD CHECKLIST

DAY/DATE

TIME

LOCATION

THEME

TYPE OF DINNER

BANQUET CHAIRMAN

ASSISTANTS & PHONE #'S

DISPLAYS

CLEANUP

DECORATIONS

FOOD CHAIRMAN

ASSISTANTS & PHONE #'S

HOW MANY FOR DINNER

ADULTS _____ CHILDREN _____

PROGRAM CHAIRMAN

ASSISTANTS & PHONE #'S

CEREMONIES

INVOCATION (WHO)

GUEST SPEAKER



LEADER RECOGNITION

AWARDS

FLAG CEREMONY (DEN)

CLOSING (DEN)

SKITS (DEN)

SONGS

COMMITTEE SKIT

PHYSICAL ARRANGEMENT

ASSISTANT & PHONE #'S

HOW MANY TABLES

TABLES SET-UP

HEAD TABLE

SOUND SYSTEM

NOTES:



INVITATIONS

Two types of invitations are usually sent: one to honored guests and one to each family in the pack. The boys usually take these home from den meeting. One den might be asked to invite the guests or an adult might do this. The invitation and its contents should reflect the high ideals of Cub Scouting and also the theme of this year's Blue and Gold Banquet.

Honored guests might include the following:

- District executive and family
- Pack commissioner
- Church minister and wife (*if banquet being held there*)
- Guest speaker
- Guest entertainer
- Boy Scout troop leader
- PTA president and spouse
- Chartered Organization Representative and spouse
- Former Cubmaster and spouse
- School principal

THE DECORATIONS

This is the busiest part of Blue and Gold for den leaders and boys. Keep decorations simple enough for boys to handle. Let them help plan, using a theme for a guideline. Here is a list of items usually made for decorations to help carry out the theme. Doing a nice job on a few is better than trying to make all those listed.

- Centerpiece
- Nutcups
- Placemats
- Placecards
- Napkin rings
- Mother's corsage

(For ideas for invitations and decorations see the Craft section of this Pow Wow book.)

SAMPLE PROGRAM

Gathering period:

Have someone to greet the families and guests as they come in, give them name tags and direct them to their tables. Have an activity for early arrivers.

Opening Ceremony:

Flag ceremony or opening to fit theme.

Invocation:

This is given by a pack leader or church minister and should be non-denominational.

Dinner:

Welcome and Introductions:

Recognize pack leaders and special guests.



Songs:

Use song sheets or have songs printed in souvenir program so everyone will be able to join in.

Skits, Stunts, Entertainment:

Advancement Awards Ceremony:

Recognition of Leaders:

Announcements and Thanks:

Closing Ceremony:

At this point in the program, the tone should be more serious. Close with something inspirational or patriotic.



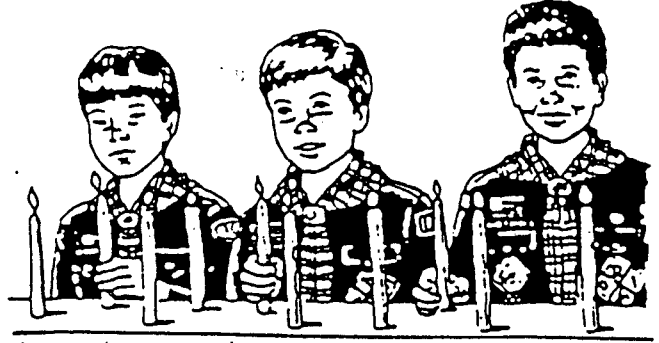
Ceremonies

FEBRUARY - Blue & Gold Traditions

BLUE AND GOLD OPENING

Personal : Assistant Cubmaster, 12 parents

Equipment: 6 blue and 6 gold 12 inch candles
1 candle holder or log for 12 candles
12 3x5 cards - with one point of the Scout Law written on each,



Give each parent a candle and a card. All participants are gathered at the rear of the room. The Asst Cubmaster comes forward, carrying the candleholder, stops, turns and faces the audience. The lights are turned off. The 12 candles are lighted and, one by one, the 12 parents come forward with a lighted candle.

Upon reaching the front, each parent faces the audience and reads the Scout law on the card then places his candle in the candleholder. After placing the candle, form a semi-circle around the candleholder.

Asst Cubmaster: One candle, like one point of the Scout Law, gives some light. All the candles, like all the points of the Scout Law, brighten the entire room as surely as the Scout Law brightens the young lives of our boys. Today we have gathered here to celebrate the Cub Scout Birthday based on the Cub Scout Promise, Law of the Pack, Scout Oath, and Scout Law, and wish them many more. Will all the adults please stand and sing "HAPPY BIRTHDAY" to our boys!

(After the song, the lighted candles and holder are placed on the head table, followed by the posting of the colors and the invocation.)

ADVANCEMENT

Props: All awards have been individually wrapped in blue and gold paper and ribbon as birthday gifts.

Setting: Narrator presents ceremony from front of room with three stacks of "Birthday Gift Awards" on a table in front.

Narrator: Tonight being Scouting's _____ Birthday Party, it's time to give presents so we won't be tardy.

Our first presents go to Cubs that are new.
So we would like to award Bobcat badges to these few.

(Read names and give each a "Birthday Gift".)

To celebrate their efforts and time

We'd like to award Wolf badges to these Cubs combined.

(Read names and give each his "gift")

Our last group of Cubs to be recognized tonight. Richly deserve this gift by right. The Bear badge they've earned take time and attention, and work on their part too numerous to mention.

(Read names and give each Cub a gift)

(After names have been read and gifts given, present Webelos badges in much the same fashion, and then give the closing thought below:)

Enjoy these small gifts from Scouting that you have worked to achieve. But, remember, a gift is much richer by far when you give instead of receive. So please give what you have learned of Scouting to others, tonight when you leave.



BLUE AND GOLD CLOSING

MEANING OF THE BLUE AND GOLD

Staging: Lights are dimmed. Spotlight on pack flag.

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

BLUE AND GOLD FLAG CEREMONY

Narrator: I represent the Spirit of Lord Baden-Powell, the founder of Boy Scouting. I am also the Spirit of Scouting Past and Present. Here is our future---Cub Scouts of America.

1st Boy: In the Cub Scout Promise, we say, "I promise to do my duty to God", and religious activities are part of our rank advancement program. I like to wear my uniform to church on Scout Sunday. Nearly half of all Cub Scout packs are sponsored by churches.

2nd Boy: I wear my uniform with pride. People know I am a Cub Scout, growing straight and strong through Cub Scouting. There is only one official uniform. The colors of the uniform have meaning.. Blue stands for truth and loyalty; gold, for good cheer and happiness.

3rd Boy: *(Carrying Indian headdress)* Early Cub Scout ceremonies were based on Kipling's jungle tales. When Cub Scouting was established in America in 1930, Indian themes were used.. Akela was the big Chief of the Webelos tribe - to which all Cub Scouts belong. Chief Akela's father, Arrow of Light, stated that all men were brothers, and a tribe could be no greater than its boys.

4th Boy: *(Carrying wood project)* Cub Scouting means FUN! We have lots of fun, but I like making things - real boy projects -things we can play with our that follow our theme. Cub Scout arrow points and Webelos activity badges give us many different projects to work on so we make useful things and learn new skills while we progress.

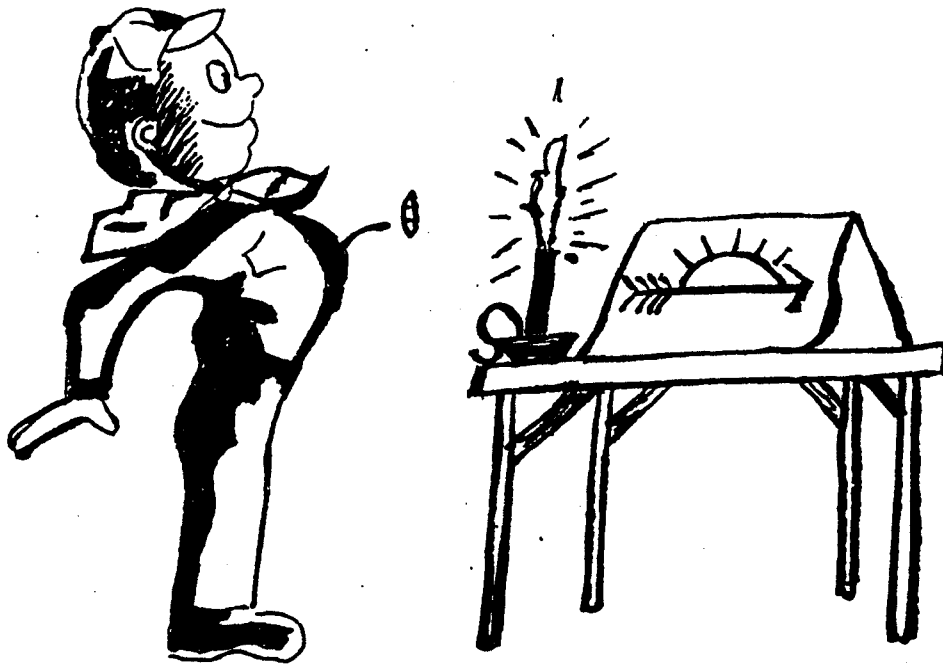
5th Boy: *(Carrying a collection)* I like to go on hikes and collect things for my nature collection. Hikes help us to appreciate the outdoors and help us grow physically.

6th Boy: *(Carrying American Flag)* I am proud to be an American so I can salute our flag. I also like to see our pack flag *(points to it)* because then I know I am part of ___ years of Scouting. I belong! When you salute the U.S. flag, you salute a lot of other things too. You salute your family, your home, your friends, your Cub Scout den, your fellow Americans, and this land of freedom - Because they are America!

Narrator: Yes, I represent the Past and the Present. These boys - Cubs Scouts now - are the men of Tomorrow. They will be the preservers of our American heritage. *(Pause)* Please stand and join us in the Pledge of Allegiance.



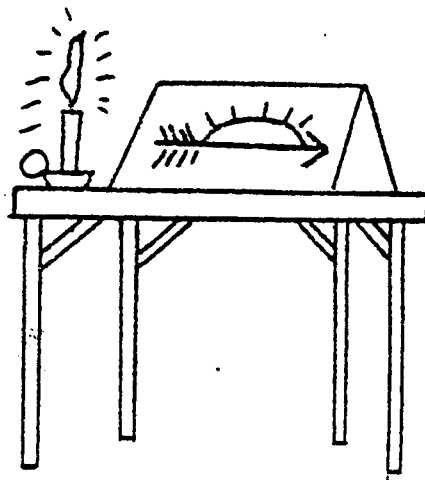
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Pack Ceremonies

WHY CEREMONIES ?

- * To establish a regular plan to present awards promptly, as soon as possible after they are earned.
- * To provide high points in the advancement plan.
- * To focus attention on the accomplishments of Cub Scouts and Webelos Scouts by awarding Wolf and Bear badges, Arrow of Light awards, activity badges, and arrow points and recognizing parents at this same time.
- * To give special recognition to Cub Scouts and parents for recruiting, service projects, and special activities.
- * To honor pack leaders by recognizing the den chiefs, den leaders, Cubmaster, assistants, den leader coaches, Webelos den leaders and pack committee members.
- * To make visitors and guests welcome by making them a part of the pack program.
- * To provide the opportunity to present the ideals of Cub Scouting in a dramatic and lasting manner, not only to those being recognized but also to all those watching.
- * To promote parent participation by helping to explain the parents' role in Cub Scouting and creating parent interest and a desire to help in the planning and staging of ceremonies.
- * To improve the meeting program by marking a beginning and end in both den and pack, helping to provide a change of pace, indicating when something important is coming up, and getting and maintaining controlling meetings.
- * To help develop the theme of the month.



WHY HAVE CEREMONIES?

The pinnacles in mens lives have always been marked by ceremonies. Look back through the pages of history. Review the customs of people all over the world. Reflect on your own lives and you'll find this to be true.

Ceremonies are a part of our very existence. As youths, we went to school and graduated in a ceremony. We joined a club, fraternity or lodge, and a ceremony was used to induct us. We climax this short span of years with a joyful and blessed ceremony of marriage. Even in death we depart this life with ceremonies of proper accord.

THE PURPOSE OF A CEREMONY

Ceremonies give importance and dignity to occasions and help us remember them. So ceremonies are important. For much the same reason that ceremonies have enriched the lives of people throughout history, so do we use them to recognize, challenge, and encourage Cub Scouts, their parents and leaders.

ACHIEVEMENT CEREMONIES

Achievement ceremonies are the most important ceremony to be used in the pack meeting. If, due to shortage of time, any of the usual ceremonies have to be eliminated, the achievement ceremony should be the last to be eliminated.

TYPES OF CEREMONIES

- * OPENING
- * INDUCTION OF BOYS AND PARENTS OR LEADER
- * ADVANCEMENT FOR:
 - WOLF BADGE
 - BEAR BADGE
 - ARROW POINTS
- * TRANSFER TO THE WEBELOS DEN
- * WEBELOS ACTIVITY BADGES
- * ARROW OF LIGHT AWARD PRESENTATION
- * GRADUATION TO SCOUTING
- * OTHER RECOGNITION OF BOY OR LEADER
- * CHARTER PRESENTATION
- * CLOSING

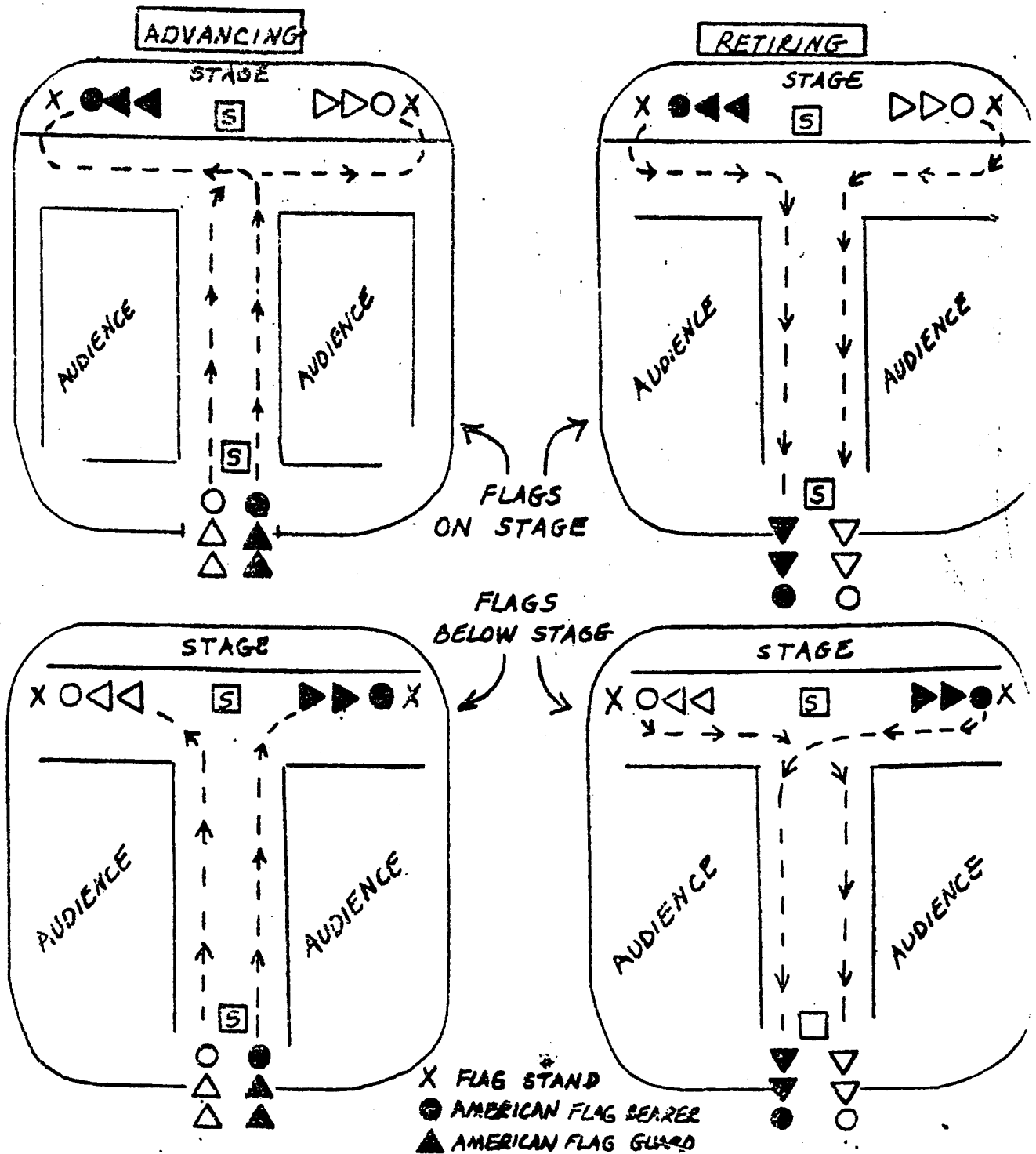
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ARRANGEMENT FOR FLAG CEREMONY

If flags are to be posted in the stage, the American flag will be posted on the audience's left. Since it should be on the marching right in the procession, it will be necessary for the flags to cross in the front of the room. (See diagram below) The American flag crosses in front of the pack flag.

If flags are posted on audience level, the American flag will be placed on the audience's right. In this case, the flags do not cross.

When the colors are retired at the end of the meeting, the same positions are used as shown below, except in reverse order. (See diagram)



HINTS FOR CEREMONIES

These are some suggestions which will help in the preparation and production of ceremonies.

- * Keep them simple.
- * Try to make it possible for every boy to take part.
- * Emphasize action rather than words. Keep speaking parts to a minimum. Boys seldom talk loud enough to be heard. Use sound system if needed.
- * Pronounce names distinctly and correctly.
- * Prepare awards and badges in advance in the order they will be presented. Nothing worse than to have people waiting to receive their award while you're looking around for it.
- * Pin on, pin type awards. Present badges. Hold plaques so audience can see them, while you read the inscription.
- * Notify those who are to be awarded of the day, time and type of recognition to be presented. A Den Mother may want to get her hair done for the occasion. A Cub may want to comb his hair and have his mother iron his uniform for the event.
- * Avoid mass ceremonies for presentation of awards. Each boy is an individual and should be recognized as such. If the den is receiving an award, make sure you announce the name of each boy. After all each one of them is a member of the den.

INGREDIENTS FOR CEREMONIES

- ACTION Use as many people as possible. Force them to move about by having them use ceremonial props.
- ADVENTURE Relate the ceremony to the theme of the month, if possible. Have the participants identified with the theme through action narration and costume.
- COORDINATION Plan ahead, anticipating each step in the ceremony. Anticipate the props which will be needed and start work on them as soon as possible. Take nothing for granted. Explain the WHO, WHAT, and WHEN of the ceremony.
- DELEGATION OF AUTHORITY Don't try to do everything yourself. Rely on others to help, but be sure to have a handle on the entire planning.
- DIGNITY Do not permit any horseplay or other action which will detract from the dignity of the occasion if you want to hold the attention of your audience.
- IMAGINATION Get showmanship into the act. If the Cubmaster doesn't have a dramatic flair, rely on someone else to produce the ceremonies.
- IMPROVISATION Use materials easily found, low cost materials. Recycle some would be trash items for props.
- INSPIRATION AND IDEALS Help the participants and audience understand the spirit of Cub Scouting and the theme, by your preparation of the ceremony.
- MOOD Set the stage. Use lighting, make an announcement, music or a prop. Don't spring it on the audience cold.
- PARTICIPATION Get the parents involved with their son, the den leader with their den, outside persons to compliment the theme. Get as many people as appropriate to participate in the ceremony. It is through participation that boys develop poise, self reliance and confidence.
- SIMPLICITY (KISMIF) Keep it simple, make it fun.
- SYMBOLISM The proper use of props can provide symbols of deeper meanings and value you want to instill. A lighted candle can represent the ideal and individual, etc. A paper chain can represent unity, strength, etc.
- STAGING Always face the audience. Elevate so everyone can see. Make sure everyone can hear.
- VARIETY Avoid repeating the same ceremony meeting after meeting. Either in the den or in the pack. No matter how well it is received the first time, it may be a bore the second time.

ILLUMINATED COUNCIL FIRE

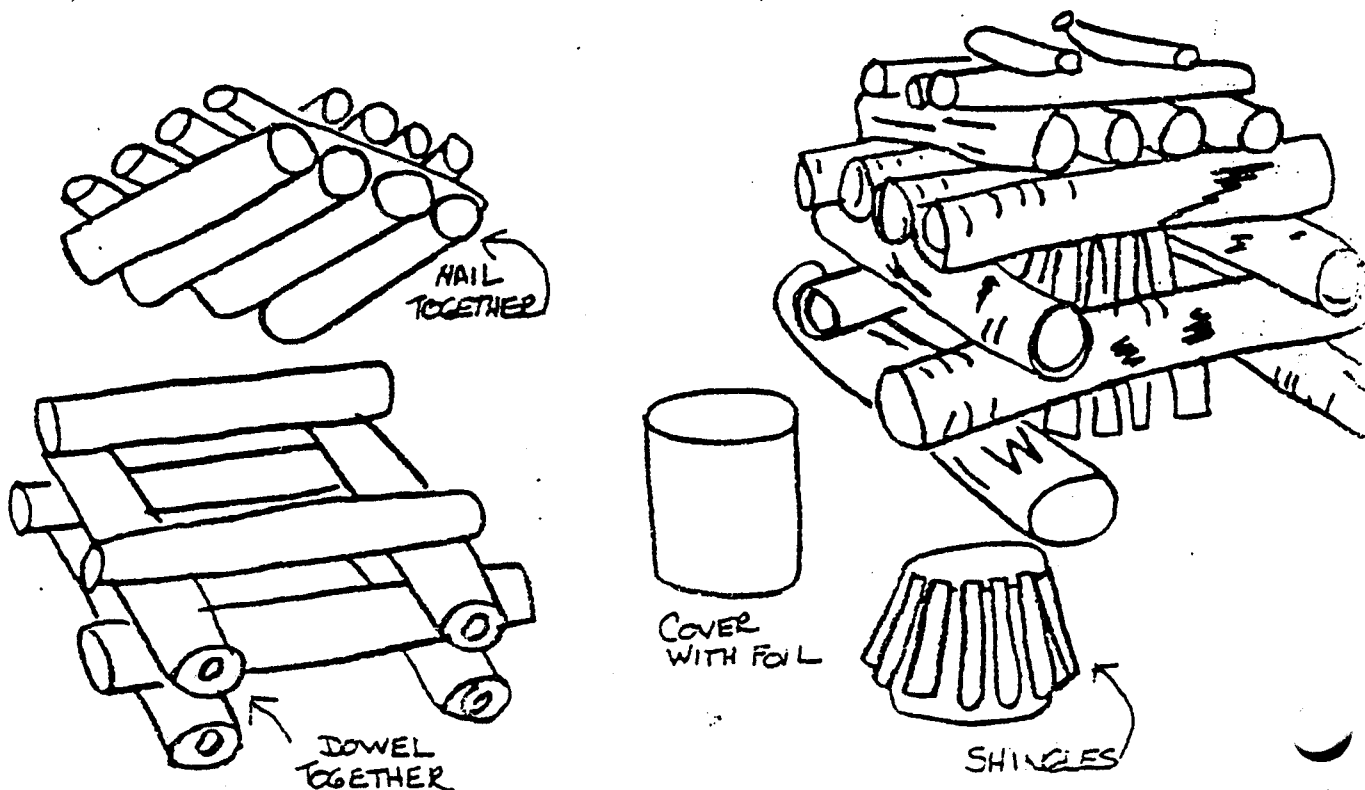
Cub Scout ceremonies are more dramatic when centered around an illuminated council fire in a darkened room. The effect can be very realistic.

Materials Needed: Birch logs
A few wood dowels
8" diameter cardboard carton (3 ga. ice cream)
3/4" x 7 3/4" diameter wood disk
A surface outlet
10" length of lamp cord and plug
2 1/2" and 3" finishing nails
2" x 16" shingle pieces
Aluminum foil

Long lengths and diameters are not critical, but the pile should taper in thickness and length. Build the fire so the logs can be dismantled for storage. The bottom four layers are doweled together. The top three layers are nailed together with finishing nails. The shingles are used for the tinder effect and are not fastened in place permanently..but place tepee fashion around the container.

Assemble and wire the lamp base. Insert it in the cardboard container which has been covered with aluminum foil. Build the log pile, doweled the joints. To locate dowel centers, drive a small brad in the lower log, then press the upper log over the brad to mark the center in it..then bore holes.

Use a 60 to 100 watt red or orange bulb for illumination. A white bulb can be painted red or orange. The light will filter through the slots in the shingles. Add a few short lengths of 1/4" wide red and white crinkled ribbon to top of pile to create a flame-leaping effect.





Hello, Remember Me?

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

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

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

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

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

Is it a sin to be patriotic anymore? Have you forgotten what I stand for and where I've been? . . . Anzio, Guadalcanal, Korea and Vietnam. Take a look at the Memorial Honor Rolls sometimes, of those who never came back to keep this Republic free . . . One Nation Under God . . . when you salute me, you are actually saluting them.

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

You Remembered!

I AM YOUR FLAG

I WAS BORN ON JUNE 14, 1777.

I AM MORE THAN JUST A CLOTH SHAPED INTO A DESIGN.

I AM THE REFUGE OF THE WORLD'S OPPRESSED PEOPLE.

I AM THE SILENT SENTINEL OF FREEDOM.

I AM THE EMBLEM OF THE GREATEST SOVEREIGN NATION ON EARTH.

I AM THE INSPIRATION FOR WHICH AMERICAN PATRIOTS GAVE THEIR LIVES AND THEIR FORTUNES.

I HAVE LEAD YOUR CHILDREN INTO BATTLE, FROM VALLEY FORGE TO THE BURNING SANDS OF THE ARABIAN DESERT.

I WALK IN SILENCE WITH EACH OF YOUR HONORED DEAD, TO THEIR FINAL RESTING PLACE; BENEATH THE SILENT WHITE CROSSES - ROW UPON ROW.

I HAVE FLOWN THROUGH PEACE AND WAR, STRIFE AND PROSPERITY, AND AMIDST IT ALL; I HAVE BEEN RESPECTED.

MY RED STRIPES SYMBOLIZE THE BLOOD, SPILLED IN DEFENSE OF THIS GLORIOUS NATION.

MY WHITE STRIPES SIGNIFY THE BURNING TEARS SHED BY AMERICANS WHO LOST THEIR SON AND THEIR DAUGHTERS.

MY BLUE FIELD IS INDICATIVE OF GOD'S GREAT HEAVEN,
UNDER WHICH I FLY.

MY STARS, CLUSTERED TOGETHER, UNIFY 50 STATES AS ONE;
FOR GOD AND FOR COUNTRY.

OLD GLORY IS MY NICKNAME, AND PROUDLY I WAVE ON HIGH.

HONOR ME. RESPECT ME.
DEFEND ME WITH YOUR LIVES AND YOUR FORTUNES.

NEVER LET MY ENEMIES TEAR ME DOWN FROM MY LOFTY POSITION,
LEST I NEVER RETURN.

KEEP ALIGHT THE FIRES OF PATRIOTISM.
STRIVE EARNESTLY FOR THE SPIRIT OF DEMOCRACY.
WORSHIP ETERNAL GOD AND KEEP HIS COMMANDMENTS,
AND I SHALL REMAIN THE BULWARK OF PEACE AND FREEDOM FOR ALL PEOPLE.

I AM THE FLAG OF THE UNITED STATES OF AMERICA.

"... He will have to learn. I know that all people are not just, all people are not true. But teach him also that for every scoundrel there is a hero; that for every selfish politician there is a dedicated leader. Teach him that for every enemy there is a friend. It will take time, I know, but teach him if you can, that a dollar earned is of far more value than five found. Teach him to learn to lose and also enjoy winning. Steer him away from envy, if you can, teach him the secret of quiet laughter.

"Teach him, if you can, the wonder of books but also give him some quiet time to ponder the eternal mystery of birds in the sky, ocean beneath the sun, and flowers on a green hillside.

"Please teach him that it is far more honorable to fail than to cheat. Teach him to have faith in his own ideas, even if everyone tells him that he is wrong. Teach him to be gentle with gentle people and tough with the tough. Try to give my son the strength not to follow the crowd when everyone is getting on the band wagon. Teach him to listen to all but teach him also to seek out the truth, teach him to take only the good that comes through."

THIS IS A LETTER FROM ABRAHAM LINCOLN TO THE HEADMASTER OF THE SCHOOL HIS SON WAS ATTENDING.

A boy, is nature's answer to that false belief that perpetual motion is impossible.

A boy is a growing animal of superlative promise, who can swim like a fish, run like a deer, climb like a squirrel, balk like a mule, bellow like a bull, eat like a pig, or act like a jackass, according to climatic conditions.

A boy, if not washed too often and kept in a cool, quiet place after each accident, will survive broken bones, hornets, measles, fights and five helpings of pie.

A boy is a piece of skin stretched over an appetite; a noise covered with smudges, the problem of our times, the hope of the world.

Every boy is evidence that God is not yet discouraged with man.

-Unkown-

"HOW THE ARROW CAME TO THE INDIAN"

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 them all together into her tipi, 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 question 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 the 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 answers.

A year later they all returned to the Old Grandmother's tipi. 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 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 faster 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 the most fierce of all the animals." And the Bear was very pleased with his gift.

Finally the Indian 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?"

"Oh no," she said, "Your answer pleased me greatly. All the others felt that their 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 he 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.

And so it is with the WEBELOS award, the "ARROW OF LIGHT". When the WEBELOS has learned the meaning of the three parts of the Scout Oath, Duty to God and Country, Duty to one's self, and the most important duty of all, DUTY TO HELP OTHER PEOPLE AT ALL TIMES, then he is given the ARROW OF LIGHT.

To this/these WEBELOS, who has learned that his most important duty, is to help other people, is given the greatest award a WEBELOS can earn, THE ARROW OF LIGHT.

Blue and Gold Invocations and ThoughtsSCOUT PRAYER

O; Lord that I will do my best
 I come to thee in Prayer
 Help me to help thers every day
 And teach me to be fair.
 To honor Mother and Father
 And to obey the Cub Scout Law, too.
 This I ask that I may be a Loyal
 Cub Scout true. Amen.

CUB PARENT'S PRAYER

Look down upon my son, Dear Lord,
 This smiling Cub of mine.
 Please take his habd along the way,
 So he may never stray.
 Bless my son tonight, Dear Lord,
 And help him walk with Thee.
 Give him comfort, warmth and love;
 He's all the workd to me.
 Bless his daily efforts,
 And make them string and true;
 For life's a heavy heavy furdren,
 And we're all in need of you.

BLUE AND GOLD

As we close our meeting here tonight let's give a thought to what the Blue and Gold colors of Cub Scouting means. Did you know that the Blue and Gold you see on the Cub Scout uniform was not selected merely because it was attractive? see, each color has a definite meaning. Blue stands for truth and spiritual for steadfastness and loyalty, and for the sky above. Gold stands for the w sunlight, good cheer and happiness. So, may the meaning of these two colors shine forth in our lives as we bring the Scouting program into the lives of boys.

WHY GOD MADE LITTLE BOYS

God made a world out of his dreams,
 of magic mountains, oveans and streams,
 Prairies and plains and wooded land,
 Then paused and thought, "I need some to stand
 On top of the mountains, to conquer the seas,
 Explore the plains and climb the trees,
 Someone to start out small and grow,
 Sturdy, strong like a tree and so.....
 He created boys, full of spirit and fun,
 With dirty faces, banged up ;chins
 With courageous hearts, and boyish grins.
 When he had completed the task He'd begun
 He surely said, "that's a job well done.

CUB SCOUT OPENING CEREMONY

Cut letters from cardboard, one blue, one gold, etc--write a line on the back
Have Cub Scouts from den present these in sequence.

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

CLOSING CEREMONY

(To be used when following an Indian Theme)

Akela asks all braves to stand. They join him in speaking, and using Indian sign language for the following:

"May the Great Spirit" (Make Cub Scout sign. As words are spoken fingers make small circles upward as if smoke is drifting to sky)

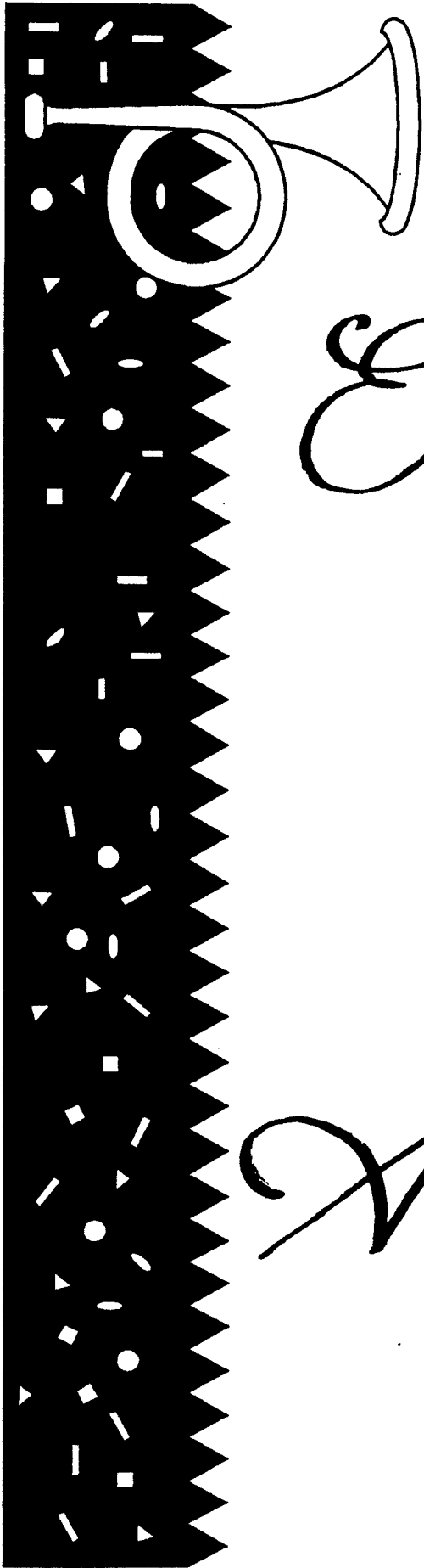
Bring sunshine (Make sign for the sun--index finger and thumb form circle, hold arm out to right)

"Into my heart" (Place hand over heart)

"Now" (Put both hands along sides, palms facing forward)

"And forever more" (Bring hands up from sides, palms up)

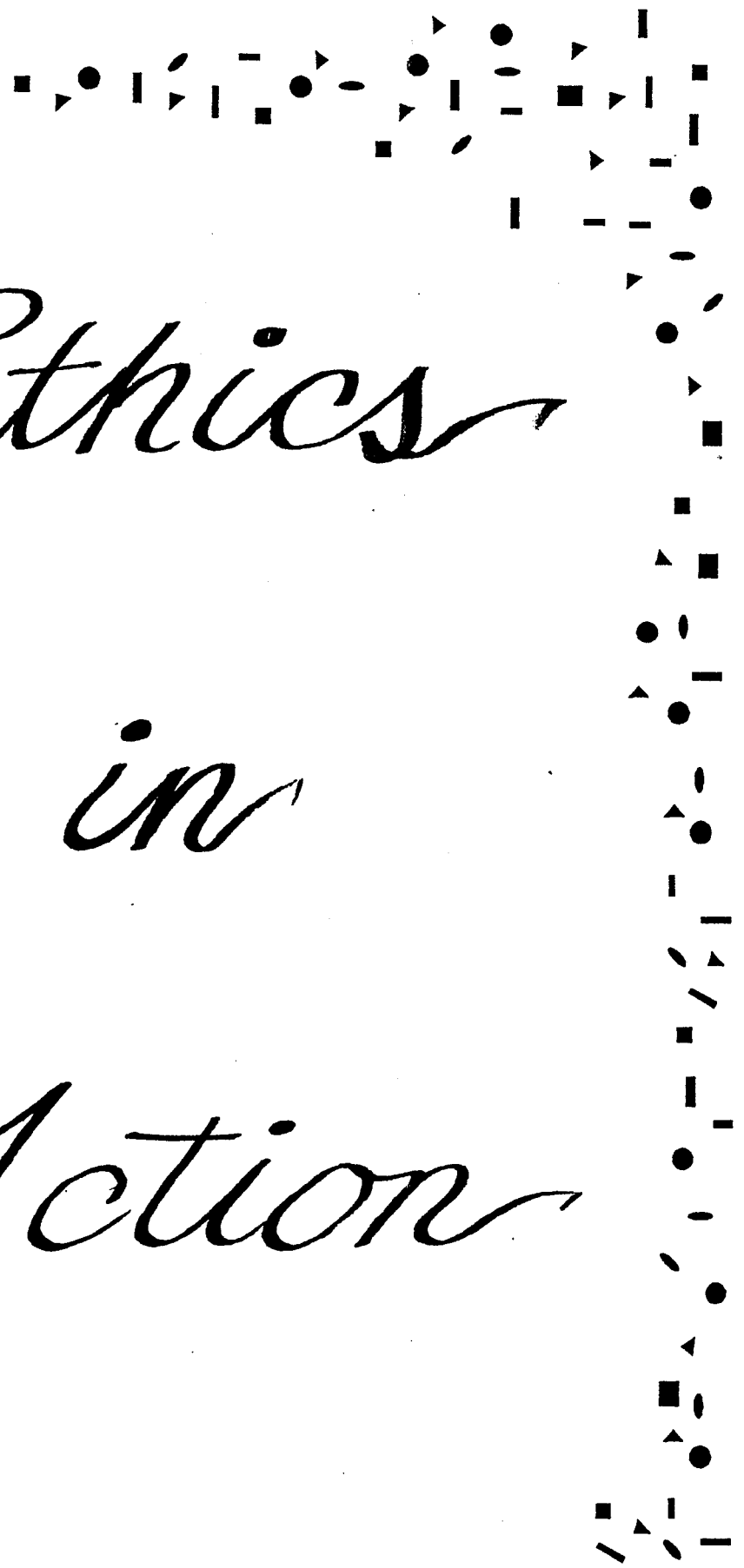
"In great measure" (Bring palms together and then apart as if measuring.)



Ethics

in

Action



Purposes of Ethics in Action

This program is designed to:

- * *Reinforce the character building goals of the BSA which have always been an important part of the Cub Scout program*

- * *Encourage youth (and adult leaders) to Think a little deeper about.*
 - ☞ *VALUES*
 - ☞ *DECISIONS*
 - ☞ *CONSEQUENCES OF THOSE DECISIONS*

- * *Enhance respect and concern for others*

- * *Have fun!*

The 14 Ethics in Action activities are part of the Game with a Purpose that is Scouting!

Ethics in Action takes what we currently understand about youth development - the normal patterns of mental, physical, social and moral development that children go through as they mature - and creates a set of activities that will nudge them into a more complex view of the part that values play and the way that choices affect their lives and those of others around them.

Introduction to Youth Development

Age, Physical size and Developmental Stage often do not coincide.

Children are not small adults; they understand things differently and act for different reasons than adults. If we assume that children see the world the same way we do, we are likely to become frustrated by their inability to understand us or listen to what we say, and they are likely to become frustrated with us because we do not appear to be listening to or understanding them.

What youths need from adults

Respect

To Learn to
Care for Others

Concern

To Learn to
Solve Problems

To Be
Listened to

New Skills

Emotional
Security

To Be Treated
as Individuals

To be Accepted
for Who They Are

Experiential Learning Cycle

Anything that we have to learn to do we learn by the actual doing of it. people become builders by building, and instrumentalists by playing instruments. Similarly we become just by performing just acts, temperate by performing temperate ones, brave by performing brave ones . . .

So it is a matter of no little importance what sort of habits we form from the earliest age — it makes a vast difference, or rather all the difference in the world.

The experiential learning cycle consists of three phases:

1. Defining Issues
2. Taking Action
3. Reflection

REFLECTING

REFLECTING INCLUDES:

- ☞ THINKING ABOUT A PAST EXPERIENCE, AND
- ☞ EXPRESSING THOSE THOUGHTS OUT LOUD.

The Ethics in Action activities are designed to help our youth understand that they have the power to choose how they will act, and that the choices they make have consequences. Understanding such lessons doesn't come automatically. Values are learned by the "doing" of them.

Each time you use one of the Ethics in Action activities, it should be followed by a reflecting session. These sessions work best in an average den size (5-8 youths).

As a discussion leader you should be helping the boys to figure things out by themselves rather than just telling them. By asking the appropriate types of questions, you will guide them rather than direct them.

TYPES OF QUESTIONS

THE FOLLOWING TYPES OF QUESTIONS USED DURING A REFLECTING SESSION WILL HELP TO FULFILL THE GOALS OF THE ETHICS IN ACTION PROGRAM:

OPEN-ENDED QUESTIONS

THESE QUESTIONS HELP THE SCOUTS TO THINK ABOUT THEIR OWN IDEAS RATHER THAN RELYING ON WHAT THEY THINK THE LEADER WANTS TO HEAR. THEY ALSO HELP THE SCOUTS TAKE RESPONSIBILITY FOR THEIR OWN BEHAVIOR AND LEARNING.

QUESTIONS ON FEELINGS

THESE HELP THE SCOUTS TO TALK ABOUT THEIR FEELINGS AND BE HONEST WITH EACH OTHER. PEOPLE WHO CAN TALK ABOUT THEIR FEELINGS ARE USUALLY MORE SENSITIVE TO THE NEEDS OF OTHERS. FEELING IS PART OF THINKING AND IF YOU CAN UNDERSTAND YOUR FEELINGS YOU CAN THINK BETTER.

JUDGMENTAL QUESTIONS

THESE HELP THE SCOUTS DECIDE WHAT IS GOOD OR BAD.

GUIDING QUESTIONS

THESE QUESTIONS DIRECT A DISCUSSION TOWARDS SPECIFIC ISSUES.

CLOSING QUESTIONS

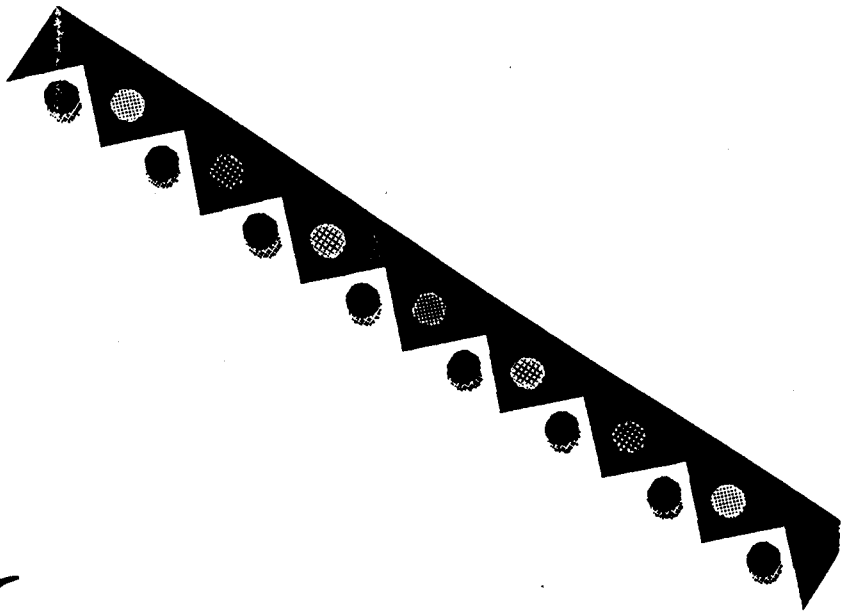
THESE ARE USED TO HELP SCOUTS SET GOALS AND MAKE DECISIONS.

We need to provide a safe haven for youth where they are emotionally secure. We need to make sure that they are protected from name-calling, insults, and physical violence, and we need to communicate that intention to them. We can do this in three ways:

- ☀ First, we can refuse to tolerate any kind of inappropriate put-downs, name-calling, or physical aggression.

- ☀ Second, we can communicate our acceptance of youth through expressions of concern for them and by showing appreciation for them whenever possible.

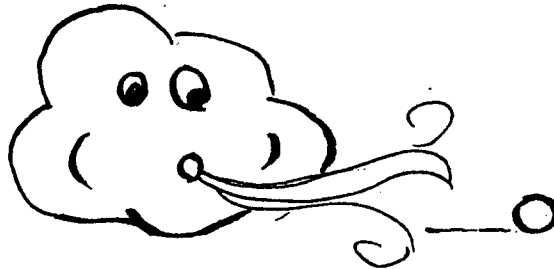
- ☀ Third, we provide opportunities for them to talk about the positive events happening in their lives.



*Fun
Games
for
Scouts*



Fun games for Scouts



BLOWBALL

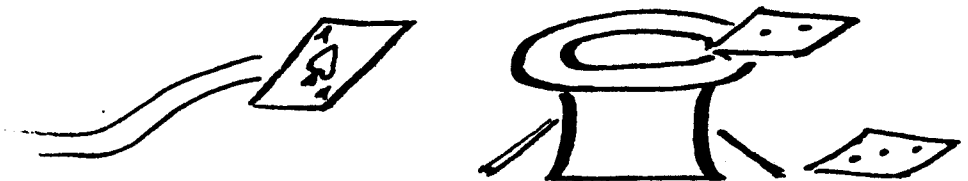
Equipment: Table Tennis Ball

Seat the players around a table small enough so they will be close together. Put a table tennis ball in the center of the table. On signal the players with their chins on the table and their hands behind them, try to blow the ball off the table between two of the other players.

CARD TOSS

Equipment: Man's Hat Pack of playing cards Chair (optional)

Place a man's hat on the floor about six (6) feet away from a chair. You may also have each player stand about six feet away from the chair if you would prefer not to use the chair. Have each player in turn sit in the chair, take a group of cards (10). The player will toss them one at a time at the hat. It looks easy, but if a beginner gets more than five cards into the hat on the first try, he is doing well.



BOX MARBLES

○○○○○ ○ ○○○○ ○



Equipment: Shoe Box Marbles
Scissors

Using a shoe box, put a hole just large enough for a marble to pass through.

Place shoe box on floor about four (4) feet away from player, with hold facing player.

Mark a line on the floor for each player to stand behind. Have one player to be in charge of the box to collect the loose marbles. The player with the most marbles in the box is the winner after all players have had their turn.

LOG CABIN ON A POP BOTTLE

Equipment: Toothpicks
Pop bottle

Divide the players into two (2) groups. Give each player 10 toothpicks. The object is for each player to alternately place a toothpick across the top of a pop bottle until the stack falls. His side must then take all the toothpicks knocked off. The first group to get rid of their toothpicks wins. If a player knocks one toothpick off, he picks up just that one toothpick.

TENNIS THE MENACE

Equipment: Tennis ball
Soft drink bottle

Balance a tennis ball on top of a soft drink bottle. Den lines up 15 or 20 feet away. Each boy gets three tries to knock the ball off by throwing another tennis ball at it. Score five points for dislodging the ball without knocking over the bottle.



TIPCAT:

The "cat" is a piece of broomstick about four inches long and tapered at each end. The bat is a two-foot long piece of broomstick.

Draw a three-foot circle on the ground for the goal. About 30 feet from the goal, draw a pitcher's line.

Select a batter and pitcher. The other players scatter around the goal. The batter pushes the cat into the ground so it stands on end in the center of the goal. The pitcher throws the bat at the cat, trying to knock it over. If he succeeds, the batter is out. If not, the batter lays the cat on the ground within the goal circle. He taps it on the end with the bat so that it flies up and tries to hit it as far as possible.

The fielder who retrieves the cat throws it from that point, trying to make it fall into the circle. If he succeeds, the batter is out, and the thrower becomes batter. If not, the batter measures the distance in bat lengths from the goal circle to the cat and scores one point for each bat length. If a player catches the cat on the fly, he becomes the new batter.

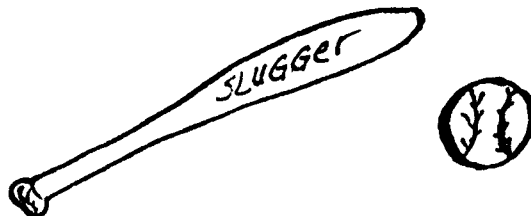
FIVE HUNDRED

Equipment: Baseballs/Softballs
Bats

A batter tosses the ball up and bats it to the other players, who attempt to field it. A fielder scores:

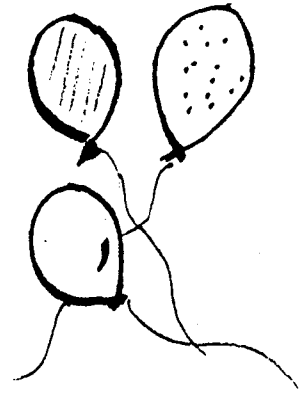
- 100 points for catching a flyball
- 75 points for catching the ball on one bounce
- 50 points for catching a ball on two bounces
- 25 points for getting a grounder.

When a fielder reaches a score of 500, he exchanges places with the batter. With each new batter scoring starts over. A fumbled ball reduces a fielder's score by the same number of points he would have earned if he made the catch.



THREE BALL BALANCE

Equipment: 2 tennis balls per Team
1 Chair per Team
1 balloon per person



Divide the group into teams of 8-10 people. Have teams stand in straight lines at one end of the playing area. Place one chair opposite each team at the other end of the play area. Put two tennis balls in front of each team, and give every team member a balloon to blow up and tie with a knot.

On "GO" Player #1 on each team throws the balloon in the air, and picks up the two tennis balls, 1 in each hand. He must keep the balloon afloat by blowing it in the air, as he walks toward the chair, tennis balls in hand. When Player #1 reaches the chair, he sits down, "captures" the balloon between the two tennis balls, and squeezes the balloon until it breaks. He stands up, runs back to the starting line and gives the tennis balls to Player #2.

The first team to complete the relay wins.

FOURSOME TUG:

Equipment: One ten meter rope tied in a loop or
Two 3 meter ropes tied to each other in the middle so that there are four 1.5 meter lengths for players to hold on to

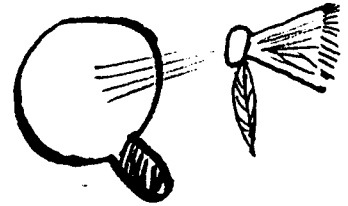
Four players compete at a time. If using the circular rope, they space themselves out equally. If the two knotted ropes, they pull at N, S, E, and W positions.

Four cups are placed on the floor about 1 to 1.5 meters from each player when they have taken up the tension in the rope.

ON signal, each player tries to pick up his cup. The first to do so wins. Put a time limit on this game.
Ex: 60 seconds.

If playing with teams, each player who wins gains a point for the team.

INDIAN GAMES



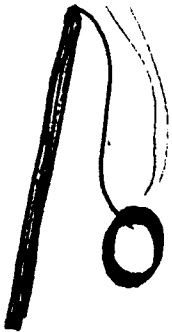
SHUTTLECOCK

Equipment: Wooden paddles 9" in diameter w/handle
Shuttlecock: tie feathers around large cork

Players stand in a circle from 6 to 10 feet apart. First player bats shuttlecock to player on his right who must keep it going by batting it to his right hand neighbor. If player misses, hits a wild serve or serves shuttlecock over head of player, he must drop out. Game continues until only one player is left

RING AND PIN

In this popular game, the pin is a pointed stick, and the ring a bone or flat piece of wood with a hole at the center. Tie a string from a ring of cardboard to a stock or dowel. Player holds stick in his hand, brings end up sharply to toss ring in the air and tries to catch it with the stick. Players may each have several tries.



BALL RACE

Equipment: Large ball for each player

Footballs will make the race harder and more exciting. Players race by kicking the ball, along the ground, ahead of them. Both player and ball must be over the goal line to win. If ball is touched with the hand, player is out.



KICK THE STICK RELAY

Teams line up at starting line with a crooked stick about a foot long in front of each line. First player kicks stick, along the ground, to goal and back. Players continue in relay style.

ROLL THE BALL

Equipment: Corn cob or cardboard roll
Ball
Beans
Heavy piece of cardboard



A corn cob, cut flat on both ends (you can use a cardboard roll) is placed on end. A 4" square of heavy cardboard is balanced on top and 5 or 6 beans placed on the cardboard.

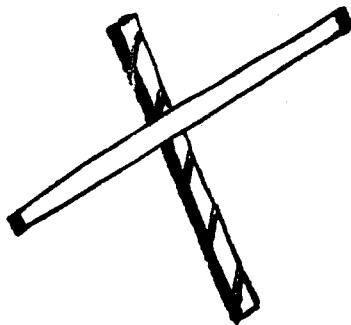
From a distance of about 20 feet, players take turns rolling a ball to knock over the corn cob. Each marks the spot where his ball lands. When target is knocked over, player whose ball is nearest to the beans wins them. Winner is one with most beans.

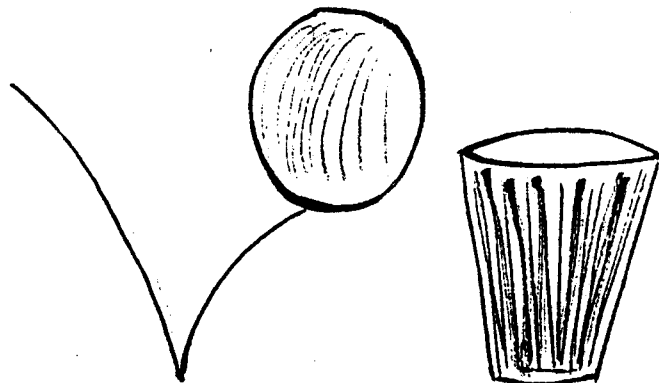
WHERE'S THE STICK?

Equipment: 2 sticks - 1 plain 1 with notch or color

This game is played with two sticks, one of which is marked at the center with a notch or band of color.

The leader of one team holds a plain stick in one hand and a marked stick in the other behind his back. Players on the other team take turns guessing which hand holds the marked stick. If player guesses correctly, he takes both sticks for the first team to guess. After three incorrect guesses, sticks change hands. You can award tally sticks for correct guesses, and the team with the greatest number wins.





BUCKET BALL

Equipment: 2 bushel baskets or cans
large ball

Place two bushel baskets or large metal buckets 50 to 60 feet apart. Establish sidelines 30 to 40 feet apart. Use a basketball or other ball about that size. Play regular basketball rules, but with any number of players on a side. No score is made if the ball bounces out of the bucket or knocks it over.

BALANCE THE MARBLES

Equipment: Metal Pie Pan
Marbles

Place all marbles on the floor in front of the first Cub Scout. Tell him to balance the pie pan on his head. He then places his hands on hips and does a full deep-knee bend and tries to pick up a marble with one hand and place it in the pan. He stays in this squat position and tries to pick up as many other marbles as he can and place them in the pan. He may not touch the pie pan with his hands. His score is the number of marbles he gets into the pan before it falls off his head.

MOTHER'S PIE-PLATE CONTEST

Equipment: Metal Pie Pan
Marbles

At a pack gathering, have the mothers try to balance a pie pan on their heads, while their sons place three marbles in it. The first team to do it wins.

DRAGON RELAY

Divide the group into teams of ten to fifteen people. Have the teams line up in a straight line with one team member standing behind another.

On "GO", the first person on each team runs to a designated point and runs back. The second person bends forward at the waist, places his hands on the hips of the first team member, and the two of them run to the designated spot and run back, all the while remaining attached to each other.

If the line breaks, the team must start the relay over.

The teams continue to add on people to each line, until the whole team has joined hands to hips to form a dragon.

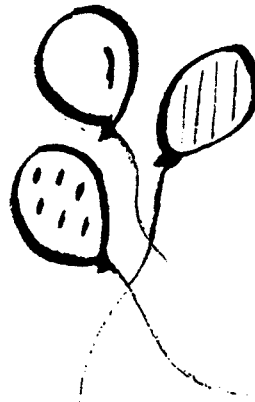
BALLOON IN THE ELBOW, YOU SAY

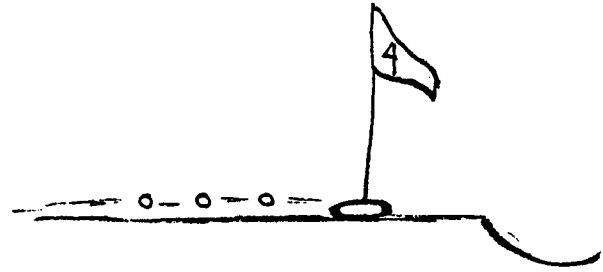
Equipment: Several balloons, blown up

Divide the group into even teams, and line them up with one team member behind another.

The first person in each team places a balloon between his elbows. On "GO", he passes the balloon to the person behind him, who receives it between his elbows and passes it down the line. The balloon is passed down and then back up the line until the first member is once again holding it.

Variations: Have each team member run a given distance with the balloon between the elbows, before he passes it on to the next person.





MARBLE GOLF

Play this game to practice for a den marbles tournament. For holes, bury baby food jars to the brim. Flags are paper triangles glued to popsickle sticks. Add water hazards and sand traps as you wish. The "golf shots" are made in the approved knuckles-down way for regular marbles. Winner is the boy who takes the least shots to go around the course.

PASS THE HANDKERCHIEF

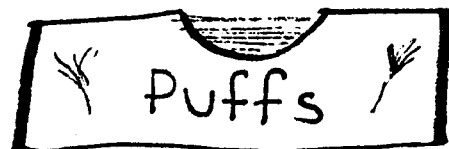
Equipment: Facial tissue (1 sheet per team)
Straws (1 per person)

Divide the group into even teams. The number per team will be determined by your group size (8 - 12 people per team is a good range)

The teams line up with the members one behind the other in straight lines. Each person has a straw in his mouth and the first person in line has a facial tissue in his hand.

On "GO", the first person sucks up the facial tissue with his straw. Without using his hands, he turns to the next person in line, who, sucking on his straw, takes "hold" of the tissue. It is then passed down and back up the line. If the facial tissue should fall to the ground, the person who last had the tissue must use his straw to pick it up and pass it on.

When the relay is finished, congratulate your participants on their source of hot air.



CATERPILLAR RACE



This game is designed to get people moving. The major objective is to let loose and have fun.

Line up the entire group one behind the other. Each person bends down and puts his left hand through his legs to grasp the right hand of the person behind him. A giant caterpillar has just been formed.

The M.C. directs the caterpillar to various places around the play area. On the signal, the caterpillar races forward to the designed spot. When the M.C. calls "REVERSE", everyone stands up, turns around, bends down and forms a new caterpillar that can race in the opposite direction.

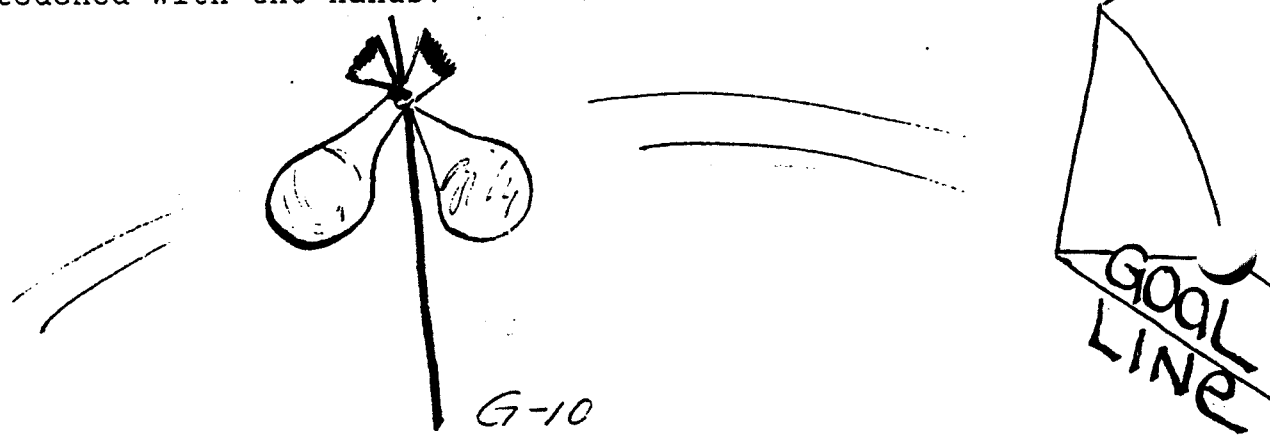
When the M.C. calls "BREAK" the single caterpillar can break into smaller caterpillars. Let the players form the breaks wherever they choose - simply instruct them that it takes at least two people to form a caterpillar.

This can also be done as teams.

DOUBLE BALL GAME:

This game resembles hockey and lacross and was played by a number of Indian tribes. The double ball is made by stuffing two old socks with rags or tennis balls, and tying them together. Each player has a three foot long throwing stick.

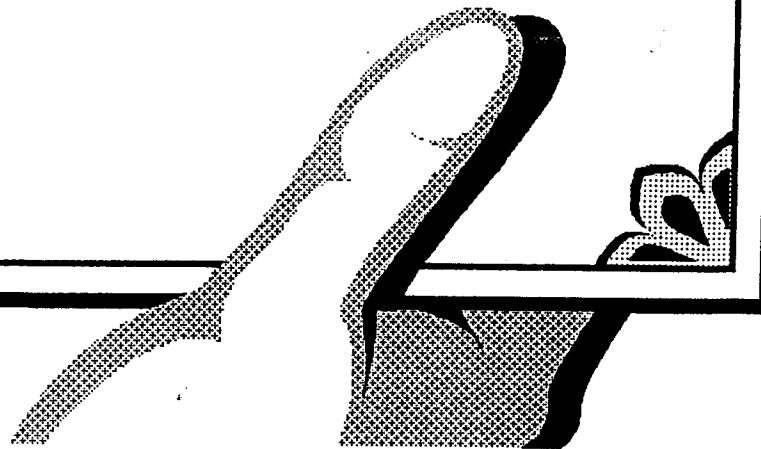
Mark goal lines at both ends of the playing area and divide den into two teams. The game starts when the double ball is thrown into the center, the players try to catch it with their sticks and propel it toward their goal by passing it to a team mate. It may not be touched with the hands.



G-10



*Weberos
Geologist*



APPENDIX D. KEY FOR THE IDENTIFICATION OF COMMON MINERALS

II. MINERALS WITH WHITE STREAK

B. HARDNESS: 6-10*

HARDNESS	COLOR	CLEAVAGE	SPECIAL PROPERTIES	MINERAL: COMPOSITION	
6	White or pink	2 at 90°	Right angle cleavage	Orthoclase Feldspar KAlSi ₃ O ₈	
	Grayish, bluish, white	2 at 86°	May have color play; striations on basal cleavage due to twinning	Plagioclase Feldspar series NaAlSi ₃ O ₈ to CaAl ₂ Si ₂ O ₈	
	Dark green to black	2 at 87°	The most important ferromagnesian mineral of igneous rocks.	Pyroxene Augit Ca(Mg, Fe, Al) (Al, Si) ₂ O ₆	
6-7	Pistachio green	2	Vitreous luster; green color and one perfect cleavage	Epidote Complex hydrous silicate	
6.5-7	Green	Poor	Vitreous luster; conchoidal fracture; green color	Olivine series (Mg, Fe) ₂ SiO ₄	
6.5-7.5	Red or varied	None	Obtain fresh surface: luster resinous to vitreous; well developed crystals or granular aggregates	Garnet Complex silicate	
7	Colorless; white or tinted	None	Many varieties	Quartz SiO ₂	
			Colorless hexagonal crystals		Rock crystal
			Pink: vitreous		Rose quartz
			Brown or gray		Smoky quartz
			White; vitreous		Milky quartz
			Translucent, white or tinted		Chalcedony
			Banded colors		Agate
			Nearly Opaque		White; gray
			Brown		Chert
			Red		Flint
	Jasper				
7-7.5	Black or varied	None	Rounded triangular cross-sections of crystals	Tourmaline Complex silicate	
7.5-8	Bluish-green; light Yellow; deep green	Poor	Hexagonal crystals	Beryl Be ₃ Al ₂ Si ₆ O ₁₈	
			Greenish-blue		Aquamarine
			Deep red		Emerald
9	Varies, usually a shade of brown, pink or blue	Poor	Great hardness; specific gravity of 4.2. Obtain fresh surface.	Corundum Al ₂ O ₃	
			Blue		Sapphire
			Deep red		Ruby
10	Colorless and varied. Gem quality is clear.	1: Perfect	Commonly octahedral crystals	Diamond C	

*Mineral does scratch glass.

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WG-1

APPENDIX C. KEY FOR THE IDENTIFICATION OF COMMON MINERALS

I. MINERALS WITH COLORED STREAK

STREAK	COLOR	CLEAVAGE	SPECIAL PROPERTIES	HARDNESS	MINERAL: COMPOSITION	
BLACK; GRAY TO BLACK; GREENISH BLACK	Black to gray	1	Greasy feel; writes	1	Graphite	C
	Lead gray	3 at right angles	Metallic luster; heavy	2.5-3	Galena	PbS
	Lead gray	None	Dull black tarnish; sectile	2.5-3	Chalcocite	Cu ₂ S
	Reddish gray with purplish-blue iridescence		Metallic luster; heavy "peacock ore"	3	Bornite	Cu ₅ FeS ₄
	Red		Metallic luster; tarnished surfaces green to black	3	Copper	Cu
	Golden Yellow		Metallic luster; iridescent tarnish	3.5-4	Chalcocopyrite	CuFeS ₂
	Black		Magnetic; metallic luster	5-5-6.5	Magnetite	Fe ₃ O ₄
Brass Yellow	Metallic luster; striations; commonly cubic crystals; "fool's gold"	6-6.5	Pyrite	FeS ₂		
RED TO SCARLET	Scarlet to brownish red	1	Red color; high specific gravity	2-2.5	Cinnabar	HgS
RED	Red, gray, or black	None	Earthy, massive, or oöolithic; hardness varies	5-6.5	Hematite	Fe ₂ O ₃
YELLOWISH BROWN	Yellow to brown	None	Dull luster; rust color; earthy	1-5.5	Limonite	Fe ₂ O ₃ ·nH ₂ O
BROWNISH YELLOW TO PALE YELLOW	Yellowish brown to black	6	Luster resinous to adamantine; translucent to opaque	3.5-4	Sphalerite	ZnS
	Brown to black	None	Luster highly vitreous; massive or in rounded pebbles	7	Cassiterite	SnO ₂
PALE GREEN	Green	None	Vitreous, soapy feel	2	Chlorite	Al, Fe Silicate
	Black to dark brown	1	Translucent to opaque; 1 perfect cleavage; black mica	2.5-3	Biotite	Al, hydrous Silicate
	Emerald green	1	Massive or banded; distinct green color	3.5-4	Malachite	CuCO ₃ ·Cu(OH) ₂
	Green to black	2 at 124°	Vitreous luster; distinct cleavage	5-6	Amphibole hornblende	Complex silicate
	Greenish black	2 at 87°	Dull or subdued luster; distinct cleavage	5-6	Pyroxene augite*	Complex silicate
BLUE	Blue	None	Massive; distinct blue color	4	Azurite	Cu ₃ (CO ₃) ₂ (OH) ₂

*Note: Augite of hardness 6 will produce a white streak.

APPENDIX D. KEY FOR THE IDENTIFICATION OF COMMON MINERALS.

II. MINERALS WITH WHITE STREAK

A. HARDNESS: 1-5*

HARDNESS	COLOR	CLEAVAGE	SPECIAL PROPERTIES	MINERAL: COMPOSITION
1	White	1: invisible to naked eye	Greasy feel; chalky	Kaolinite $Al_2Si_2O_5(OH)_4$
	White to green	1: thin scales	Greasy or soapy feel; foliated	Talc $Mg_3(OH)_2Si_4O_{10}$
2	White, gray, pink	1	Hardness; transparent to opaque	Gypsum $CaSO_4 \cdot 2H_2O$ Selenite Satin spar Alabaster
			Transparent: cleavage plates	
			Fibrous: long, thin crystals	
			Massive:	
2-2.5	Colorless; white	3 at right angles	Transparent to translucent; salt taste	Halite $NaCl$
2-3	Colorless to light brown	1: plates	Transparent to translucent; cleavage flakes	Muscovite Hydrous Al-silicate of K
2.5-3	Black to dark brown	1: plates	Transparent to opaque; cleavage flakes	Biotite Hydrous Al-silicate of K, Mg, Fe
2.5-4	Green: light or dark	Invisible to naked eye	Soapy feel; smooth or splintery fracture	Serpentine $Mg_6(OH)_8Si_4O_{10}$
3	Colorless to varied	3: rhombic	Double refraction: effervesces with dilute HCl	Calcite $CaCO_3$
3-3.5	White to varied	2	High specific gravity: 4.5	Barite $BaSO_4$
	White, often blue	2	High specific gravity: 4.0	Celestite $SrSO_4$
3.5-4	White to varied	3: rhombic	Powder effervesces with dilute HCl	Dolomite $CaMg(CO_3)_2$
3.5-4	Light to dark brown	3: rhombic	Vitreous luster; curved cleavage faces; high specific gravity: 4.0	Siderite $FeCO_3$
4	Varies widely	4	Usually cubic crystals; vitreous luster; hardness	Fluorite CaF_2
5	Green or varied	Poor	Usually long, prismatic crystals; hardness	Apatite $Ca_5F(PO_4)_3$

*Mineral does not scratch glass.

Collecting Rocks

by Rachel M. Barker

The Earth's Story in Rocks

Rocks are the very substance of the Earth. They are composed of the same elementary particles as all other matter in the universe, but the particles are so arranged in rocks that the aggregate masses are very extensive. Individual rock bodies commonly occupy hundreds or thousands of cubic miles of the Earth's volume. Even so, they differ greatly from place to place because of the many different rock-forming processes.

What rocks are like at depths within the Earth is known only imperfectly from indirect measurements made by various techniques. Rocks near the surface, however, have been studied for many years, and their characteristics are well known. Studies of rocks have taught much about the structure, composition, and history of the Earth. In fact, the success of geologists in reconstructing the Earth's story by piecing together information from rocks is one of the wonders of science.

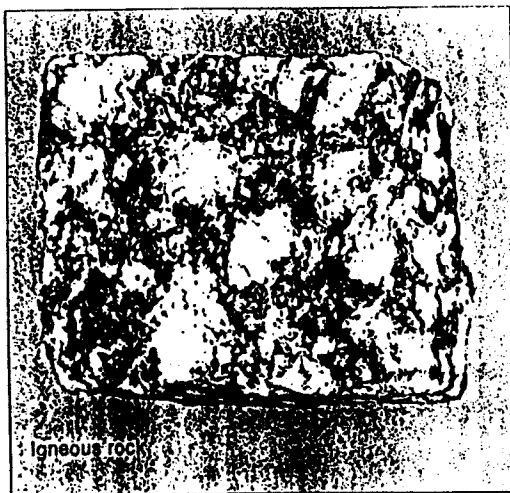
Geologists classify rocks in three great groups according to the major Earth processes that formed them. The three groups are *igneous rocks*, *sedimentary rocks*, and *metamorphic rocks*. Anyone who wishes to build a meaningful rock collection should become familiar with the characteristics and interrelationships of these great groups. To transform a random group of rock specimens into a true collection, application of the geologic principles on which rock classification is based is necessary.

Igneous rocks are formed from molten material that has cooled and solidified. Molten rock material originates deep within the Earth and ascends to lesser depths or even, in volcanic eruptions, to the Earth's surface. When it cools slowly, usually at depths of thousands of feet, crystals separate from the molten liquid, and a coarse-grained rock results. When it cools rapidly, usually at or near the Earth's surface, the crystals are extremely small, and a fine-grained rock results. Separate bodies of molten rock material have, or acquire, unlike chemical compositions and solidify to different kinds of igneous rocks. Thus, a wide variety of rocks is formed by different cooling rates and chemical compositions. Dissimilar as they

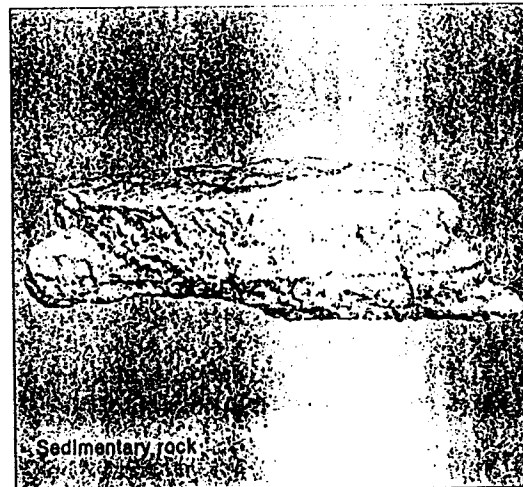
are, obsidian, granite, basalt, and andesite porphyry are all igneous rocks.

Sedimentary rocks are formed at the surface of the Earth, either in water or on land. They are layered accumulations of sediments—fine to coarse fragments of rocks, minerals, precipitated chemical matter, or animal or plant material. At no time during their formation are temperatures or pressures especially high, and their mineral constitutions and physical appearances reflect this fact. Ordinarily, sedimentary rocks become cemented together by minerals and chemicals or are held together by electrical attraction; some, however, remain loose and unconsolidated. The layers are normally parallel or nearly parallel to the Earth's surface; if they are at high angles to the surface or are twisted or broken, some kind of Earth movement has occurred since deposition.

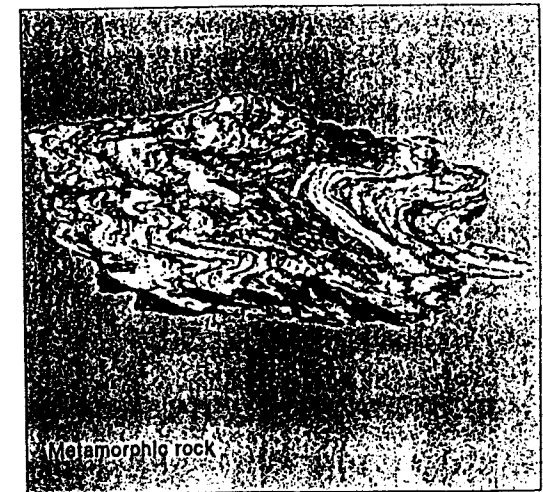
Most people visualize more easily the formation of sedimentary rocks than that of igneous or metamorphic rocks because the process occurs around us all the time. Sand and gravel layers on beaches or in river bars resemble sandstone and conglomerate. Mud flats need only to be compacted and dried to become shale. Scuba divers who



2



3



4

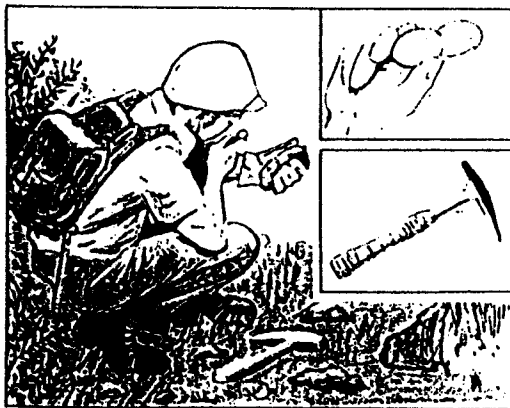
W-4

are well labeled. Smaller rock collections abound in libraries, schools, public buildings, small museums, and private homes.

Where To Find Rocks

Collections usually differ markedly depending on where the collector is able to search for rocks. In the great interior plains and lowlands of the United States, the sedimentary rocks are exposed in wide variety. Igneous and metamorphic rocks are widespread in the mountains and piedmont areas of New England, the Appalachians, the Western Cordillera, and scattered interior hill lands; igneous rocks make up almost all the land of Hawaii. Along the Atlantic and Gulf Coastal Plains and locally elsewhere, loose and unconsolidated rocks are widespread; in northern areas glaciers deposited many other unconsolidated rocks.

The best collecting sites are quarries, road cuts or natural cliffs, and outcrops. Open fields and level country are poor places to find rock exposures. Hills and steep slopes are better sites. Almost any exposure of rock provides some collection opportunities, but fresh, unweathered outcrops or manmade excavations offer the best locations. Where feasible, it is a good plan to visit several exposures of the same rock to be sure a representative sample is selected.



Collecting Equipment

The beginning collector needs two pieces of somewhat specialized equipment—a geologist's hammer and a hand lens.

The hammer is used to dislodge fresh rock specimens and to trim them to display size. It can be purchased through hardware stores or scientific supply houses. The head of a geologist's hammer has one blunt hammering end. The other end of the most versatile and widely used style is a pick. This kind of hammer is aptly called a geologist's pick. Another popular style—the chisel type—has one chisel end; it is used mostly in bedded, soft sedimentary rocks and in collecting fossils.

The hand lens, sometimes called a pocket magnifier, is used to identify mineral grains. Hand lenses can be purchased in jewelry stores, optical shops, or scientific supply houses. Six-power to ten-power magnification is best. Optically uncorrected hand lenses are inexpensive and quite satisfactory, but the advanced collector will want an optically corrected lens.

Other pieces of necessary equipment are neither unusual nor expensive: a knapsack to carry specimens, equipment, and food; paper sacks and wrapping paper in which to wrap individual specimens; a notebook for keeping field notes until more permanent records can be made; and a pocket knife, helpful in many ways, especially to test the hardness of mineral grains.

On some collecting trips, additional equipment is desirable. Sledge hammers can be used to break especially durable ledges. Cold chisels often make it possible to loosen specimens. Dilute hydrochloric acid assists in identifying limestone and dolomite. A long list could be made of such equipment; the collector must decide for each expedition which tools are really worth the weight.

Housing and Enlarging a Collection

The practical problems of cataloging and storing a collection are ones that every collector must consider. If desired, housing arrangements can be very simple because rocks are durable and do not require special treatment. Cigar boxes and corrugated cardboard boxes are often used. Ordinary egg cartons can be used if the specimens are rather small. Shallow wall cases for rock collections are available commercially.

It is important to have a careful system of permanent labeling so that specimens do not get mixed. Many people paint a small oblong of white lacquer on a corner of each specimen and paint a black number on the white oblong. A notebook is used to enter the number, rock name, collector's name, date collected, description of collection site, geologic formation, geologic age, and other pertinent data. If rocks are kept on separate trays, a small card containing some data is usually placed in the tray.

Extra specimens are sometimes used for trading with other collectors. Few people have the opportunity to obtain all varieties of rock types, and exchanging can fill gaps in a collection. Collectors interested in trading are usually located by word of mouth. No countrywide organization of rock collectors exists, though local clubs and individual collectors are numerous throughout the United States.

It may be necessary to buy some specimens, but this should be done selectively because good specimens are expensive.

Hints for Rock Collectors

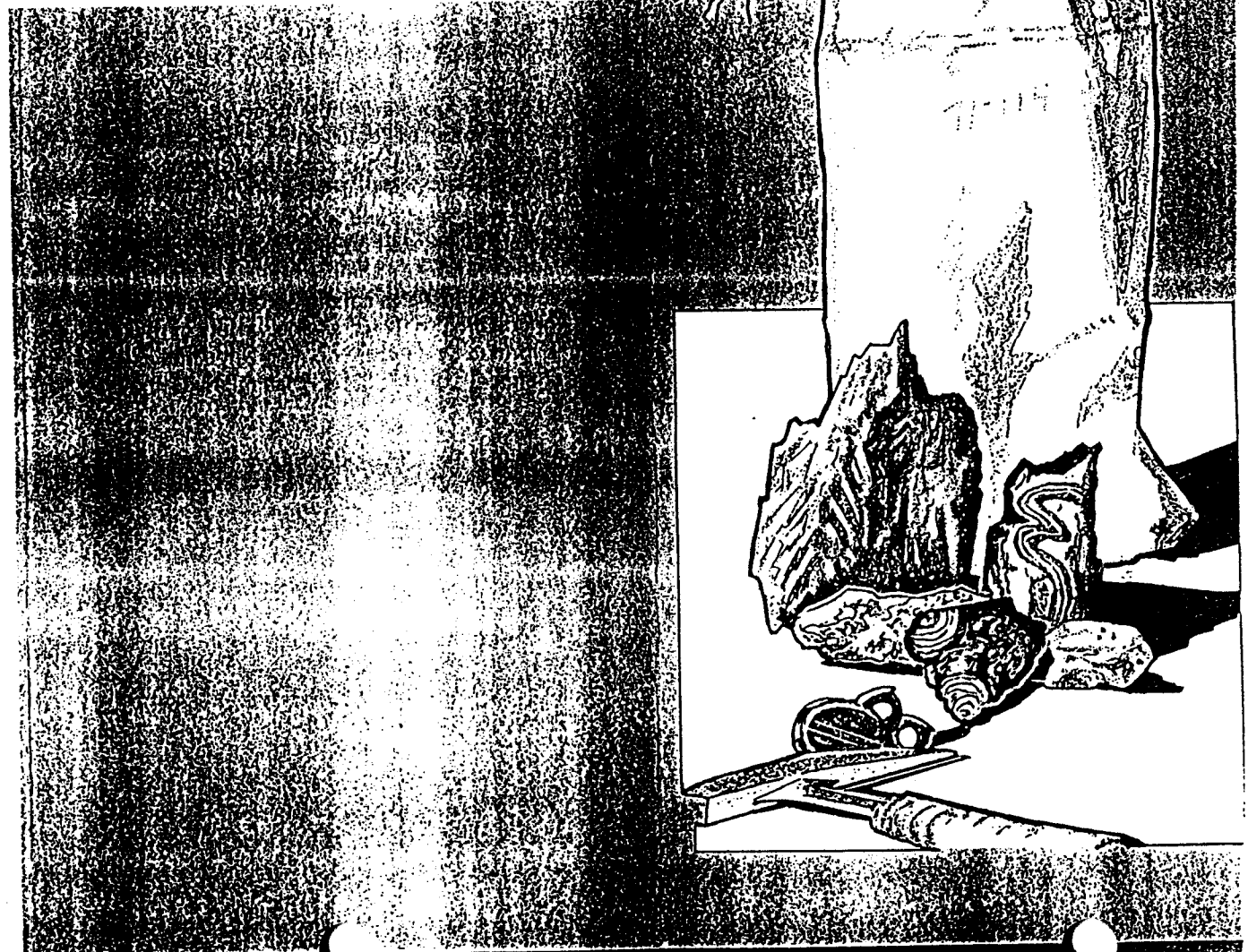
1. Label specimens as they are collected. Identification can wait until later, but the place where the rocks were found should be recorded at once. Many collections have become confused because the collector did not do this.

Collecting Rocks



As the Nation's principal conservation agency, the Department of the Interior has responsibility for most of our nationally owned public lands and natural resources. This includes fostering the wisest use of our land and water resources, protecting our fish and wildlife, preserving the environmental and cultural values of our national parks and historical places, and providing for the enjoyment of life through outdoor recreation. The Department assesses our energy and mineral resources and works to assure that their development is in the best interests of all our people. The Department also has a major responsibility for American Indian reservation communities and for people who live in Island Territories under U.S. administration.

2. Trim rocks in the collection to a common size. Specimens about 3 by 4 by 2 inches are large enough to show rock features well. Other display sizes are 2 by 3 by 1 inch, or 3 by 3 by 2 inches.
3. Ask for permission to collect rocks on private property. The owners will appreciate this courtesy on your part.
4. Be careful when collecting rocks. Work with another person, if possible, and carry a first aid kit. Wear protective clothing—safety glasses, hard-toed shoes, hard hat, and gloves—when dislodging specimens. Avoid overhanging rock and the edges of steep, natural or quarried walls.
5. Do not collect rocks in national parks and monuments or in State parks, where it is illegal to do so. Similar rocks commonly crop out on land nearby, and can be collected there.
6. Look for unusual rocks in large buildings or in cemeteries. Dimension stone blocks and monument stone are often transported long distances from where they are quarried. Polished stone sometimes looks different from unpolished rock. This provides good identification practice.
7. Join a mineral club or subscribe to a mineral magazine. They occasionally discuss rocks.
8. Collecting rocks from each State or country has no scientific significance. The distribution of rocks, a natural phenomenon, is not related to political divisions.



WG-7

This publication is one of a series of general interest publications prepared by the U.S. Geological Survey to provide information about the earth sciences, natural resources, and the environment. To obtain a catalog of additional titles in the series "Popular Publications of the U.S. Geological Survey," write

Eastern Distribution Branch U.S. Geological Survey 604 South Pickett Street Alexandria, VA 22304	or	Western Distribution Branch U.S. Geological Survey Box 25286, Federal Center Denver, CO 80225
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Good rockhounding is safe rockhounding!

DO NOT:

1. **Do not work alone.** The difference between life and death in an emergency situation can be the presence (or absence) of someone who can help you and summon help.
2. **Do not enter a trench, cut, or excavation unless the walls have been sloped to a safe angle.** All rockhounding excavations greater than 42" deep should be dug upon a two-to-one slope — one that is four times as wide at the surface as it is deep. Any such cut or excavation less than 42" deep should be dug on a one-to-one slope — one that is twice as wide at the surface as it is deep. Improper sloping is dangerous. The walls may cave in without warning if they are not sloped properly.
3. **Do not work under or near high vertical walls in an abandoned open pit, mine, quarry, or any other place.** Digging below walls that are fractured or loose may cause rock to fall without warning.
4. **Do not dig into mine dumps, creating steep or vertical walls.** Steep or vertical walls can cave in without warning and present hazards from large rolling or falling materials.
5. **Do not work or go near the edges of high steep walls.** The edge of the mine wall may cave in. If you slip on the edge of a wall, you may have a serious or fatal injury.
6. **Do not pile dirt and rocks near the edge of an excavation.** All dirt and rocks should be put at a

safe distance from the excavation. Dirt and rocks piled at the edge of an excavation contribute to the caving hazard by adding weight.

7. **Do not work around mines or excavations that have deep water present, unless you wear an approved life preserver.** If you slip or fall into deep water when fully clothed, you may drown unless you are wearing a life preserver.
8. **Do not enter any abandoned underground workings — mine shafts, raises, winzes, or adits — no matter how safe they seem.** Unstable ground in the mine roof and walls may fall or cave in. Decayed timber or loose material may hide hazardous openings. Underground mine workings can also contain harmful gases, and oxygen-deficient air may be present in underground mine workings.
9. **Do not attempt to go underground with any diggings, unless you are experienced in underground mining and follow all safe mining practices.** Many hazards exist in underground workings. Adequate ground control, ventilation, and stabilization must be provided. There are many other important considerations for working underground.
10. **Do not use explosives unless you are experienced in their use.** Only professionals should use explosives. Improper use of explosives can result in death or serious injury to the user and onlookers. Most rockhounding sites prohibit the use of explosives.

SAFETY TIPS FOR ROCKHOUNDS



North Carolina Department of Labor
John C. Brooks, Commissioner

Safety Tips for Rockhounds

North Carolina is endowed with a large variety of minerals. Many of these minerals are prized semi-precious and precious gemstones; others are collectors' specimens and valuable ores. These gemstones and minerals are sought throughout the State by Tar Heel and tourist rockhounds.

Mineral and gem collection can be enjoyable, relaxing, and at times, profitable. Many rockhounds and collectors have amassed collections of specimens which museums would be proud to display. However, rockhounding is not without its hazards.

There have been fatalities and serious injuries to rockhounds in North Carolina because they failed to observe common sense safety practices. Please take time to study these "DO'S and DON'TS" carefully. Following this common sense advice can save your life!!

For further information on rockhound safety, contact:

Mine and Quarry Division
North Carolina Department of Labor
501 North Blount Street
Raleigh, NC 27604
Phone: 919/733-7428

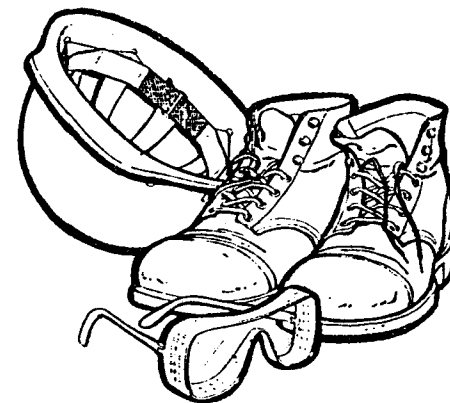
For information on mineral collecting sites, contact:

North Carolina Department of Natural
Resources and Community Development
Geographical Survey Section
512 North Salisbury Street
P.O. Box 27687
Raleigh, NC 27611
Phone: 919/733-2423

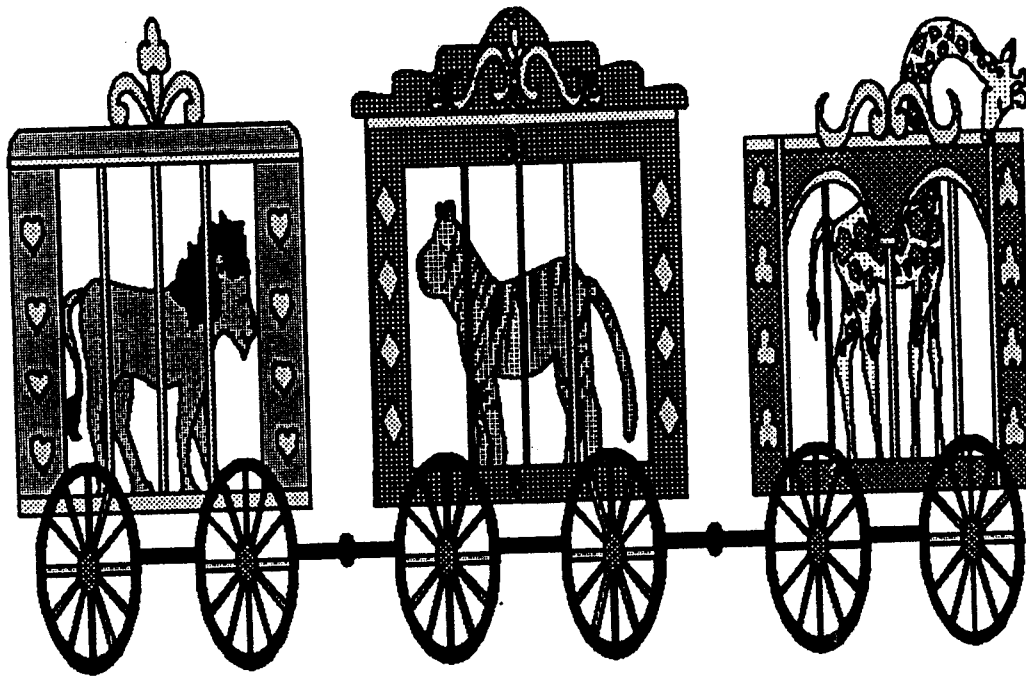
DO:

1. **Plan your work in advance.** Follow your plan. Tell your family, rockhounding partner, and property owners your schedule. Planning will make your rockhounding more enjoyable and less hazardous. If you have a plan and become lost, help can arrive quicker.
2. **Know the area in which you are rockhounding.** Know how to get emergency aid and where to telephone for help. If an emergency should arise, knowing how and where to get help can mean the difference between life and death.
3. **Obtain the services of a competent guide who knows the area in which you are rockhounding.** The guide can help you select rockhounding sites and can protect you from dangerous conditions.
4. **Get the landowner's permission before going on the property.** Asking permission will show your respect for the landowner's property. The landowner will also have the opportunity to tell you about any hazards on the property.
5. **Contact the operator before going onto the property of an operating mine.** Most mines use explosives to break the rock. Anyone who trespasses upon property where shots are fired is in great danger. High walls and equipment in operation also present dangerous situations. A miner or mine official should go with you when you rockhound at an operating mine.

6. **Wear personal protective equipment when rockhounding.** Proper attire for rockhounding includes safety glasses, hard-toed shoes, hard hats, and gloves. Rugged clothing will provide additional protection from flying fragments and sharp rocks.
7. **Carry a first aid kit.** First aid training makes you more safety conscious. Become a certified first-aider if possible. Certified first-aiders can help themselves and others if injured.
8. **Use extreme caution when hunting for specimens in an area where underground mining has been conducted.** Caved workings and openings hidden by undergrowth are potential hazards.
9. **Watch out for and keep up with small children and inexperienced adults who rockhound with you.** Unless a person knows the hazards present in rockhounding, he or she may suffer injury if unattended.

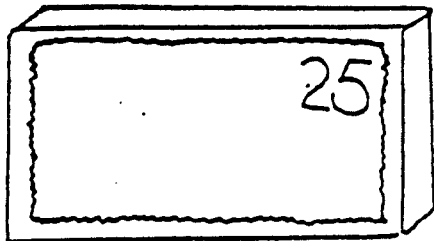


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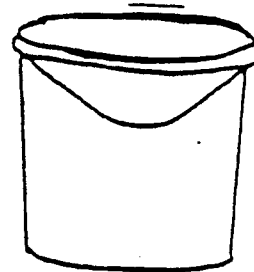
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Slides

Miscellaneous Slides for Cubs



Have boys select a patriotic stamp that is rectangular in shape. Cut a 1/4" piece of wood that is 1/4" larger than the stamp. Sand and seal the block of wood with decoupage or poly spray. Glue or staple a strip of vinyl to the back for the loop.

This slide is made from a plastic cup. The cup is jigger size. The bottom is cut out just large enough to let a neckerchief slip through but small enough so that the slide doesn't slip off. Cover the cup with aluminum foil. Take a small piece of wire and attach to rim for handle.

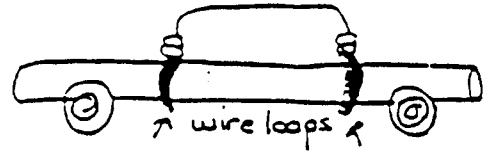
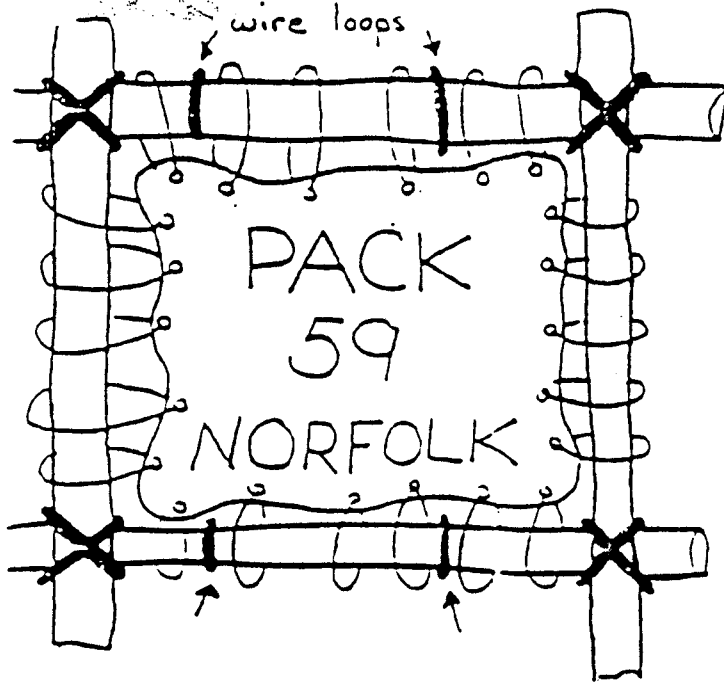


This wastepaper neckerchief slide is made from a jigger size plastic cup. The bottom is removed to let the neckerchief slide through. Cover the cup with grey paper and print "EVERY LITTER BIT HURTS YOU" on the front.

Remove the top and bottom from a small salt shaker or pepper shaker. That's it!

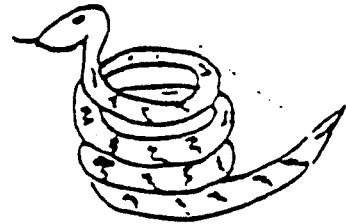


MISCELLANEOUS SLIDES (cont)

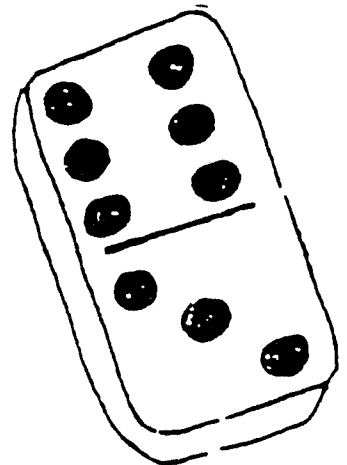
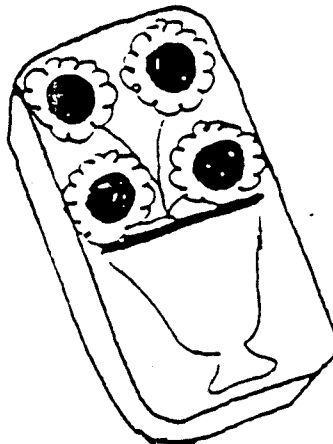
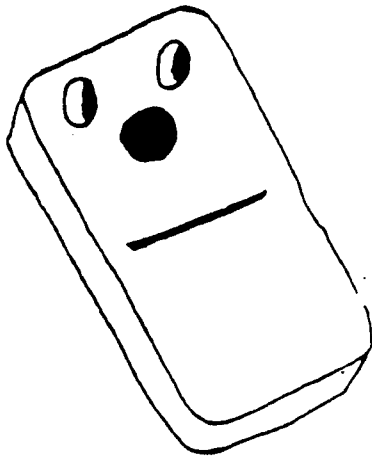


This slide is made from ash twigs that are lashed together as shown. A thin piece of rawhide or vinyl is laced with thin cord to the ash twigs. Any picture that is Indian related would look nice painted on the rawhide. Use a hot glue gun to anchor the twigs together before lashing. Fasten thin wire loops at the top and bottom to use as the loop to hold the neckerchief.

Twist ends of two pipe cleaners together. Double one end back to shape the head and add string tongue. Wrap remainder of pipe cleaner around dowel and turn end up for tail. Add dots for eyes & add colored ink along body.

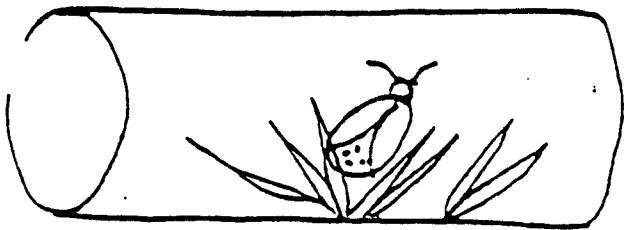
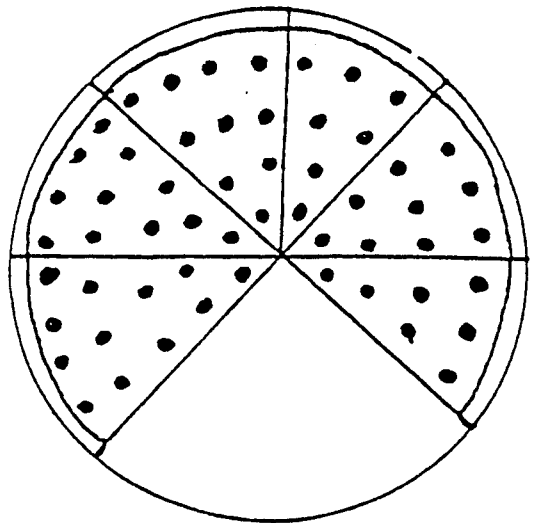


Glue a loop of vinyl to the back of a domino. Paint colored lines between dots to form a design or an animal.



MISCELLANEOUS SLIDES (cont.)

This pizza pie is made on the metal lid from a package of refrigerated biscuits. The crust is made with a thin layer of plastic wood or other type of filler putty. Raise edges $\frac{1}{16}$ th of an inch. Use a razor blade to make the edges of the cut out piece of pizza smooth. Use pieces of cut up wood for the pepperoni. Paint with acrylics. Attach a vinyl loop on the back with a hot glue gun.

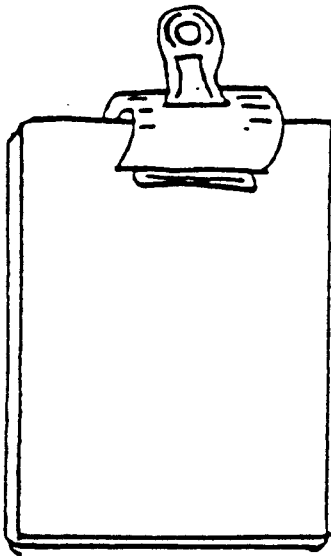
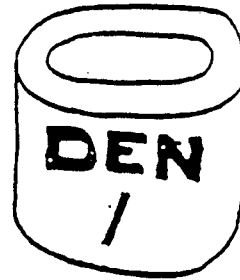


This bug slide is a clear plastic pill bottle. Clear and dry the bottle. Using a heated nail make two holes in the side. Thread a pipe cleaner through the holes and twist the ends to make a loop. Put grass and leaves in the bottle and use a non-poisonous bug. Put cap on tightly.

Purchase several small plastic toys or rummage through your toy boxes for unwanted ones. Use pliers to hold the pop-top ring from a soda can while you heat it. Push the ring into the plastic toy. Guidance is mandatory with this project.

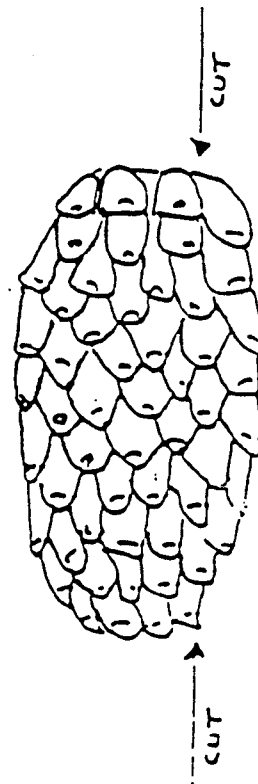
MISCELLANEOUS SLIDES (cont.)

This bone neckerchief slide is made with "raw" bones. The ivory polish will not adhere to a cooked bone. Use sand paper to make the bone smooth. Paint as you like. Finish with ivory polish.

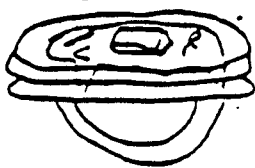


Use a piece of sanded mahogany that is 3" X 2". Make the loop from vinyl or pipe cleaners and glue with a hot glue gun. Novelty stores should have the small paper clip. Cut up sheets of white paper and clip them to the board. Now you're all set to take any messages wherever you go!

This pine cone neckerchief slide **MUST** be made from fresh pine cones. Tightly closed ones are best. Use a sharp coping saw to cut the cone in half. After sawing drill two holes to thread a thong loop through. Loosen the loop to insert the neckerchief and then tighten it to keep the scarf secure. To preserve the slide coat with varnish.



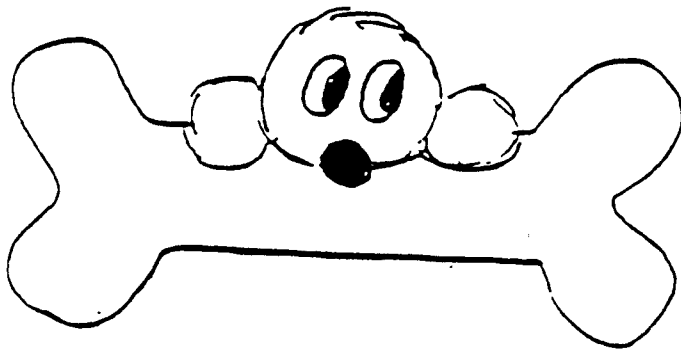
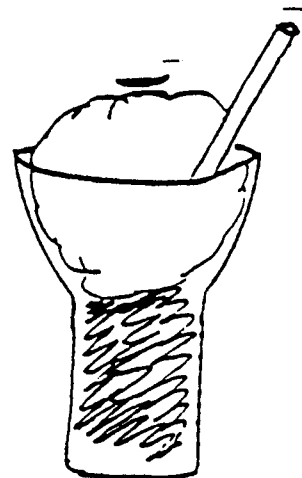
MISCELLANEOUS SLIDES (cont.)



This slide is made from REAL pancakes!!! Make a pancake batter with extra water. Have the boys bake three pancakes about 2" across. Place the pancakes between two sheets of waxed paper to dry out and set a book on top to keep from curling. In 3 or 4 days paint each cake with 2 coats of clear satin finish varnish to preserve it. Then glue the cakes together. Make

the loop from 1/4" wood and cement to back. The butter is a 3/8" square of 1/16" balsa wood painted yellow. To make the maple syrup add a drop or two of brown wood stain to 2 spoonfuls of clear gloss varnish. Let this mixture stand for an hour or so. It'll become "syrupy". Carefully dribble the syrup over the stack of cakes, letting it run down the sides.

Crumple brown crepe paper and place in bottom of communion cup. Glue cotton ball on top of crepe paper. Place a red sequin on top of cotton for cherry. Use 1/3 of plastic coffee stirrer for straw. Use hot ice pick to make holes at sides and push a pipe cleaner through. Twist ends of pipe cleaner to form loop.



Use dog bone for small dog. Paint with sealer to protect from bugs. Glue loop of vinyl on back. Glue on large pom-pom to center of bone. Glue two smaller pom-poms to either side of larger one. Glue on wobbly eyes and small pom-pom nose.

STYROFOAM NECKERCHIEF SLIDES



CUT DESIGN FROM STYROFOAM MEAT TRAY. CUT IT QUITE A BIT LARGER THAN WHAT YOU WANT. PLACE IN WARM OVEN (LIKE SHRINK ART).

WHILE IT IS STILL WARM, USE A LITTLE GLUE TO ATTACH A PLASTIC GARBAGE BAG TIE TO THE BACK OF THE DESIGN.

MAKE THE CUB SCOUT SIGN, OR A RANK EMBLEM FOR EACH CUB SCOUT.

CUB SCOUT CAP NECKERCHIEF SLIDE

HAT NECKERCHIEF SLIDE CAN BE MADE EITHER FROM THE SMALLER HALF OF A PLASTIC HOSIERY EGG OR FROM AN EGG CARTON CUP.

DRAW AROUND BASE OF EGG OR CUP ONTO CARDBOARD. ALSO DRAW ON A BRIM. GLUE CARDBOARD BASE TO CUP OR EGG. PAINT BLUE AND GOLD. ADD A SQUARE OF BLUE PAPER FOR EMBLEM ON FRONT OF HAT.

PUNCH TWO HOLES IN CARDBOARD ON BACK TO INSERT PIPE CLEANER SLIDE RING. GLUE.

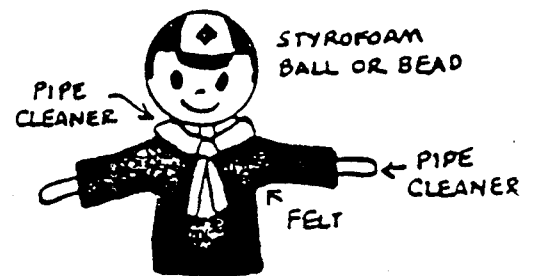


PLASTIC EGG



EGG CUP

CUB SCOUT HEAD NECKERCHIEF SLIDE



HEAD IS MADE FROM A TINY STYROFOAM BALL OR WOOD BEAD WITH FACE PAINTED ON IT. PAINT ON HAT OR MAKE FROM CONSTRUCTION PAPER.

STICK PINK PIPE CLEANER IN HEAD TO FORM NECK. TWIST ANOTHER ONE ON FOR ARMS. SHIRT IS MADE FROM DARK BLUE FELT. NECKERCHIEF IS A YELLOW PIPE CLEANER TWISTED AROUND THE NECK.

ATTACH A PIPE CLEANER RING TO BACK OF HEAD.

INDIAN HEADDRESS TIE SLIDE

MATERIALS:

- 17 - 1" gold safety pins
- 39 - Blue 6mm Rondelle beads
- 19 - White 3 x 6mm Pearl beads
- 34 - Yellow #10 Seed beads
- 2 - Short Marabou feathers - white
- 26 gauge (or finer) wire
- 24 gauge wire
- Needle nose pliers

Open safety pins and put beads on in the following order: 1 blue Rondelle bead, 1 white Pearl bead, 2 yellow seed beads.

Close safety pins.

Take a 4" length of 24 gauge wire. Pinch one end of wire into small loop and bend at right angle. Thread wire through one blue bead and the round end of safety pin. Continue alternating bead and safety pin, ending with bead. Pinch end of wire into small loop and bend at right angle.

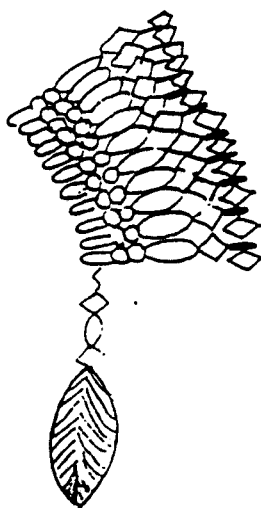
Take 3 - 3½" lengths of 24 gauge wire and twist into a single rope-like strand. Thread twisted wire through middle of all safety pins.

Take 2¼" of 24 gauge wire. Pinch one end of wire into small loop and bend at right angle. Thread wire through heads of safety pins, bending into horse-shoe shape as you work. Pinch end of wire into small loop and bend at right angle.

Twist ends of twisted wire together. This forms the loop of the slide to put the neckerchief through.

Cut a 2" length of 26 gauge wire. Thread through wire loop at head of safety pin. Bend in half. Thread on beads over both ends of wire in the following order: 1 blue Rondelle bead, 1 white Pearl bead, 1 blue Rondelle bead.

Push end of feather into blue bead and white bead. Wrap ends of wire around feather just below blue bead to hold feather in place. Repeat for other side.

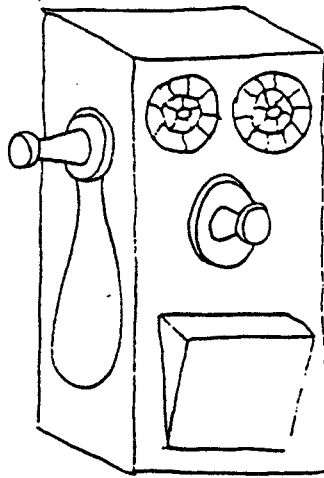


OLD FASHIONED TELEPHONE

MATERIALS:

- 1 - 2" X 1½" X ¾" piece of wood
- 1 - 1" X ½" wood (wedge shape)
- 2 Upholstery tacks
- 2 Push Pins
- 1 - 2" Piece of Yarn
- 1 Scrap of leather or vinyl or ¾" pvc pipe for back loop

Paint or stain wood pieces brown. Glue wedge to front of large piece of wood, close to bottom. Stick one push pin into wood just above wedge. Stick 2 Upholstery tacks above push pin, near top of wood, side by side. Tie tight knot at each end of yarn. Stick point of remaining push pin through knotted yarn. Stick this second push pin into wood on left side. Tack piece of vinyl or leather onto back, forming a loop; or use pvc pipe.

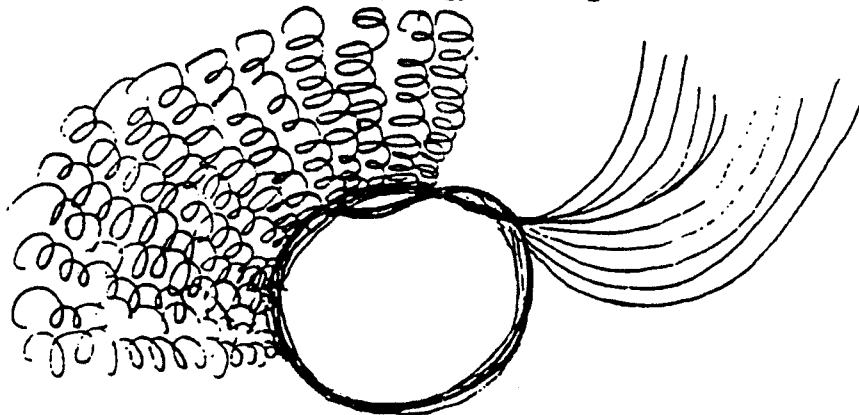


FRAZZLED NERVES

MATERIALS:

- 10 - 25" strands of Bell Telephone Wire (Multicolored is best). Ask for scrape wire.
- 1 Round pencil

Take the ten strands of wire and tie into a ¾" circle with a square knot. Take each piece of wire and curl separately around pencil, carefully pulling out pencil after each one. Gently pull each wire coil out until coil is just opened. You now have a springy looking mass of "Frazzled Nerves".



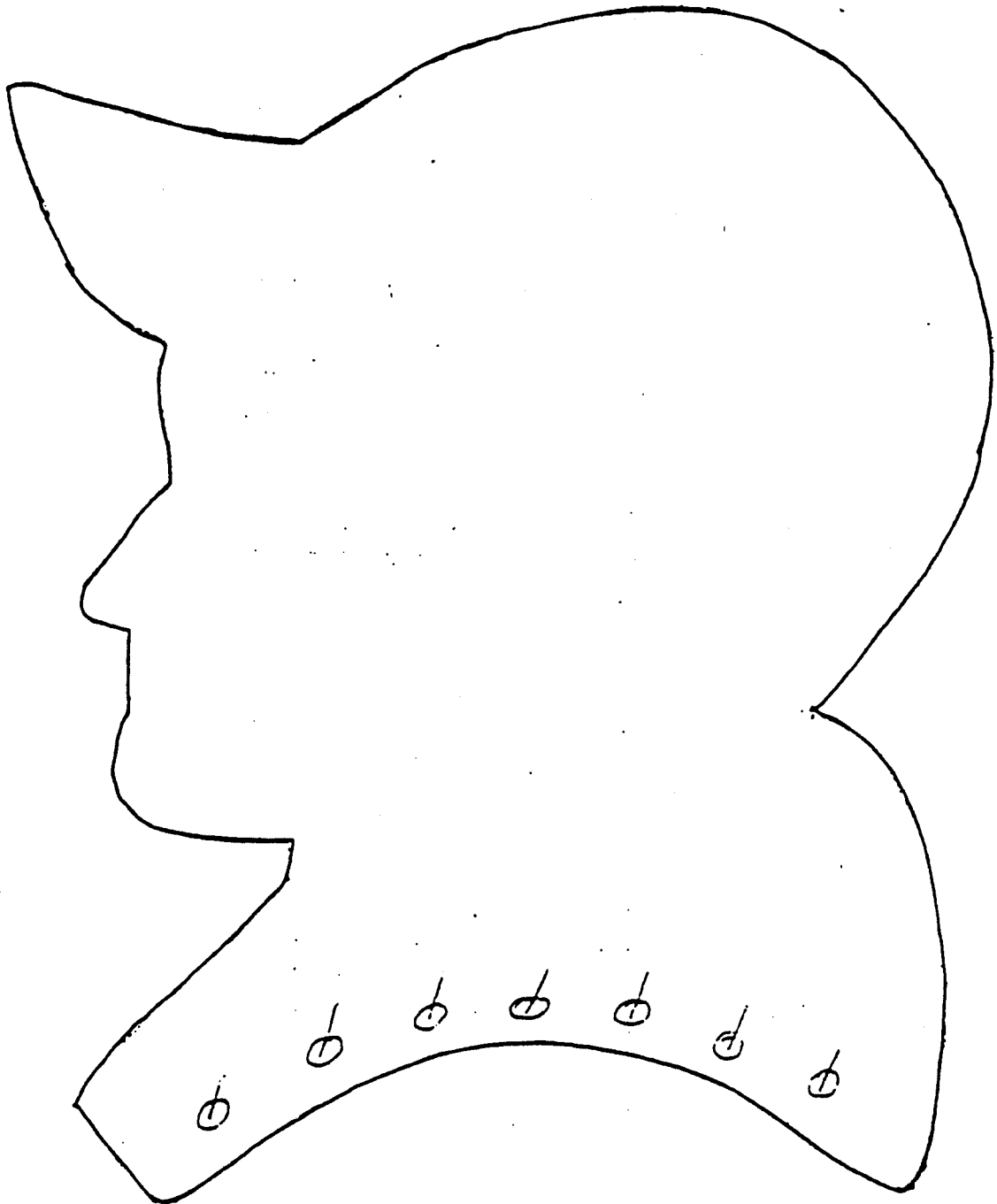
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TIE SLIDE HOLDER

This is nice for leaders to make and give to boys at Blue and Gold, or boys can make their own.

Materials: 1/4"x12"x12" plywood, Sand paper, blue paint, cup hooks, eye hook (medium for hanging).

Cut shape from plywood, sand well and paint blue. Print boys' name on head. Attach eye hook at top for hanging. Place cup hooks on face, leaving room between hooks to place tie slides.

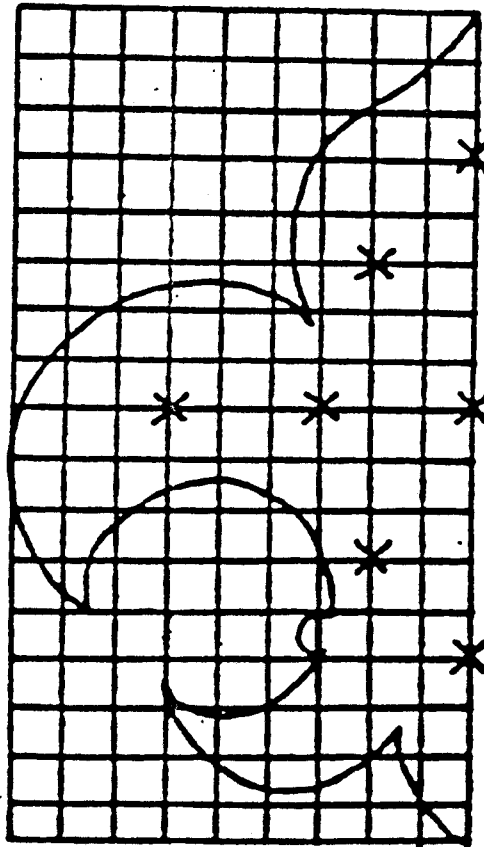


TIE SLIDE HOLDER

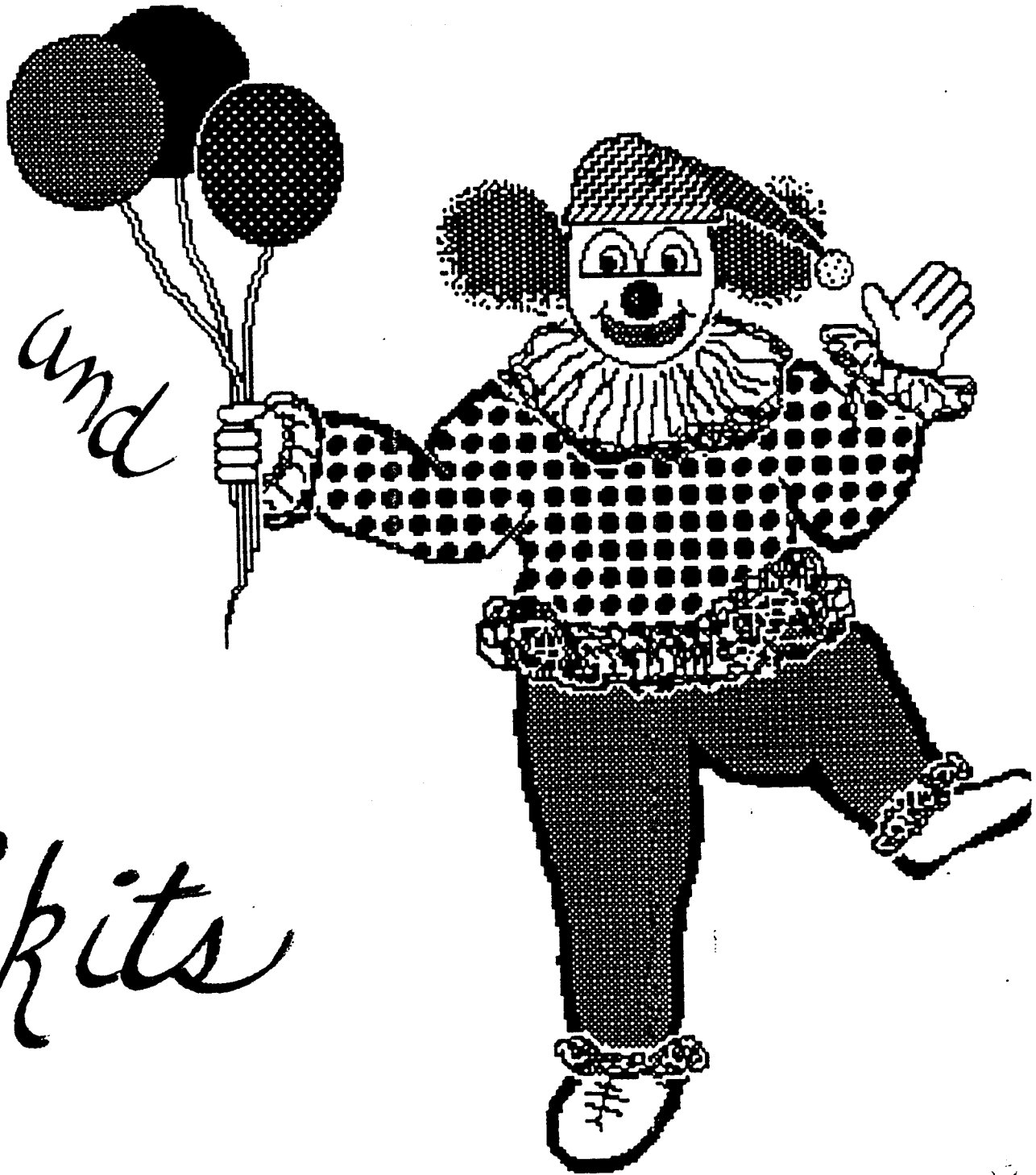
The basic shape of this tie slide holder is the fleur-de-lis, the national Scouting symbol incorporated in most badges, patches, etc.

MATERIALS: 1"x12"x13" piece of wood, or 1/2" plywood
1/4" dowel- 33 1/2 long
glue
Hanger - either 2 eyescrews and wire or
"sawtooth" hanger
Sand paper

Enlarge the pattern. Transfer outline onto 1"x12" or plywood, flipping pattern over for other half. Using sabre saw or jig saw, cut out basic shape. Sand all rough edges and face until smooth. Drill holes with 1/4" bit at x's to sufficient depth to glue in 2 1/2" pieces of 1/4" dowel. Peg at the bottom center is to hang a neckerchief. Holds 10 tie slides.



Puppets



Skits

SKITS AND PUPPETS

Cub Scout dens and Webelos dens will be called upon to present skits at the pack meeting. This can be a pantomime, a sketch, or a short play. The main purpose of skits is fun for the boys and the audience. Skits help build self-confidence and poise and allow the boy to use his imagination.

Skits are usually based on a monthly theme. A Webelos den skit might focus around the monthly activity badge area. There will be a chance for planning, rehearsing, and making props and costumes in den meetings, with the final presentation at the pack meeting.

A shy boy, who would rather just observe than take part in the skit, can be asked to handle the lights, offstage sound effects, or watch the time. Sometimes being a character who wears a mask or uses puppets helps eliminate self-consciousness in a shy boy.

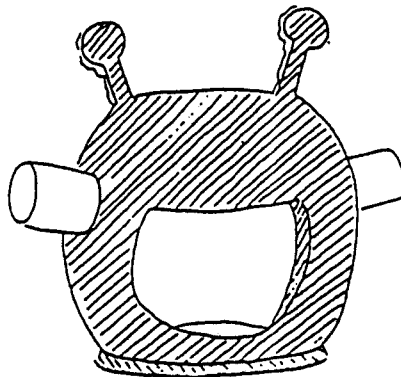
Things to Remember

Skits should be fun. Whether the theme is serious or humorous, skits should be fun for the boys and for the audience.

- Keep is simple.
- Keep is short. (3-5 minutes at the most)
- Avoid long memorized dialogue. Pantomimes are great for Cubs.
- Use simple scenery, props, costumes.
- Let every boy take part.
- Use stage directions liberally - tell who goes where and does what.
- Be sure the audience can hear. Boys should be coached to speak slowly, clearly, loudly. If the audience laughs or applauds, actors should pause before continuing their lines.

Things to Avoid

- Dramatization of undesirable characters.
- Asking a boy to attempt to portray a character that is too difficult for him. Fit each boy to his part.
- The tendency to let the more capable boys do all the work.



How to write a Skit

Sometimes it's hard to find a skit that fits the monthly theme and your den of boys. The thing to do then is to write your own or adapt one so it will fit.

Follow these simple steps:

- Boy wants something....friendship, a gold mine, a prize, etc.
- Boy starts to get it....by canoe, plane, horseback, foot, etc.
- Obstacles stop boy....crocodile, enemy, false friend, weather, etc.
- Boy achieves goal....through kindness, bravery, wisdom, magic, etc.

Outline of a Skit

Month: _____

Theme: _____

Plot: _____

Title: _____

Type of characters: (puppets or boys in costume)

Length of time: _____

Staging: (lighting, special effects, scenery)

Characters: _____

Location or setting of skit: _____

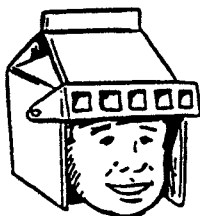
Problem to overcome: _____

Obstacles: _____

Crisis: _____

Ending: _____

Does skit fit audience? _____



SCENERY

Simple scenery is fun for boys to make. It is a good den project. It adds to the mood of the skit and makes the skit more believable. Keep these things in mind when building your scenery.

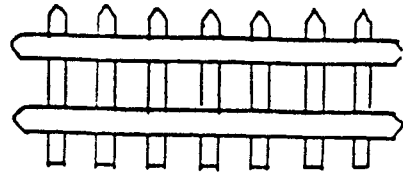
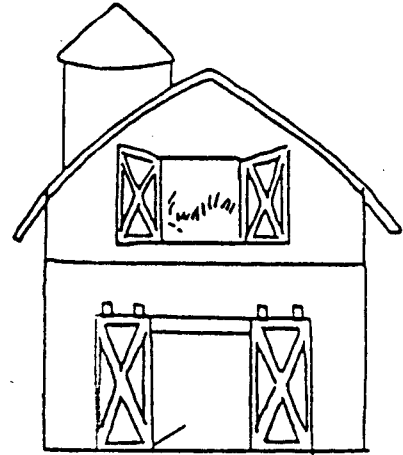
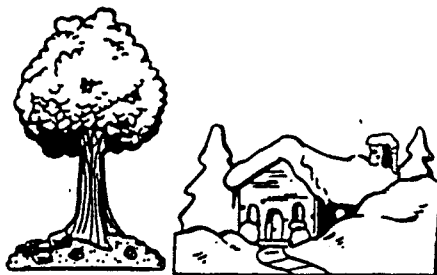
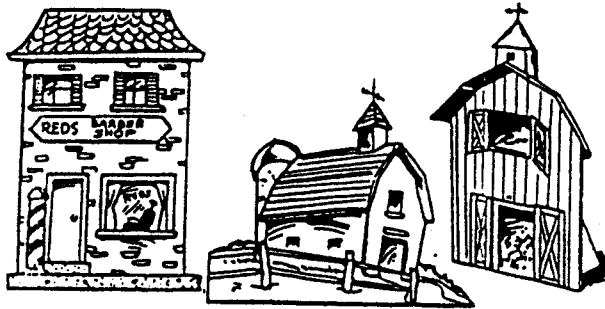
Scenery should be simple. It should provide an idea or suggestion of what is to come.

Most scenery can be made of corrugated cardboard. It is easy to find and to work with.

Wood boards can be nailed to the back of the scenery to make it more sturdy or to help it stand up and keep painted cardboard from curling.

Let the boys do the painting. Guidelines can be drawn with heavy pencil to show what colors go where. Latex or tempera paint are the best on cardboard, and it washes off the boys as well.

Felt tip markers can be used on cardboard that has been painted a light color, to put in detail work or the whole design, if you wish.



When using latex to cover large areas, apply it with a roller. Latex paint is inexpensive. Sometimes the boys can bring left-over paint from home.

Tempera can also be used to tint latex when the desired shade is not available.

Always keep in mind that the audience will see scenery from a distance. Be sure it is distinctive enough.

Create a mood with scenery. Paint in grays if skit is spooky or sad, bright colors if skit is happy or funny.

Boys should use old clothes or Dad's old shirt for paint smocks.

REMEMBER TO LET THE BOYS DO THE WORK....



COSTUMES

The actor's job is to make the audience believe he is someone far different from his everyday self. He does this first of all by playing a part...by his acting. But his costume, his hair style, the make-up, the way he walks, and even his shape help give his character dimension.

Costumes can help set the theme or the mood of the whole skit. Costumes can be as simple or as elaborate as you and the boys would like for them to be. It is important to find the right costumes. But this isn't as hard as you might think. There are enough everyday things around your house to clothe most any number of actors. A nimble imagination helps even more than nimble fingers. You can find some real costuming treasures if you know what to look for.

Costume Materials

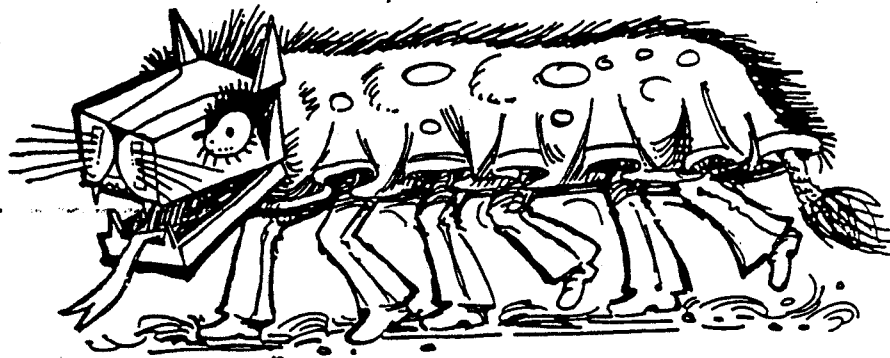
Old Clothing - add feathers, sparkly trim, bright material, etc. One costume can be made over in different ways and can be used again and again in a variety of skits.

Small Pillows - are just right for that extra bit of padding which some costumes and some characters need.

Paper Sacks - for a leather like appearance, crush and recrush the paper sack with your hands until it is soft and wrinkled. Then spread out and press with a lukewarm iron. Decorate with crayons, felt markers, or paint.

Crepe paper - inexpensive, stretchy, can be glued, stapled, folded, sewn, draped, etc. Good for tunics, vests, hats, etc.

Cardboard Boxes - are good for animal costumes, and can be used for other unusual costumes such as vegetables, cars, trains, insects, etc.



Remember to keep your costumes and props at the Cub Scout age level. The boys will give their best performance if they are made to feel that the skit is theirs, including the costume making. Don't forget that a simple sign to identify your characters can be as effective as a costume. Props such as a mustache, eye patch, bandanna, cardboard sword for a pirate, can do a great deal.

HAVE FUN AND USE YOUR IMAGINATION...



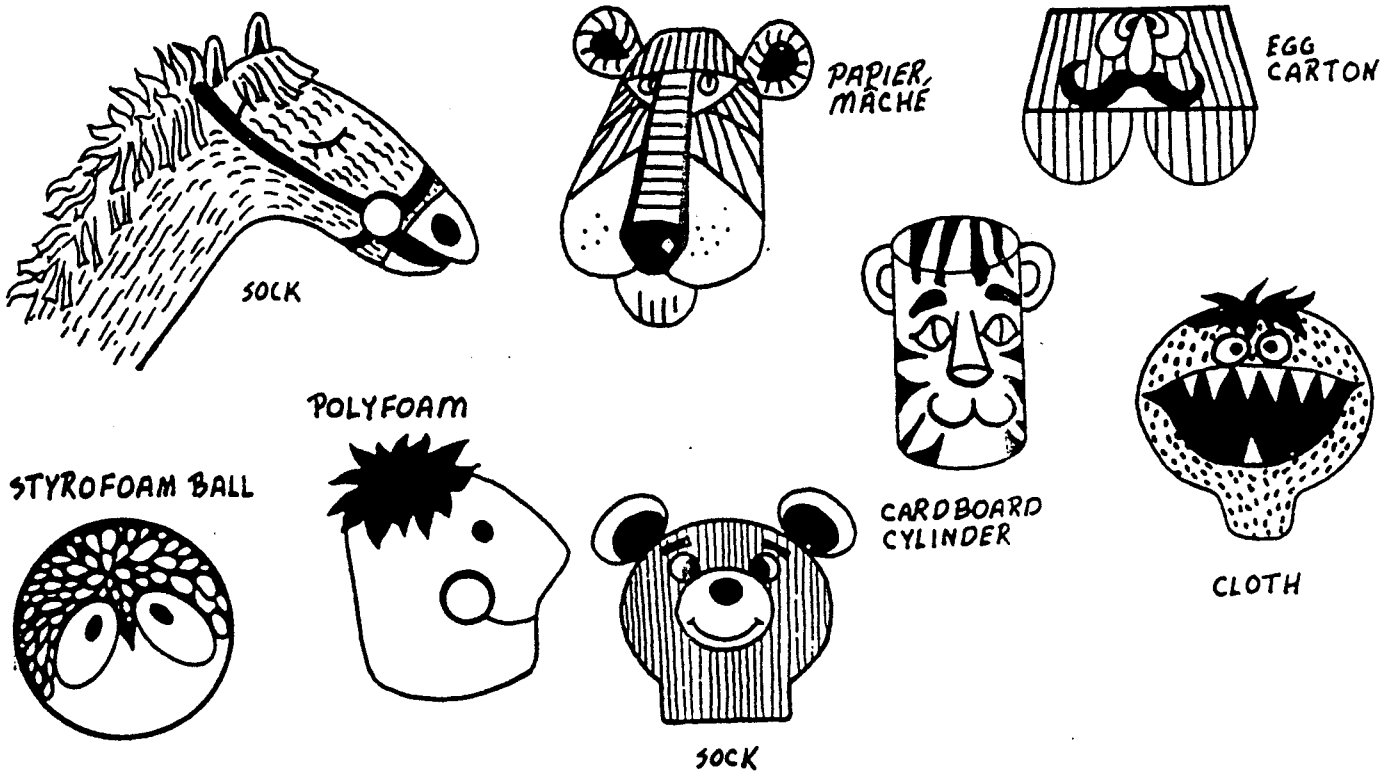
PUPPETS

Puppeteering appeals to boys of all ages. It allows them to be creative and provides an outlet for their active imagination. Puppets can help overcome stuttering, strengthen weak muscles, relieve tensions, develop coordination, overcome inhibitions in a shy boy, teach a noisy boy patience, and encourage the less imaginative boy.

Puppets are magical in their powers. They can come alive and can do things faster and better than people. They can exaggerate their moods and actions. Sometimes a boy is too shy to perform in a skit with live actors, but by using puppets, he can express himself in a more comfortable way.

Puppet-making can be an inexpensive venture in which paper bags, old socks, left-over scrap materials, or wooden spoons are used. There are many ideas for puppet-making available at the library and in many craft books.

Many of the techniques learned in skits can be used in puppeteering.



Types of Puppets

The best known types of puppets are operated in one of the following ways:

Marionettes - operated by manipulation strings.

Hand of Glove Puppets - operated by the hand of fingers.

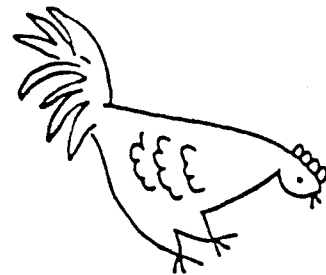
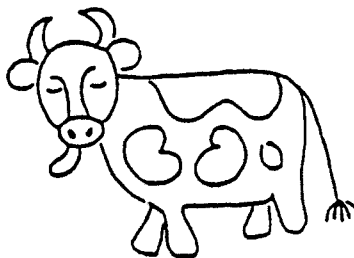
Shadow Puppets - shown as silhouettes back lighted against a screen.



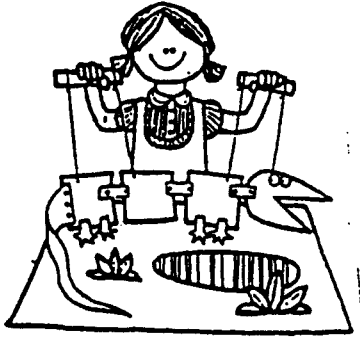
Special Effects

Musical sounds and sound effects make a puppet production more lively and vivid. Usual and comical sounds can result from the use of bells, drums, gongs, cymbals, castanets, triangles, whistles, horns, rattles, and natural objects such as pots and pans.

- Thunder** Shake a piece of galvanized tin or iron.
- Lightning** Flash white light on and off. A photo flash can also be used.
- Breaking glass** Use an old piece of window glass in a sack and drop on floor.
- Crashes** Fill a wooden box with glass and a few stones, then nail the top shut. Drop or tip on end for various types of crashes.
- Horses** Two half coconut shells clapped on a wooden board gives the sound of horses walking or galloping on a hard surface. For hoofbeats on a soft road or turf, use wallboard.
- Running Water** A small box with tin on bottom. Place a small amount to lead in the box and tilt box to produce sounds of running water.
- Trains** Sandpaper or wire brushes on metal when done in the right rhythm.
- Rain** Fill a tin biscuit or cookie tin on third full of dry peas or bean and rotate slowly.
- Gun Shot** Slap yardstick or thin board on a hard flat surface.
- Smoke, Fog, Etc.** Incense, melting dry ice, baby powder.
- Snow** Small pieces of white paper fanned off a flat box. Moth flakes or Christmas snow can be dropped from above. Soap flakes can also be used.
- Sawing Wood** Rub a piece of sandpaper across the rim of a large foil pan.
- Fire** Crumble cellophane into a ball. When released in front of a microphone, it will crackle like a fire.
- Cricket Chirp** Run finger over a small piece of fine tooth comb.



Pointers for Puppeteers



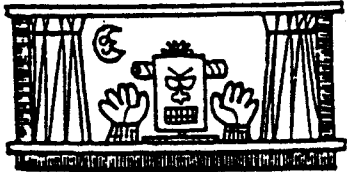
The most important part of the puppet is the head. This gives it character.

Next in importance is the costume. It helps distinguish one puppet from another and helps to give character to your creation.

The presence and style of hair, brows, mustaches, and beards contribute to the personality.

To learn the possibilities and limitations of your little friends practice in front of a mirror.

Puppets can be more appealing if given a definite personality and character. This can be done by costume, mannerisms, method of walking, or style of talking. Each puppet in the play should act and speak according to the kind of person he represents.



When presenting a puppet show, keep the actions clear, simple and exaggerated.

Make sure there is plenty of room for all puppeteers backstage. Crowding will inhibit spontaneity.

Any skit can be adapted to a puppet play and vice versa.

Facial features of your puppet will help make him outstanding in appearance. Give your puppet a face that will attract attention.

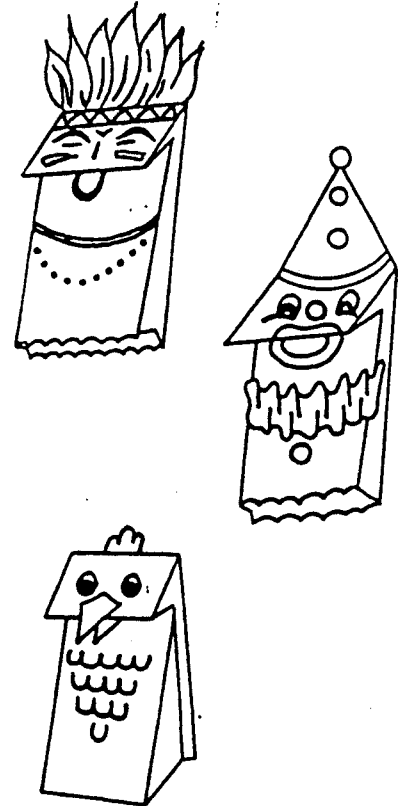
Make sure the audience can tell which puppet is doing the talking. Jiggle the talking puppet somewhat as he talks, nod his head or move slightly forward. The other puppets on stage should remain motionless until their turn to speak.

Be sure to speak clearly. It is harder to understand a person's voice when you can't watch his face and lips while he talks.

Do not hide one puppet behind another.

Let the puppet exaggerate both feelings and actions that go with the feelings. An excited puppet should be wildly excited, while a tired puppet should groan and sag so wearily that the audience knows instantly how tired he is.

In some cases, it is a good idea to have the puppet speak to himself as he goes about his act. For example, he might say while looking "I'll look under this tree for a rock".



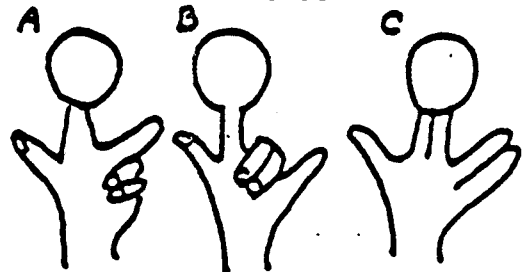
BASIC PUPPET POINTERS

Puppetry is an art that appeals to boys of all ages, probably more to boys of Cub Scout age than any other. Furthermore, simple puppetry can be put to definite use in the Cub Scout program. Puppets can be used in connection with most achievements, as well as with many of the monthly themes and several of the electives and the Webelos Showman activity badge.

No one knows who invented puppets or when or where they first appeared. They have been found in Egyptian tombs, in China, and in India, in very early history. They were in wide use throughout the Middle Ages for teaching the Bible. Puppets have acted before royalty and have been enjoyed by scholars, poets, and artists. Famous music has been written for them.

SOME DO'S AND DONT'S

1. Make sure audience can see eyes of puppet - keep it's chin down. If puppet is a moving mouth puppet, your hand will seem almost cramped if you're doing it right. In other words, if your hand feels nice and comfortable, your puppets eyes are probably pointing at the ceiling. Follow these examples for solid head puppets:



2. To make your puppet speak...move wrist slightly forward as your fingers open, then pull back slightly as fingers close. Try to have mouth open when saying important word, closed when not.

BASIC MOVEMENT CHART



CLAPPING



LOOKING



HOLDING EYES

3. Freeze when another puppet is talking. Make sure the audience can tell which puppet is doing the talking. Jiggle the talking puppet as he talks, nod his head or move slightly forward.



POINTING



CRYING OR SNEEZING

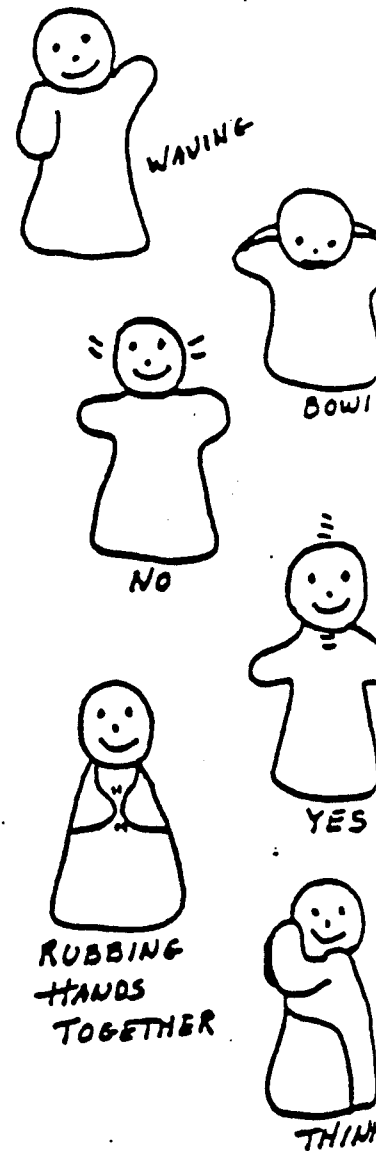


HOLDING HEAD

4. Try to keep puppet upright, and at the same height all the time when working behind stage. Do not let it lean one way or the other unless for a particular purpose.

Basic Puppet Pointers - (cont.)

5. If your puppet is going to have a voice, spend some time discovering a voice that fits it's character. Then maintain it tone and accent. Make sure it's consistent, recognizable, and clear.
6. Avoid wordiness. No long speeches. Speak clearly. Helpful hint: learn script, then prerecord it. Caution when recording, allow time for puppets to move on stage.
7. Make sure your puppet's movements and actions fit it's character. An old puppet will most likely move more slowly and haltingly, a young puppet will bounce or skip in its step. Let them walk off stage, not sink out of sight - likewise with their entrance. Do not hide one puppet behind the other.
8. Puppets are most effective when in action. Let the puppet exaggerate both feelings and actions. In some cases it is a good idea to have the puppet speak aloud to himself as he goes about his act. For example, he might say while looking - "I'll look under this tree for a rock".
9. It's good for puppets to have a message, a purpose, a point - it's vital - but have it come across thru action - not preaching.
10. Keep story development simple and clear cut..... with beginning, middle, and end.



HINTS ON BRINGING YOUR PUPPET TO LIFE

- WALKING** Move the wrist back and forth. Shouldn't pop in and out - should enter stage from side.
- TALKING** If the mouth is moveable, it is simple to indicate talking. If not, move the head up and down rhythmically on phrases or groups of words.
- LISTENING** A puppet should not move while another is speaking. It can turn and face the puppet speaking.
- SITTING** Lower the puppet gently and insert the index finger of the opposite hand under the garment to make a knee. Gradually remove the finger as the puppet sits.
- CLIMBING** Lower the paper mache tree or beanstalk or fence or ladder, etc. It's only movement is grasping the branches or stalk at intervals.

Hints On Bringing Your Puppet To Life - (cont.)

PIANO
PLAYING

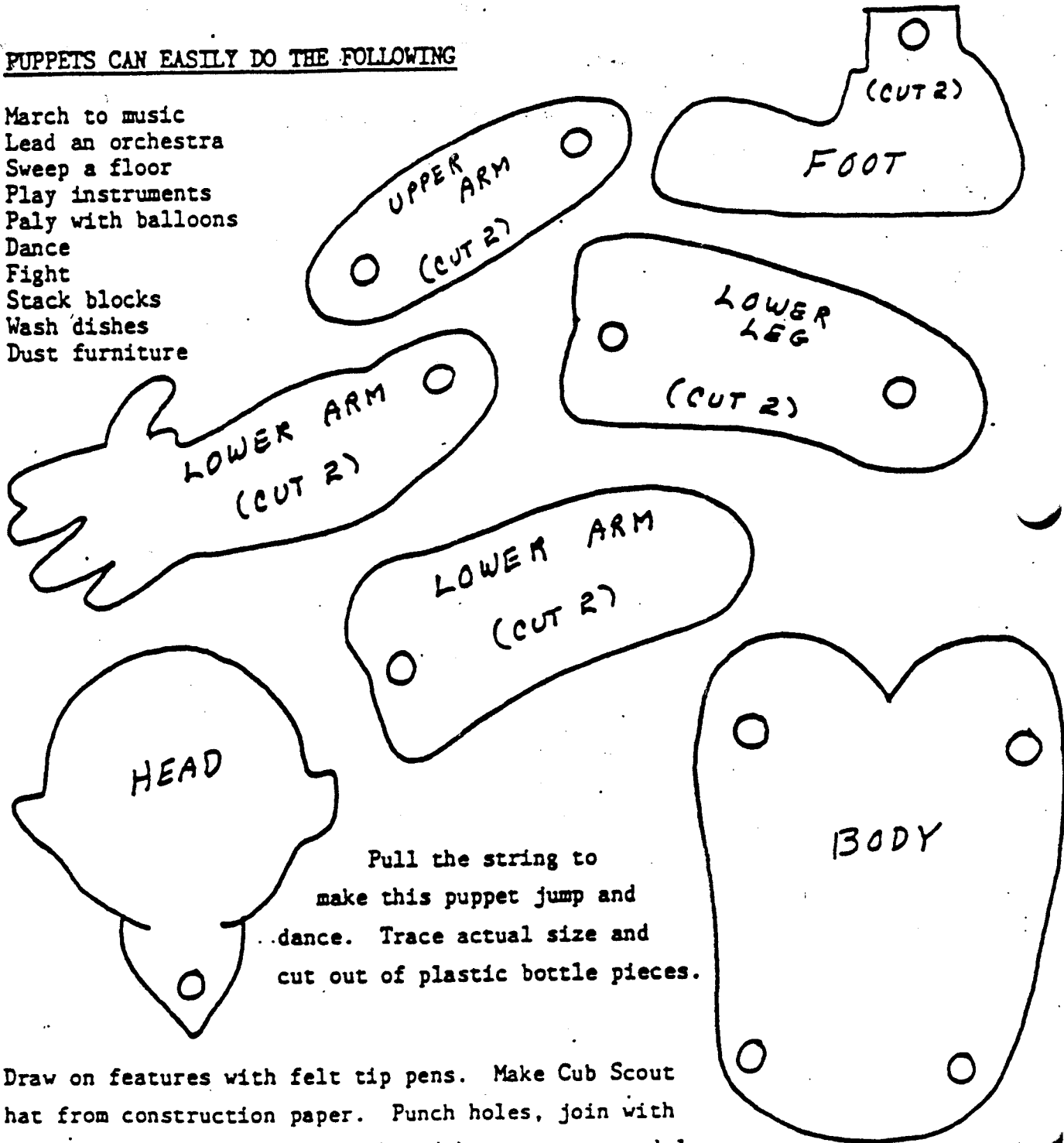
Use a toy piano that has been muffled so that no sound is heard when the keys are struck. Puppet performs as a recording or tape of a short piano selection is played.

DANCING

Two puppets may dance together or indicate kicking movements by using the pointer finger of the opposite hand to make kicks underneath a full skirt.

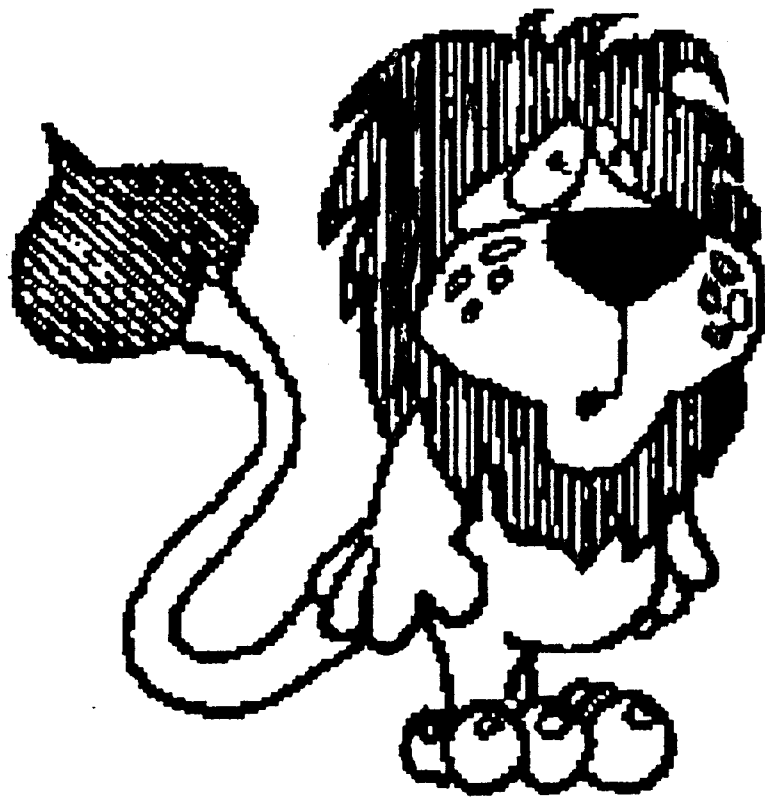
PUPPETS CAN EASILY DO THE FOLLOWING

March to music
Lead an orchestra
Sweep a floor
Play instruments
Play with balloons
Dance
Fight
Stack blocks
Wash dishes
Dust furniture



Pull the string to make this puppet jump and dance. Trace actual size and cut out of plastic bottle pieces.

Draw on features with felt tip pens. Make Cub Scout hat from construction paper. Punch holes, join with paper fasteners. Run heavy thread between arms and legs and tie. Tie 12" thread between arms and legs. Leave loop for pulling to work arms and legs.



*Tiger
Cubs*

TIGER CUBS

TIGER CUBS, BSA

Tiger Cubs, BSA, is a program for boys in the first grade and their adult partners. It allows the boy and adult to build a strong relationship with each other, the rest of the family, and with other members of the Tiger Cubs' group.

Tiger Cub groups are organized by the chartered organization and the Cub Scout pack. A member of the pack committee acts as the "organizer". The group meets once a month with both the boys and the adults present. The leadership for the monthly activity is rotated among the adults of the group. Most meetings involve an activity or a field trip. The Tiger Cub group meets with the pack at the annual Blue & Gold Dinner, at special events like the pinewood derby, raingutter regatta, etc., and when they graduate into the pack. Once the "organizer" has the group formed and going, he/she does not have to meet with them on a regular basis, but should keep in contact. The group is affiliated with the Cub Scout pack but meets separately. Tiger Cubs is a one year program that follows the school year, after which the boy is eligible to join Cub Scouting.

The program is built around 17 different program themes called Big Ideas. These include such topics as "know your community," "fitness and sports," "prepare for emergencies," and "family entertainment."

Basic literature for the Tiger Cubs program includes: (1) An orientation flip chart and an organizer's manual which are used by the pack organizer; (2) The Family Activity book used by the boy and adult and a packet of materials included with the book - two iron on decals for the uniform, an activity chart, and activity stickers, and (3) the Tiger Cub Guidebook for Councils and Districts.

The "Tiger Tracks" recognition system has been added to the program. Tiger Tracks are iron on emblems which may be awarded by the adult partner to the Tiger Cub in recognition of his participation in the monthly group activity related to the big idea. The tracks are worn on the front of the Tiger Cub uniform shirt.



Tiger Cubs, BSA

The Cub Scout training team in each district will now be responsible for the training of Tiger Cub Coaches. Be sure to check with your district Cub Scout training chairman about his/her training schedule. Look for more changes in the future to the Tiger Program. No large changes, but all meant to enhance the program.

GATHERING TIME ACTIVITIES

The Tiger Cubs are getting into mama's hair. Can you track to see how they got in and how they are to get out again.



TIGER CUBS

SONGS (Continued)

TIGER CUBS

Tune: Frere Jacques

Tiger Cubs
Tiger Cubs
We are great
We are great
We search, discover, care
We search, discover, care
And have lots of fun,
And have lots of fun.

(Fun to sing as a round)

T-I-G-E-R

Tune: Bingo

Clap while say letters, each time
you sing, leave out another letter,
starting with T, then I, etc.
clapping instead.

There is a group in Pack _____
and Tigers is it's name, oh
T, I, G, E, R, - T, I, G, E, R,
T, I, G, E, R,
and Tigers is its's name, Oh!

TIGER, TIGER, LITTLE SCOUT

Tune: Twinkle, Twinkle Little Star

Tiger, Tiger little scout
What is Tigers all about?
Having fun and lots of joys,
Laughing with other Tiger boys.
Tiger, Tiger little Scout
That's what Tigers are about.

"Tigers" or "Tiger Cubs" can be substituted in many songs and games to adapt them to Tigers. For example, "Duck, Duck, Goose" game can be played as "Tiger, Tiger, Cub". "Bingo" and "Lotto" games can be changed and made to fit Tiger "Big Ideas" and use "Tiger" in place of "Bingo", and "Lotto", etc.



GAMES

CHARADES

Children write down the thing or animal they will imitate. Subject can be predecided. Only the leader (or host) sees this paper. The child then acts out this object (or animal) and the others try to guess what or (who) he is.

CIRCLE GUESSING GAME

Pass around a circle, of seated children, a bowl, or container, in which there are questions. The container passes around while music is played (or helper claps hands). When the music (or clapping) stops, the person holding the container must pull out and answer a question. This can be used in many ways. When getting the Tiger Scout ready to cross over to become a Bobcat, questions can refer to the promise, the law of the pack, etc., when studying trees, there may be pictures of leaves, which have to be identified. You get the idea.

FIND THE LEADER

Children sit in a circle. One child leaves the room (it). A leader is chosen to start a simple motion - clapping, tapping nose, twiddling thumbs, etc. All others follow the leader, who frequently changes movements. "It" tries to guess who the leader is.

IMAGINATIVE HIDE AND SEEK

Set bounds - a room, house, etc. Child is chosen to "hide". Players guess where the child is "hiding". Remember this is in child's imagination, a child can "hide in a vase, a toy box, etc.

HIDE THE PEANUTS (or other substitute)

Group divided into animal groups - cats, ducks, dogs, etc. Children seek the objects hidden in various locations. They may not pick them up, when found. They must make the sound of their assigned animal, bark, meow, etc. and their "keeper" comes to collect what they have found.

TIGER CUBS

TIGER CUB GRADUATION CEREMONY

Materials: Fluorescent painted rocks, red or orange, black light

Place rocks together in rows to represent a bed of hot rocks to walk on. When the Cubmaster has lights turned off, the rocks will glow like hot rocks in a fire pit.

Cubmaster: I call upon the great Shere Kahn to bring forth the Tigers of our pack, with their Organizer.

Shere Kahn brings the Tiger and Adult teams and says, have these adults and boys completed the requirements of the Tigers?

Organizer: Yes

Shere Kahn presents the Tiger graduation patch to the adult and says: Here is the symbol, of the Tiger, who has completed the challenge. 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 has made them earn them. Because each rank in Cubbing provides a greater challenge than the last.

Lights are turned off as Shere Kahn says: This bed of hot rocks represents the greatness of the challenge 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 Tiger and Adult to the pack. He announces the time, day and meeting place for each den. He then introduces the new den leader.

CRAFTS

TIGER BULLETIN BOARD

Materials: Styrofoam tray (kind used to package meat), lightweight cardboard, chenille wires, writing paper or index cards, thumbtacks, poster paints, watercolors, or crayons.

Cut the Tiger's head and four feet from lightweight cardboard. (The tiger paws that come with the Tiger kit are a great pattern) Use chenille wires to fasten them to the styrofoam tray. Paint the feet and head and give the tiger a smiling mouth and two bright eyes. Add claws to the feet if you wish.

Cut a hole in top of tiger's head (as shown) so you can hang it on the wall. Your Tiger Bulletin Board is now ready to use for keeping important notes and clippings, such as when your next meeting will take place. Write your notes on small sheets of paper or index cards cut to about $1\frac{1}{2}$ by x inches. Stick them to the styrofoam tray with thumbtacks. The tiger will be a funny bulletin board for your tiger or a nice gift for mom or dad, or grandparents!





TIGER CUB SONGS

TIGER, TIGER, LITTLE SCOUT (Twinkle, Twinkle, Little Star)

Tiger, Tiger, little scout
What is Tigers all about?
having fun and Lots of joys,
laughing with other Tiger boys.
Tiger, Tiger, little scout
That's what Tigers are about.



HE'S GOT THE WHOLE WORLD IN HIS HANDS (Repeat each line 4 times)

He's got the whole world in His hands.
He's got the teeny tiny Tiger in His hands.
He's got the bit bigger Bobcat in His hands.
He's got the woofy, woofy Wolves in His hands.
He's got the bossy, bossy Bears in His hands.
He's got the whiney, whiney Webelos in His hands.
He's got the dandy, dandy, Den Leaders in His hands.
He's got the classy, classy Cubmaster in His hands.
He's got the whole world in His hands.



THE TIGER

(Sing to "Alice the Camel")

_____, the Tiger will be a ...Great Cub.
_____, the Tiger will be a ...Great Cuo.
_____, the Tiger will be a ...Great Cub.

We want him in our Pack.

Grrr, Grrr, Grrr,

(Repeat inserting name of each Tiger Cub)

Final Verse:

All the Tigers will be...Great Cubs
All the Tigers will be...Great Cubs
All the Tigers will be...Great Cubs
We want them in our pack!



THE TIGER CUB SONG
(sing to "Yankee Doodle")

Tommy is a Tiger Cub,
A Tiger Cub is he,
Tommy, he can hardly wait
A new Cub Scout to be.

CHORUS

Scouting is just great for Boys,
Tigers the beginning.
With Boy Scouts throughout the land,
America is winning.

CHORUS

A Tiger is the first grade,
A Cub Scout-second 'n third.
"Do your Best" the Cub Scouts sing,
That is the Cub Scout word.

CHORUS

Bobcat, Wolf and Bear Cub; too
That Tiger he will fly,
On up to the Webelos' Den
Our Tiger's quite a guy.

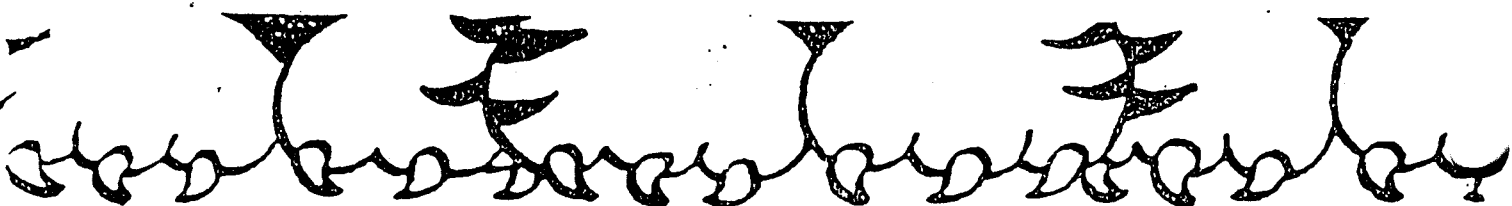
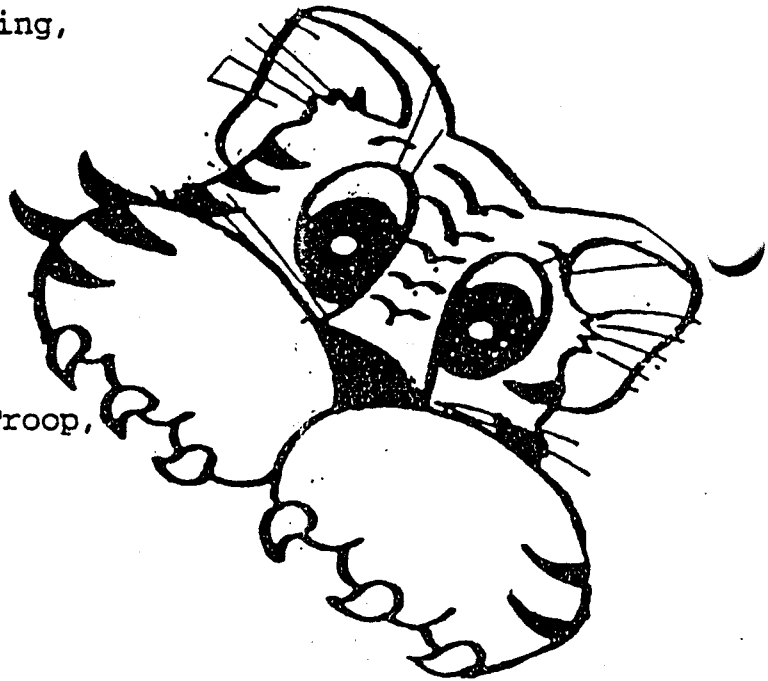
CHORUS

From Webelos to the Boy Scout Troop,
Our Tiger he will go.
Scouting is a special way
To help a boy to grow.

CHORUS

From Tenderfoot to Eagle Scout,
Tommy will be prepared
From those good old Tiger days
When he Searched, Discovered, Shared.

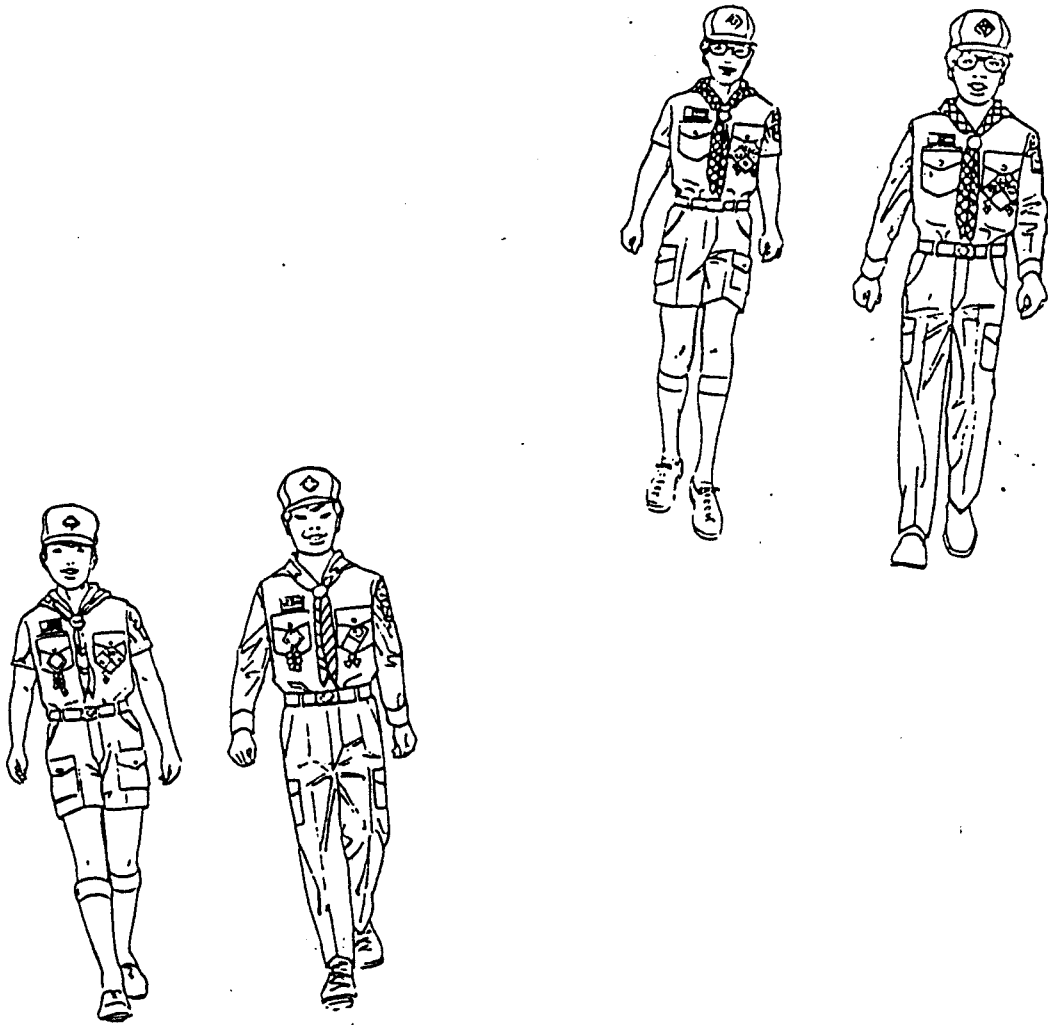
CHORUS



The
Scout
Uniform



THE SCOUT UNIFORM



THE SCOUT UNIFORM

The Boy Scouts of America has always been a uniformed body. There are many reasons for this. One reason stands out above all the rest.

We wear the uniform because it is a means of identifying ourselves openly with the principles to which we are committed - character development, citizenship training, physical and mental fitness.

Uniforms symbolize:

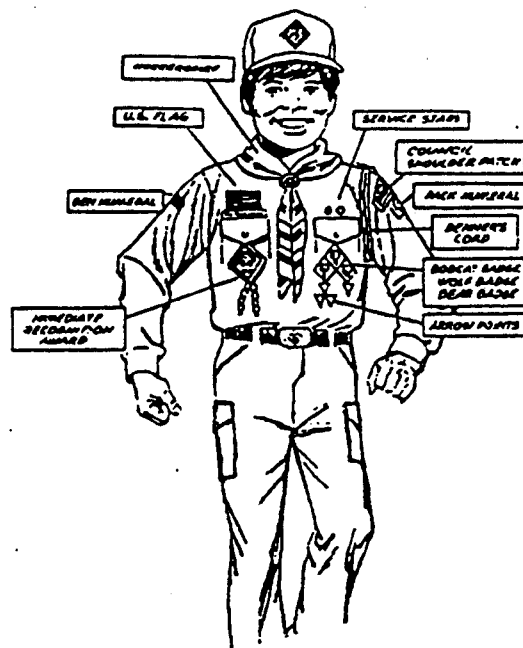
Personal Equality - The uniform represents a democratic idea of equality, bringing racial, economic, religious, ethnic, political, and geographical differences together in the Scouting tradition.

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

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

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

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



UNIFORM POLICY

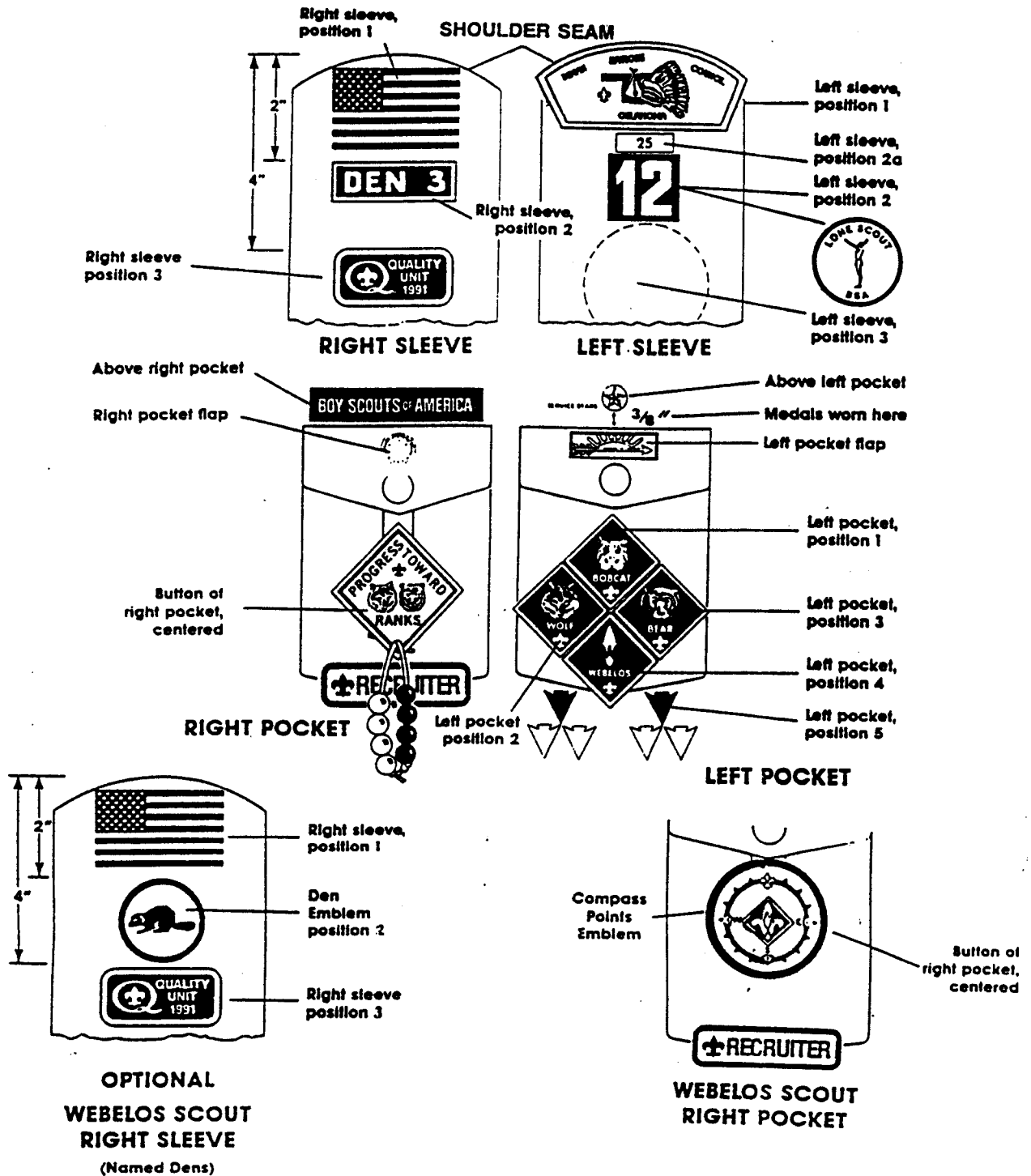
The official uniforms are intended primarily for use in connection with the activities of the Scouting movement. The uniforms shall not be used:

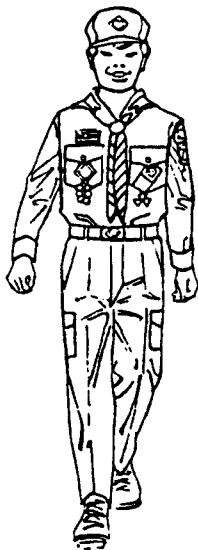
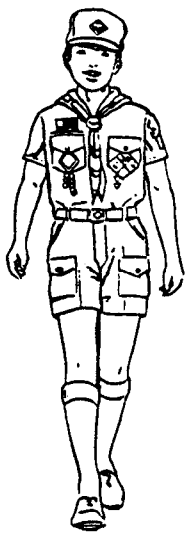
- When soliciting funds or engaging in any commercial enterprise. This does not forbid BSA members from participating in uniform in local council-approved money-earning projects which do not involve the sale of a commercial product or service. (For example: Uniforms may be worn when selling Scout-O-Rama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

UNIFORM INSPECTIONS

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

CUB SCOUT & WEBELOS UNIFORM

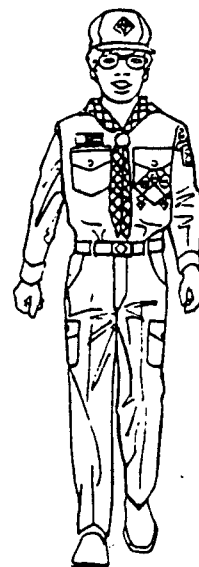




Cub Scout Slide



Webelos Slide



CUB SCOUT UNIFORM

The Cub Scout uniform consists of the following parts:

Trousers or Shorts. Official Cub Scout blue trousers or shorts with cargo pockets. Machine washable poly/cotton.

Shirt. Official Cub Scout long- or short-sleeve dark blue shirt with button-flap pockets. Machine washable poly/cotton. Has gold "Boy Scouts of America" lettering on right shirt front. Proper insignia should be sewn on.

Neckerchief. Official Wolf neckerchief is worn by second-grade (or 8 year old) Cub Scouts—triangular, gold with navy blue trim. Official Bear neckerchief is worn by third grade (or 9-year-old) Cub Scouts—triangular, light blue with navy blue trim. (See page 155.)

Neckerchief Slide. Official gold-colored metal Turk's head with Cub Scout emblem. Handmade neckerchief slides may also be worn.

Cap. Official Cub Scout baseball-style cap—navy with gold front panel and Cub Scout emblem.

Belt. Official navy blue web belt with metal buckle and Cub Scout emblem.

Stockings. Official Cub Scout knee-length stockings work with shorts—navy blue with gold cuff. Dark blue socks are worn with trousers.

Individual uniform parts may not be worn with civilian clothing.

WEBELOS SCOUT UNIFORM

The Webelos Scout may choose either the blue Webelos uniform based on the Cub Scout uniform, or the khaki/tan uniform similar to the one worn by Boy Scouts. The location of badges and insignia is the same for both uniforms. With the blue uniform, the trousers, shorts, and shirt are the same as those described for the Cub Scout uniform. When the khaki/tan uniform is chosen, official Boy Scout khaki trousers or shorts, with cargo pockets, and official Boy Scout tan long- or short-sleeve shirt, with blue shoulder loops, are worn. Official blue socks or stockings (with gold tops) are worn with the blue uniform, and official olive green socks or stockings (with red tops) are worn with the khaki/tan. The following parts are worn with both uniforms:

Neckerchief. Official Webelos neckerchief—triangular; blue, green, gold, and red plaid, with Webelos emblem. (See page 155.)

Neckerchief Slide. Official Webelos neckerchief slide—gold-colored metal with Webelos emblem. Handmade slides may also be worn.

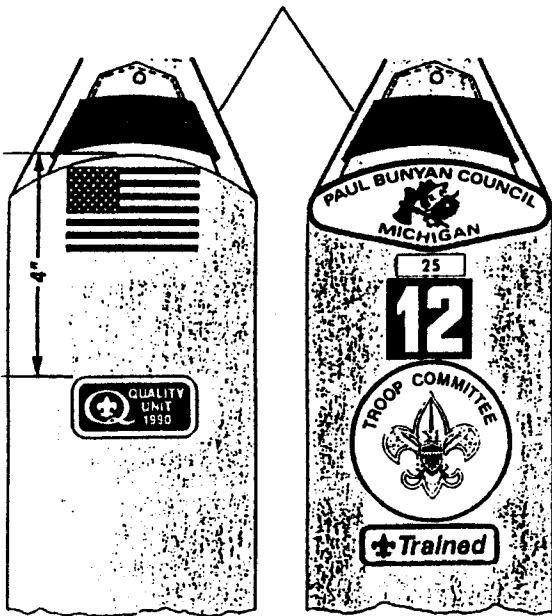
Cap. Official Webelos baseball-style cap—navy blue with light blue front panel and Webelos emblem.

Belt. Official Cub Scout navy blue web belt with metal Webelos buckle. Official Boy Scout olive green web belt with metal Boy Scout buckle or the blue belt with Webelos buckle may be worn with the khaki/tan uniform.

MALE LEADER UNIFORM

OFFICIAL PLACEMENT OF INSIGNIA

SHOULDER EPAULETS AND LOOPS



RIGHT SLEEVE

LEFT SLEEVE

Right Sleeve. U.S. flag. Den numeral, if applicable, is worn 2 inches below seam. If appropriate, the most recently earned Quality Unit Award is worn 4 inches below the seam.

Left Sleeve. Council patch, badge of office, and unit numeral, if applicable. Badge of office centered 4 inches below shoulder seam, but if numeral is worn, it is centered below numeral and touching it. The veteran unit bar (25, 50, 55, 60, 65, 70, 75 or 80 years) is positioned above and touching the unit numeral and also touching council patch.

Right Pocket. One jamboree insignia worn above BSA or interpreter strip. Order of the Arrow lodge insignia worn on pocket flap. Temporary insignia worn centered on the pocket. Nameplate is worn centered on the flap of the pocket. If OA flap is worn, nameplate is centered above the BSA strip or interpreter strip, if worn.

Left Pocket. Service stars and medals. Embroidered knots in rows of three. If a medal or embroidered knot is worn, service stars are raised. Badges of rank are not worn by adults.

Shoulder Epaulets. Colored shoulder loops identify the area of Scouting: blue, Cub Scouting; red, Boy Scouting (including Varsity Scout leaders in a troop); blaze, Varsity Scouting; green, Exploring; silver, council and district; gold, national and regional. A Scouter should wear the color shoulder loop of the position in which he is functioning.



RIGHT POCKET

LEFT POCKET

FEMALE LEADER UNIFORM

OFFICIAL PLACEMENT OF INSIGNIA

SHOULDER EPAULETS AND LOOPS



RIGHT SLEEVE

LEFT SLEEVE

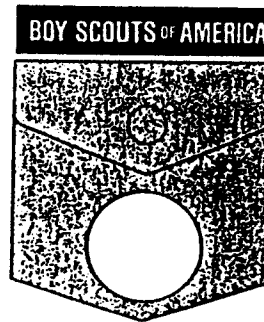
Female Cub Scout leaders wear the yellow blouse. All other female leaders wear the tan blouse (similar to the men's tan shirt).

Right Sleeve. U.S. flag emblem. Den numeral, if applicable, is worn 2 inches below seam. Only the most recently earned Quality Unit Award may be worn, 4 inches below the seam.

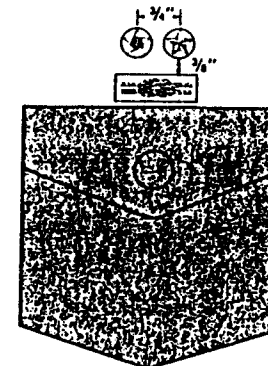
Left Sleeve. Council patch, badge of office, and, if applicable, unit numeral. Badge of office is centered 4 inches below shoulder seam, but if numeral is worn, it is centered below numeral and touching it. The veteran unit bar (25, 50, 55, 60, 65, 70, 75, or 80 years) is positioned above and touching the unit numeral and also touching council patch.

***Right Pocket.** One temporary insignia may be worn centered on the pocket. Temporary insignia on the yellow blouse is worn centered above the BSA strip. The nametag is worn centered on the pocket flap. On yellow blouses, the nametag is worn above the BSA strip but below temporary insignia.

Left Pocket. Service stars and embroidered knots worn as shown, above the pocket.



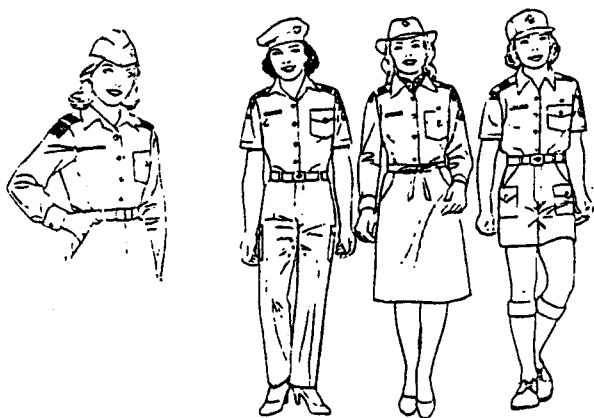
RIGHT POCKET
(The yellow blouse has no right pocket.)



LEFT POCKET

ADULT LEADER UNIFORMS

Current uniforms for adult leaders are described below. Older-style uniforms are not obsolete and may be worn as long as they are serviceable.



Female Cub Scouters have several uniform options—slacks, shorts, and skirt worn with blouse—which are suitable for all types of Scouting occasions. (See Female Leader Uniform Inspection Sheet.)

Blouse. Official pale yellow, short- or long-sleeve Dacron polyester/cotton, with "Boy Scouts of America" stitched in red. One front flap pocket worn with blue shoulder loops.

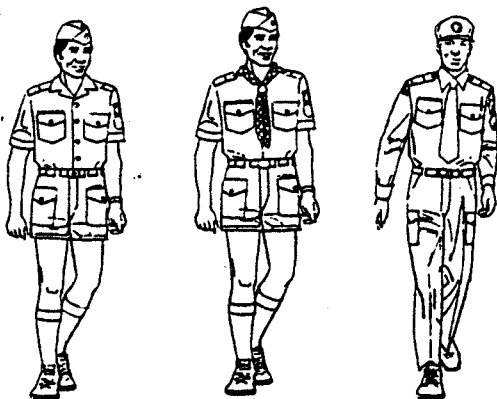
Slacks or Shorts. Official navy blue poly/cotton. One cargo pocket. Shorts worn with knee-length stockings.

Skirt. Official navy blue poly/cotton, wrap-around, with one pocket.

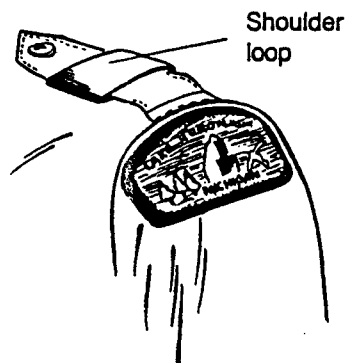
Scarf. Oscar de la Renta signature designer scarf, navy and gold, for optional wear with blouse. Is worn in style of wearer's choice.

Stockings. Official navy blue knee-length stockings with gold cuff. Worn with shorts.

Hats. Three styles of official female Cub Scouter hats are available: Navy blue Dacron poly/cotton with gold trim, navy blue wool blend beret, and navy blue casual hat with circular brim. All hats have Cub Scout emblem embroidered in gold.



All male Cub scout and Boy Scout leaders wear the same uniform with colored shoulder loops to identify their partici-



pation in different program phases of Scouting. Blue loops indicate affiliation with a Cub Scout pack.

Trousers or Shorts. Official khaki poly/cotton with cargo pockets. Also available for dress wear are polyester and wool blend trousers and shorts.

Shirt. Official long- or short-sleeve tan poly/cotton with button-down pockets and shoulder epaulets. Worn with blue shoulder loops.

Stockings. Official Boy Scout knee-length stockings worn with shorts—khaki with red cuff.

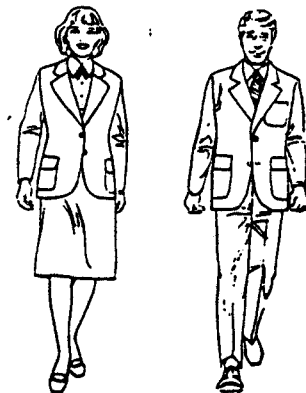
Belt. Official khaki web belt or official leather belt may be worn.

Hat. Male Cub Scout leaders wear the khaki field cap with gold universal Scout emblem or the khaki visored cap with red front panel. (All male leaders in the pack wear the same type hat.)

Tie. Mens' uniform shirt may be worn with or without tan dress tie or Cub Scout leaders' bolo tie.

Webelos Leader Neckerchief. Webelos leaders wear a plaid neckerchief similar to Webelos Scouts except that it is larger and has gold embroidered edging. May be worn with Webelos neckerchief slide or handmade slide.

Cub Scout Leader Neckerchief. Official navy blue Cub Scout leader neckerchief with gold edging and gold Cub Scout emblem may be worn with any official or handmade neckerchief slide. Neckerchief is optional for both men and women.

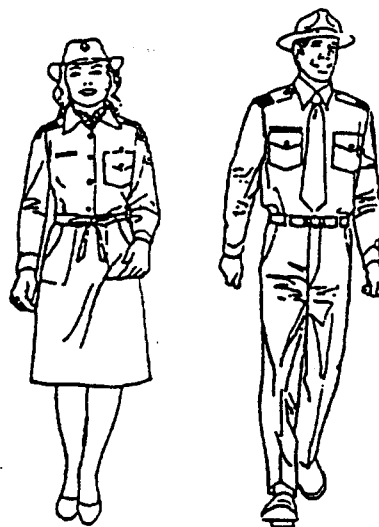


Formal Cub Scout leader uniforms.

The formal Cub Scout leader uniform (navy blue jacket with gray slacks or shirt) may be worn on formal occasions by men and women. Signature scarf or tie is worn by women.

ADULT FIELD UNIFORM

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

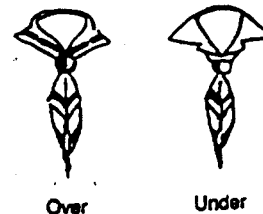
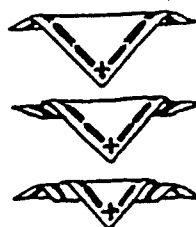


ADULT DRESS UNIFORM

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

THINGS TO KNOW ABOUT WEARING THE NECKERCHIEF

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



Cub Scout
slide



Webelos
slide



Boy Scout
slide

Summertime Uniform

BOYS :

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

ADULTS :

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

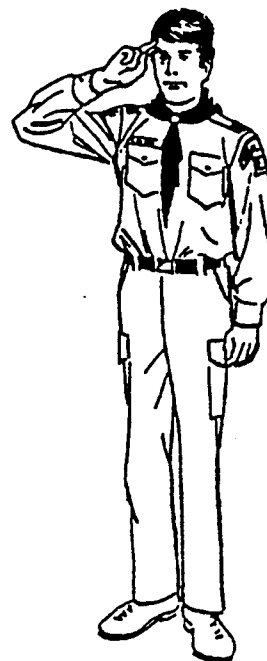
The following neckerchiefs are approved for wear in Cub Scouting:

FOR BOYS:

- Gold Wolf neckerchief
- Light blue Bear neckerchief
- Plaid Webelos Scout neckerchief

FOR ADULTS:

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



INSIGNIA FOR RED JACKETS



The proper universal emblem for the appropriate Scouting branch is worn on the left pocket. The Philmont bull emblem is designed for the red wool jac-shirt (black for men, white for women) and is worn on the left shoulder above the pocket. Boy Scouts may wear their leadership corps patch centered on the right pocket. On all jackets, the Philmont or other high-adventure base emblems may be worn centered on the right pocket or in the same relative position if there is no pocket.

Members of the National Eagle Scout Association, and Order of the Arrow may wear their six-inch emblem on the back of the jacket, as may those who have participated in international activities such as the World Jamboree. Only one such emblem may be worn. No other badges or insignia are approved for the red jackets.

The Red Vest

The red patch vest No. 537 (boys) or No. 539 (leaders) may be worn with the official uniform on all but formal occasions. These exceptions would be Blue and Gold Banquets, uniform inspections, etc.

This vest was designed for your extra patches such as Day Camp, Scouting Show, Pow Wow, Pinewood Derby, etc. since only one temporary patch can be worn on the uniform at a time.

This vest is available through the Scouting distributors. Badges of Rank do not belong on the red vest.

WHERE TO PURCHASE SCOUT UNIFORMS

SCOUT SHOPS-One stop shopping

PENNSYLVANIA:

Valley Forge Scout Shop
1485 Valley Forge Road
Rt 252-N
Wayne, Pa 19087
610-989-9626

Philadelphia Scout Shop
22nd and Winter
Philadelphia, Pa 19103
215-564-0785

Bucks County Council
2132 Moreland Road
Doylestown, Pa 18902
1-800-244-3080

NEW YORK:

New York City Scout Shop
345 Hudson Street 4th Floor
New York, NY 10014-4052
1-212-463-0175

William C. Pouch Scout Camp
1465 Manor Road
Staten Island, NY 10314
1-718-351-5664

NEW JERSEY:

Southern NJ Scout Shop
4468 S. Main Road
Millville, NJ 08332-1464
609-327-1700

Monmouth Scout Shop
Monmouth & Deal Roads
Ocean Township, NJ
908-531-3636

SCOUT DISTRIBUTERS:

BUCKS COUNTY COUNCIL AREA:

Rose Uniforms
1 Scout Way
Abington, Pa
1-215-659-4822

I Goldberg
Southampton Shopping Center
Second Street Pike
Southampton, Pa
1-610-357-9388

Leh's
Rts 309 and 313
Quakertown, Pa 18951
1-610-536-1500

GEORGE WASHINGTON COUNCIL AREA:

Harry's Army & Navy
US Highway 130 & Klockner Road
Yardville, NJ
609-585-5450

High-Tech Hobbies
49 Main Street
Clinton, NJ
908-735-6767

L & S Variety Store
57 Main Street
Flemington, NJ 08822
908-782-4798

SOUTHERN NEW JERSEY COUNCIL:

Bob's Hobbies
Broadway & Pitman
Pitman, NJ 08071

Sam's Men & Boys
Cumberland Mall
Vineland, NJ 08360

Delaware Bay Trading Post
Virginia & Bayshore
Villa, NJ 08251

CAMDEN COUNTY COUNCIL & BURLINGTON COUNTY COUNCIL

Childrens Sample Shops
Deptford Mall, Deptford, NJ
Echelon Mall, Voorhees, NJ
Cherry Hill Mall, Cherry Hill, NJ
Rt 541 Liberty Square, Burlington, NJ

Polsky's Army & Navy
164 S. Broadway
Woodbury, NJ 08096

MONMOUTH COUNCIL:

Clayton & Magee
Broad Street
Red Bank, NJ

The Hobby Shop
Stratmore Ctr.
Matawan, NJ

Bob's Uniform Shop
Rte 35
Middletown, NJ

Wholesale for Kids
Freehold, NJ

THOMAS EDISON COUNCIL:

Christensen's Dept Store
Main Street
Woodbridge, NJ
908-634-0084

IT'S wholesale for Kids
Foodtown Center RT 9
Sayerville, NJ

Archie's Mens Shop
418 E. Main Street
Bound Brook, NJ

Darrow's Outfitters
1489 Morris Avenue
Union, NJ

The Hobby Shop
Strathmore Center, RT 34
Aberdeen, NJ

Raiffe's Youth Center
200 N. Woods Avenue
Linden, NJ

Webelos



Camping

WEBELOS OUTDOOR CAMPING PROGRAM

So you want to go camping with your Webelo Scout son. But you need to know what to bring, what not to bring, what equipment do you need to take, and Hey, what is the policy on doing this? Who sleeps in what tent, do's and don'ts. This chapter will cover all you need to know, well almost all.

To understand all this you need to understand the Webelos Program. This program is a two year deal in which you, as the leader, must prepare the Webelo Scout to become a Boy Scout. For, as a leader, and if done right, you can graduate the boy with all the knowledge for his first rank in Boy Scouts.

Remember, the major part of Scouting is OUTING. Boys like camping, it allows them to spend time with parents and friends. It introduces the boy and his parent to the camping program, and the Boy Scout Troop. The boy uses the skills learned on these trips to become a better Boy Scout.

All camping should be done at an approved Scout Camp. Otherwise, the trip will not be covered by National Scout Office insurance, or the local Council. A list of certified Scout Camps can be found at your local council. Also a list of all BSA Scout Camps can be found in the "Northeast Region Directory of Local Council Camps and Outdoor Facilities". Listing camps from Maine to Virginia, telling you which camps will allow Cub Scouts, which won't. What type of activities are available, what type of camp sites, facilities, cabins, etc. This book cost approx. Two Dollars and was compiled by the Order of the Arrow.

The next thing you need to do is insure that you have one parent per Scout. This is a regulation of the National Office. There are exceptions, however. If there are two boys in the program, one parent fine. You are pushing it if there are three boys in the family, but I find that most Councils and Camp Rangers are flexible. If a parent can not be present for some reason or another, another relative is acceptable, such as an Uncle or Aunt, older brother over eighteen years of age is a last resort, or a close family friend.

But most important, if you are the Leader responsible for the overnighter, you need to be child free in order to run the program. Unless your son is one of the Webelos, then you have your hands full.

But you can deal with it with the help of the other parents on the trip. Be sure to spend as much time with your son as possible, and allow the other parents help with the program. You never know what may inspire a parent to become another leader. Allow them (the parents) to help out with the cooking, clean up, campfire and the program/activities.

When conducting the Webelos Overnighter, it is best to go with a Boy Scout Troop. They can provide additional leadership and loan tents and other camping equipment needed by the den. During this "Joint" activity, members of the troop can help teach the boys basic skills in camping, pocket knife, fire building, etc. Also, if the Leader is not well versed in camping, the Scoutmaster or his assistants will be a good resource for this.

Activities are important to the camping trip. You must have something for the boys to do or they will get bored and that leads to trouble. It is best to plan everything in advance to ensure that the boys have something to do almost every moment of the day. A timetable of events should be written up and posted for all to see and then keep to it. Nothing makes an outing fall flat than always running behind. It also causes things on the list to be omitted and any materials you may have collected go unused.

You need to list what to bring and then break that list down to different categories. I call these Group Stuff, Cub Stuff, My Stuff and Other Stuff.

Group stuff includes tents, stoves, cooking gear, ground cloths, dining fly's, rakes, shovels, food, ice chest, tables, latrine tent (if necessary). Cub stuff would include a list of what the Webelo needs camping, his personal stuff, uniform, change of clothes, change of underwear, sleeping bag or three blankets, foam pad or air mattress, sweater or jacket, poncho or rain coat, pajamas or sweatsuit, extra socks, flashlight, pack or suitcase, plastic ground cloth, fork, knife and spoon, plastic cup, some type of mess kit, or an old plastic plate, toilet kit containing the following..soap in a box, toothbrush, toothpaste, comb, hand towels, washcloth, metal mirror, 1/2 roll of toilet paper.

My stuff will include everything in the Cub list except for a few other things, like scout knife, extra batteries and some "Creature Comforts" that adults like to have. Other stuff are those things you think you might need on the trip, like extra rope, fire buckets, saw and axe, extra stoves, game equipment, things like that.

A word about advancement. Yes. Just kidding, camping is a great time for the boys to work on their activity pins. These include, but are not limited to Forester, Geologist, Naturalist and of course Outdoorsman. However, you may also want to give thought, with a little bit of imagination, to such subjects as Athlete, Engineer, Fitness, Readyman, Sportsman, Aquanaut and even Traveler can be used going to and from the campsite. A lot of advancement can be done on a camping trip. You may even use Boy Scouts (Den Chiefs) to help.

Planning the trip is an experience all by itself. Here is what must be done in order:

1. Who is going? Find out how many boys and parents are going to attend.
2. Secure a campsite, best not to go too far as you will most likely leave on Friday night. Limit your trip to approx. two hours travel time. You still have to unpack and get settled.

3. Get the Tour Permit! Get the Tour Permit! I can't stress this enough. I have seen an entire Pack turned away because they did not file and receive a Tour Permit, and this after a two and half hour drive. Don't get caught in this situation. Fill out the Tour Permit, front and back, list all drivers and vehicles and insurance information. Normally all dad's will take their own cars. The Tour Permit will cover you if you should get into an accident going to or coming from the trip. It is best to get the permit no later than two weeks before the trip.

4. Collect the gear. Tents and other stuff listed earlier in this chapter. If traveling with a Troop, they will most likely have the gear you need. If not, get the gear, collect in one place. Sometimes the gear must be put into several of the vehicles going. Then you must make sure that everyone gets there at the same time and not get lost.

5. Plan your route. Use a good map to your destination. I recommend "Patton" or "Franklin" maps. They can be purchased from almost any store you pass. But it is best to order the map you want. I recommend County maps. They are the most accurate. You can get maps from the council you are camping in or who owns the camp.

6. Buy the food. You are buying for a lot of people, so you must also plan your menu. You might have a cracker barrel on Friday night, breakfast for two days, lunch for one or two days, dinner for one night, and maybe a cracker barrel on Sat. night. The three best

words in camp cooking are "Just Add Water". Yes, friends, instant is best when possible, next best is canned goods and meats and breads and fruits are mostly a must, but be careful how much you buy. These things don't last long and can spoil quickly. Most importantly keep it simple and easy on yourself. Make a roster of which fathers will help with the cooking and clean-up, let the boys help. But, and this is a big one, do not let the boys handle the stoves or lanterns. And remember, the BSA does not allow Scouts to handle liquid fuel.

7. Be sure that you have plenty of water. Sometimes you do not have running water at the site. You may have to transport it from a water point. Use good approved water jugs from three to five gallons. The water is used for drinking, cooking and clean-up.

8. Going to the site you might want to travel in convoy fashion. It will be the leaders job to insure that the convoy does not go too fast, and to be sure that no one gets lost. One idea is to put a red lens flashlight in the back window in each vehicle, so that you can identify the vehicle if you get separated. Another idea is to tie a handkerchief on each vehicle antenna. If you have them, citizen band radio or car phones are useful.

9. Check the boys before you leave. You don't want Game Boys here, or other electronic games. Nor do you want to have a kid bring twenty ponds of artificial sweetened sugar bombs with him or he and the others may be bouncing off the car doors before you get to camp. This is a good time to mention that you make sure that the boys do not keep food in the tents as they may have a close encounter of

the furry critter kind, or wake up to twelve divisions of ants marching as to war.

10. Before you get to camp, decide who will do what. Who will set up the tents, kitchen, etc. If you are with a troop, the Boy Scouts will or may assist you and the boys with this. It makes things easier when you arrive.

11. Be sure to show the Tour Permit to the ranger when you arrive, and before you leave. As scouts and scouters, we must leave a place as good or better than we arrived. The ranger will check the site before you leave, and sign off on your Tour Permit, and if anything is wrong, you must correct it then and there. You are also responsible for any damage done during the stay.

12. Last but not least, HAVE FUN !!!!!!!

That's what your here for anyway. Take your time getting everything ready. Remember, this is a no stress weekend.

You might try several types of camping. Tent camping as we know, is fun, requires lots of extra work and is good for mild to warm weather. Cabin Camping. Normally used for winter camping. A lot of scout reservations have cabins that will sleep twenty to forty people. Most have bunk beds in them. This is very good as the parents get the bottom bunk and the scout gets the top bunk. Watch for the kid who likes to jump from bunk to bunk, set ground rules at the beginning. Such as No bed hopping, No running around without shoes on, Use the buddy system, respect other peoples stuff, and be respectful to all adults present.

You may want to have the parents introduce themselves as soon as everyone is settled in. Then explain the rules and what you are going to do for the next thirty-six hours. Then stop. Don't give a speech, lecture or drone on, keep it short and sweet as their attention spans are short at this time. Be prepared not to get much sleep the first night as the boys will be wired for sound. They will giggle, talk, play with their flashlights, pass gas loudly, (Kids love that) (Some parents do too). Just be firm, but not too firm, they are here to have fun and learn.

A word about sleeping arrangements. If tent camping, a parent may sleep in the same tent as his/her son. However, they may not have the son of another parent in the tent with them. That's the policy from National. Also, husbands and wives may not sleep in the same tent, and that too is policy from National. Women in camp used to be something that could not be done. However, with the invention of the Female Scoutmaster, and the Female Webelos leader and with the new single parent family situations, you must make other accommodations for females. In tent camping, it's easy, just give them their own tent. In cabin camping, however, you must rent another cabin, which unless you have about eight to ten females may be cost prohibitive. Some cabins cost \$85 a weekend. The other alternative would be to bring a small camper with you. But be sure that you check with the ranger first as some camps do not allow it. Another alternative would be, if you only have one or two females, see if the rangers family can put them up for a day or two, again call the ranger ahead of time and see what he/she has to offer.

Another aspect is to make sure that the boys are properly dressed for the weather. If the weather is very cold, then instead of having indoor activities, teach them how to wear their clothes in layers, so they can do things outdoors. Likewise, make sure that if you get rained on (In scouting, it does not rain, it dews. I was at a camporee where it dewed for fourteen and a half hours straight) Have dewy day activities, maybe some leather craft, small crafts (something in the Craftsman activity pin area) Song time and some indoor games. In any event, have a plan "B" or back up plan.

Another form of camping is the Camporee. Some Camporee's have activities for Webelos Scouts. They go through round robin type of competition just like the Boy Scouts, but geared to their rank and advancement. They also get scored on the campsite, uniform, latrine set up, kitchen set up, fire ring, axe yard, etc. This is a fantastic experience for the boys, so if you get a chance to go to one, then by all means go.

Also when tent camping, the boys may want to sleep in tents with other boys, this is allowed and the parents may double up in tents. Again remember, that married couples are not to sleep in the same tent per National Regulations. If you have enough boys, form them up into patrols, like the Troop, and let them compete like that.

And last, but not least are campfires. First get a fire permit from the ranger, you may have to do this on Saturday morning so he/she can get the O.K. from the local fire warden. The campfire should have skits, songs, cheers, run-ons and a story or two. Start

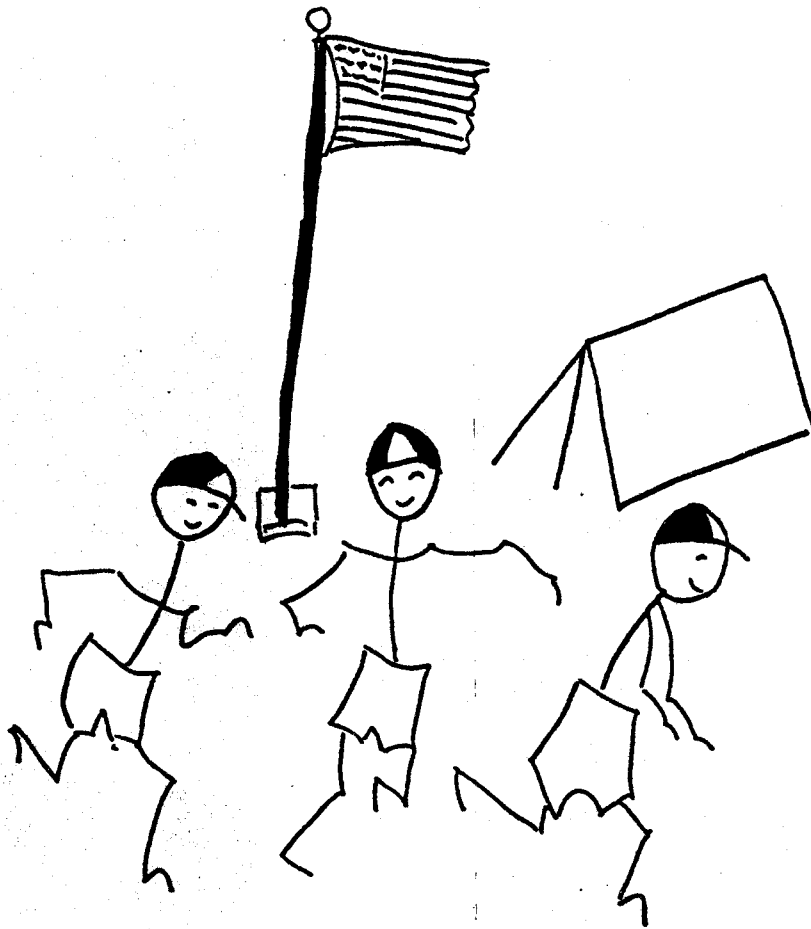
simple, bring it up to fever pitch, then bring them down. As an extra, after it is over, you might break out the marshmallows, Hershey Bars and graham crackers for some smores.

This chapter should help you get started on the Webelos Overnighter. But it takes several trips to be so good that you can do it in your sleep, but, it sure is fun trying, and you get to keep the memories.

Resources for this chapter can be found in the following B.S.A publications....Webelos Scout Book, Cub Scout Leader Book, Cub Scout Fun Book, Cub Scout Leader How-To-Book, Webelos Den Activity Book, "An Introduction to Camping for Cub Scouts", The Boy Scout Hand Book and the Fieldbook of The Boy Scout of America.

About the Author; Donald Donovan has been a Webelos Den Leader for the past three years, with Pack 28 in Maple Shade, N.J., Burlington County Council. He is also an assistant Scoutmaster with Troop 28 in Maple Shade, Troop & Pack Committee Member and Newsletter Editor for the same unit. He also sits on the District Committee, Council Camping Committee. A member of the Cub Scout Leader Training Staff, Course Director for Cub Scout Leader Basic. He also is a graduate of the B.S.A. National Camping School and is Director of His District Day Camp. He has just recently completed the Cub Scout Trainers Wood Badge practical course, and is currently working on his Two Year Ticket. When not involved in Scouting , he is an Investigator with the Burlington County Sheriff's Department. Married, he resides with his wife, Kim, daughter, Holly and son, Michael, who is a First Class Scout and a Den Chief.

== == == == == == == == ==
WEBELOS
== == == == == == == == ==



the WEBELOS Legend

Here now the Webelos legend;
The tale of the Webelos tribe;
The tale of Akela - it's Chieftain.

"Hoo", called the owl in the darkness
and Mowgli, the Indian boy
Lay in his teepee and listened
To the rustle of trees in the night.

"Boom" went the deep muffled beat of
The great ceremonial drum;
The braves of the tribe were convening.
He wished he could answer that call.

Quick, like the flight of an arrow;
Quiet, in the hush on the night;
Before a great fire ring they gathered
Awaiting Akela, their Chief.

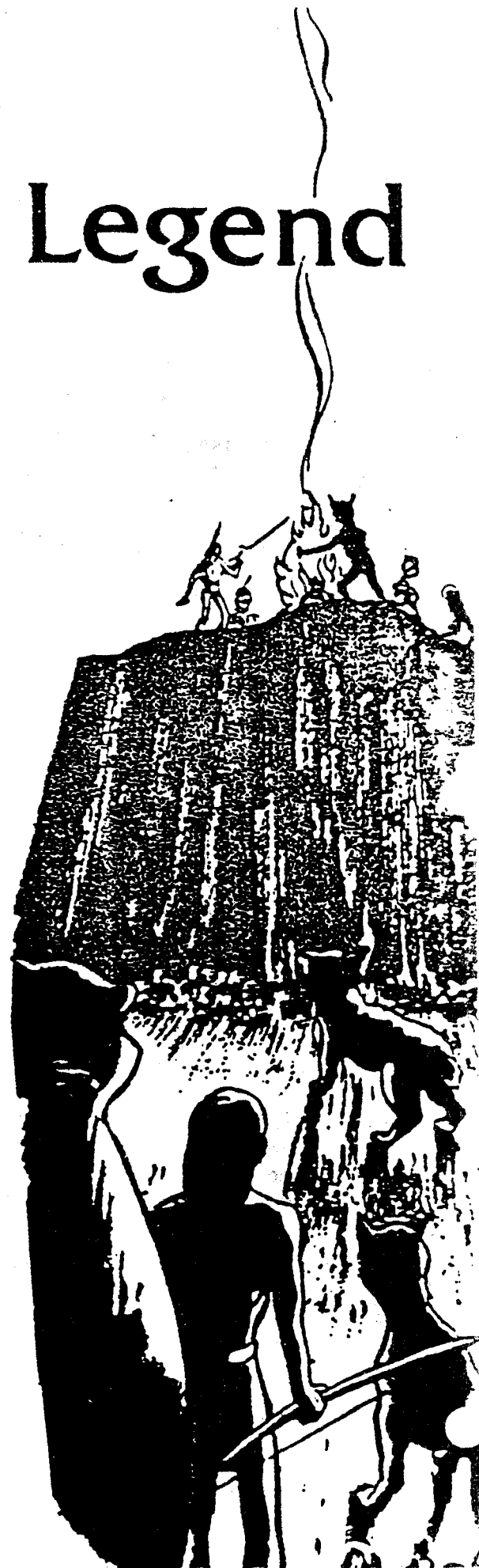
Here in the great Council Fire Ring
On top of the cliff, here they met;
Here, often they came for decisions;
Here, too, the Great Spirit they sought.

Here they sought help from the Spirit
On hunt or on warpath; in peace.
Here they met their Chief Akela;
Awaited his final decree.

Now wil the "boom" of the big drum .
All was quiet, the night was quite still.
The great ceremonial fire,
When lighted, illumined the hill.

The tom-toms began, set the rhythm.
Akela stepped into the Ring
First low and slow, then - like thunder,
They beat as he danced near the fire.

Dancing with grace,
full of gesture,
in costume, he told of his life.
He told of the strength of his father
The powerful
"Arrow of Light".



"Kind Eyes," his mother, taught those things, that only a mother can know. He once saved her life with his arrow; his father helped fashion his bow.

The tom-toms beat on and his dance told of trips to the forest, where Wolf taught him the ways of the wild life, of the ground, of the tracks, ways to food.

Through dancing and gesture he told how he next faced the bear and learned the meaning of Courage; and then he became a young Scout of the Trail.

Akela, the Wise, closed his dance. By sign and by gesture he told how the tribe can be strong only when the boys of the tribe are quite strong.

He said this: "The future is hidden, but if we are strong and brave, if we can teach our boys to be fair, our tribe will continue to be strong."

"Let us name our tribe for the Bobcat,
The Wolf and the Bear and the Scout;
The Webelos Tribe we'll be called and
The strongest of all we will be."

Akela thus ended his dance.
The beat of the tom-tom was stilled.
In silence the warriors stood,
Then gave the great guttural "HOW"!

The fire burned low, all was still
No sound broke the hush on the hill,
Save the crackle of embers and all
The mysterious half-noises of night.

The Braves raised their right hands toward heaven,
"Living Circle" was formed with their left.
The Webelos Pledge was then given;
"To live and help live" was their pledge.

This, then, is the Webelos legend.
This, then, is the reason they're strong.
They honor the pledge which they make;
"To live and help live" is their goal.



Live and help live

OUTDOORSMAN

DEN ACTIVITIES

- Have a tent-making project of a simple tarp tent which will provide adequate shelter for two boys. (Webelos Scout book)
- Do fire laying for regular wood fires or charcoal fires so Webelos Scouts can learn to lay them for cooking or campfires.
- Build charcoal stoves from 5-quart oil cans. Vent them at the top and bottom with a can opener and help your Webelos Scouts learn how to build a fire in them.
- Show the boys how to make an improvised sleeping bed or bag.
- Make sure the boys are familiar with fire safety principles which include no-flame-lights in tents or liquid starters for charcoal fires.
- Show the boys how to make a list of items they will need for camping in the backyard and on a Father-Son overnight campout.
- Learn aluminum foil cooking techniques.
- Have a den cook-out.
- Practice camping in the backyard.
- Have a Father-Son overnight campout.



CAMPING

Organized camping is a creative, educational experience in cooperative group living in the outdoors. It utilizes the resources of the natural surroundings to contribute significantly to physical, mental, spiritual and social growth.

- Camping contributes to good health through supervised activity, sufficient rest, good food and wholesome companionship.
- Camping aids in spiritual development by helping campers recognize and appreciate the handiwork of God in nature.

ATHLETE

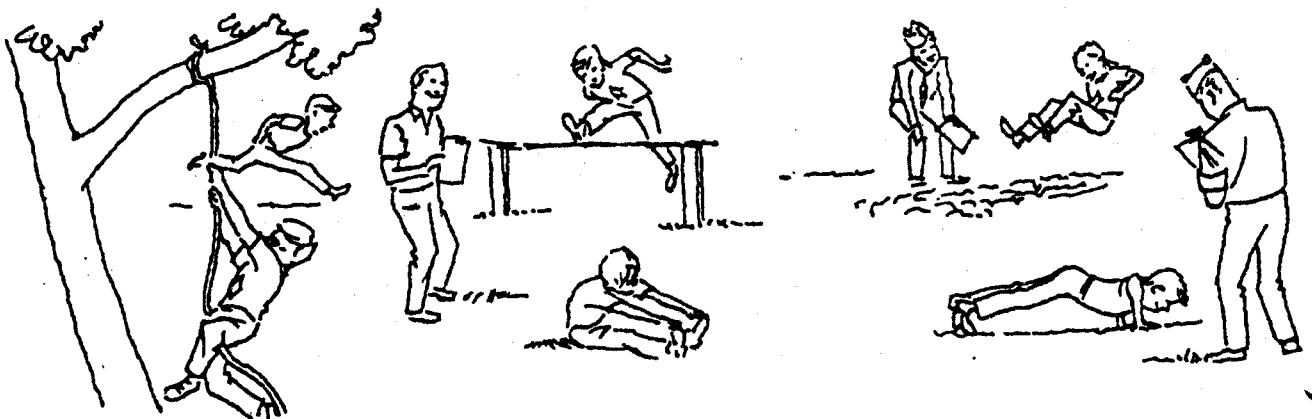
WEBELOS DEN OBSTACLE COURSE

Use a playground, park, backyard, utilize the terrain and natural features by developing an obstacle course. Suggested are some possible feats to perform and obstacles to overcome.

- Ring a bell seven feet off the ground.
- Crawl through cardboard carton tunnels.
- Using a waterglass (plastic) transfer a quantity of water from one container into a second one.
- Climb 12 feet up a tree and touch a marker.
- Shoot three baskets from 10 feet away.
- Vault a three foot hurdle.
- Walk a 12 foot 2 x 4 while balancing a hard boiled egg on a spoon held in your hand or mouth.
- Eat two crackers and then immediately whistle "Yankee Doodle".

INDIAN ARM WRESTLE

This requires two strong armed boys as partners. Try to force your opponent's hand to the ground or raise his elbow. Try changing hands. The Webelos Scout Book has other good games.



SCHOLAR

WORDS AND LETTERS

A test of knowledge. Following is a list of twelve words, each of which can be represented by a single letter of the alphabet.

An insect	B - Bee
A beverage	T - Tea
An exclamation	O - Oh
A river in Scotland	D - Dee
A question	Y - Why
A line of waiting people	Q - Queue
A printers measure	M - Em
An organ in the head	I - Eye
A vegetable	P - Pea
A puzzle solver	U - You
Deep and wide	C - Sea
Forever	A - Aye

SCOUT LAW DART BOARD

Needed: Dart board & darts. Dart board should have spaces with numbers 1 - 12.

Each boy in turn, throws a dart at the dart board and scores a point if he can recite the point of the Scout Law represented by the number in which his dart sticks. Score one point for each correct throw and identification. Permit each boy to throw until he misses, either in his throw or in his identification of the Law.

ARTIST

DEN ACTIVITIES

Try this! AFTERIMAGES..

Eyes are funny things. Sometimes they can fool you. Here is proof. Get some pieces of brightly colored paper, cardboard or cloth. Be sure colors are bright. Use red, green, blue, yellow, orange and violet. Cut 3 inch circles from the colored sheets. You will need a sheet of black and a sheet of gray paper or cardboard also.

Sit under a bright lamp, (or go outdoors if the weather is good or you do this other than in November). Put the red circle on the black paper and look at it steadily for at least 30 seconds. Be sure that you do not move your eyes. Sometimes the experiment works better if you shut one eye. Now take the red circle away and continue looking steadily at the black background. You should see a circle on it....but the color will be green, not red!

Try the experiment again, with a gray instead of a black background. The gray will also appear to be green. Turning off the light or moving into shadow sometimes increases the effect.

Try again, using a green circle. The afterimage will be red. Use a blue circle and the afterimage will be orange. An orange circle will give a blue image, yellow will give violet and violet will give yellow.

--Attend an art exhibit or museum.

--Invite an art teacher or an artist to den meeting to talk about basic art and designs. Technical questions which may come up about the badge area requirements may be answered here.

--make mobiles.

--Have Scouts make a sketch during a nature hike - of birds, trees, animals, plants, horizons, etc..

--Make a pencil sketch of a bottle, dish, vase etc..

GRADUATION CEREMONY
"SEVEN VIRTUES OF LIFE"

PERSONNEL: Cubmaster, Scoutmaster, Webelos Cub Scout

EQUIPMENT: Webelos Arrow of Light, ceremonial board with seven candles, graduation certificates, (Boy Scout Handbook) for each graduate

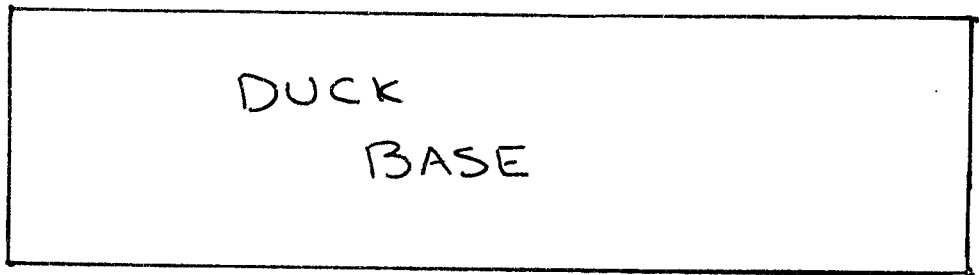
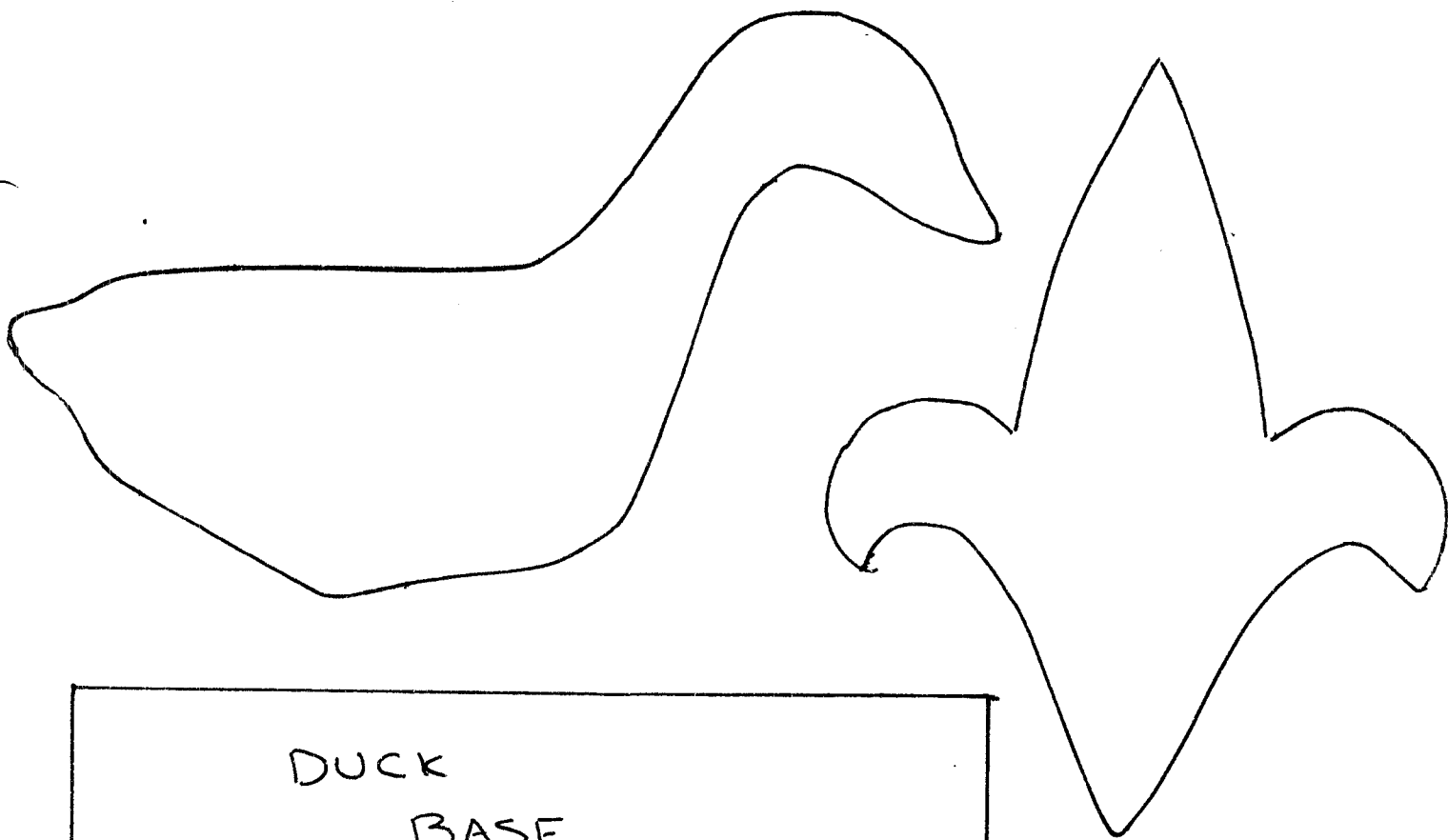
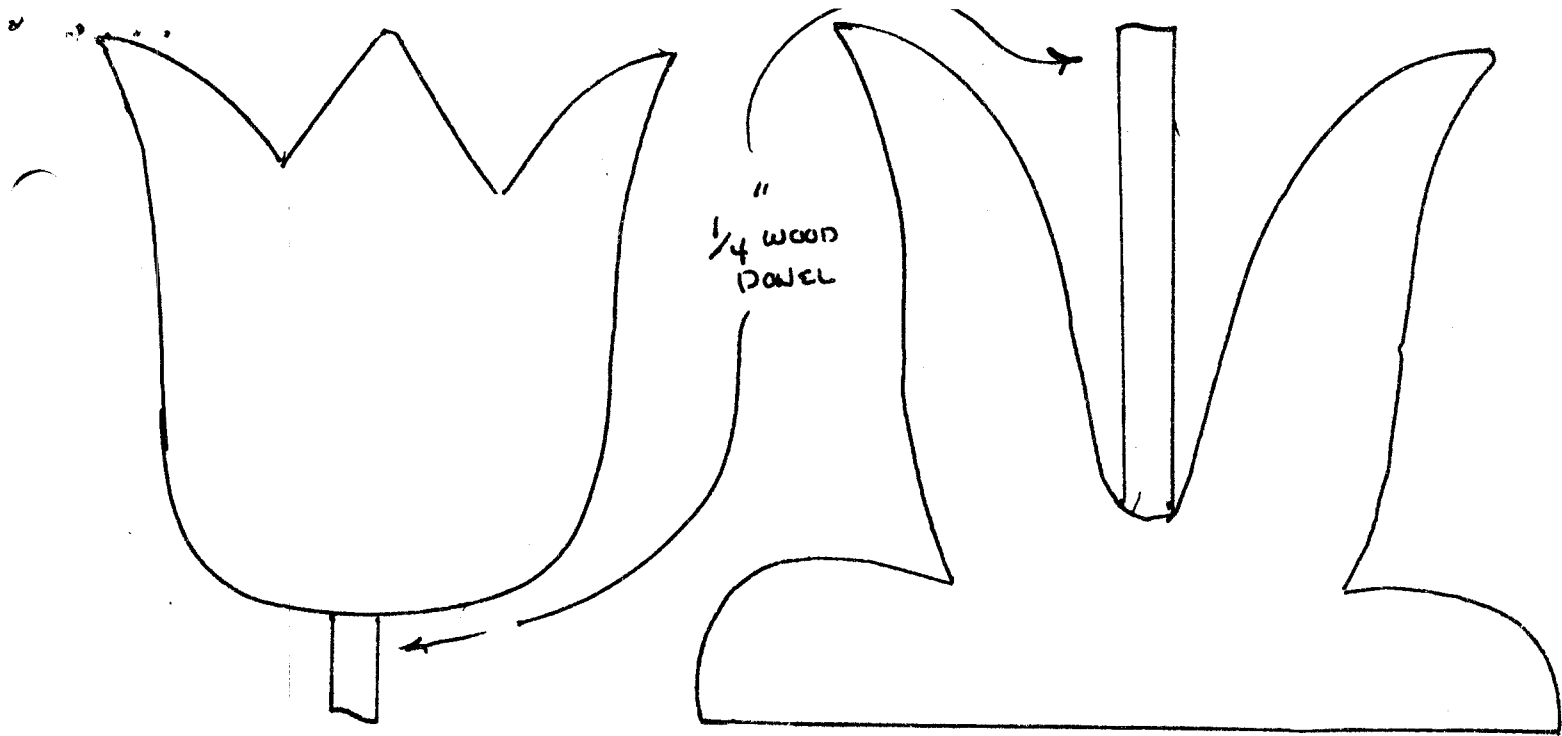
CUBMASTER: (Pointing to Arrow of Light ceremonial board): Cub Scouts, the emblem you see before you represents the Webelos rank of Cub Scouting. You have completed the four ranks of Cub Scouting - Bobcat, Wolf, Bear and Webelos - and are about to graduate into Boy Scouting. The seven candles represent the rays in the Arrow of Light. As they are lighted by Webelos Cub Scout (name), you will hear how they stand for the seven great virtues of life.

1. WISDOM - Wisdom does not necessarily mean superior knowledge. It means putting to the right use the knowledge that one possesses.
2. COURAGE - 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.
3. SELF-CONTROL - 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.
4. JUSTICE - Justice is the practice of dealing fairly with others without prejudice or regard to race, color or creed.
5. FAITH - 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 - you knew that the light would go on".
6. HOPE - 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.
7. LOVE - There are many kinds of love - love of family, love of home, love of fellow man, love of God and love of country. All these loves are necessary for a full life.

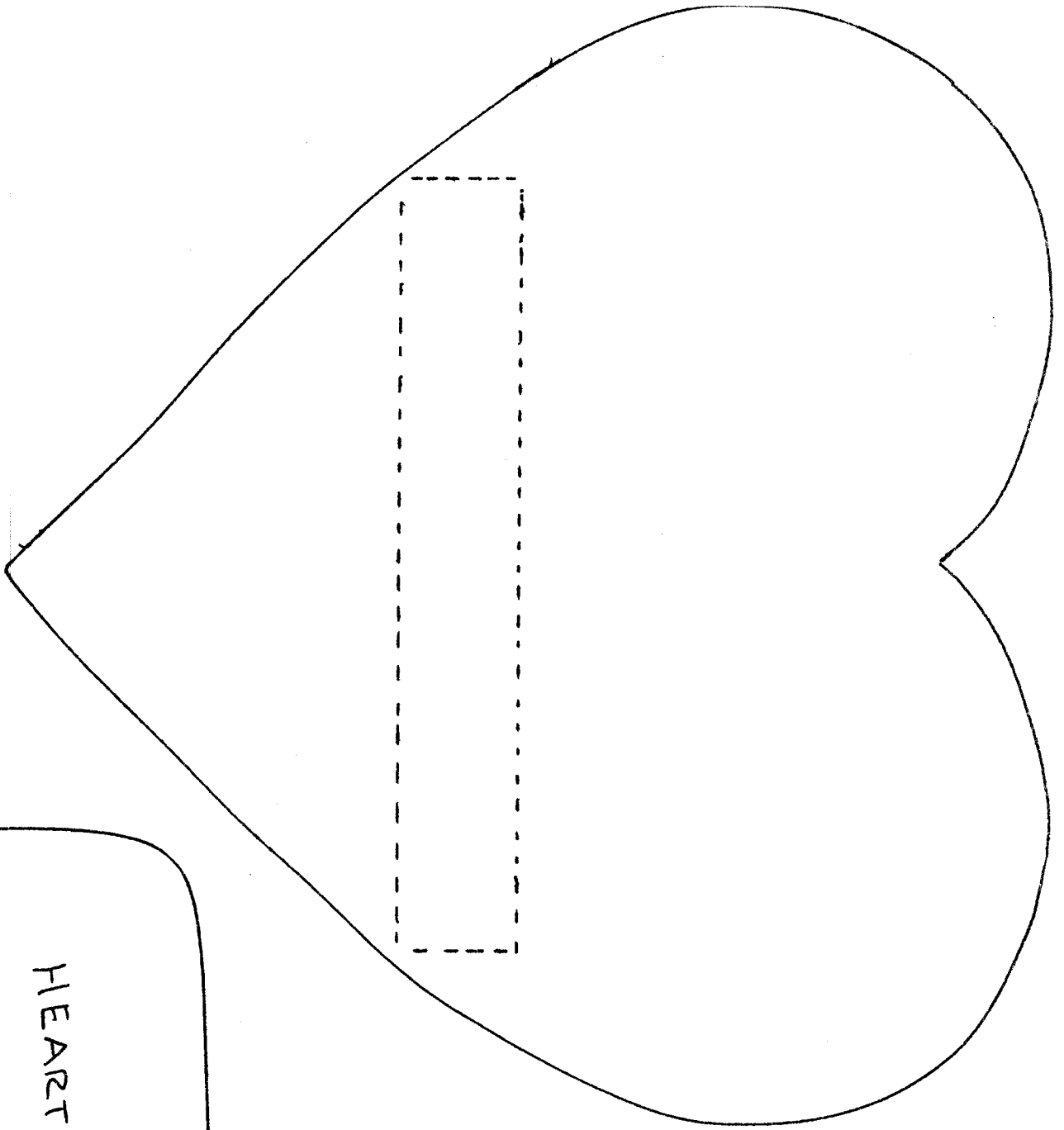
You will find that if you live by the seven great virtues you will become a happy man, and a happy man is a successful man.

It is now my pleasure to present you and your parents with your certificate of graduation and a copy of the official Boy Scout Handbook.

At this time, may I present Mr. (name), Scoutmaster of Troop (number), who will accept you into the Troop. I am sure he has a few words of welcome to you and your parents.



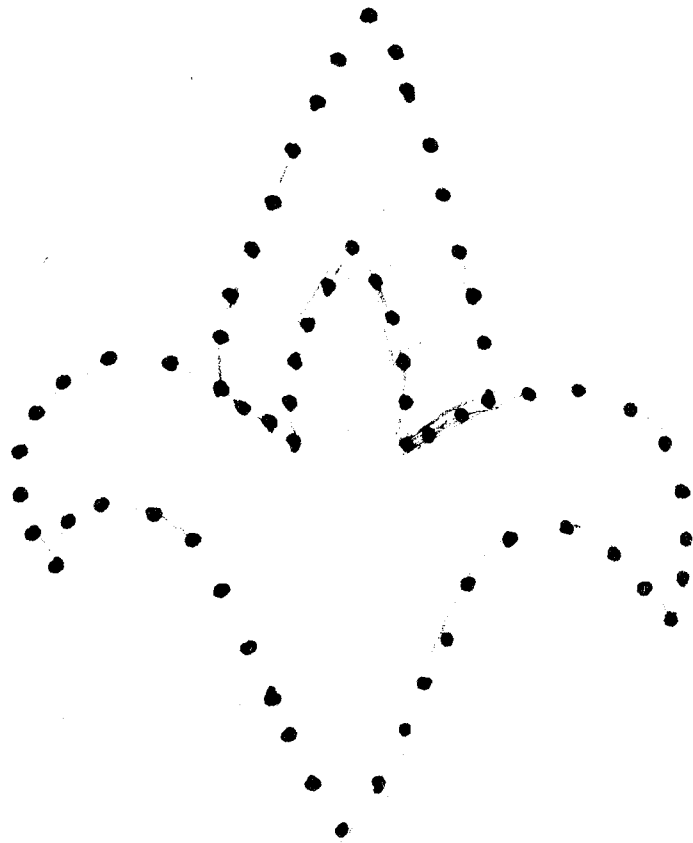
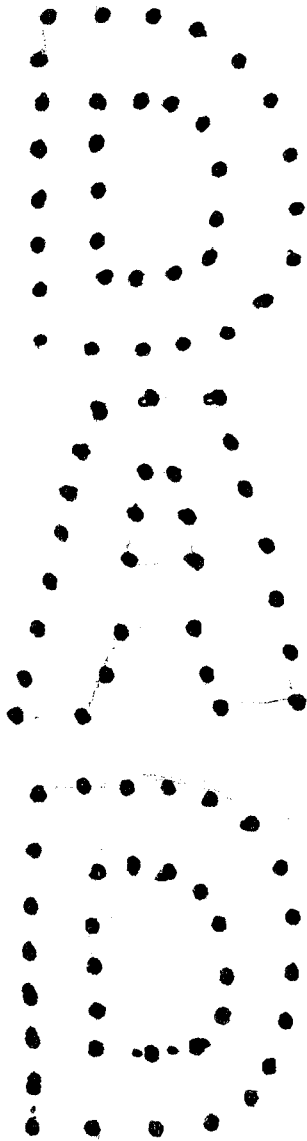
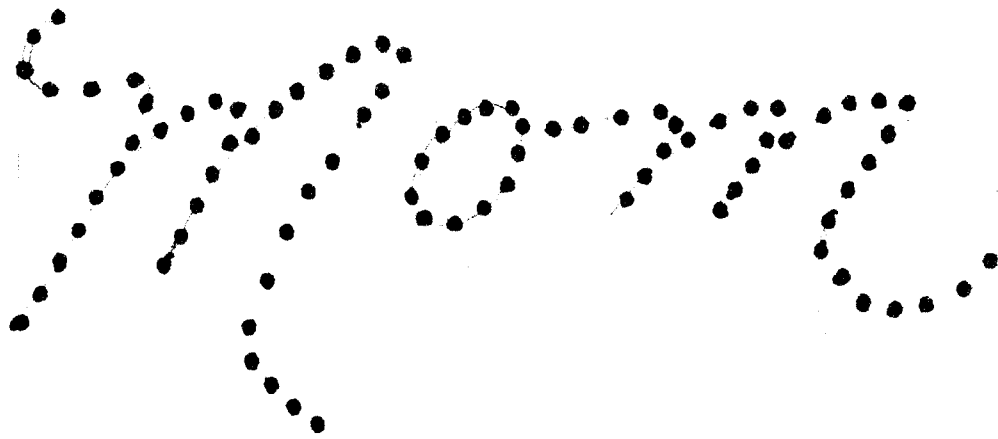
Wood Patterns



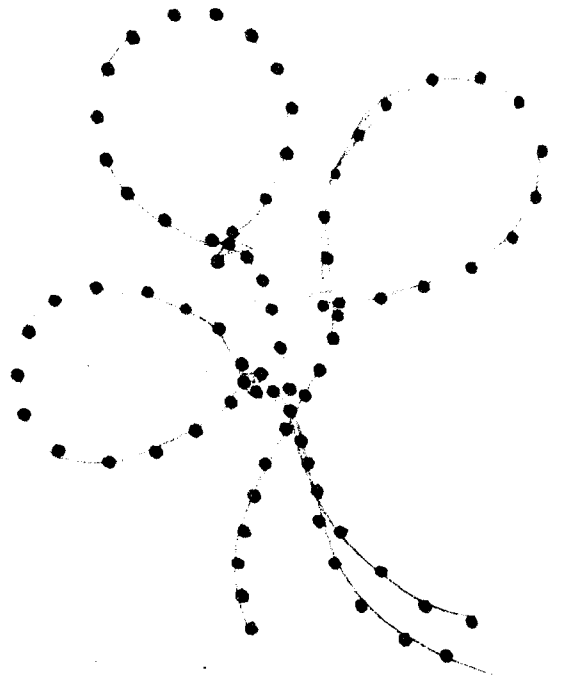
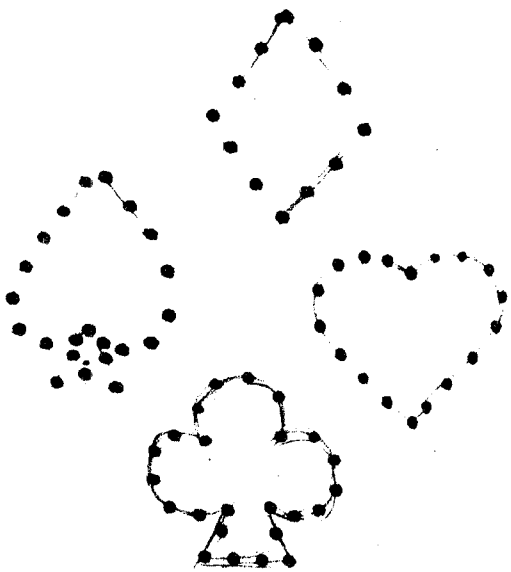
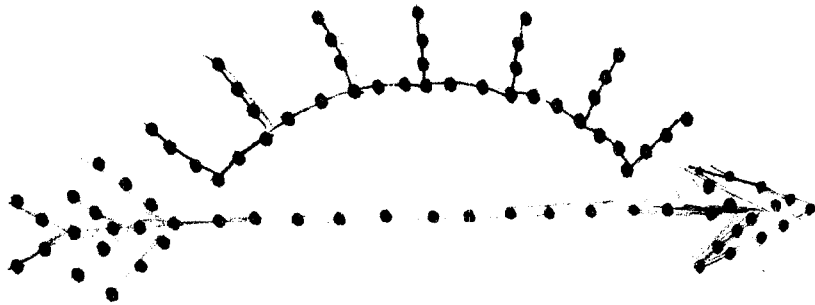
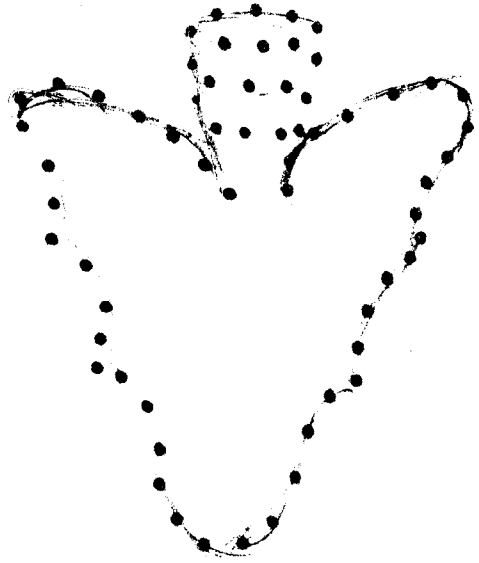
HEART

SHELF

Wood Patterns



*Fun
Patterns*



Tin Patterns

Awards



Recognition

AWARDS AND RECOGNITION

Awards and recognition are an important step in the program for Cub Scouts and adults. They can be as simple as a thank you or as elaborate as a ceremony with award ribbons or plaques.

When a Cub Scout completes a task, he should be recognized so he feels good about himself to raise his self esteem. This will encourage him to do more. When an adult volunteers they should be thanked and recognized before the pack. They will be ready to volunteer again if they feel that they are needed and appreciated.

There are a lot of awards, certificates, etc. that can be purchased at the Scout Shop. Another resource is a Teachers store.

The following techniques are presented to make your awards more personal and unique.

How you make your layout for a certificate, ribbon, plaque, etc., will depend on your resources.

1. COMPUTER GRAPHICS

If you have a computer available, there are many graphics programs that will do nicely. This is the easiest way to layout a design. By combining clip art and lettering, you can arrange and size your design to fit on a ribbon, certificate or plaque.

2. CUT AND PAST

This is similar to layout by computer except you cut out pictures and wording and paste them on paper.

3. ART GRAPHICS

This method can be used with cut and paste. Graphic or Art stores sell sheets of lettering of different styles and sizes. Also some graphic images. These images and lettering rub off sheet onto your paper.

MAKING A DESIGN

Whether you are using a computer or cut and paste, the procedure is the same. Start with a blank page. Lay out your graphic pictures and lettering on your blank page. Arrange items and then paste them to the blank page.



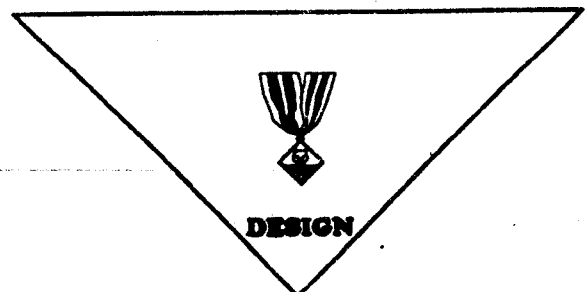
If you are going to make award ribbons, you need to make a silk screen to print them. Also with silk screens you can do T-Shirts, necherchiefs, Etc.

You can purchase a silk screen starter kit for 30 to 40 dollars at an art supply store or buy materials seperate. Kit comes with a screen, squeegee, two colors of ink, photo emulsion, sensitizer, and screen filler.

Make a plastic copy of your design as explained for making a plaque. You do not need to make a reverse copy. Place your plastic copy as shown in step 3 of the silk screen printing instructions.



RIBBON



NECKERCHIEF

● First you must decide what type of award you want to make. If it is a certificate, you can copy it directly using a copy machine. Most office supplies have copy services.

If you are going to make a plaque, make a copy of your design on overhead projector plastic. The copy service would have this. If you do a lot of awards, it might be better to buy a box of overhead projector plastic and use a self service copy center as in the Office Depot. Using the plastic copy you just made, make a reverse copy of your design. This is so that the copier ink is on the back side of the plastic. If you used a computer to make your design, some programmes let you flip or reverse your design before you print it.



Original copy

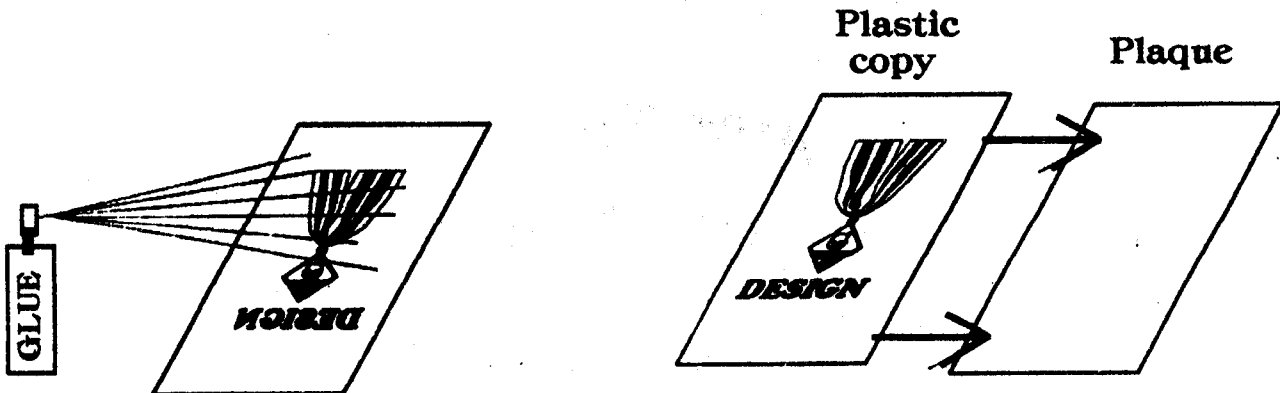


Plastic copy



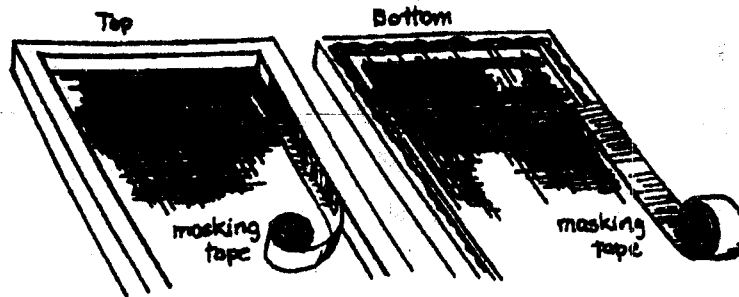
Reverse plastic copy

After you make a reverse plastic copy, you now paint the back to your liking. After paint dries, apply spray glue to painted side of plastic copy and to your plaque. Let dry about a minute and then place plastic on plaque. Press plastic to plaque to adhere.



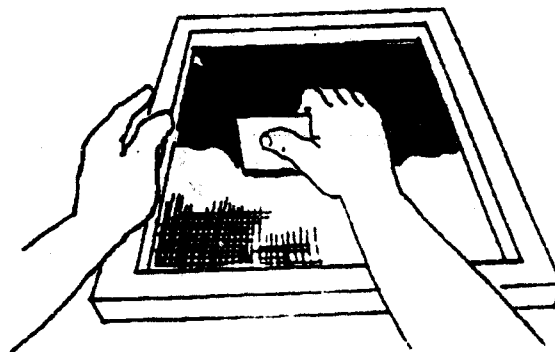
STEP 1.

Make a frame to hold the silk material. General size would be 10" X 14". Standard frame can be bought at Art Supply or made with 1" X 2" pine. Picture frames work well too. Lay Silk on frame and staple silk to frame. Seal silk to frame with masking tape on both sides of screen as shown.



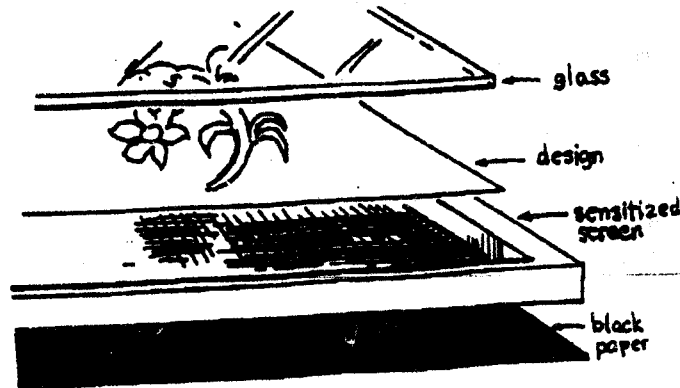
STEP 2.

Prepare screen. Wash screen with soap and water. Let screen dry. Mix 4 parts EMULSION (blue) to 1 part SENSITIZER (yellow). Blend thoroughly. Mixture will turn green. Spread an even film of mixture on both sides of silk. Make sure both sides of the screen are completely coated with a thin, even layer of emulsion as shown. Set screen in a dark place to dry. For best results do not leave in dark more than 24 hours.



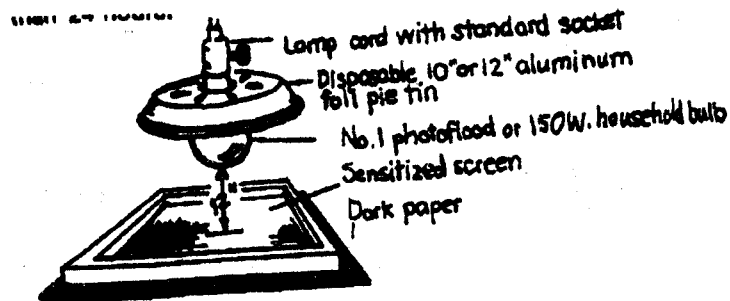
STEP 3.

Place black paper on work surface. Put dried silk screen on black paper. Now place your design on silkscreen. Cover design with a piece of glass. See detail below.



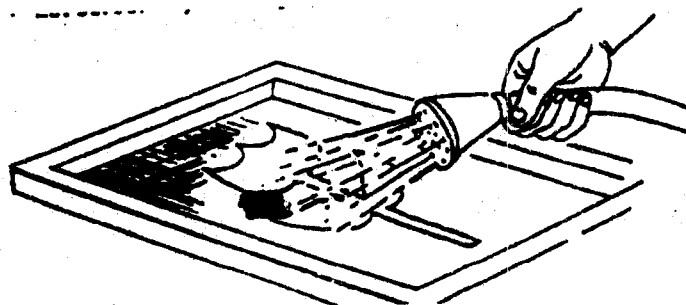
STEP 4.

Place lamp as shown over the silk screen to expose screen. Expose screen to 150 Watt floodlight for about 15 minutes.

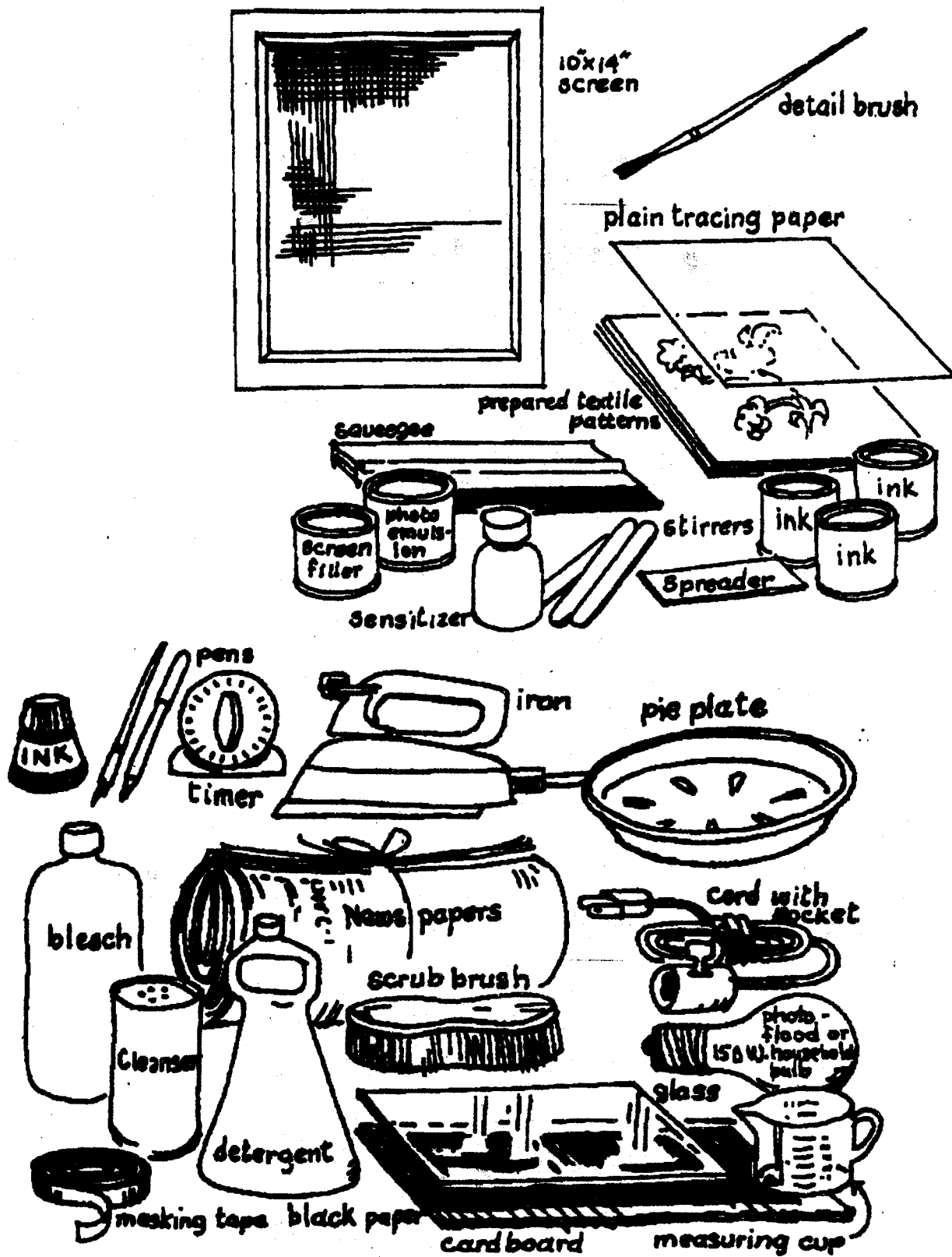


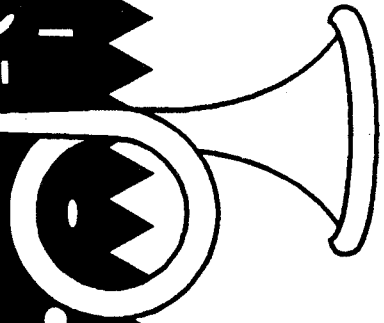
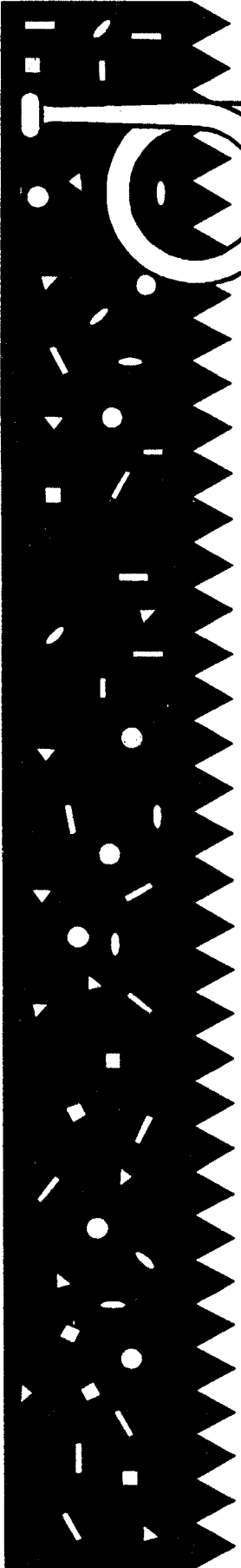
STEP 5.

Wash silk screen on both sides with cool water. The emulsion mixture on the pattern area you want to print will wash away. Let screen dry thoroughly, bottom side up. Your screen is now ready to print.



Materials Needed for SILK SCREEN PRINTING





Song
Book

A CUB SCOUT WENT YODELLING

Once a Cub Scout went yodelling on a mountaintop high,
When along came a Cuckoo Bird, interrupting his cry

Chorus:

O-Lee-a O-lee-a-Ku-Kee-a
O-lee-a Cuckoo (Cuckoo)

O-Lee-a-Ku-Kee-a
O-lee-a-Cuckoo (Cuckoo)

O-lee-a-Ku-Kee-a
O-lee-a-Cuckoo (Cuckoo)
O-lee-a-Ku-Kee-a-O

Additional verses:

A Saint Bernard (thumbs in ears, fingers down, make
panting sounds)

A Grizzly Bear (growl)

An avalanche (swish)

A milking cow (milking motion and squish, squish)

A Swiss Miss (kissing sounds)

Another Scout (shout Yabba, Dabba, Doo)

DUM DUM DA DA

Dum Dum da da
Da dum dum da da
Da dum dum da da da da

Dum dum da
Da dum dum da da
Da dum dum da da da da

(The actions change - but not the lyrics)

1st verse: Slap thighs twice, left chest twice with right
hand, thighs twice, right chest with left hand twice.

2nd verse: Slap thighs once, left chest once, thighs once,
right chest once, thighs once and then again crossing hands,
thighs once, snap fingers once at shoulders.

3rd verse: Cubmaster style, Fold arms in front of you and
away from body, bounce forward for two beats, then back for
two.

4th verse: Egyptian style



QUARTERMASTER'S STORE

There are rats, rats, rats, as big as alley cats, in the
store, in the store,
There are rats, rats, rats, as big as alley cats, in the
Quartermaster's Store

Chorus:

My eyes are dim, I cannot see. I have not brought my
specs with me.

Mice...running through the rice
Snakes...as big as garden rakes
Beans...as big as submarines
Gravy...enough to float the navy.
Cakes...that gives us tummy aches.
Eggs...with scaly chicken legs
Butter...running in the gutter
Lard...they sell it by the yard
Bread...with great big lumps like lead
Cheese...that makes you want to sneeze
Soot...they grow it by the foot
Bees... Bees with knobby knees
Owls...shredding paper towels
Ape...eating all the grapes
Turtles...wearing rubber girdles
Bears...with curlers in their hair
Foxes...stuffed in little boxes
Coke...enough to make you choke
Pepsi...that gives you apoplexy
Roaches...sleeping in the coaches
Flies...swarming 'round the pies
Fishes...washing all the dishes
Moths...eating through the cloths
Scouts...eating Brussel sprouts

CUB SCOUT VESPERS

(Tune: O Tannenbaum)

Softly falls the light of day,
As our campfire fades away,
Silently each Cub should ask,
Have I done my daily task?
For my country done my best?
Prayed to God before I rest?
Helped a friend along the way?
Have I done my best today?

Johnny Appleseed's Grace

K.G. & W.K.

Kim Gannon & Walter Kent

Oh, the Lord is good to me, And
so I thank the Lord, For giv-ing me the
things I need, The sun and the rain and the
ap-ple seed; The Lord is good to me.

The musical notation is in G major (one flat) and 4/4 time. It consists of four staves of music. The first staff has a treble clef and a key signature of one flat. The melody is: G4 (quarter), A4 (quarter), B4 (quarter), C5 (quarter), B4 (quarter), A4 (quarter), G4 (quarter). The second staff continues: G4 (quarter), A4 (quarter), B4 (quarter), C5 (quarter), B4 (quarter), A4 (quarter), G4 (quarter). The third staff continues: G4 (quarter), A4 (quarter), B4 (quarter), C5 (quarter), B4 (quarter), A4 (quarter), G4 (quarter). The fourth staff continues: G4 (quarter), A4 (quarter), B4 (quarter), C5 (quarter), B4 (quarter), A4 (quarter), G4 (quarter). Chords are indicated above the notes: F (first staff), C7 (second staff), Am (third staff), C7 (third staff), F (fourth staff), C7 (fourth staff), F (fourth staff).

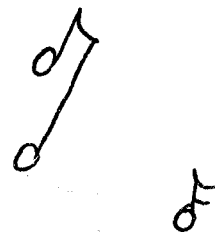
2. And every seed that grows
Will grow into a tree.
And one day soon there'll be apples there,
For everyone in the world to share.
The Lord is good to me.

Second verse by kind permission of the Girl Guide Association (UK). From the Diamond Jubilee Song Book.

THE LORD IS GOOD TO ME by Kim Gannon & Walter Kent, Copyright© 1946 Walt Disney Music Co. Copyright renewed. All rights reserved. Used by permission.

TAK FORMADDEN

Tak Formadden, tak formadden, thank we Lord today,
(Repeat)
Strengthen, lead and guide us
Stay here, Lord beside us
Tak Formadden, tak formadden, thank we Lord today.



*More
Songs!!!*

THE HAPPY CUB SCOUT SONG

SUNG TO: Camp Town Races

Happy cub scouts sing this song
Do Da - Do Da
Cub scout spirit all day long
OH Do Da Day

Bobcats become wolves
Wolves then become bears
Webelos earn the Arrow of Light
Were glad that we are here

Happy cub scouts sing this song
Do Da - Do Da
Cub scout spirit all day long
OH Do Da Day

Parents help us grow
Leaders help us know
We cross the bridge, were on our way
To Boy Scouts we will go

THE CAMPING SONG

SUNG TO: She'll Be Commin' Round The Mountain

I'll be going on the Camp-out when it comes,
when it comes
I'll be going on the Camp-out when it comes,
when it comes
I'll be going on the Camp-out
I'll be going on the Camp-out
I'll be going on the Camp-out when it comes,
when it comes

I'll sing songs around the camp fire when it
comes, when it comes
I'll do skits and tell ghost stories when it
comes, when it comes
I'll have fun at our pack Camp-out
I'll have fun at our pack Camp-out
I'll have fun at our pack Camp-out when it
comes, when it comes

I'll go hiking on our camp-out when it comes,
when it comes
I will gather leaves and acorns when it
comes, when it comes
I'll be going on the Camp-out
I'll be going on the Camp-out
I'll be going on the Camp-out when it comes,
when it comes

A BIG FAT HEN

A big, fat hen

A couple of ducks and a ...

Three running hares,

Four brown bears

Five fat felines

Six simple Simons

Seven simple Siamese sailors sailing the 7 Seas

Eight egotistical elephants eagerly awaiting entrance into Ethiopia

Nine nimble ninnies nimbly nibbling knats.

Ten tinkling tomtoms tinkling timely tunes

"A CUB SCOUT PARENT'S PRAYER"

Look down upon my son, Dear Lord.
This smiling Cub of mine.
Please take his hand along the way,
So he may never stray.
Bless my son tonight, Dear Lord,
And help him walk with Thee.
Give him comfort, warmth and love;
He's all the world to me.
Bless his daily efforts,
And make him strong and true;
For life's a heavy burden,
And we're all in need of You.

Cub Scouts Whistle While They Work

Tune: "Whistle While You Work"

Cub Scouts whistle while they work!

Whistle

They pitch right in, and laugh, and grin,
And whistle while they work.

Cub Scouts hum a merry tune!

Hum

They hum all day at work and play,
They hum a merry tune.

Before they join the Scouts,
They have to know the rule
Of being courteous and kind
In both their home and school.

Cub Scouts whistle while they work!

Whistle

They do their bit, they never quit,
Cub Scouts whistle while they work.

The (Wolf) (Bear) (Webelos) Went Over The Mountain

Tune: "For He's a Jolly Good Fellow"

The Wolf went over the mountain,

The Wolf went over the mountain,

The Wolf 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 "Wolf," then "Bear," and finally "Webelos."

The Calliope Song

Divide the pack meeting into four or five groups. Begin with the first group, and bring each of the others in one at a time.

1st group sings:

Um-pah-pah

2d group sings:

Um-sss-sss

3d group sings:

Um-peep-peep

4th group (optional) sings:

Um-tweedle-tweedle

Last group sings the melody of "Daisy, Daisy" or "Where Has My Little Dog Gone?" or "The More We Get Together"—found elsewhere in this songbook.

My High Silk Hat

Tune: Finiculi Finicula

One day when I was traveling on the subway,

My high silk hat, my high silk hat,

I placed it on the seat beside me,

My high silk hat, my high silk hat.

A big fat lady came and sat upon it,

My high silk hat, my high silk hat,

A big fat lady came and sat upon it,

My high silk hat, my high silk hat.

Chorus:

Christopher Columbus, whaddaya think of that?

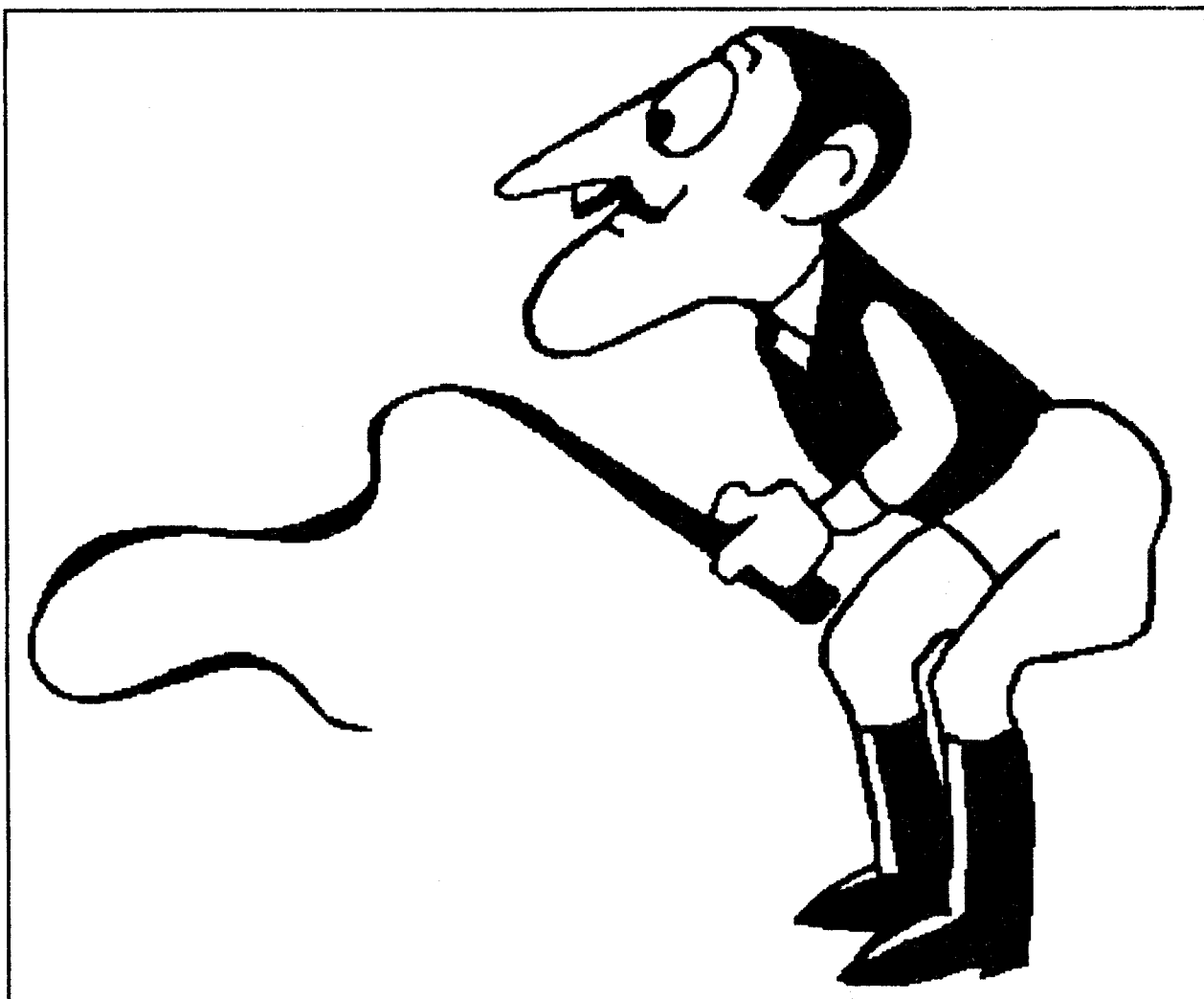
A big fat lady sat upon my hat!

My hat she broke, it was no joke,

My hat she broke, it was no joke.

Christopher Columbus, now whaddaya think of that?

Under the "Big Top"



"Circus Fun Ideas"

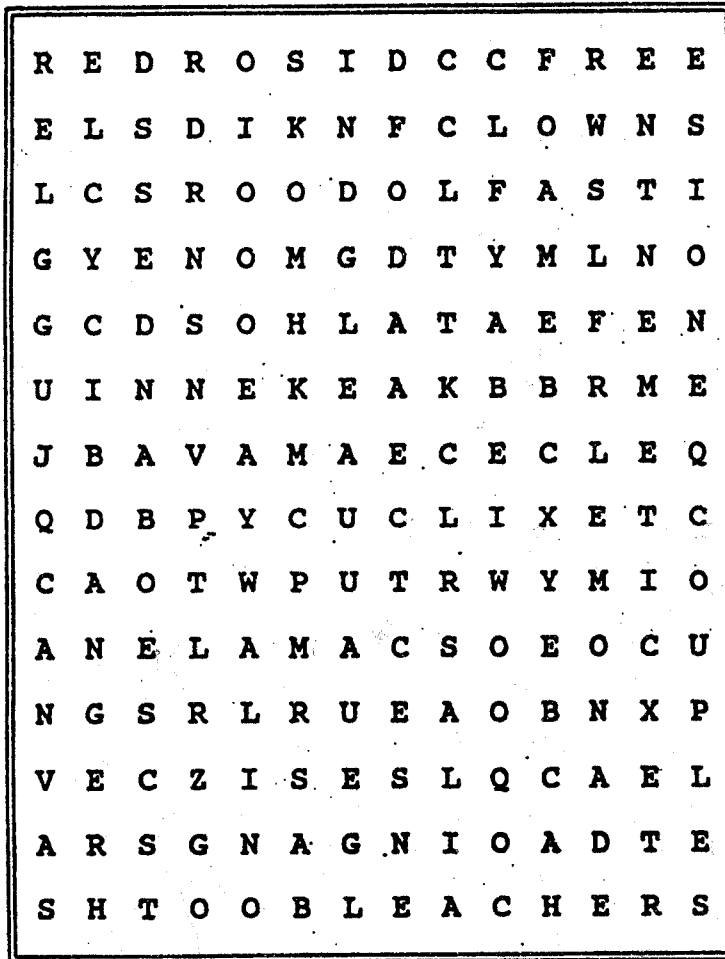
GATHERING TIME ACTIVITIES

How many things can you find in this circus scene that begin with the letter C? Finding 25 or more is commendable; only the craftiest solvers will find at least 30.



UNDER THE BIG TOP

Ladies and gentlemen; Cubs and Webelos! Sit right down and Do Your Best to find all of the words listed below in the attached word-search. Hurry, hurry, hurry. No time like the present to show everyone how smart you are.



ACROBATS
AERIAL
ARENA
BAND
BATONS
BELTS
BICYCLE
BLEACHERS
BOOTH
CALM
CANDY
CANVAS
CIRCUS
CLOWNS
COSTUMES
COUPLES
DANGER
DISORDER
DOLLS
DOORS
EAT
EXCITEMENT
FAST
FEAT
FLYER
FREE
GANGS
HORSE
JUGGLER
KIDS
LEAP
LEMONADE
MAKEUP
MONEY
MUSIC
NOISE

SONGS

CIRCUS FUN

Tune: Clementine)

At the circus there are lions and they roar so very loud;
They send shivers sharp as slivers through the anxious, waiting
crowd.

CHORUS: O, the circus, yes, the circus, lots of fun for young
and old.
Peanuts, popcorn, cotton candy, till your mouth no more can hold.

At the circus there are elephants, that parade an swing and sway,
As they work and never shirk with mere peanuts as their pay.

CHORUS:

See the circus when it's in town, for a day that's filled with fun.
You'll have thrills and lots of chills, that will last till day
is done.

WE ARE CLOWNS TODAY

Tune: The Farmer in the Dell

We are clowns today, we are clowns today.
Heigh-ho the derry-oh, we are clowns today.

We do tricks today, we do tricks today.
Heigh-ho the derry-oh, we do tricks today.



FUNNY CLOWNS

Tune: Frere Jacques

Funny clowns, funny clowns, jump around, jump around.
Sometimes making faces, sometimes running races
Funny clowns, funny clowns.

Funny clowns, funny clowns, spin around, spin around.
Sometimes with big noses, sometimes with big toes-es,
Funny clowns, funny clowns.

CLOWNS

Five Cub Scouts enter, dressed as clowns, holding posters with large letters and sayings on back.

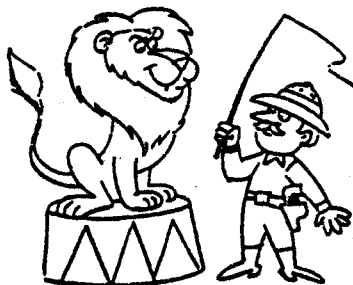
- C - C is for Cub Scouts - Cub Scouts like to laugh and to have fun.
- L - L is for Leaders - leaders are there to show, teach and to help.
- O - O is for Opportunity - an opportunity to have boys laugh with you rather than at you.
- W - W is for Webelos - Webelos are older Cub Scouts that also like to laugh and have fun.
- N - N is for Nothing - Nothing in the world has more learning and laughter and fun than Cub Scouting.

CIRCUS PARADE

Boys form parade outside room. Den Chief is at head of parade carrying pack flag. On signal they enter room and parade around audience. After going around the room once, they take their seats, as pack flag is posted. American flag is already posted on stage.

Cubmaster: Ladies and gentlemen and children of all ages. Tonight you will see stars in a performance of unparalleled magnificence. The most startling and unusual features ever assembled from the far corners of the civilized globe, in a super-spectacle with all the color of Hindustan and the majesty of the Grand Canyon. A gigantic presentation unrivaled on any stage. And here they are, Pack, _____. SHOWTIME!!!

Parade enters, marches around room with music in background. After they are seated, the music is switched to the Star Spangled Banner and audience stands. After national anthem, a Cub Scout leads audience in Pledge of Allegiance.



GAMES

KISS THE CLOWN

Draw a large clown on cardboard (perhaps the side of a large grocery carton). Cut it out and color it or decorate with construction paper. Cut a hole for the mouth. Blow up a small red balloon and tie the end. Insert the end through a hole where the clown's nose should be. Glue the clown to the side of a small grocery carton.

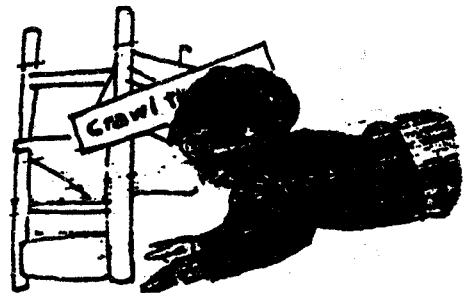
Mark a line about five feet from the clown. Standing behind the line, the Cub Scouts take turns throwing candy kisses at the clown's mouth. Whoever "kisses" the clown most often is the winner. Better have plenty of kisses on hand. Cub Scouts tend to kiss themselves a bit.

FEEDING THE ELEPHANT

Hang a megaphone so that it is slightly tilted with the mouth-piece down and the large end toward the tosser. Have a basket or other receptacle to catch peanuts as they fall thru. Each tosser is given 10 peanuts. He tries to toss them into the elephant's open mouth, while standing 8 to 10 feet away. Player who scores the most hits, is the winner.

ACROBAT'S DELIGHT

Set up a course consisting of a series of obstacles, each with a sign attached telling the players what to do. For example, a pillow on the floor with the sign "Turn somersault here"; a straight chair tipped over to make a tunnel with a sign "Crawl through." Every player who completes the course is a winner.



CLOWN HAT PITCH

2 clown hats are placed on the floor, open side up. Each Cub is given 3 peanuts in the shell. From a distance of about 10 feet, each in turn tries to toss his peanuts into the hat which belongs to his team. After all have played, team with most peanuts in their clown hat wins.

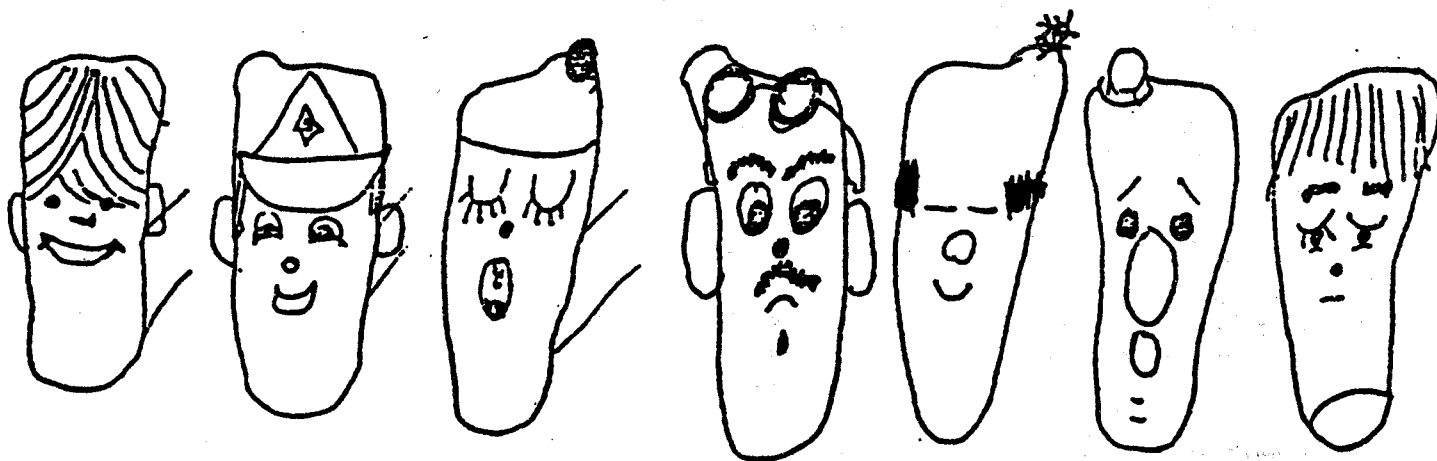
QUICK AND EASY SOCK PUPPETS

For a cute puppet show and one that is definitely different, have your Cub Scouts make faces on the soles of their socks. Each Cub Scout should have a different character. Each foot can be a different puppet if your Cub Scout can handle that. The entire circus can be enacted through your Cub Scouts feet.

They can either glue the features on, use a magic marker (with mom and dad's permission) or tape them on. Be sure the socks are put on just before the skit or all will be lost.

The Cub Scouts lay on their backs with their "sock puppets" facing the audience. Since the boys will be laying flat it will be a good idea to have any lines they have to say recorded at an earlier date so everyone can hear what is being said.

This should prove to be an interesting accomplishment for the Cubs.



SHAKE WELL

Two clowns are talking; one is shaking all over.

1st Clown: What's the matter with you?

2nd Clown: I've got to take my medicine as soon as this is over.

1st Clown: Well, what's the matter?

2nd Clown: You see that bottle?

1st Clown: Yeah!

2nd Clown: It says, "Shake well before taking."

SKITS

KEEP THEM LAUGHING



Den Leader: We now present Den _____ in "Keep Them Laughing"

1st Clown : How do you make an elephant float?

2nd Clown : Two scoops of ice cream, soda, and add some elephant.

3rd Clown : What do you get when you cross a Boy Scout with an elephant?

4th Clown : A Boy Scout who never forgets?

3rd Clown : No, an elephant who helps old ladies across the street.

5th Clown : Which is faster, heat or cold?

6th Clown : Heat -- I can catch a cold!

1st Clown : Well, we better all get faster because the bears are loose.

Enter Bears, growling.

Clowns run around in circles, Clowns begin to tickle bears with feather dusters.

Den Leader: Why are you tickling those bears?

All Clowns: You said to keep them laughing!



QUICKIES

Cub #1: I like that clown - but his legs are too short.

Cub #2: Too short (in alarm) why they reach right down to the ground.

Cub #3: I wish I had the money to buy an elephant.

Cub #4: Ha! What would you do with an elephant?

Cut #3: Who wants an elephant? I just want the money.

PADDLE BELL

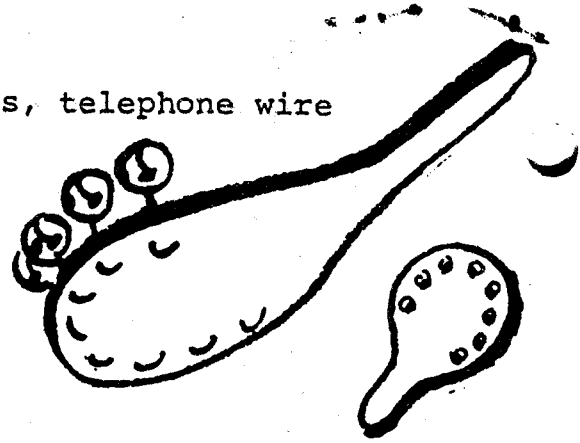
Materials: polo paddle, bells, thin nails, telephone wire

Remove elastic and ball from the paddle.

Drill holes around the outside of the paddle.

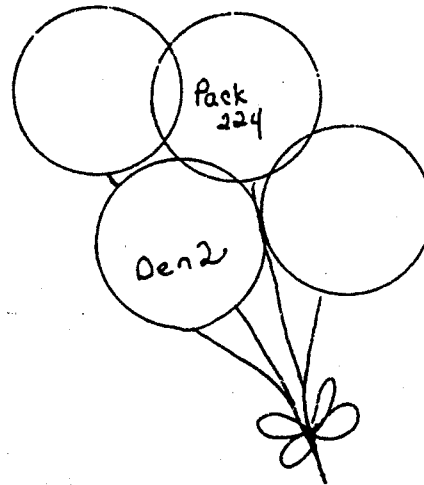
Using telephone wire, string bells thru the holes and secure them.

To play, shake the paddle or tap it against your fingers.



BALLOON SLIDE

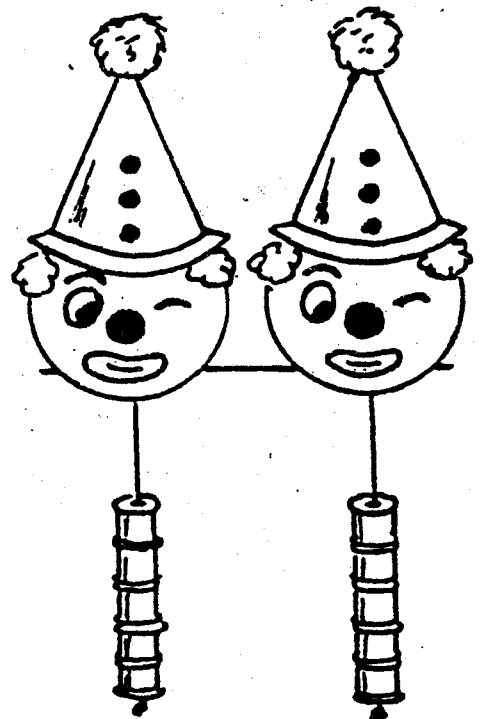
Use quarter to draw balloons and cut on piece of board. Sand until smooth. Paint, add strings of yarn to back. Glue ring on back. Den and pack numbers can be added if desired.



CLOWN BALL GAME

Materials: 3 - 8" x 12" squares of heavy cardboard, poster paints, string, thread spools, two soft rubber balls

Draw and cut out the clown face on the pieces of cardboard, paint with poster paint. Punch holes thru each chin, tie string to it, and hand several spools to string. The spools will keep the heads upright. Hang them between the backs of two chairs. The game is to throw the balls at the clowns and try to tip them over. Many who try this game aim for the red noses instead of the hat which is the only way to hit to tip the clown over.



Consider your spouse
and

Family

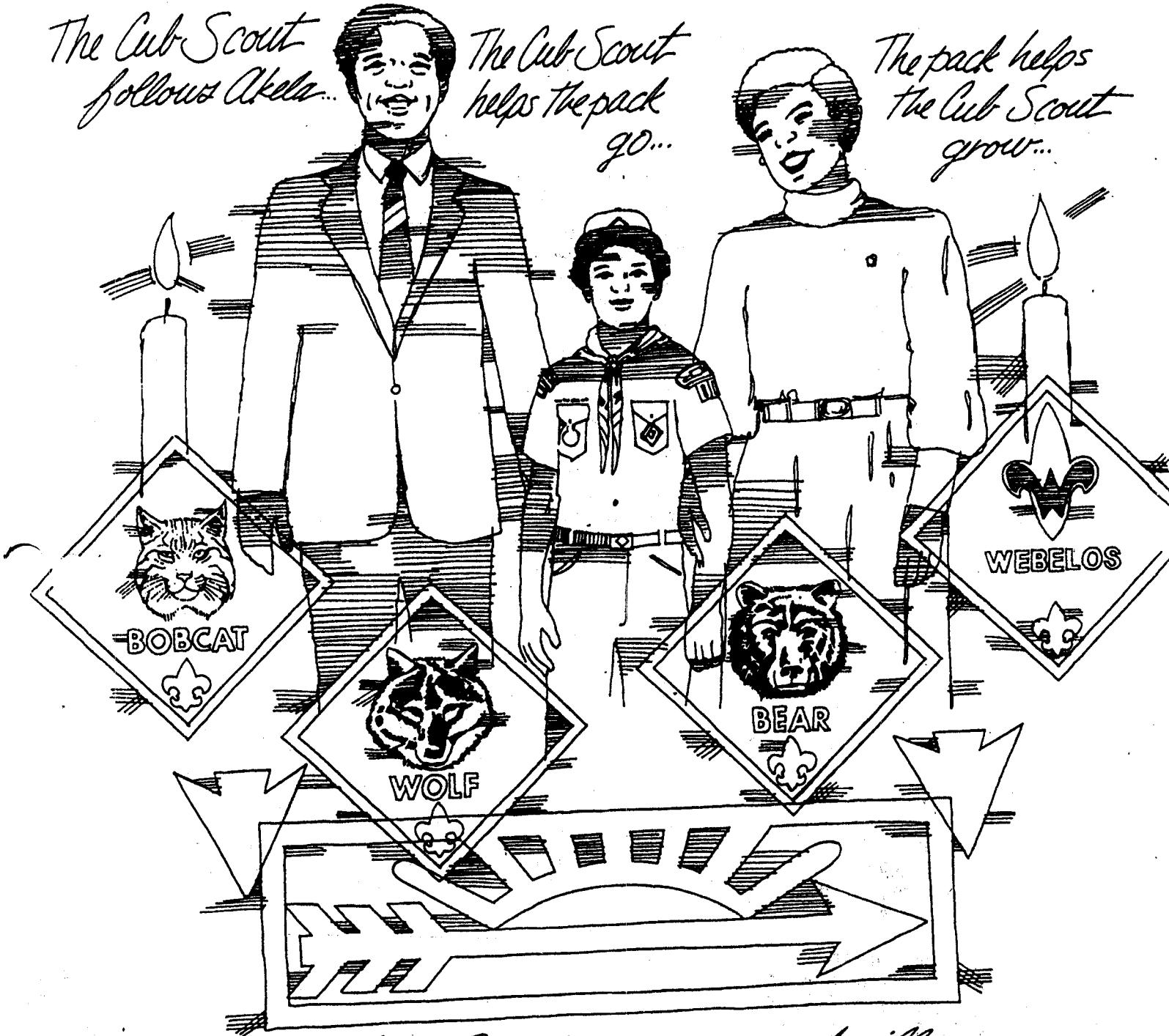


YOUR SPOUSE AND FAMILY

The Cub Scout follows Akela...

The Cub Scout helps the pack go...

The pack helps the Cub Scout grow...

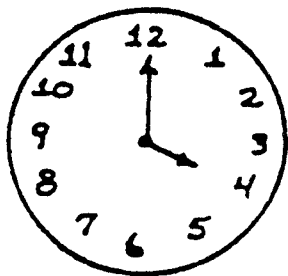


The Cub Scout gives goodwill.

YOUR SPOUSE AND FAMILY

It's Time To...

LOOK AT WHAT WE CAN DO TOGETHER



Laugh together
Read a book together
Ride a bike together
Fly a kite together
Plant a flower and watch it grow together
Plan to do something special together
Play a game together
Go to church together
Visit another family together
Go for a walk together
Learn a new craft together
Go out and eat at a new place together
Work on an achievement or elective in your handbook together
Have a "candlelight dinner" at home together
Watch a special TV program together
Play a sport (ping pong, etc.) together
Walk through a cemetery and read the old markers together
Talk about your day together

TO MY GROWN UP SON

My hands were busy through the day,
I didn't have much time to play
The little games you asked me to,
I didn't have much time for you.

I'd wash your clothes; I'd sew and cook
But when you'd bring your picture book
And ask me, please, to share your fun,
I'd say, "A little later, son."

I'd tuck you in all safe at night,
And hear your prayers, turn out the light
Then tiptoe softly to the door,
I wish I'd stayed a minute more.

For life is short, and years rush
past,
A little boy grows up so fast,
No longer is he at your side,
His precious secrets to confide.

The picture books are put away,
There are no children's games to
play,
No goodnight kiss, no prayers to hear,
That all belongs to yesteryear.

My hands once busy, now lie still,
The days are long and hard to fill,
I wish I might go back and do,
The little things you asked me to.

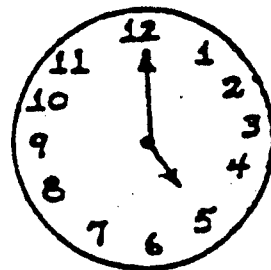
Alice E. Chase

YS-1

YOUR SPOUSE AND FAMILY

It's Time To...

COMMUNICATE



Communication is imparting to others the thoughts, opinions, ideas, information, or understanding that YOU have about any given subject. The desired end result is that what TWO or more parties have to give each other becomes COMMON with all.

This interchange of ideas can be accomplished by speaking, writing, gesturing, playing an instrument, and almost any other conceivable activity. Communication goes on around us all the time, and most of it we are not aware of.

First, we must have something to communicate, before we can accomplish much. GOOD COMMUNICATION BEGINS WITH GOOD THINKING. It is important to know something worthwhile before we try to impart it, then we must understand this worthwhile thing in order to share it, finally we must think through how to impart this knowledge or we will have confusion, not communication. Sometimes the "worthiness" of what we want to get across is not in the subject itself (how to build a birdhouse), but in the result gained ("I made this myself").

Every good communicator must be a good listener. The more our children, or whoever we're communicating with, can sense our willingness to listen and our availability to listen to them, the more inclined they will be to listen to us. It is the difference between talking with someone and talking at them. By taking time to listen, we are saying that their opinion is important; we value what they think, and that is why we're talking with them. If we don't care about what they think, then why are we taking our time and theirs to try to change their opinion. I know a deaf person who is always trying to convince me that a certain position he takes about something is right...even when I agree with him, he continues to argue the point: he is not really communicating. A frown, a squirm, or a head that suddenly changes position may indicate that you need to stop talking and listen to a question or opinion. Don't miss these little indications that communication may be breaking down.

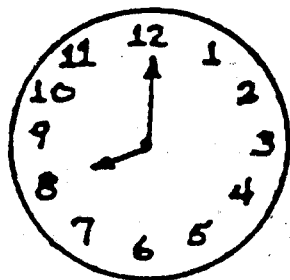
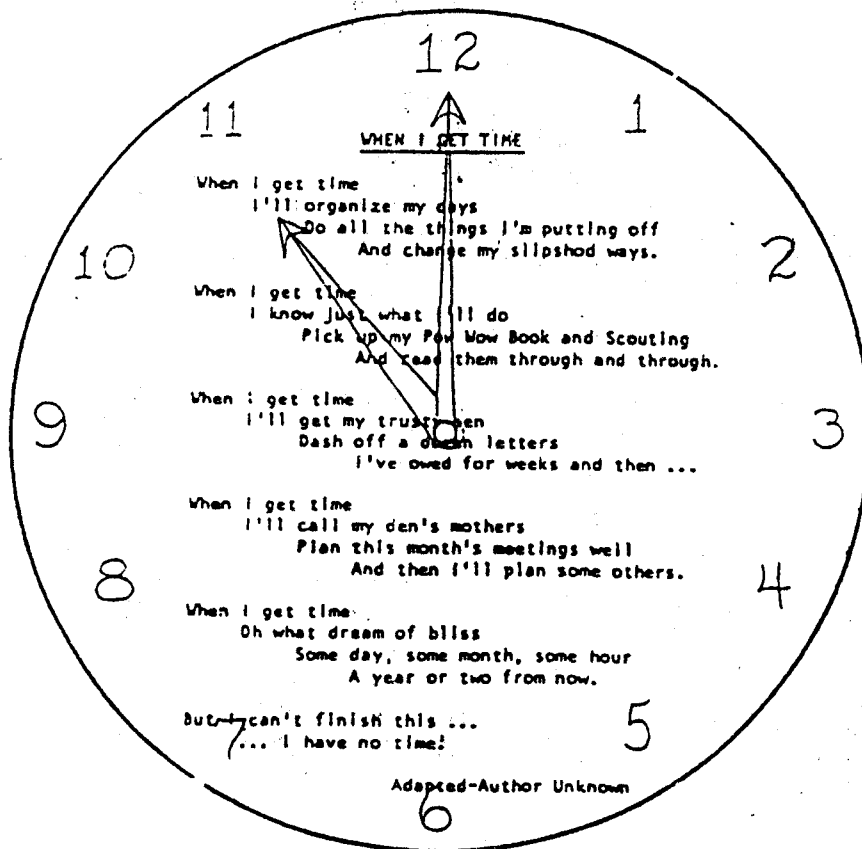
Do be careful that communication gaps do not appear. These may show up from points 1-5.

1. What we think
2. What we actually say
3. What they hear
4. What they think they hear
5. What they think about what they think they heard

Communication must equalize what we think and what they think about what they think they heard. COMMUNICATION TAKES EFFORT.

YS-2

YOUR SPOUSE AND FAMILY



It's Time To...

TAKE TIME

Everyone has busy schedules, it seems as though more and more is being demanded of us all the time, but we must decide what is the most important in our lives and finish those things first.

It is almost a necessity to sit down for a moment every week and plan out our activities, so that we can have a certain amount of time to be just a family...maybe one evening when we have less interruptions than usual and permitting **NO** interruptions to interfere with your togetherness. It doesn't have to be much more than an evening of TV and popcorn together, and therefore enjoyed before it is too late to have the company of your family.

YS-3

1994 POW-WOW LIST

Host Council: Camden County Council 854-8082
 November 5, 1994 Howard Phifer Middle School
 Park Ave & Haddonfield Road
 Pennsauken, NJ

Pow-Wow Chairmen Annette Granato 931-0725
 Bob Cuneo 783-3568

Blue & Gold Chairmen Maryann Mc Farland 663-4043

Sessions Coordinator Peggy Cygal 933-2864

Midway Chairman Barb Pippin 933-0648
 Maunie Sgobbo 427-9138
 Rob Carson 663-8371

Physical Arrangements Diane Mastalski 627-5747
 Ray Wyatt 768-7170

Pow-Wow Book Coordinator Ken Lippencott 456-0966

Patch Designer Bob Hunsburger 783-0987

Registration Coordinators Bob Hunsburger 783-0987
 Sue Boehm 893-2174
 Annette Granato 931-0725
 Bob Cuneo 783-3568

BLUE AND GOLD GENERAL GUIDELINES

1. While the majority of Packs hold their Blue and Gold in February, sometime around Scout Week, the Blue and Gold can be held anytime the Pack desires.
 2. The more boy recognitions, the better. It is also the major recognition time for all adults who have worked in the Pack. (Bear in mind that adult recognitions should be brief, concise and early in the program.)
 3. Recognize Tiger Cubs first, the Bobcats, and graduate Webelos last.
 4. The less complicated the better. (The more complicated, the greater number of things to get confused.)
 5. The cheaper, the better. More people will attend, and the greater the opportunity to recruit new or additional leadership. (adults like recognition too, no matter what they say.)
 6. The more boy-decorated, and the less professional, the better. Cub Scouting is a hands on program. Someone can cater the food, but ask Boy Scouts to help serve and definitely have Cubs made favors, centerpieces and other decorations.
- There are not a lot of rules for the Blue and Gold. The Pack Committee Chairman should recruit someone early to be the Blue and Gold chairman. Try to get someone new, or someone with fewer Cub Scout commitments. It really should not be the Pack Committee Chairman or Den Leaders, unless they really want to do it. Under no circumstances should it be the Cubmaster, as he/she will have too much to do preparing for the Blue and Gold and also too much to do at the Blue and Gold, to deal with the minor or major problems that will always arise in even the best planned event.

STEPS TO PLANNING THE BLUE AND GOLD

- I. Select date, time and place
 - A. Generally occurs in February near Boy Scout Anniversary week. but can be held as the Pack chooses. Is usually a different night than regular Pack meeting nights. Blue and Gold generally replaces the monthly Pack meeting on the month it is held.
 - B. In selecting a place consider the following:
 1. Adequate space for seating and displays
 2. Availability of parking space, restrooms, coat racks
 3. Program needs, such as microphone, stage, etc.
 4. Convenience for food preparation and or serving
 5. Reserve meeting place well in advance.
- II. Dinner committee for events other than those at Restaurants
 - A. Select meal plan- pot luck, cooked by committee, catered by outside source.
 - B. Determine serving needs - kitchen and utensils
 - C. Select menu and determine costs
 - D. Assign Cooking, Serving and Clean-up jobs
- III. Program committee
 - A. Entertainment
 - B. Props for skits and ceremonies
 - C. Recognition for boys and adults
 - D. Make assignments for various parts of the program.
 1. Invocation - Can be lead by a religious person affiliated with your Pack.
 2. Welcome - Blue and Gold Chairman
 3. Introductions - Usually the Pack Committee Chairman
 4. Ceremonies - Advancement Chairman and/or Cubmaster, Assist. Cubmaster
 5. Recognitions - Pack Committee Chairman for leaders and other adults; someone should also

6. Entertainment

* Ask people who you know can handle the job to please do it for you. Never demand anything from your volunteer committee members, and never just assign.

IV. Decorations - all should be theme related

A. Room Decorations

B. Table Decorations

C. Displays - each den can have a display of the activities they have been working on throughout the year. Since many times the theme is "Blue and Gold" or "Cub Scout" traditions, ask the boys before hand to see if they can find any old Scout stuff from their dads or uncles. Have them make a display from the "seasoned" scout materials.

V. Publicity

A. Invitations to all Pack families with date, time, place, and cost.

B. Consider inviting guests such as Head of Sponsoring Institution, School Principal; Institutional Rep., Scoutmaster from the Troop your Pack feeds into, District Commissioner or District Exec.

VI. Projects to support your Banquet-

A. Many Packs provide a printed program for the banquet containing patron ads. Give each Cub Scout a printed sheet with your pack number and sponsoring organization printed across the top. They can sell a patron ad to family and friends for 50 cents or \$1.00 (name and address). Business ads could be whole page = \$X.; half page = \$X., and quarter page = \$X. The Pack committee could determine what the ad costs would be. This would be all profit and could be used to supplement the cost of the banquet.

B. Door prizes - There are many businesses that will support your banquet by giving you a donation. It doesn't make a difference what it is. Take what they offer, these make the evening more interesting. They can be distributed in many ways - ladies only get tickets as they enter, every person gets a ticket, special tags are under chairs, etc. This committee could decide how to give them out. **BEFORE SELLING ADS, MAKE SURE THE PACK HAS FILLED OUT A UNIT MONEY-EARNING APPLICATIONS AND IT IS TURNED INTO COUNCIL.**

POW – WOW EVALUATION SHEET

What is your current position in Scouting? _____

Why did you decide to attend Pow-Wow? _____

Have you ever attended a Pow-Wow before? _____ Where? _____

What sessions would you like to see at the next event? _____

What are some suggestions that you feel would help us improve the next event? _____

Were the Pow-Wow staff helpful and informative? _____

Why? _____

Did they make you feel welcome? _____

Would you consider being on the Training staff at the next event? _____

If "yes", Please put your phone number. _____

What did you think of the Trading Post? _____

and Hospitality Room? _____

Did you feel you received all the handouts needed to make it EASIER for you to understand where to go and what to do? _____

PLEASE DO NOT FORGET TO FILL OUT BOTH SHEETS !!!

POW – WOW EVALUATION SHEET

Please rate the sessions that you attended:

List Session Name	Good	Fair	Poor	Comments
1				
2				
3				
Blue and Gold (Lunch)				
Midway				
4				
5				

Additional comments: _____

Thank you for giving us your honest opinion, we appreciate your time.

NAME _____ DATE _____

Pow Wow Session Schedule

Session Title	Room #	Schedule
Blue & Gold Ideas	707	1, 4
Ceremonies	F	1, 5
Consider Your Spouse	716	3
Cub Crafts (dbl)	A&B-205	2, 4
Cub Scout Camping	704	4, 5
First Aid for Children	711	1, 3
Fun Stuff	E	1, 3
Games	104	1
Handi-Crafts	206	2, 4
Hands on Games (dbl)	702	1
Neckerchief Slide Crafts	207	2
Pack Administration	714	2
Skits & Puppets	709	3, 5
Sports & Academics	712	3
Tiger Cubs	706	3
Uniforming	710	2, 4
Webelos Camping	705	2, 5
Webelos Geologist	703	2
Webelos Scientist	701	1

Session Times

Session 1 - 9:10-10:00	Opening	8:30
Session 2 - 10:10-11:00	Lunch/Midway	12:00
Session 3 - 11:10-12:00	Closing	3:40
Session 4 - 1:40-2:30		
Session 5 - 2:40-3:30		

THE CUB SCOUTING SPOUSE

Tune: My Bonnie Lies Over The Ocean

Women: Since Cub Scouting's taken my husband
My worries are shocking to see!
Oh, what do they do in Cub Scouting
To turn his attention from me?

Chorus (Women): Bring back, bring back,
Oh, bring back my husband to me, to me!
Bring back, bring back,
Oh, bring back my husband to me!

Men: My darling, I see that you're worried.
The hair on your head's turning gray.
Don't worry about my affections,
I love you the same old sweet way!

Chorus (Men): I'm here, wife dear,
And never will leave you--at least not long!
I'm here, wife dear,
And never will leave you for long!

Women: Now that he has joined the Cub Scouters
He's happier now than before!
He used to stay home and watch football,
But he'll be a-loafing no more!

Chorus (Women): Cub Scouting, Cub Scouting . . .
I love what you've done for him, to him!
Cub Scouting, Cub Scouting . . .
He's now full of vigor and vim!

Men: This weekend the Webelos go camping,
There's a meeting 'most every night.
With pow wows, roundtables, and training,
I'm serving with all of my might!

Chorus (Men): I'm here, wife dear,
And never will leave you--at least not long!
I'm here, wife dear,
And never will leave you for long.

Women: My neighbor's husband joined Scouting,
And Sue thinks that she will join, too,
I even went to the Scout office--
I'm joining Cub Scouting with you!

Chorus (Women): Cub Scouting, Cub Scouting,
I love what you've done for us--it's GREAT!
Cub Scouting, Cub Scouting,
Together again we are MATES!

Men: My darling, please know how I love you.
I'm proud that our goals are set high!
Cub Scouting is GREAT for our family!
Together in all that we try!

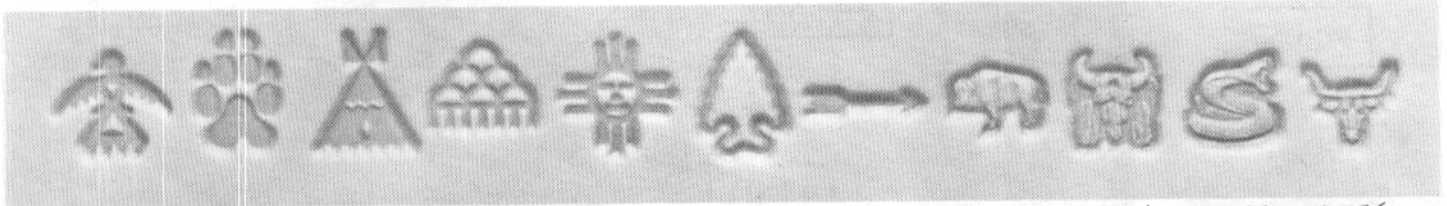
Chorus (All): Cub Scouting, Cub Scouting,
I love what you've done for us--it's GREAT!
Cub Scouting, Cub Scouting,
Together again WE ARE MATES!

GOLDEN NUGGETS

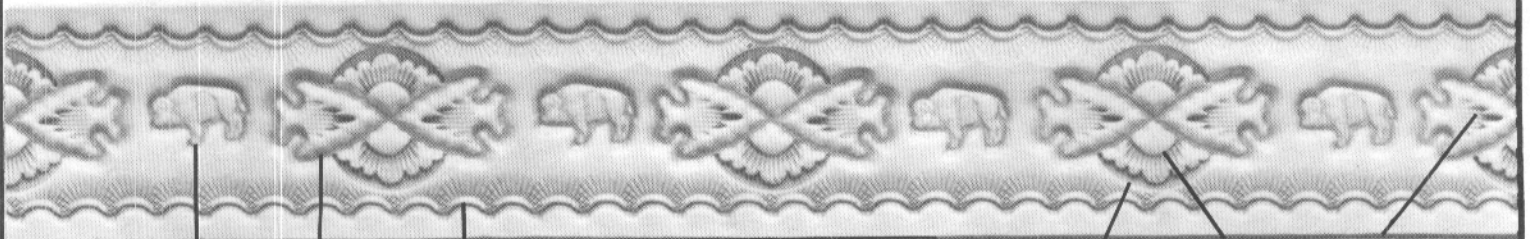
- 1) Use a spouse appreciation certificate (wallet size) or the Scouter's Wife/Husband Award, No. 3765/3766, or a "thanks pin".
- 2) At Unit, District, and Council functions, select one spouse to represent all and present flowers, candy, plaque, poem, or a song.
- 3) At recognition dinners, place a card, poem, or flower near each plate.
- 4) Ask the Scout Executive or Committee Chairman to send a thank-you letter to each spouse.
- 5) Recognize spouses at all events and activities.
- 6) Have a Scouter testimonial for the spouses.
- 7) Conduct an annual spouse recognition day--barbecue, picnic, or other appropriate activity.
- 8) Schedule a spouses' day at camp.
- 9) Plan a special spouses' program.
- 10) Have Unit provide household services for spouses and Scouters. Units could: sing, give a gift, wash the car, mow the lawn, paint the house, tend the children, tell the spouse how much he/she is appreciated.

Pack Committee/District Committee/Council Committee could provide a night out--a dinner, movie, party, babysitting service, free tickets to Scout-O-Rama or District dinner.
- 11) Feature stories in the Council newsletter and local newspaper about the services of Scouters and support of spouses. Another possible story is the spouses' role in fulfilling the purpose and mission of the BSA.
- 12) Recognize Scouters in front of their spouses and send letters or notes of appreciation.

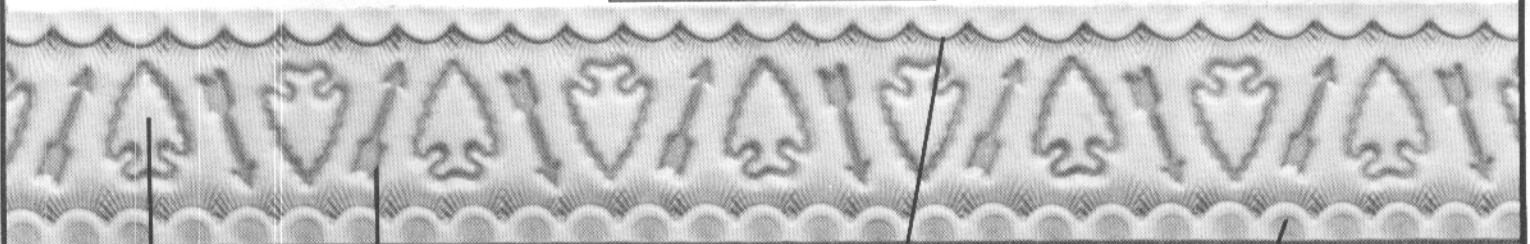
Z TOOLS - STAMPING PATTERNS



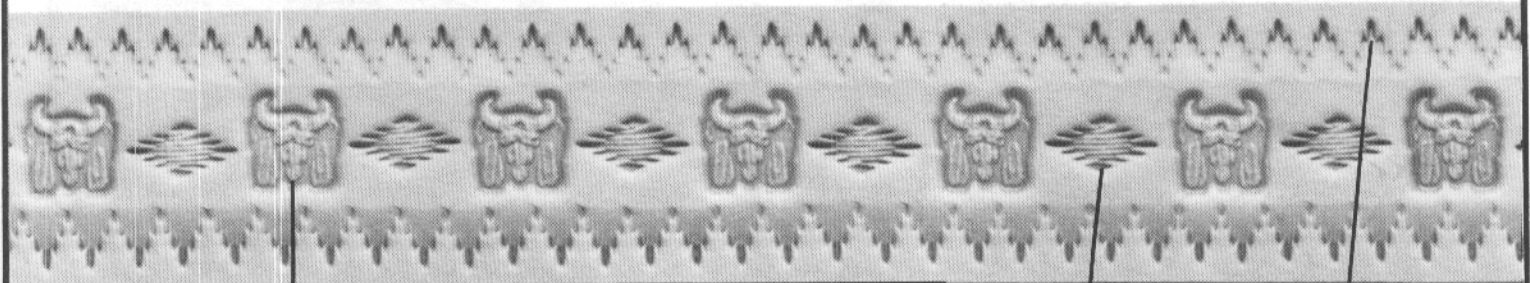
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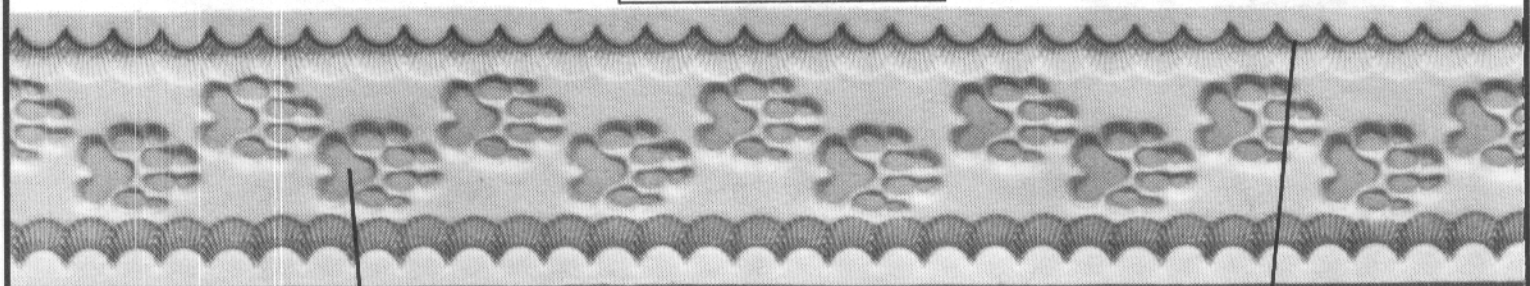
Z753 Z751 D436 **1 1/4 Inch Belts** V407 C431 F926



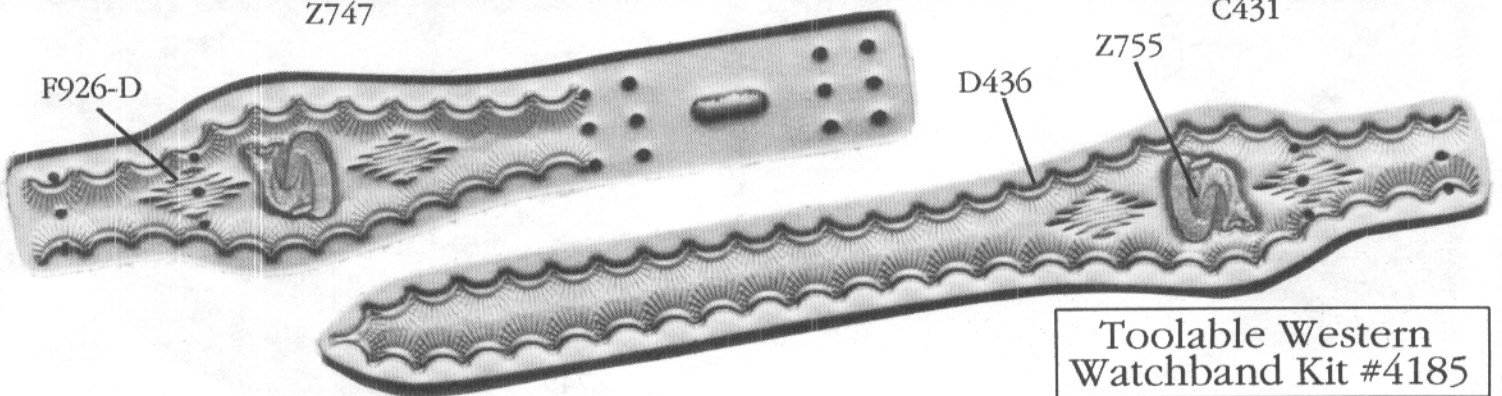
Z751 Z752 C830 P217



Z754 **1 1/2 Inch Belts** F926-D F926



Z747 C431



F926-D

D436

Z755

**Toolable Western
Watchband Kit #4185**

Wristband Kits

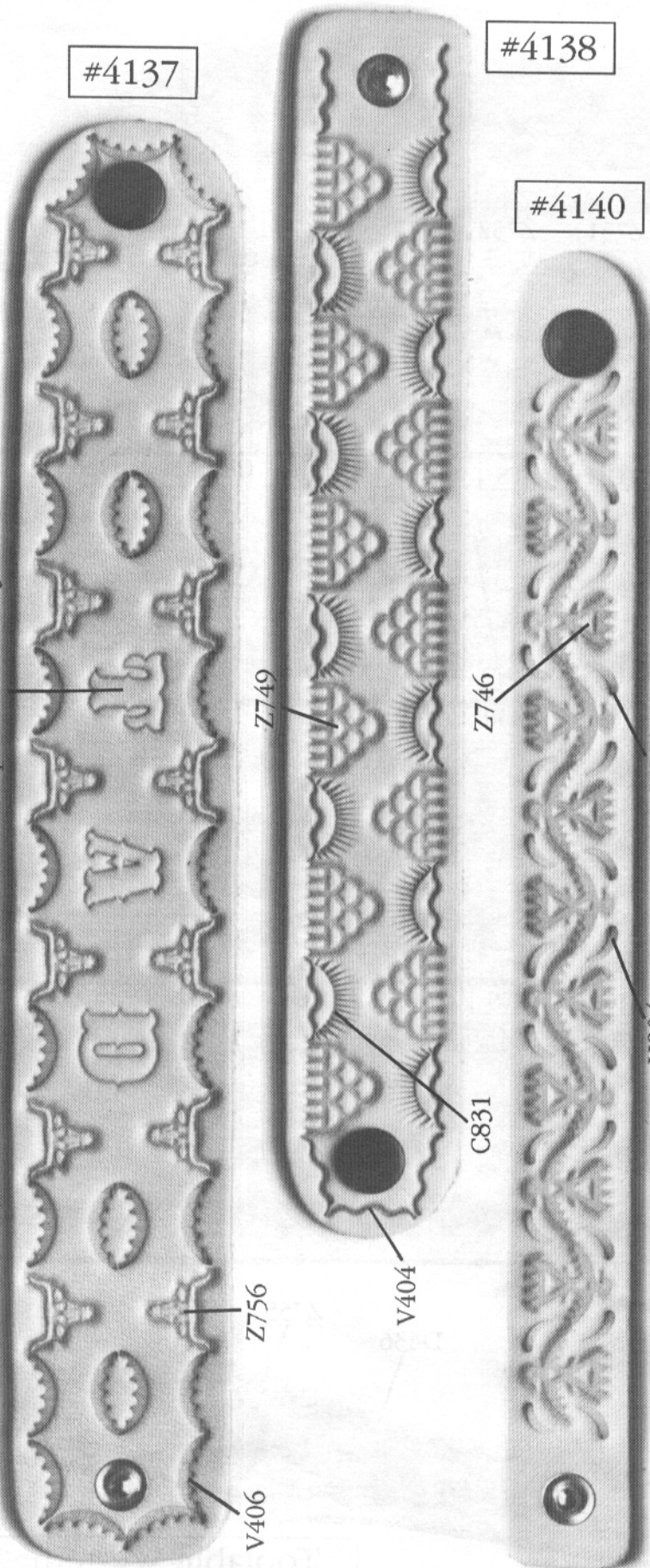
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#4137

#4138

#4140

Alphabet Set #8130

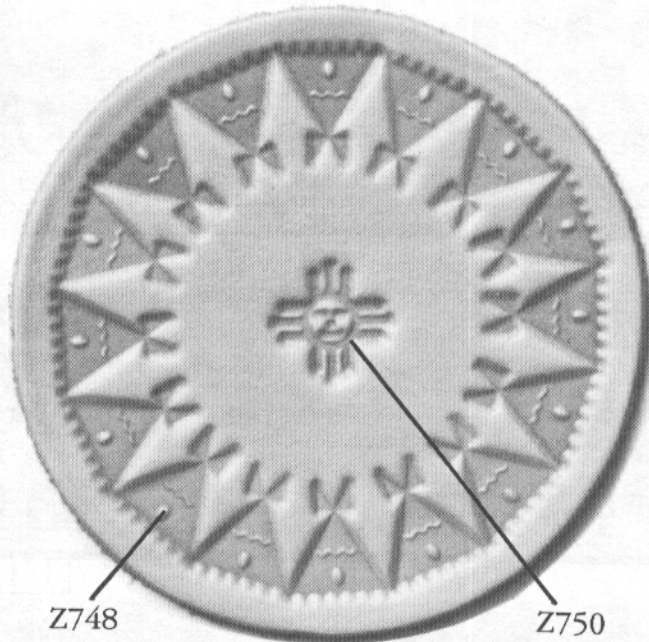


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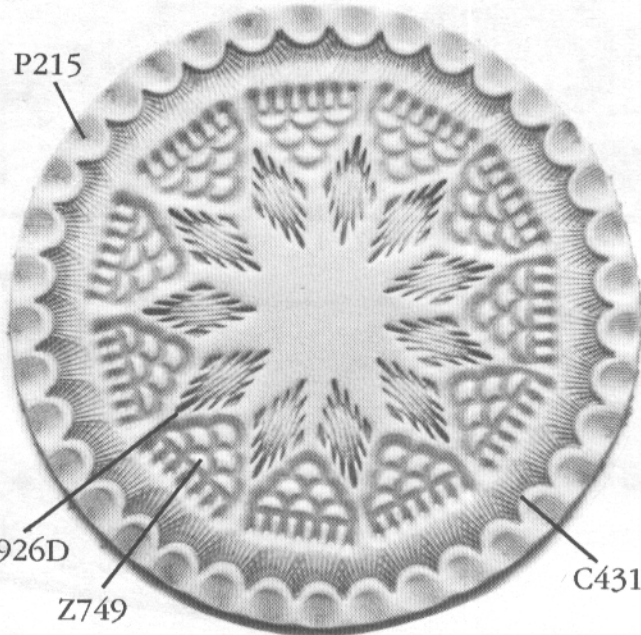
Z750

P215

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Z749

C431



Z749

Z746

H903

H904

C831

V404

Z756

V406

Wristband Kits

Rounders #4126

#4137

#4138

#4140

Alphabet Set #8130

Z746

F926

D436

F926

Z749

Z746

H903

Z748

Z750

Z756

V404

C831

H904

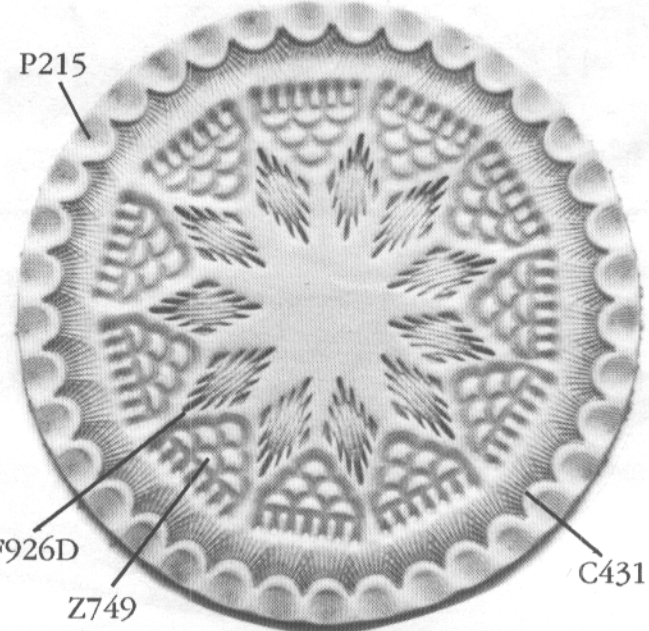
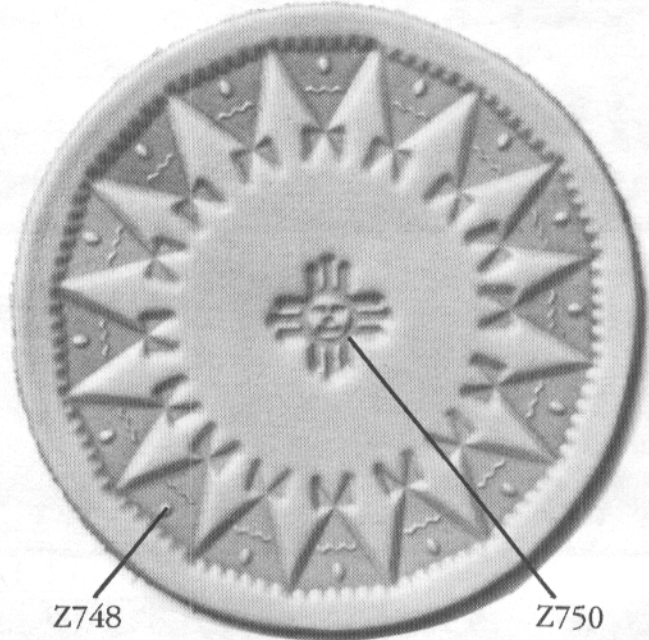
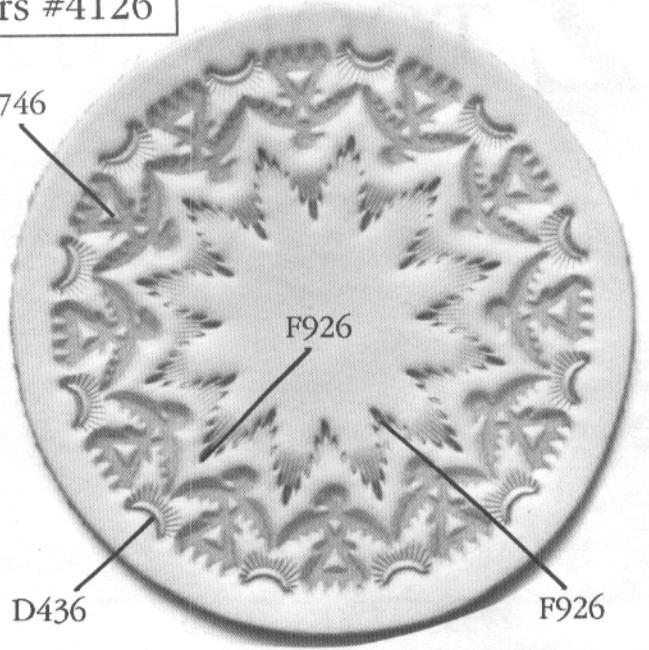
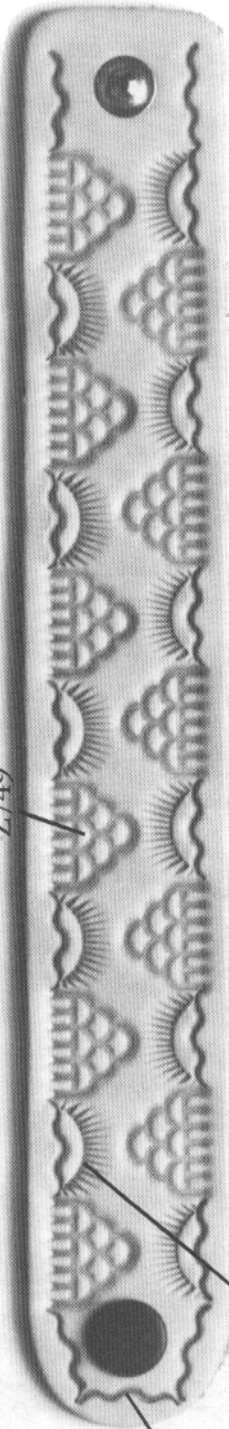
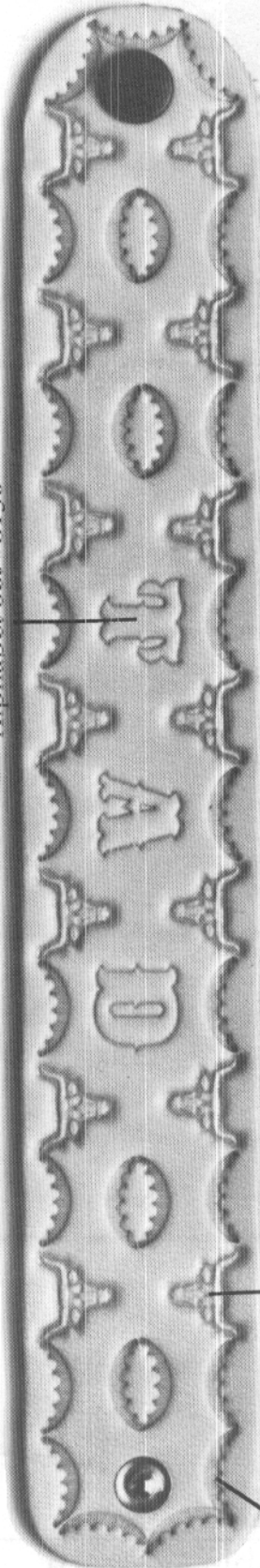
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V406

F926D

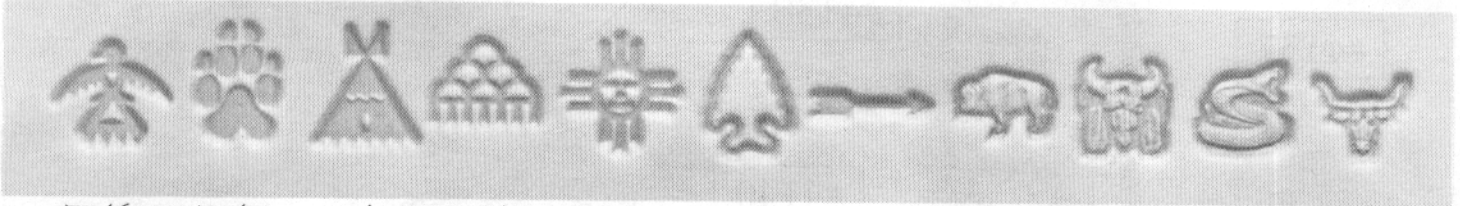
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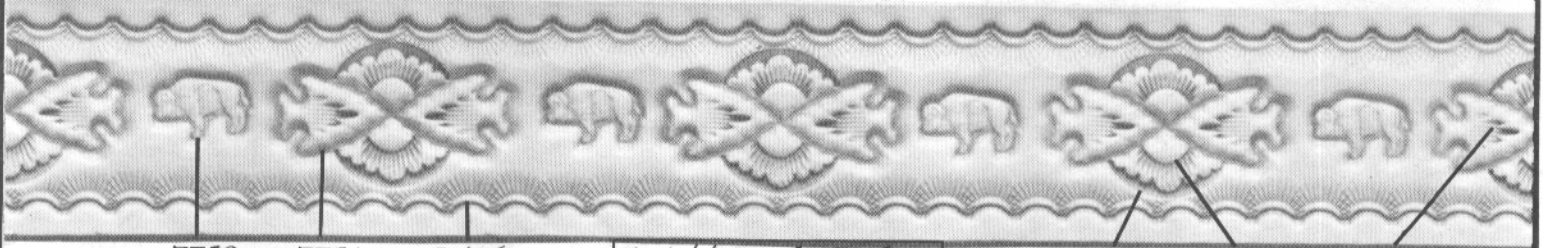


Z TOOLS - STAMPING PATTERNS

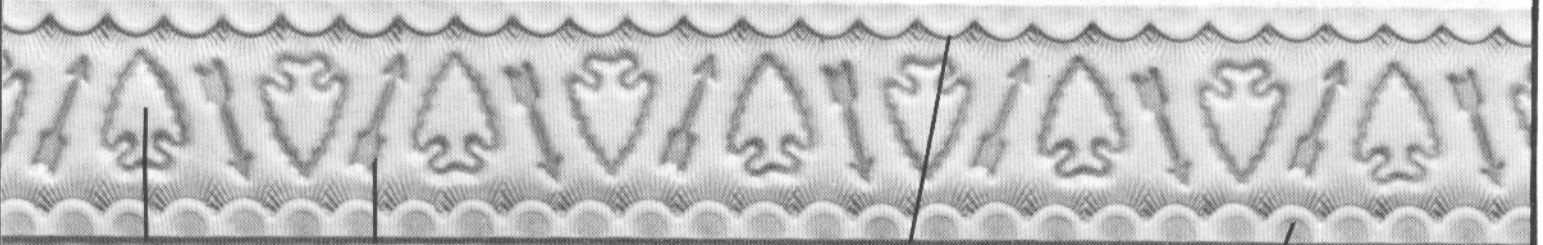
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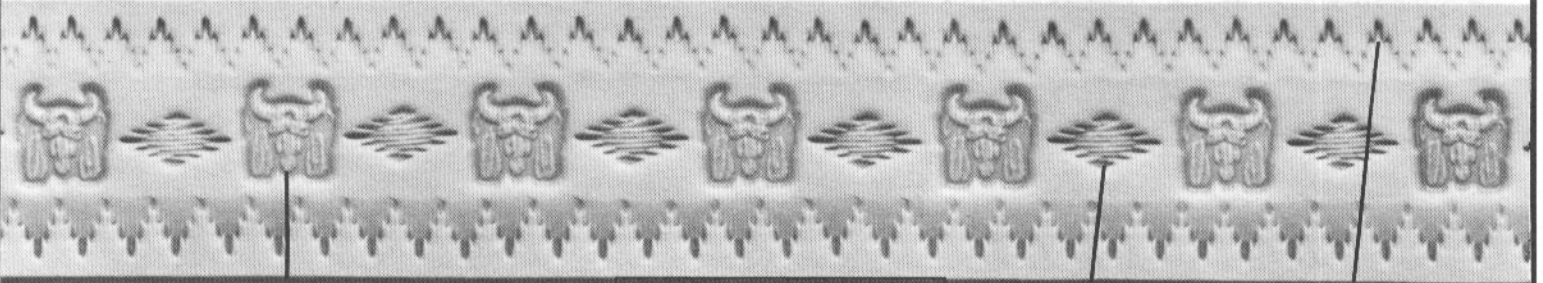
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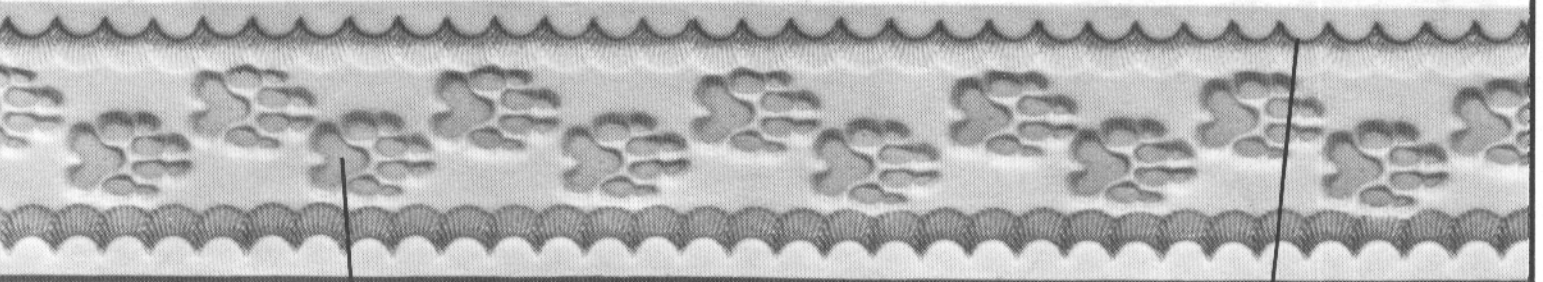
Z753 Z751 D436 **1 1/4 Inch Belts** V407 C431 F926



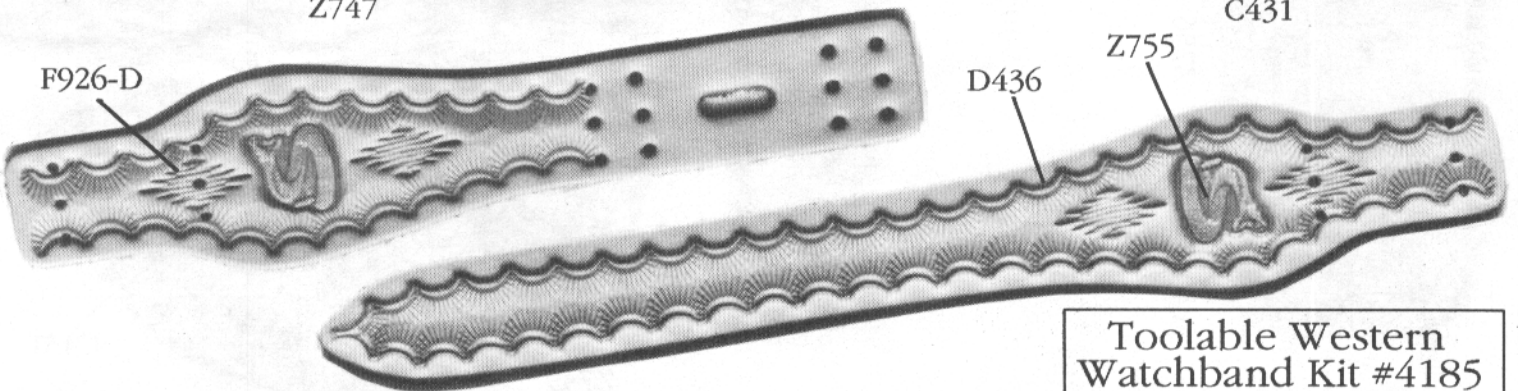
Z751 Z752 C830 P217



Z754 **1 1/2 Inch Belts** F926-D F926



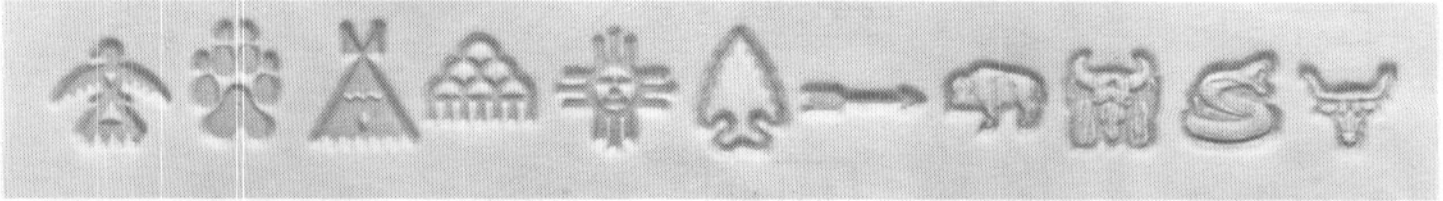
Z747 C431



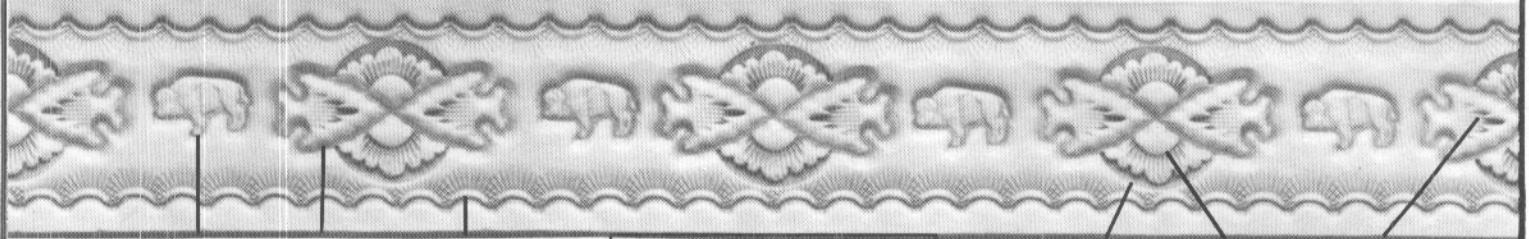
**Toolable Western
Watchband Kit #4185**

Z TOOLS - STAMPING PATTERNS

Stock #0915-76



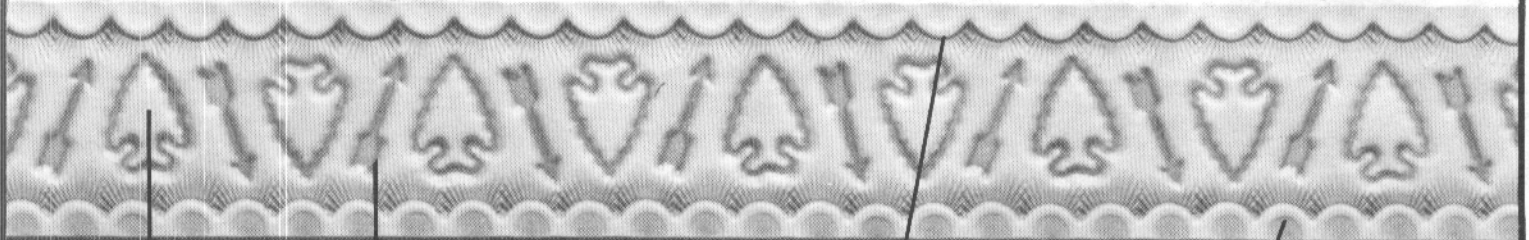
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Z753 Z751 D436

1 1/4 Inch Belts

V407 C431 F926

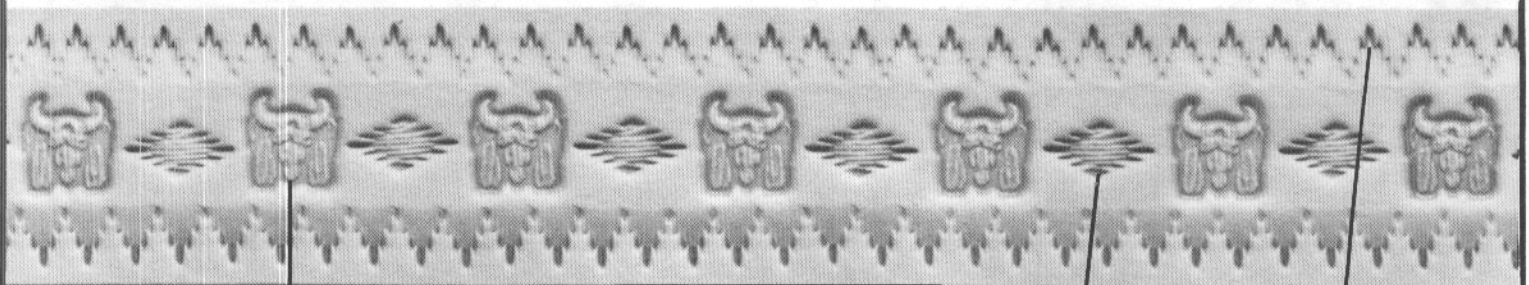


Z751

Z752

C830

P217

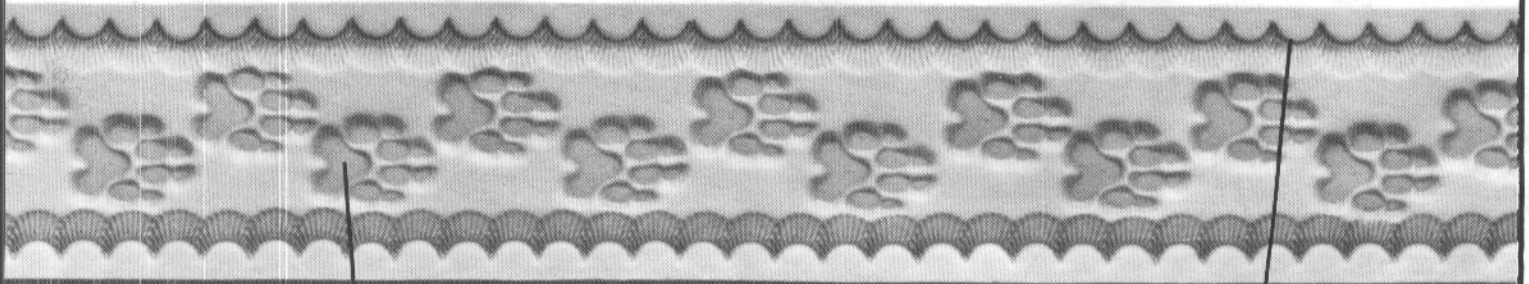


Z754

1 1/2 Inch Belts

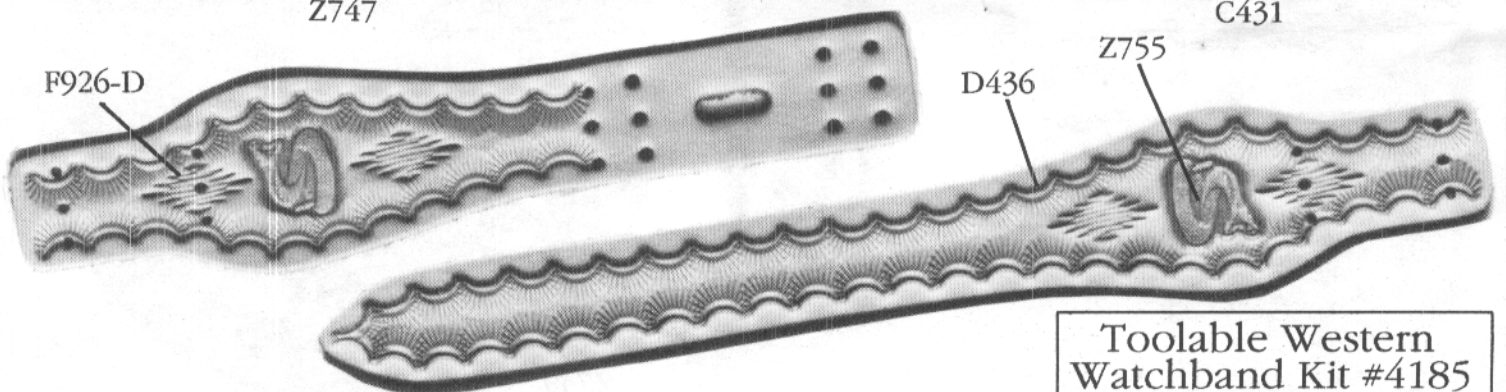
F926-D

F926



Z747

C431



F926-D

D436

Z755

Toolable Western
Watchband Kit #4185

Wristband Kits

Rounders #4126

#4137

#4138

#4140

Alphabet Set #8130

