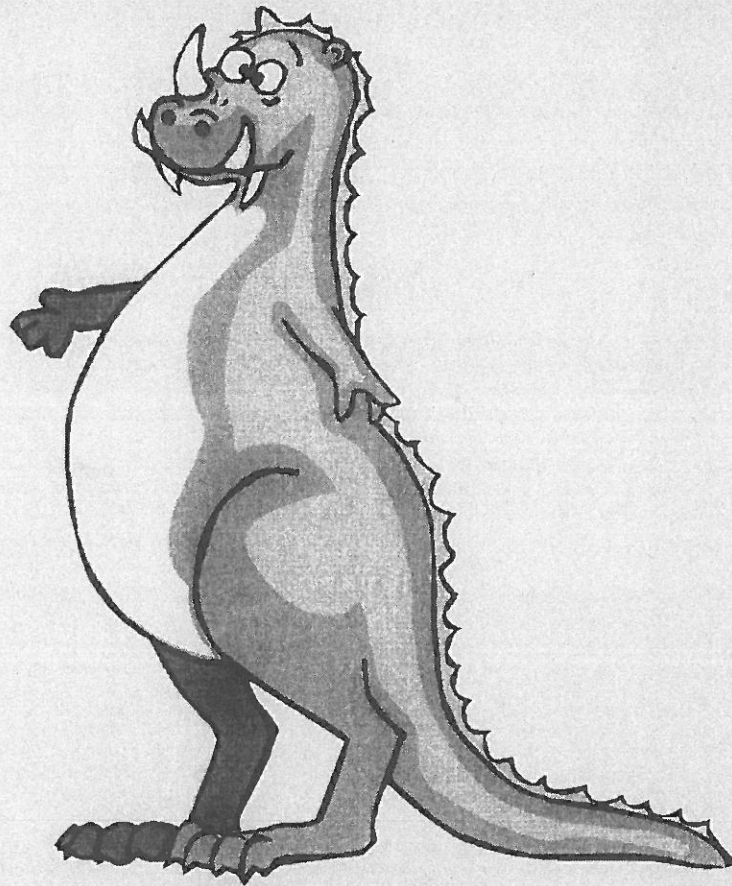


# CUB SCOUT LEADERS



1995

# STONE AGE POW WOW





QUIVIRA COUNCIL STONE AGE POW WOW 1995

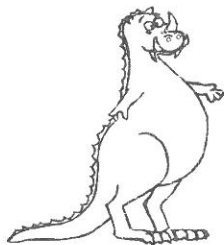
This book is dedicated to those scouting individuals that have provided us with wonderful and exciting Pow Wow's in Quivira Council. Over the years, the names of everyone involved have been lost, but we do have a listing of those dedicated volunteers that were in charge of the event.

1995	Randy Sessions
1994	Mike McGrath
1993	Jeannie Burkhardt
1992	Marsha Bedell
1991	Cathy Beverage
1990	Jane Briley
1989	Charlene Wegner
1988	Bridgett Thornton
1987	Vickie Rogers
1986	Jackie Arnold
1985	Mike Burnham
1984	Mike McGrath
1983	Charlene Wegner & Dorothy McNineth
1982	Bob Munroe
1981	Rich Ward
1980	Ken Fortney
1979	Shirley Lundy
1978	*
1977	*
1976	*
1975	Bob Munroe
1974	Jim Enix

To these people, and those unnamed that helped with these Pow Wow's, we dedicate this book.

*\*We have lost the records for these years. If you have any information on these years please talk with either Bob Munroe or Randy Sessions. Thank-you.*





Welcome!

I'd like to take a moment to welcome you to our Stone Age Pow Wow. I would also like to thank you for taking time from your busy schedules to attend this event. I'm sure you will find that your time will be well spent. I trust that you will have a fun, exciting and meaningful time.

As the day begins and you prepare to attend your classes, please take a moment to reflect on our purpose here today. As Cub Scout leaders, we have the responsibility to make our program fun and exciting. Remember, the program is flexible. The classes that you have chosen to attend are meant to help you enhance your program, thus allowing the boys to find fun and excitement as they attend meetings.

We have a responsibility to our Cub Scouts. They are our legacy. As you look at their energetic faces, try to imagine a future Astronaut exploring Mars, a future President working to stop hunger and poverty, a Physician attempting to find a cure for AIDS, a Novelist writing a Pulitzer Prize winning novel or a Nobel Laureate.

My challenge to you today is to find something fun and exciting to take back to your boys and your program. You will not have to look long to find it. An experienced and enthusiastic staff has worked hard for the past several months to prepare for this event. Today, we are ready for you so that tomorrow you may be ready for your boys!

Thank you for attending **YOUR** 1995 Pow Wow!

  
Randy Sessions

Chairman, Stone Age Pow Wow







## QUIVIRA COUNCIL, BOY SCOUTS OF AMERICA

1555 E. Second Street · P. O. Box 48166 · Wichita, Kansas 67201 · (316)264-3386 Fax (316)264-6054

November 4, 1995

Dear Cub Scout leader:

Welcome to the 1995 Stone Age Pow Wow. Congratulations on choosing to participate in the finest Cub Scout training event available anywhere. Today will be filled with many opportunities to fine tune your leadership skills and knowledge of the Scouting program. As a volunteer, you are a very important person, not only in the operation of the scouting program, but more importantly in the lives of your Cub Scouts.

So, sit back, relax, enjoy and learn as our dedicated Pow Wow training staff presents from their experience and knowledge of the Cub Scout program to you the participant. Do not be afraid to ask questions and to visit with the staff. These dedicated Cub Scouters are here to help you provide the best possible program for the boys.

Remember to do your best and "KISMIF", Keep It Simple, Make It Fun!!

Sincerely,

A handwritten signature in cursive script that reads "Paul Jasinski".

Paul Jasinski  
Pow Wow Staff Advisor





## QUIVIRA COUNCIL, BOY SCOUTS OF AMERICA

1555 E. Second Street · P. O. Box 48166 · Wichita, Kansas 67201 · (316)264-3386 Fax (316)264-6054

November 4, 1995

Dear Cub Scout Leader:

Welcome to the 1995 Quivira Council Cub Scout Leader's Pow Wow training event. The Pow Wow experience is an excellent opportunity for you to meet other adult volunteers and learn how to enhance, grow and expand your Cub Scout Knowledge.

What happens in the life of each boy during his formative years in Cub Scouting will determine to a great extent what kind of adult he will become. What a tremendous growth opportunity and challenge for you, the Cub Scout Leader, "DO YOUR BEST".

Thank you for participating in today's Pow Wow. Remember your key to being an effective leader is to take home what you learn today and use it, along with your own interests and abilities to plan and conduct the best possible program for the boys.

Sincerely,

Roy Rhodes  
Scout Executive





This book would not have been possible if friends and fellow scouters had not chipped in and helped, sometimes on a moments notice. A HUGE thank-you to this year's chairman, Randy Sessions, who went above and beyond the call of duty to lend a helping hand. Following is a list of those who helped out, either by writing, typing, or lending an ear.

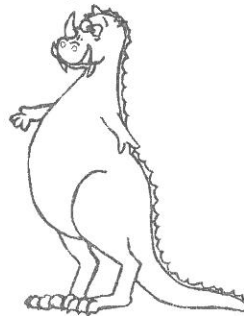
Marsha Bedell	Walt McCall	Ken Fortney
Karla Slechta	Wilma Bowmaker	Mike Kennedy
Mike McGrath	Julie Dalton	Steve Mankins
Joe Sack	Cathy Beverage	Doris Vigil
Nadine Smith	Sheri Sessions	Jerry Hall
Marc McLaughlin	Jeanne Hall	Ann Baker
Gene Wahl	Gayla Stanley	Del Glover
Clara Glover	Bridget Thornton	Charlene Wegner

There are many others who have been there for us over the last couple of months, and to them we extend our heartfelt thanks. For keeping us on track, helping us smile through this, and for being a friend.

Another very important person that has contributed to the printing of this book is Cora Purvine, owner of Class Act Printing, that printed this book. She has been an invaluable source of information, and a wonderful friend to Scouting. Thanks, Cora, for everything.

Our hope is that you can make use of this book over the next program year. It is packed with ideas and information that can help make your pack and den meetings full of excitement. Some of it is new, some of it has been revived from Pow Wow books past. Don't just put this book on a bookshelf to collect dust. Use it. Bend the corners. Get to know it front and back. It was put together for you, the front line of the scouting movement.

Linda Wright & Cindy Turner





QUIVIRA COUNCIL STONE AGE POW WOW 1995

**Successful** are the parents who encourage and help their son advance in Cub Scouting, for they shall be proud of their boy's growth in mind and body.

**Successful** is the Cubmaster who provides imaginative and inspirational recognition for each Cub Scout's achievements; for he has inspired other Cub Scouts and parents to move upward.

**Successful** is the Webelos den leader who emphasized activity badge work by his 10 year olds; for he will develop boys better prepared for life.

**Successful** is the leadership team who inspires the Cub Scout to do his best; for he shall find fulfillment of his need for achievement and recognition.

**Successful** is the Cub leader training team that teaches Cub leaders the importance of advancement; for they shall see Cub Scouting at its best.

**Successful** is the Cub Scout advancement chairman who leads others to carry out a full advancement program; for he will be rewarded by the increasing levels of achievement.

**Successful** is the Scout who wears the Arrow of Light; for he is better prepared to learn from his Scouting years.

**Successful** is the Cub Scout who participates fully in the advancement program; for he shall find fulfillment of his need for achievement and recognition.

Rejoice and be glad all ye advancement-oriented Cub Scout leaders; for America will have better men in the future through these efforts and foresight.

# POW WOW STAFF

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ASST. CHAIR

STAFF ADVISOR

BOOK EDITORS

REGISTRATION CHAIR

HOSPITALITY

PHYSICAL ARRANGEMENTS CHAIR

PROMOTIONS CHAIR

EXHIBITS CHAIR

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MIDWAY AND ATMOSPHERE CHAIRS

FOOD CHAIRS

DEN LEADER ENRICHMENT CHAIR

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OUTDOOR PROGRAM AND ACTIVITIES  
CUB SCOUT SPORTS AND ACADEMICS  
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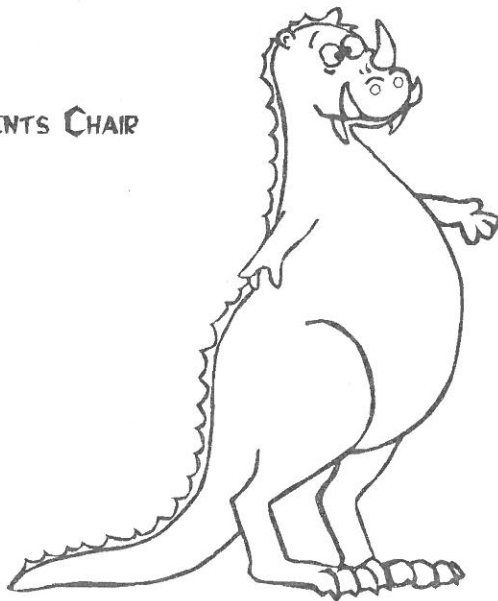
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**PACK ADMINISTRATION CHAIR**  
CONSERVATION AND SERVICE PROJECTS  
FAMILY INVOLVEMENT  
RECRUITING SKILLS  
PACK ADMINISTRATION  
COMPUTERIZING PACK RECORDS

### PROGRAM PIZZAZZ

GAMES  
SONGS AND ICEBREAKERS  
SKITS AND COSTUMES/PUPPETS AND PROPS  
CAMPFIRES AND STORYTELLING  
TRICKS AND PUZZLES  
CUBS IN THE KITCHEN

### CRAFTS

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NATURE  
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PAPER  
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THINGS WITH BEADS  
KNOTS

### WEBELOS

LETS GET PHYSICAL

MIND GAMES

OUR COMMUNITY  
THE WAY THINGS WORK  
LET'S GO OUTDOORS  
I HAVE EARNED THE ARROW OF LIGHT. NOW WHAT?

### CUB SCOUT HELPS

DERBIES AND RACES  
RESOURCES  
DUTY TO GOD AND COUNTRY  
CEREMONIES

BLUE AND GOLD  
TIGER CUBS

PACK MEETING PIZZAZZ

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DONA RAWSON  
BRAD CUNNINGHAM  
JIM GRAVES  
DAVID RAWSON

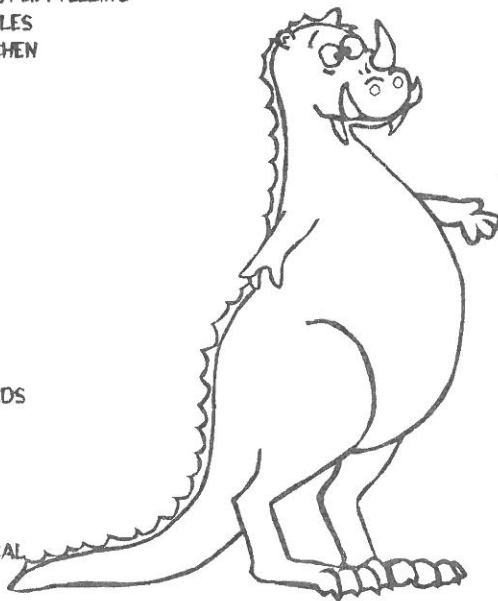
**DORIS VIGL**  
**NADINE SMITH**  
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CATHY BEVERAGE  
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LAURIE STONE  
JILL BLACK  
KARLA SLECHTA  
STEVE MANKINS  
JOE SACK

### GENE WAHL

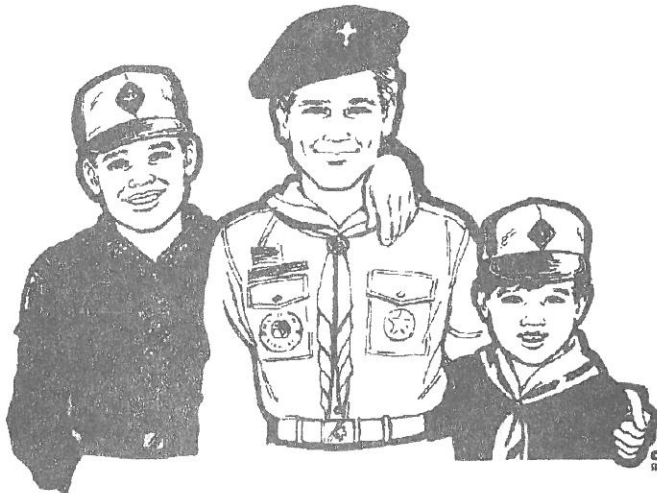


QUIVIRA COUNCIL STONE AGE POW WOW 1995

Statistics show that for every 100 boys who join scouting:

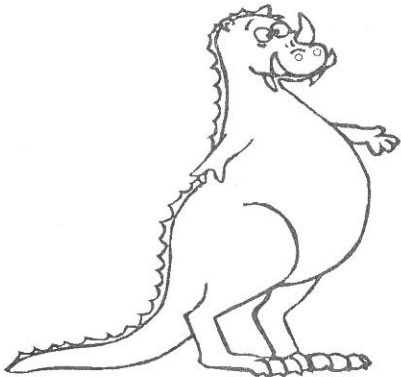
- 12 will have their first contact with a church
  - 1 will enter the clergy
  - 18 will develop hobbies that will last throughout their lives
  - 5 will earn their church award
  - 8 will enter a vocation that they were first exposed to through the merit badge system
  - 1 will use his scouting skills to save another person's life
  - 1 will use them to save his own life
  - 17 will be future scout volunteers
  - very few will get into trouble with the authorities
  - and of the original 100, only 2 will earn the Eagle Award

The men our sons will become is determined by their experiences as they grow up. Scouting is an excellent supplement to the experience and guidance they receive at home, at church, and at school. If this goes as we hope, they will become men of good character, with a sound spiritual foundation, a solid sense of their own worth as individuals, who are honest and respected, happy in their work, and active in the community. A healthy person, with good friends, able to face life with enthusiasm and anticipation for what the future will bring.



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**KISMIF!**

## THEMES

November - Knights of the Roundtable

December - Do A Good Turn

January - Working With Wood

February - The Blue & Gold

March - Inside Noah's Ark

April - Akela's Council

May - See & Do It Show

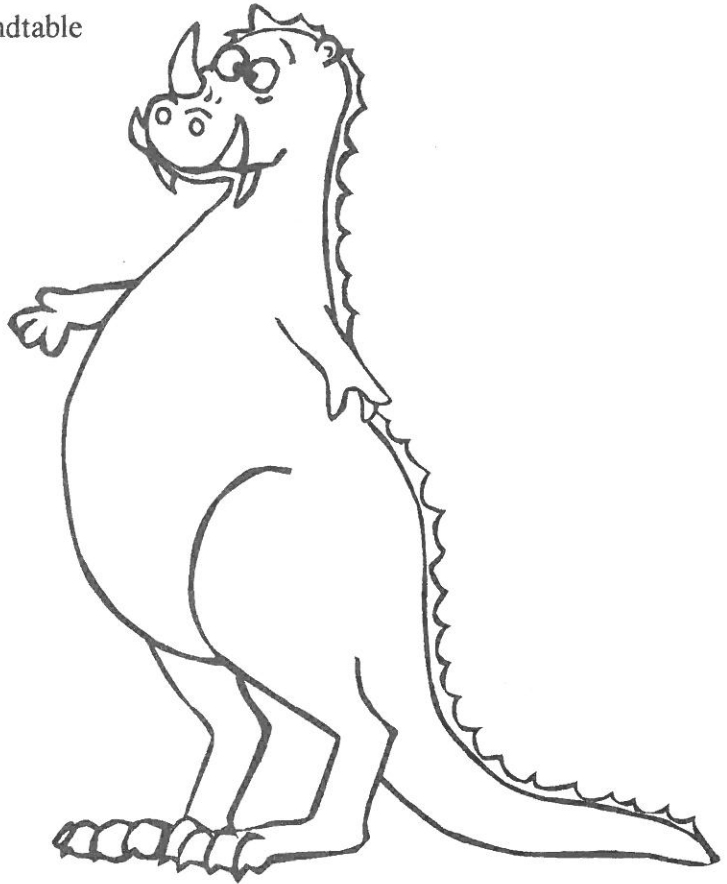
June - Backyard Fun

July - Water Fun

August - High Country, USA

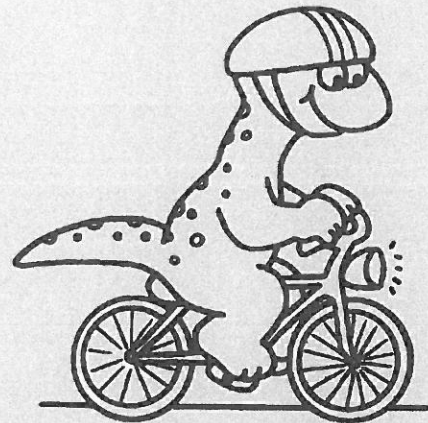
September - Our Town, USA

October - Fire Detective





# PROGRAM PIZZAZZ



- >GAMES
- >SONGS AND ICEBREAKERS
- >SKITS AND COSTUMES/PUPPETS AND PROPS
- >CAMPFIRES AND STORYTELLING
- >TRICKS AND PUZZLES
- >CUBS IN THE KITCHEN



## SONGS

Here are some suggestions on deciding what type of songs for the age group of boys that you are working with:

### The seven year old

Refines and extends the experiences he enjoyed in music as a five and six year old. Sings simple rounds. Develops a feeling for the keynote and 1-3-5 or tonic chord. Recognizes melodies that move from low to high, high to low, straight across, stepwise, by skips. Develops a feeling of the beat or pulse of a song.

### The eight year old

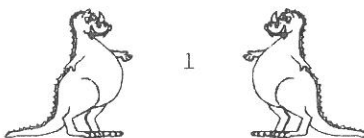
Sings rounds and simple descants. Accompanies on the autoharp or harmolin, the songs that require one chord. Understands the direction of a melody from the musical notation. Plays simple melodies on the bells, water glasses, piano. Understands the teacher's reference to metric signs such as 2/4, 3/4, 4/4, and to note and rest values of whole note, half note, quarter note, eighth notes. Reads and plays simple rhythms on a percussion instrument. Uses a song book in singing many songs.

### The nine year old

Sings many unison songs, rounds, songs with descants, some easy two-part songs. Uses books for most of the songs he learns. Understands the use of numbers, syllables, and letter names in interpreting the notation of a song. Plays songs on melody bells and piano. Accompanies the melody of songs with two or three chords on the autoharp or harmolin. Understands the evenly divided beat: two eighth notes in a 2/4, 3/4, or 4/4 meter. Understands various musical symbols which occur in the music he sings or plays: Tie, slur, phrase marks, repeat sign, fermata (hold sign), sharp, flat. Finds with the teacher the keynote in any given key signature.

### The ten year old

Sings in unison songs, rounds, songs with descants, and songs in two parts. Reads easy two-part songs. Harmonizes for fun on familiar songs. Sings parts in thirds and sixths. Understands the notation for the unevenly divided beat, a dotted eighth followed by a sixteenth note. Reads and plays three chord accompaniments on the autoharp or harmolin. Recognizes by ear, songs in the minor mode. Writes and plays rhythmic accompaniments to songs.



**TO INTRODUCE A NEW SONG:**

- 1) Have a family learn and sing it for the group.
- 2) Have a den learn and sing it for the group.
- 3) Have a individual learn and sing it for the group.
- 4) Have the leaders learn it first and sing it for the group.



**HOW TO GET A CROWD TO SING:**

The director is usually the key to good group singing. A director who is enthusiastic, confident, smiling, and obviously having fun, will generate the desire for everyone else to get in on the act. Some helpful hints:

1. A timid director does not have the ability to generate enough enthusiasm to make the crowd "catch it". Even if the director has butterflies in their stomach and their knees are knocking, if they force themselves to be "dynamic" they will usually get a positive response. It is important for the director to know the song well that they are directing, or it will make it hard for the crowd to follow them, or to feel enough enthusiasm to want to join in. Carrying a tune is much less important than exhibiting confidence.

2. Have the words available. They can be printed on a poster, written on a chalkboard, or individual copies can be provided, but a group who is unsure of what they are singing is unlikely to be able to put their hearts into it.

3. Posters need be very easy to read. A 14" x 22" size is easy for a director to handle if they will be walking around among the crowd. A 22" x 28" is a good size if it is to be stationary. Be sure to use **dark** lettering. Lettering should be guided by straight lines and should not be written in cursive or fancy lettering, but should be uniform and consistently either all capitals or small case with caps when appropriate. It is better not to mix the two within a word to aVoId CoNFuSioN. Words that rhyme are affective when done in the same color. Covering a poster with clear contact paper, or laminating, will keep it useable and attractive for many years. Temporary posters seldom last more than one or two uses - it is more time and cost effective to protect them for future uses.

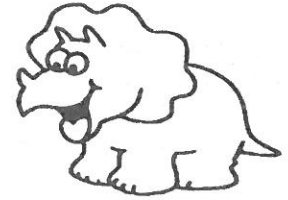


**GIMMICKS FOR MAKING SONGS FUN:** (most effective on well known songs)

Singometer: Make something that looks like a thermometer. Tape white ribbon and red ribbon together to make a loop that will roll up and down. When the group sings loudly the red goes to the top (hot), when they sing soft, the red goes to the bottom (cool). Especially effective in the winter time when you are trying to "warm things up".

Spin-the-wheel: The arrow stays stationary, the wheel turns. Prepare 6-8 various categories: ie, girls sing, boys sing, leaders sing, den 1 sings, loud, soft, fast, slow, etc. Have someone come up and spin the wheel and sing the song as the wheel says.

Red light, Green light: Make 2 stoplights, one with green at the bottom and one with red at the top. A stoplight person is chosen. He takes 1 light in one hand and the other in the other hand. On green everyone sings the words, on red everyone keeps mouthing the words, but no voice.



How fast can you sing?: Have everyone stand. Sing the song 3-5 times, getting faster each time. When the song gets too fast for someone they sit down. See who can remain standing and singing the longest. (Especially good for songs with actions).

**December - Do A Good Turn**



GIVING GIFTS

Tune: Jingle Bells

Giving time, sharing time, fun for everyone  
Scouters know that Christmas is  
The time for deeds well done

Giving time, sharing time, let us all take  
part  
Join with Cub Scouts all around,  
And give gifts from the heart.



DOWN IN THE BASEMENT

Tune: Up On The Housetop



Down in the basement Cub Scouts pause  
They are helping Santa Claus.  
Toys, games and puzzles, and goodies too  
Make children happy, yes they do.  
Ho, ho, ho. Who wouldn't go?  
Ho, ho, ho. Who wouldn't go?  
Out helping Santa, click, click, click.  
Try a goodwill project, quick, quick, quick.

**January - Working With Wood**

OLD MACDONALD HAD A SHOP

Old MacDonald had a shop E-I-E-I-O.  
And in this shop he had a...

- hammer (bang-bang)
- drill (zzzt-zzzt)
- wrench (turn-turn)
- pliers (pinch-pinch)

(the more syllables in the name of the tool the better. Imagine "radial arm saw" -whirr-whirr)

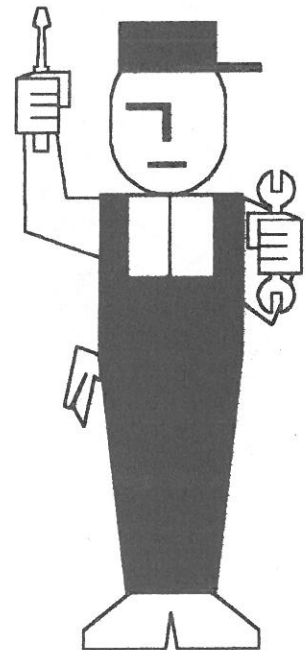
FIXING UP THE HOUSE

Tune: "When Johnny Comes Marching Home"

We are fixing up the house, Hurrah Hurrah  
We are fixing up the house, Hurrah Hurrah  
We are fixing up the house,  
Moving as quickly as a mouse,  
We do good when fixing up the house.

Grab a brush, and paint the wall, Hurrah Hurrah  
Grab a brush and paint the wall, Hurrah Hurrah  
Grab a brush and paint the wall,  
Fix the hinge in the hall,  
We do good when fixing up the house.

Patch a window, hang a door, Hurrah Hurrah  
Patch a window, hang a door, Hurrah Hurrah  
Patch a window, hang a door,  
Lay a carpet on the floor,  
We do good when fixing up the house.





**February - The Blue and Gold**

HEY LOOK ME OVER!

Hey look me over, lend me an ear,  
Watch me advance in Scouting every year,  
First I'm a Bobcat, then a Wolf and Bear,  
Soon, I'm a Webelos and on I'll go from there.  
A-singing

Hey look me over, lend me an ear,  
Join me in song and sing out loud and clear,  
That our Cubbing advancement is the way to grow  
Stand back, parents, here we go!

KEEP US MARCHING

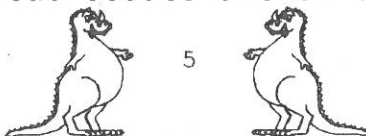
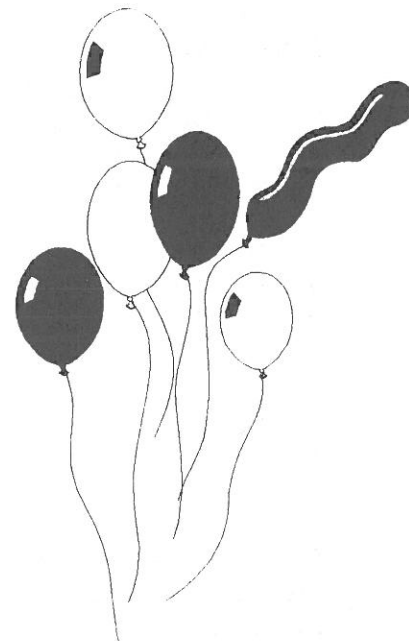
Tune: "Caisson Song"

Boys who work, boys who serve,  
Boys who really have the nerve,  
Keep the Cub Scouts a-marching along.  
Every day in the year,  
Kindly deeds and words of cheer,  
Keep the Cub Scouts a-marching along.  
Then, it's hi hi ho! Cheering as we go.  
Join in our fellowship and song!  
Where 'ere you go, let the people know,  
That the Cub Scouts go marching along: (shout: "keep us marching")  
And the Cub Scouts go marching along!

LOYAL BLUE AND GOLD

Tune: "Davy Crockett"

Now the blue is the color of the sky above,  
The blue in the flag of the land we love,  
Remind us of God and our Country free,  
Giving us a lesson in loy-al-ty!  
Loy-al, Cubs are loyal, To God and Coun-try fair.  
Like the warmth and the cheering of the gol-den sun,  
Are the smiles of a friend and a deed well done.  
This is the gold that a Cub Scout finds,  
In keeping his duty to the law that binds.  
Smiling, warm and friendly, Cub Scouts will give good cheer.  
Now the blue and gold show the world apart,  
That the Cub Pack is loyal and warm of heart,  
Faithful to God and our country too,  
We'll do our best at whatever we do.  
Loy-al, ever cheerful, Cub Scouts are on the march.



**March - Inside Noah's Ark**

I'M BEING SWALLOWED BY A BOA CONSTRICTOR

I'm being swallowed by a boa constrictor,  
A boa constrictor, a boa constrictor.  
I'm being swallowed by a boa constrictor.

(repeat for each verse, end verse with corresponding line)

- v. 1 Oh no, he's got my toe!
- v. 2 Oh gee, he's got my knee!
- v. 3 Oh my, he's got my thigh!
- v. 4 Oh dear, he's got my rear!
- v. 5 Oh fiddle, he's got my middle!
- v. 6 Oh darn, he's got my arm!
- v. 7 Ah heck, he's got my neck!
- v. 8 Gulp!

MULES

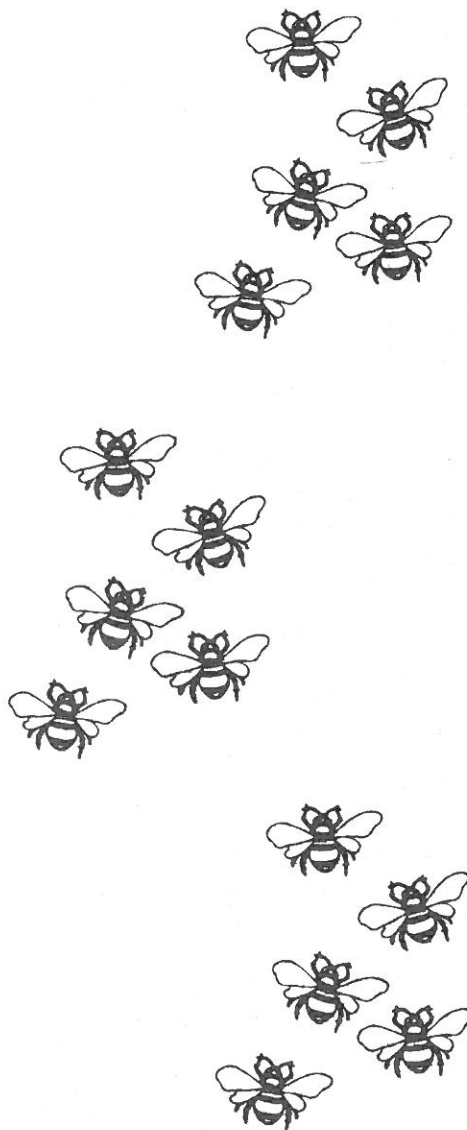
Tune: Auld Lang Syne

On mules we find two legs behind  
And two we find before;  
We stand behind before we find  
What the two behind be for.  
When we're behind the two behind,  
We find what these be fore;  
So stand before the two behind,  
And behind the two before.

MARY HAD A SWARM OF BEES

Tune: Mary Had a Little Lamb

Mary had a swarm of bees,  
Swarm of bees, swarm of bees.  
Mary had a swarm of bees  
And to save their lives,  
They had to go where Mary went,  
Mary went, Mary went.  
They had to go where Mary went  
Cause Mary had the hives!





**April - Akela's Council**

THE INDIAN WENT A HUNTING

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

The Indian went a hunting, The Indian went a hunting,  
The Indian went a hunting, To see what he could find.



All that he could find. All that he could find  
Were Bobcats, Bears, and Wolves, and Webelos;  
Bobcats, Bears, and Wolves, and Webelos;  
Bobcats, Bears, and Wolves, and Webelos;  
Were all that he could find.

FOLLOW AKELA

Written by Jim Fulton of Quivira Council

Tune: "Waltzing Matilda"

Oh, a young boy was all alone, though he was but eight years old,

Follow Akela, my young man, with me --

So he turned to Akela and joined his friends in Blue and Gold

Follow Akela, my young man, with me.

CHORUS:

Follow Akela, follow Akela, Follow Akela, my Cub Scout with me.

And we'll sing, and we'll work and,

We will have a lot of fun,

Follow Akela, my Cub Scout with me.

Oh, there once was a Cub Scout, doing what the Bobcats do --

Follow Akela, my Cub Scout with me --

When he promised to help the pack,

He learned that they would help him too.

Follow Akela, my Cub Scout, with me.

CHORUS:

Oh, there once was a Cub Scout, following the Bear  
Cub track --

Follow Akela, my Cub Scout, with me --

He learned pride in his country, in his God,  
And in his Cub Scout Pack.

Follow Akela, my Cub Scout, with me.

CHORUS:



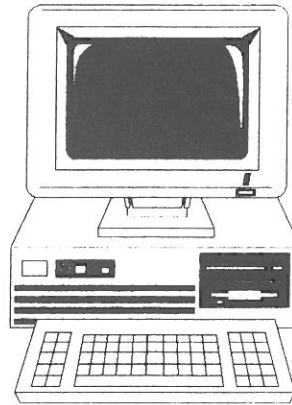
May - See and Do It Show

GENIUS AT WORK

Tune: Down by the Station

Out in his workshop (1)  
Early in the morning (2)  
See the brainy Cub Scout (3)  
Busily at work (1)

Building a computer (1)  
Watch him turn the knobs (4)  
Buzz, buzz, flash, flash (5)  
Does not compute! (6)

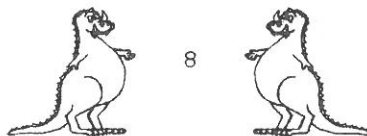


Actions:

1. Pound fists of right hand on left hand
2. Yawn and stretch
3. Point to head to show brains
4. Cup right hand and turn in front of body
5. Hold hands over ears while blinking eyes
6. Hold hand on head as if head hurts with an "oh no" look on face

THE INVENTION

Tune: The Farmer in the Dell  
 I had a genius kit,  
 Thought lots about it,  
 I laid the pieces side by side  
 And examined them bit by bit.  
 A cork, a bolt, a screw,  
 A piece of wood, too.  
 A leather scrap, some furry nap  
 And a little bottle of glue.  
 A needle and some thread  
 A nail without a head,  
 A piece of tire, a bit of wire,  
 And this is what I said  
 I don't see how this mess  
 Can really quite express,  
 My urge for building something grand  
 But now I must confess.  
 I sawed and nailed and glued,  
 Until the thing I viewed  
 Was something grand, you understand,  
 A mechanical dog that mooed.



HOW TO GET IDEAS

Tune: Row, Row, Row Your Boat

Use, use, use your brain. Put your mind in gear  
Bright ideas aren't a strain. You have some, never fear.

**June - Backyard Fun**

WE ARE SLEEPING

Tune: Are You Sleeping

We are sleeping in the backyard,  
Jim and Mark, Spot and me.  
Sure is dark outside  
Think I'd like to hide,  
Come here Spot, sleep with me.

Are you sleeping, are you sleeping,  
Jim and Mark, Jim and Mark.  
Thought I heard a noise,  
Didn't sound like boys,  
I am scared, I am scared.

Come back Spot, where'd you go?  
Jim and Mark, wake up please.  
Let's go in the house,  
Did you hear that mouse?  
Hear that sneeze, hear that sneeze.



TWELVE DAYS OF SUMMER CAMP

One the first day of summer camp my parents sent to me:  
One box of oatmeal cookies  
Two t-shirts  
Three woolen caps  
Four pairs of socks  
Five underpants  
Six postage stamps  
Seven bars of soap  
Eight jars of bug spray  
Nine safety pins  
Ten batteries  
Eleven cans of Right Guard  
Twelve miles of bubble gum.



**July - Water Fun**

SWIMMING SONG

Tune: "Sailing, Sailing"

Swimming, swimming, in the swimming pool.  
Whether its hot, or whether it's cold,  
In the swimming pool.  
Breast stroke, side stroke,  
Fancy diving too.  
Wouldn't it be great if we had nothing else to do!



SPLASH, FISH, SKI AND SURF

Tune: Row, Row, Row Your Boat

Splash, splash, splash around  
In the swimming pool.  
Have a lot of fun  
But obey each safety rule.

Ski, ski, ski behind  
That speeding boat so fast.  
I'd better master it real soon  
If I am going to last.

Fished, fished, fished all day  
From the river bank.  
Until I dropped my bait  
Which to the bottom sank.

Surf, surf, surf all day  
Riding on each wave.  
And when a big one comes  
My neck I then must save.

*For fun, divide the audience into four parts with a leader for each part. Have the groups sing the song through four times with each group singing a different verse.*

**August - High Country, USA**

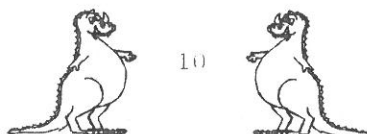
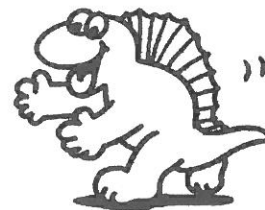
CUB SCOUT HIKING SONG

Tune: "Battle Hymn of the Republic"

We can surely sing out loud and we can surely sing out strong,  
For we're a group of Cub Scouts just a-traveling along,  
And when you see us coming,  
You will know that we are here,  
For miles around you'll hear us  
As we sing so loud and cheer.

CHORUS:

Yes, we are a group of Cub Scouts  
Yes, we are a group of Cub Scouts  
Yes, we are a group of Cub Scouts  
Just listen and you'll hear our shouts.



PINK PAJAMAS

Tune: Battle Hymn of the Republic

I wear my pink pajamas in the summer when it's hot  
I wear my flannel nighty in the winter when it's not!  
And sometimes in the springtime and sometimes in the fall  
I jump right in between the sheets with nothing on at all!

Glory, glory hallelujia!  
Glory, glory, what's it to ya?  
Balmy breezes blowin' through ya, with nothing on at all!

**September - Our Town, USA**

I WAS BORN ON A FARM DOWN IN IOWA

I was born on a farm down in Iowa.  
A flaming youth so I had to fly away.  
Packed my bags and I took my sax-o-phone, phone.  
A rooty, toot, toot.

**ACTIONS:**

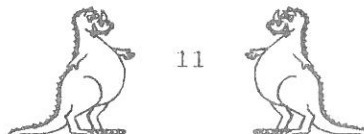
slap hands on knees 2X  
cross arms and slap hands on knees 2X  
clap hands 2X  
snap fingers 2X  
right hand outward windshield wiper motion  
left hand outward windshield wiper motion  
hands extended, palms down, pushing away from body 2X  
hands extended, palms up, pushing away from body 2X  
beat fists together, right hand on top 2X  
beat fists together, left hand on top 2X  
right thumb point over right shoulder (leave there)  
left thumb point over left shoulder (leave there)  
right hand brought down in front (thumb still pointing up)  
left hand brought down in front (thumb still pointing up)  
palms out, moving towards each other in circular motion 3X

OUR TOWN

Tune: This Land is your Land

As we go traveling around our city  
We see it's beauty and it's sights  
It makes us proud and oh so happy  
That we live here both day and night.

This town is your town, this town is my town  
And we love it, up hill and down.  
From north to south, and east to west  
We love our town the very best.



**October - Fire Detective**

THE BOARDING HOUSE

Tune: Silver Threads Among the Gold

In the boarding house where I lived,  
Things are growing very old.  
Long grey hairs are on the butter,  
And the bread is growing mold.  
Is growing mold.

When the dog died we had hot dogs,  
When the cat died, catnip tea.  
When the landlord died, I left there,  
Spareribs were too much for me.  
Too much for me.

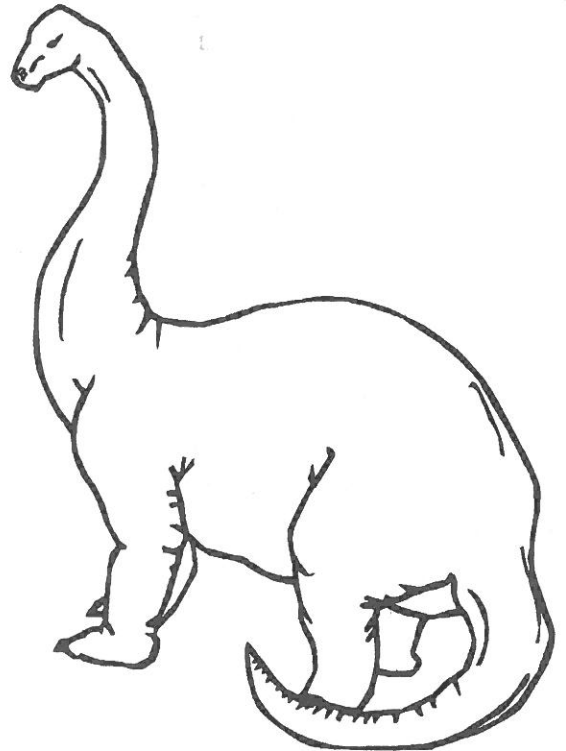
While the organ peeled potatoes,  
Lard was rendered by the choir.  
When the sexton rang the dishrag,  
Someone set the church on fire.  
The church on fire.

"Holy smokes," the preacher shouted,  
While his wig flew in the air.  
Now his head resembles heaven,  
For there is no parting there.  
No parting there.

FIRE PREVENTION

Tune: "Clementine"

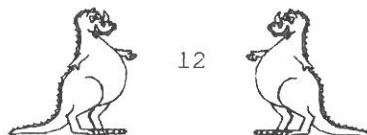
Check your hallways, check your closets,  
Underneath your stairwell, too.  
For if you've piled lots of junk there,  
A big fire may call on you.  
Dirty paint rags, piled up papers,  
Frayed extension cords won't do.  
Fire prevention is the answer  
All good Cub Scouts must follow through.



FIRE SAFETY

Tune: "Auld Lang Syne"

Be careful where you  
throw a match  
An awful fire could  
start,  
Break every match at  
least in two,  
It pays to do your  
part.



THE TWELVE DAYS OF HALLOWEEN

On the first day of Halloween

My true love gave to me....

- An old owl in a dead tree
- Two trick or treaters
- Three black cats
- Four boney skeletons
- Five scary spooks
- Six goblins gobbling
- Seven pumpkins glowing
- Eight monsters shrieking
- Nine ghosts a-booing
- Ten ghouls a-groaning
- Eleven masks a-leering
- Twelve bats a-flying

HALLOWEEN SONG

Tune: "Yankee Doodle"

I'll carve a fearful pumpkin face  
 As well as I am able.  
 And when it's done I'll light it up  
 And set it on the table.

I'll fix it so that passers by  
 Will see and get the quivers  
 For Halloweens the time to play  
 That you have shakes and shivers.



COMMERCIAL MIX UP

Tune: "Farmer in the Dell"

Last night I watched TV;  
 I saw my favorite show.  
 I heard this strange commercial  
 I can't believe it's so  
 Feed your dog chiffon,  
 Comet cures a cold  
 Use SOS pads on your face  
 To keep from looking old

Mop your floor with crest,  
 Use Crisco on your tile.  
 Clean your teeth with Borateem  
 It leaves a shining smile.

For headaches take some Certs,  
 Use Tide to clean your face.  
 And do shampoo with Elmers  
 Glue,  
 It holds your hair in place.

Perhaps I am confused,  
 I might not have it right.  
 But one thing that I'm certain  
 of...  
 I'll watch TV tonight!

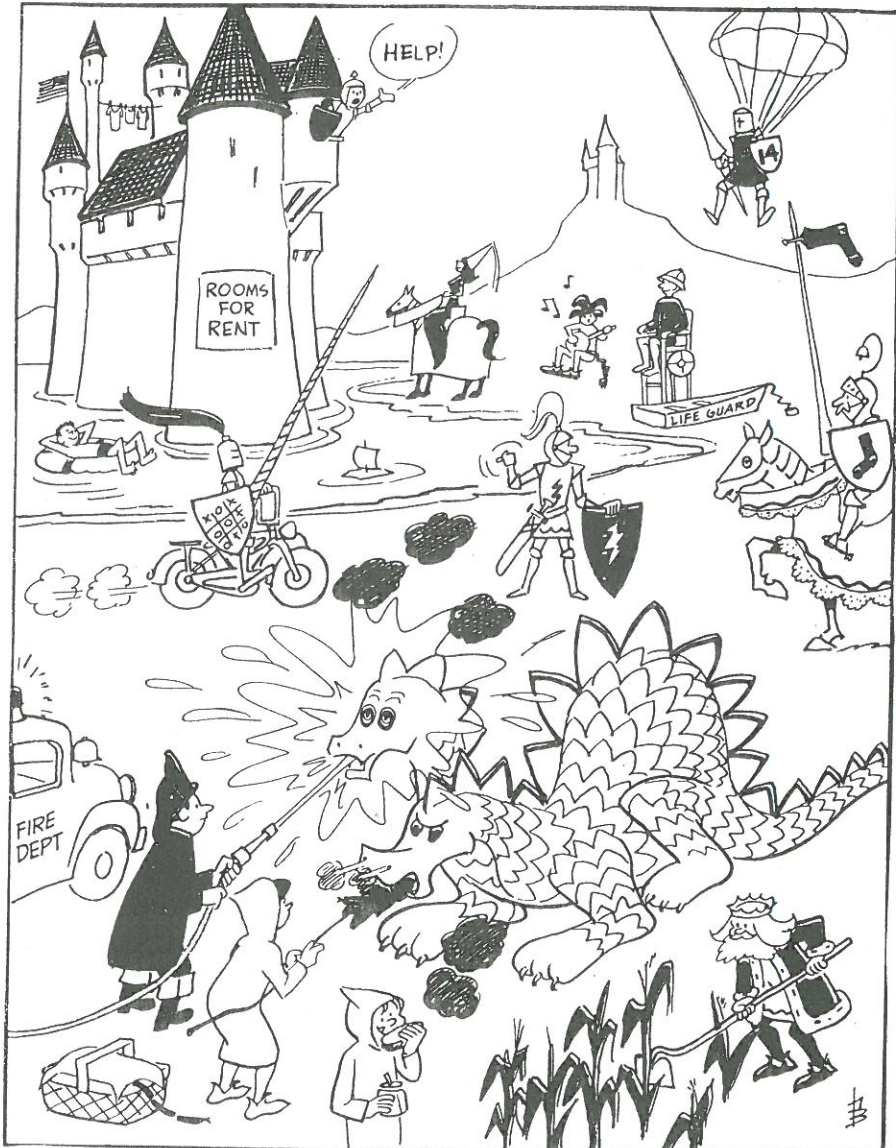




# ICEBREAKERS

November - Knights of the Roundtable

WHAT'S WRONG WITH THIS PICTURE



See if you can find all the things  
that are wrong with this picture.





GROUP TIME

The entire group mingles around the room, and the leader yells a characteristic, such as "First initial of first name." Everyone must quickly get into groups that have that characteristic. When the leader blows the whistle, the group with the most people in it is the winner. Other possible characteristics are these:

- \*Number of people in your family
- \*Month of birth
- \*Age
- \*Favorite color
- \*Color of shirt

**December - Do A Good Turn**

\*\*Give each person a piece of paper with the words "Happy Holidays" written on it. Direct the group to visit with each other and get names (first or last) that begin with each letter of the phrase.

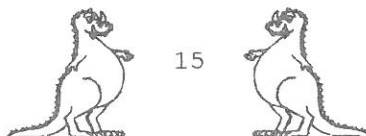
\*\*Give each person one (1) piece of plain white paper. Ask them to make a simple snowflake without using scissors. Hang the snowflakes on a pack or den tree or send them home.

**January - Working With Wood**

CUBBING-GO GAME

Put your name in the center square, then introduce yourself to 24 other adults. Give them the Cub handshake. Ask them to sign their names in the other squares. Keep this sheet for later use during the meeting.


When one of the adult names are called, put an X in that square. The player who gets five names in a row in any direction is to call out "CUBBING-GO."



**February - The Blue And Gold**

A SCOUTING STORY

*An audience participation skit.*

Divide audience into three groups to respond with words and hand signs below:

HISTORY: "Way back then" (hold up both index fingers pointing different ways.)

SCOUTS: "Be Prepared?" (give Scout sign)

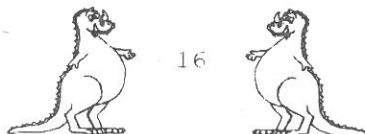
CUB SCOUTS: "Do Your Best" (give Cub Scout sign)

This is a story that you won't find in a HISTORY book, but no doubt it will bring back memories to many of you who have had a similar experience. The story is about a CUB SCOUT named Johnny, and his first experience with hiking and camping. This is how it all started. It was approaching the birthday of SCOUTING which is celebrated in February every year, and Johnny's CUB SCOUT den leader had read to the boys a story about the HISTORY of SCOUTING and how it all got started.

Johnny could hardly wait until he was old enough to be a SCOUT so he asked his mother if he could plan a day of hiking around the neighborhood and park, and a night of camping in their backyard with some of his friends. Mom consented, so Johnny CUB SCOUT called his friends and they planned it for the next weekend.

When the day arrived, Johnny was so proud of himself. He thought he would someday be a SCOUT who would go down in HISTORY, because he was so well prepared. At least, he thought he was prepared when the day began. The lunches had been all packed and put in the back yard tent. When Johnny CUB SCOUT went out to the tent to get the lunches, he was shocked to find the paper bags were torn and scattered all over the back yard. Looking around the yard, Johnny saw his dog, Scampy, munching on the last bit of the sandwiches, and looking very contented. "Oh boy," thought Johnny. "I thought I would make a well-prepared SCOUT, but I wasn't prepared for this!"

After the new lunches were made, the boys took their hike. It was a great success and Johnny CUB SCOUT felt sure that HISTORY had been made by the record time in which they had accomplished everything that day. But alas! When bedtime arrived the tent slumped down in a heap because it had not been put up right and the sleeping bags were muddy from Scampy's dirty feet, and the batteries in the flashlights were dead. Johnny CUB SCOUT hung his head and said, "Boy, have I got a lot to learn about the SCOUTS, gosh, I sure hope today's events aren't recorded in HISTORY.

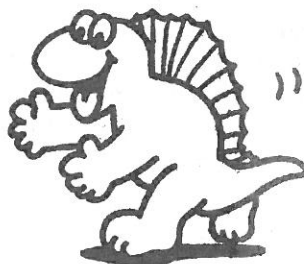
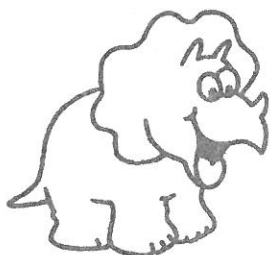


So Johnny learned in one day that he still needed to learn about being a SCOUT before he could perform in a manner which would make him proud to go down in HISTORY. Later his Den Leader told him that is what CUB SCOUTING is for---to teach boys to Do Their Best and to Prepare them to become SCOUTS.

**March - Inside Noah's Ark**

ANIMAL GUESS

On slips of paper, write different names of animals and pin one to the back of each person, not letting them see what they are. To help him guess what he is, each person asks other group members questions that can be answered "yes" or "no". The first person to guess correctly wins: the last person to guess correctly is the loser. If you have a large group, you might allow only one person per question. In a smaller group, you can ask more than one question of a person, but not consecutively. That is, you must question someone else before you ask a second question of a person. *variation:* Cut out photos of animals, glue these on to 3x5 cards and pin on.



**A FRIEND IS A PRESENT YOU GIVE YOURSELF!**



**April - Akela's Council**

GUESS WHAT?

Take cards or slips of paper and on each, with a marking pen print a letter of the alphabet. On the back, print a question or statement whose answer begins with the letter printed on the other side of the card. Hold up the card so the audience can see the letter, then ask the question.

A	Give the name of an important Cub Scout Leader	Akela
B	Something Cubs want to be when they are older	Boy Scout
C	Name of the leader of the pack	Cubmaster
D	An elected officer of the den	Denner
E	A Cub Scout Elective	Electricity
F	Something every Cub Scout should respect	Flag
G	We all want to belong to the right one of these	Gang
H	Something all Cub Scouts like to do	Hike
I	We use this to write with	Ink
J	We like to see how far or high we can do this	Jump
K	We do this to a football	Kick
L	Something we do when we're happy	Laugh
M	What we can make with a guitar or by singing	Music
N	These can be saved for recycling	Newspaper
O	At these Cub Scout events we compete in athletics	Olympics
P	These are fun to make and use in skits	Puppets
Q	What everyone is when the Cub Sign is up	Quiet
R	Something we do at the Olympics	Run, Race
S	We like to do this at den and pack meetings	Sing
T	What we don't do when the Cub Sign is given	Talk
U	What we wear to show that we're Cub Scouts	Uniform
V	What we take during the summer	Vacation
W	What a fourth grade Cub Scout is called	Webelos
X	A musical instrument	Xylophone
Y	A noise that Cub Scouts like to make	Yell
Z	A place where lots of animals live	Zoo

Play "Akela Says". This is played just like "Simon Says" except you substitute Akela for Simon. Play with the entire group.



INDIAN CHIEFS

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

ATAHUALPA

CATO

COCHISE

GALL

GERONIMO

HIAWATHA

LOGAN

OSCEOLA

POCAHONTAS

RED IRON

SAMOSET

SANTANA

SEQUOYA

SQUANTO

TA-O-PI

TECUMSEH

UNCAS

WASHAKIE

WATIE

WOVOKA

May - See and Do It Show

DESCRIPTIVE WORDS

<b>BROKEN</b>	FADING	<b>ROUND</b>	SHRUBS	EM ENDER CH
SPAG D M E	CO m a	SHRIVEL	<b>FOLD</b>	[L-L-L]
<b>DENT</b>	FALLING	<b>ARC</b>	ECB U	<b>UPTURN</b>
H CUP	<b>SQUARE</b>	<b>DUSH</b>	<b>CR</b>	<b>SINK</b>
WATER F E	<b>VANISH</b>	<b>STOP</b>	<b>STOPPING</b>	<b>BUMP</b>
<b>MEGAPHONE</b>	<b>CLIFF</b>	<b>UPSW</b>	<b>ARCH</b>	<b>WADING</b>



June - Backyard Fun

HIDDEN PICTURE



In this picture, find the otter, butterfly, eagle, ice skate, pigeon, rooster, whale, squid, feather, triceratops, head of George Washington, head of a dog, stalk of celery, and sailboat.



SCAVENGER HUNT

Make a list of objects to be brought in - such as specific rocks, leaves, insects, seeds, or four-leaf clovers. Let small groups, each with a list and a bag, see how many of the objects they can find within a certain time. The group with the most wins. Be careful to include on the list only things that can be found.

As a variation, ask for twenty-six objects, each beginning with a different letter of the alphabet.

**July - Water Fun**

PLENTY OF FISH IN THE SEA

As people arrive, give everyone a card and ask him to write his name, hometown, and hobby. Collect the cards and when everyone is present, let each one draw a card. On signal, he is to find the person whose card he has drawn and talk over with him what is written. When the meeting reconvenes, call for a show of hands to find how many met their match.

SAILING, SAILING

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

a keel	leeway
abaft	lurches
ahoy	masts
bilge	mate
brace	moors
cadet	nautical
deckhands	oars
float	oceans
grog	order
hawser	paddle
heeling	passages
hoist	pilot
jibs	pinch
lay to	pipe
leeward	pitch
plunge	rail

salt	reefed	sheer	turn	yacht
runners	square	unfurl	yeoman	prow
sail	tack	wallowed	wind	port
pump	scuttle	trim		









August - High Country, USA

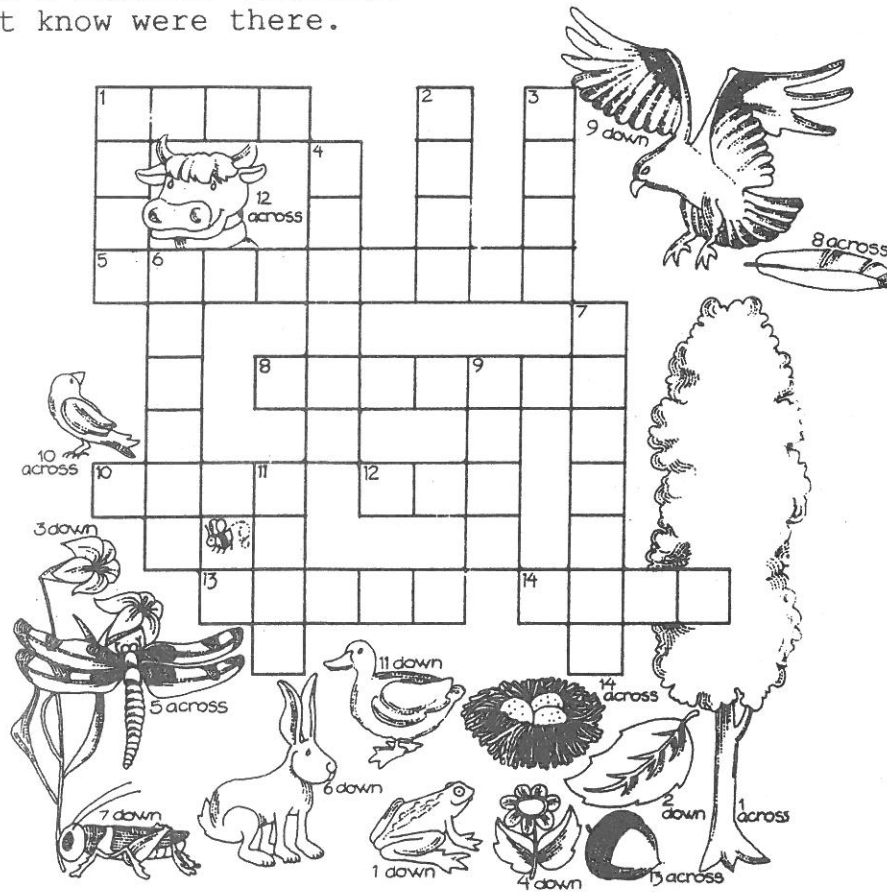
TREES

- 1 - What tree has leaves that look like mittens?
- 2 - What tree has red berries and is used for Christmas decorations?
- 3 - What tree has leaves shaped like tulips?
- 4 - What tree has long seed pods and leaves shaped like hearts?
- 5 - What tree has spotted bark, leaves that are shaped like stars, and seed pods that hang like balls throughout the winter?
- 6 - What tree has leaves that smell like spice?

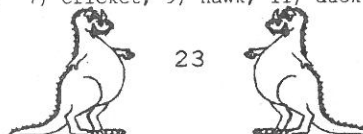
ANSWERS: 1-SASSAFRAS, 2-AMERICAN HOLLY, 3-TULIP TREE (YELLOW POPLAR), 4-CATALPA, 5-SYCAMORE, 6-SPICE BUSH

WHAT'S ALONG THE TRAIL (CROSSWORD PUZZLE)

Look up above and down.  
Walk with stealth and care.  
You'll see a hundred treasures  
You didn't know were there.



answers: across- 1) tree, 5) dragonfly, 8) feather, 10) bird, 12) cow, 13) acorn, 14) nest down- 1) toad, 2) leaf, 3) fly, 4) flower, 6) rabbit, 7) cricket, 9) hawk, 11) duck



**September - Our Town, USA**

BALLOON MIXER

This is not only a good mixer, but a good way to choose couples for a game.

Half of the group each gets a piece of paper and a balloon. They write their names on the pieces of paper, fold them, put them inside the balloons, blow up the balloons, and tie them.

All the balloons are then placed in the middle of the room.

At a signal, the other half of the group each grabs a balloon, pops it, reads the name on the piece of paper inside, and tries to locate the person whose name they have. When found, the pair sits down. The last pair to locate each other and sit down is the loser.

**October - Fire Detective**

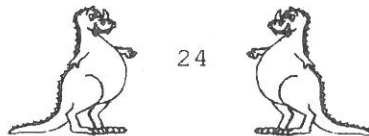
WORD FIND

How many words can you find in FIREMAN?

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

CAN YOU FIND MORE WORDS?

- |      |      |      |      |      |      |
|------|------|------|------|------|------|
| aim  | are  | arm  | ear  | fan  | far  |
| fir  | farm | ire  | man  | mar  | mane |
| mere | mean | mine | mire | name | near |
| ran  | ream | rein |      |      |      |



## SKITS AND COSTUMES

**SCRIPT:** Doing an original script is an enjoyable experience for the actors and the audience.

When you need to do a skit, the first thing to decide is the subject and then who the audience will be. You would not do the same script for first graders that you would do for a group of parents. You also want to think about how long the skit will be.

Keep it short (5-10 min.) and simple. Try to just use one scene rather than changing from scene to scene. Be sure everyone involved gets a part. You know the boys so you know who is capable of doing what.

**PROPS:** Instead of having a lot of props, pantomime your actions. Practice pantomime by playing charades or acting out simple activities, ie, making a sandwich, brushing your teeth, etc.

**EFFECTS:** If you need sound effects for your skit, use things around you - flashlight for lightning, banging on tin cans for thunder, hit a bucket for knocking sound, crinkle cellophane for sound of fire. Dry ice for smoke (use sparingly). Experiment with different things. Acting is part imagination. There are also sound effect tapes available.

**SCENERY:** If you need scenery paint on a white sheet for a backdrop. Use large pieces of cardboard (refrigerator boxes are good). Use paint or markers to decorate. Be sure and decorate the side of the cardboard that is not printed.

**PROPS:** Use things around you to complete the set - chairs, or big buckets turned over. Crates can also be used.

**COSTUMES:** When picking costumes, remember to keep it simple - but the costume does help make the character. Unless someone really wants to go to the expense of making an elaborate costume, look in your closet or at local garage sales. Use scraps of old material and cloth and let the boys use their imaginations. Use pillows for padding. Boxes can also be used for costumes, ie, making cardboard hats, swords, even a cardboard suitcase.

**MAKE-UP:** For skits pancake face make-up isn't really necessary because they aren't working under stage lights.

- \*lipstick - can be used for cheeks and lips
- \*eyeliner - for lines on face or to draw in a moustache
- \*cornstarch or baby powder - can be used to gray the hair



- \*tempera paint - can be painted on the face (powder over to set)
- \*mop heads - can make hair
- \*bathing caps - for a bald head

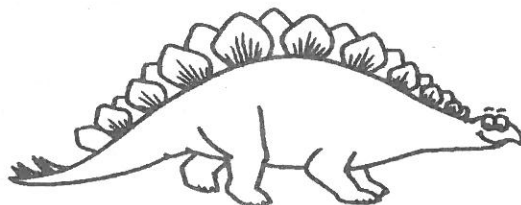
**November - Knights of the Roundtable**

KNIGHTS OF THE ROUNDTABLE

CHARACTERS: *SIX boys and a CUBMASTER (or other adult).*

SCENE: *The boys are holding ships made of cardboard.*

- CUBMASTER: Close to 1000 years ago, the Knights of the Roundtable set sail in boats in search of distant lands. Their long boats were some of the greatest ships of their day. Cub Scouts also launch ships. Although we may not ride the waves of the sea, our ships make America strong and mighty. They will last forever.
- 1ST CUB: **SCHOLAR-SHIP** - This ship is very important on the Sea of Education. It stands for such officers as Ambition, Determination, Intelligence, and Application. The flag bears the symbol of the letter "A".
- 2ND CUB: **FELLOW-SHIP** - This ship stands for good spirit, fine cooperation, and never fail unity. It's flag floats high. The flag of Scouting.
- 3RD CUB: **FRIEND-SHIP** - This is the most important ship of all. It's true blue and its flag is for friendship.
- 4TH CUB: **SPORTSMAN-SHIP** - This is a ship that's fair and fun. It's never far from its course. Its flag is never at half mast.
- 5TH CUB: **WORKMAN-SHIP** - This even line, every part, every mast, represent the best that a person can give. Its flag gears a launch.
- 6TH CUB: **STATESMAN-SHIP** - This ship represents wise guidance, constant counsel, unselfish interest. Its flag is white for purity.
- CUBMASTER: And there you have SIX strong and sturdy ships to brave the sea. Three cheers for the Scouting Ships!



**December - Do A Good Turn**

THE GOOD TURN

SCENE: A den leader and cubs are having a meeting.

DEN LEADER: Today we are going to talk about a good turn. Who can show us what a good turn is?

CUB 1: Is this the kind of turn you mean? (Does a cartwheel.)

DEN LEADER: No, not quite.

CUB 2: Then is this what you mean? (Does a somersault.)

DEN LEADER: Well, no, that's still not it.

CUB 3: Oh, then is this the turn you mean? (Does a 360 degree spin in place.)

DEN LEADER: No, that's still not it.

CUBS 4 & 5: I'll bet you mean this! (They link arms and skip around in a circle - square dance style.)

DEN LEADER: No, I'm afraid not.

CUB 6: (Does not say anything, but helps a little child pick up some toys.)

DEN LEADER: (points to cub 6 and child.) There it is! That's the kind of good turn we're talking about!

**January - Working With Wood**

WOOD SAFETY

CHARACTERS: Den leader and Cub Scouts

PROPS: \* large cutouts of tools

\* real stools boys have made for their meeting place

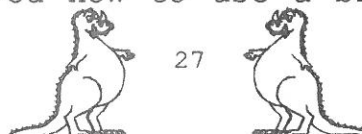
\* one dilapidated stool falling apart, one leg longer than the other, not painted, not cut the same.

SCENE: Den leader enters followed by all the Cubs but one, each carrying a cardboard tool and his stool. #6 all bandaged up.

DEN LEADER: Den 1 had as a guest Mr. Brown to show how to use tools properly and safely, then they made stools to decorate their meeting place. Each will show you their stool and tell you about a tool they have learned about.

CUB #1: I will show the proper way to use a hammer and nail. (proceeds to show them) This is my stool, as you can see it is very sturdy.

CUB #2: I will show you how to use a brace and bit, and Tommy



(Cub #3) will help me. He will hold the wood. As you can see we are a team and this is my stool. (Show stool and then both boys show how to use a brace and bit)

CUB #3: And now Billy (cub #2) will help me show how to measure with a tape measurer (both proceed to measure-cut #3 calls out length) and now here is a square and I will show you how to use it (show), and this is my stool.

CUB #4: There are two kinds of screwdrivers; a Phillips screws with a cross on them and then the regular kind that just screws the screw with one line on them. This is my stool.

CUB #5: This is a hand saw for sawing wood, they have other kinds for sawing metal. This is my stool. (Cub #6 enters in a hurry carrying a dilapidated stool, all bandaged up)

CUB #6: I missed the meeting and had to do it all by myself. I didn't think it would be so hard, will you guys come and help me to do it over?

(All exit as boys all answer----) YES!!!!

**February - The Blue and Gold**

BLUE AND GOLD

Print large black letters with markers on 8" x 10" sheets of white cardboard:

- the word "BLUE" in blue,
- "AND" in black,
- and "GOLD" in red.

Add silver stars in the letters.

Printing script on each card cuts memorization to a minimum.

- B--is for boys--bobcats, wolves, bears, and webelos
- L--is for leader--the cubmaster who guides us
- U--is for understanding--we learn to help others
- E--is for excellence--we try to do our best
- A--is for anniversary--cubbing's \_\_\_\_\_ (current # of years)
- N--is for neighborhood--where Cub Scouts meet each week
- D--is for Den Chiefs--Scouts who help us in many ways
- G--is for goals--for which Cub Scouting stands
- O--is for opportunity--for boys to learn and do
- L--is for liberty--in the years to come
- D--is for Den Leaders--who lead us and help us







**April - Inside Noah's Ark**

QUICK SKIT: #1 Why are people always tired on the first day  
of April?  
#2 Because they've just had a 31 day march.

VISIT TO AN AVIARY

CHARACTERS: Cub Scouts wearing costumes to represent the birds  
listed below, narrator

NARRATOR: Tonight we would like to take you on a visit to an  
aviary where we can meet some of our fine feathered friends.  
(he introduces each bird by name as it walks on stage  
in turn.)

WOODPECKER: (Makes noise like Woody Woodpecker) If you sit in my  
tree I can shake you up! (Nods head like he's pecking and  
exits)

CROW: (Comes in with bright trinket in beak) I'm a bit of a  
rascal, you know. Just a scavenger at heart.

HUMMINGBIRD: (Darts back and forth very quickly as he flies in,  
fluttering wings very rapidly and making soft humming sounds.  
He speaks quickly but distinctly) I'm always coming and  
going.....coming and going. Must hurry to find some sweet,  
sweet nectar.

OWL: (Comes out very calmly and slowly, blinking wide eyes slowly  
and looking straight ahead with expressionless face) The  
less I speak, the more I hear. The more I hear, the more I  
know.

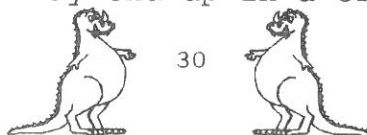
PEACOCK: (Struts in slowly, head high, and speaks in proud  
manner) My family is in show business, you know. Have you  
seen us on TV lately? NBC is the channel (struts off in  
same proud manner).

CARRIER PIGEON: (Has message strapped to leg and speaks as though  
out of breath from hurrying) I'm just resting in flight.  
(Pulls compass out from under wing and looks at it) Have to  
look at my trusty compass every hour or so. Must be on my  
way again to get the message through.

PELICAN: (Waddles or struts as a pelican would) I am a pelican.  
My mouth can hold more than my belly can. Have you seen  
anything fishy around here?

PARROT: (Speaks to narrator) I've never been owned by a sailor,  
so don't worry about my language. (To audience) I wish  
someone would offer me something else besides crackers!

CUCKOO: (Comes out with a branch of tree in front of him. Makes  
soft cuckoo sound) I am heard more than I am seen. I have  
to be careful or I may end up in a clock.





NARRATOR: (As nondescript bird walks on) What kind of bird have we here?

NONDESCRIPT BIRD: (Has alarm clock around his neck and long dangling worm of exaggerated size in one hand. He flaps wings a couple of times and gives an excited squawk as he walks on excitedly) I'm the EARLY BIRD...and I've got the worm!

### April - Akela's Council

#### JUNGLE TALES

The following scene takes place a long time ago, in the jungle.

Rama Wolf runs into the jungle, walks back out and says "I don't believe it, they don't want me, Rama the Wolf."

The Bear runs into the jungle, walks back out and says "They don't want me either, Baloo the Bear!"

The Tiger comes up and says, "I, Shere Khan, King of the Jungle will show you, they will take me." The tiger runs into the jungle, walks back out and says, "They won't take me either!"

Mowgli the boy runs into the jungle and walks back out. Excitedly he says, "They want me! They want me! Cub Scouts is for BOYS, not for ANIMALS!"

### May - See and Do It Show

QUICK SKIT: #1 How do you tell the difference between a weed and a flower?

#2 You pull them up. The ones that grow back are the weeds.



THE MAD SCIENTIST

REQUIRES 3-4 CUBS

Boy #1     Sitting on a chair  
Boy #2     Laying on floor kicking and crying  
            Two cubs enter, stop and ask Boy #1:     "Who is that?"  
            (Points at Boy #2)  
Cub #1:     That is the mad scientist.  
Cub #2:     Come on now, really who is that?  
Boy #1:     That's my brother, the mad scientist!  
Cub #1:     What is he doing?  
Boy #1:     He's mad I told you!  
Cub #2:     What is he mad for?  
Boy #1:     I told you, he's crazy.  
Cub #1:     We can see that, but what is he mad for?  
Boy #1:     He gets this way about once a month.  
Cub #2:     That's terrible. What makes him so mad?  
Boy #1:     Well, while he's gone, Mom cleans his room and throws  
            out all of his great experiments.  
Both Cubs:   No wonder he's mad.

SPORTS FASHIONS

Have each player dressed as ridiculously as possible to portray those sports named below. Have each come on stage as the "Fashion Show" narrator introduces them.

Archery	Frisbee Tossing	Ping Pong
Tennis	Golf	Roller Skating
Horseshoes	Fishing	Baseball
Motorcycling		

Narrator reads the following introductions, allowing plenty of time between each player's entrance for laughter, applause, etc.

NARRATOR: Beginning our fashions tonight is ARCHIE ARCHER. He gets right to the point, and this little number is right on target in the sports fashion world.

FREDDIE FRISBEE, this little selection is right at home on the beach or he can be sighted as a UFO.

PING PONG PATRICK, this little number will net you a dual purpose. You can pong balls or paddle canoes.



And now, tennis anyone? ROBBIE BIGGS in his lively set of catgut strung in the criss-cross fashion.

Now don't get tee'd off at this little number, for here comes JACK NECKLACE putting his way down the course chasing birdies in the rough.

Here comes DANNY DERBY, rolling his way to your hearts. All for skating anyone?

We'll now lure you into getting hooked on this outfit to tackle the big one that got away. Thank you, MICKEY MACKEREL.

You'll be the hit of the dug out with this double header, as BILLY BULLPEN shows you how to swing, miss and take a walk.

Let MATTHEW MOTOCROSS wheely his way on this track with this shifty number.

Thank you very much, sports fans for having attended our "Sports Fashion Show" tonight. You see before you the finest example of the best dressed players of the year.

### June - Backyard Fun

QUICK SKIT:       #1     Why does a lawn mower live a hard life?  
                   #2     I don't know, why?  
                   #1     Because it's always getting pushed around.

### THE ANTS

ACTORS:     6-8 Cub Scouts     PROPS:     Paper sacks  
 SETTING:    Skit opens with boys standing in a back yard.  
               Cardboard cut out trees and bushes could be used.  
 1st BOY:    Gee, there's nothing to do.  
 2nd BOY:    Yeah, I know.  
 3rd BOY:    Hey, let's have a backyard picnic.  
 ALL:        Yeah!  
 4th BOY:    But it's going to rain.  
 1st BOY:    I don't think so. If it does we can eat in the house.  
 2nd BOY:    I'll bring the potato chips.  
 3rd BOY:    I'll bring the hot dogs.  
 4th BOY:    I'll bring the hot dog buns.  
 5th BOY:    I'll bring the drinks.  
 6th BOY:    And I'll bring something special!  
               (All walk off stage and come back carrying sacks.)  
 2nd BOY:    Here are the chips.

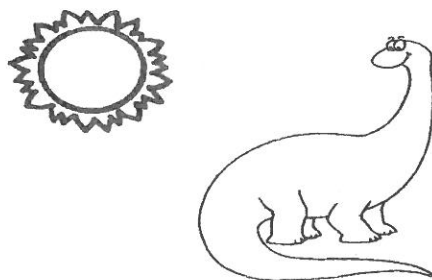


3rd BOY: Here are the hot dogs.  
4th BOY: And here are the hot dog buns.  
5th BOY: Here are the drinks.  
6th BOY: (he drops his sack) Oh, no!  
5th BOY: What's wrong?  
6th BOY: I brought the ants.

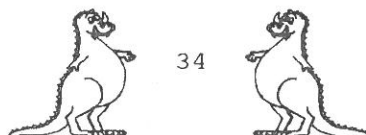


DEN MOTHER'S BOUQUET

CHARACTERS: 6 Cub Scouts SCENE: A Nature Walk  
PROPS: Cub fashioned bouquet of flowers with strands of ivy  
Cub #1: Gee fellows, I don't think Mrs. Brown's having a very good time.  
Cub #2: Well, you didn't help things much, giving her that garter snake!!  
Cub #3: I was just trying to help her collect stuff for our nature display at the pack meeting.  
Cub #4: Yeah...and you heard what she said, "nothing ever again that moves by itself."  
Cub #3: So ... Now I know better.  
Cub #5: Don't worry about a thing you guys, I'm going to fix everything.  
Cub #6: Yeah? How?  
Cub #5: Well, you know how nutty women are about flowers. So I picked her a neat bunch of flowers. (He holds up bouquet with trailing strands of ivy.) See.  
Cub #6: Oh No!!! (Wails) We'll never get to go on another hike.  
Cub #5: How come?  
Cub #6: Cause...That's poison ivy!!!!  
All 5 cubs say "OH NO!!!!" in loud disgusted voices and run off stage, leaving cub #5 standing with bouquet. He drops it, starts to scratch and also runs off stage.



***Those who bring sunshine to the lives of others cannot keep it from themselves.***



**July - Water Fun**

THE TREASURE CHEST

The following skit is a simple one yet has some humor and a good point and could provide a good opportunity to thank the Cubmaster and give him a little recognition. It would be fun to pull this one as a surprise on your Cubmaster. As curtain opens, a den of Cub Scouts dressed as pirates are studying a treasure map. Some carry shovels, etc. They all huddle around the map looking and scratching their heads.

- 1st PIRATE: I think we're looking in the wrong place.  
 2nd PIRATE: I think we're looking for the wrong thing.  
 3rd PIRATE: What do you mean the wrong thing?  
 4th PIRATE: We're looking for a chest of gold, aren't we?  
 5th PIRATE: Of course we are, but where's the best place to look for a chest of gold?  
 6th PIRATE: Probably at the end of the rainbow, but I don't see one.  
 7th PIRATE: Let's look out there in that sea of faces. (points to audience)  
 8th PIRATE: I've found it! (Walks to Cubmaster and asks him to come with him to center stage.) All pirates look puzzled. This is by far the best chest of gold, for in that chest (points to Cubmaster's chest) beats a heart of gold! Otherwise, why would he spend so much time being our Cubmaster?  
 ALL PIRATES: That's right!

At this point if desired, the Pirates could present the Cubmaster with a small token of their appreciation for all the hours he/she donates to their pack. Hint: A plaster model of an open treasure chest could be painted up with different colored gems glued in chest and right in center glue a heart shaped button painted gold or carve one out of a scrap of wood, etc. or even use a small heart shaped button for lock on chest. Then glue this treasure chest on a wooden or plaster background and carved in the plaster or burnt in the wood could be something such as:

PRESENTED TO OUR CUBMASTER \_\_\_\_\_  
 WHO HAS A HEART OF GOLD.  
 FROM PACK \_\_\_\_\_



**August - High Country, USA**

A CAMPING TRIP

SETTING: The woods

COSTUMES: Uniforms with packs

1st BOY: Has a card table fastened to his pack

2nd BOY: Carries an electric toaster

3rd BOY: Carries an electric hot plate

4th BOY: Has a table cloth and linen napkins

5th BOY: Has silverware and dishes

Group enters:

LEADER: Well, boys we've gone far enough in the mountains this morning. Let's have some scrambled eggs and toast for lunch. Tom, get the hot plate and toaster connected and start lunch while the rest of us set the table. (Tom gets the hot plate and toaster and starts looking for a place to plug in the cord. He hunts all over the stage.) Bob, you set up the table, and Jack, get out the table cloth and dishes. Bill, see if you can find some flowers for the table. (Boys set up a proper table and Bill returns with a vase of flowers. Tom is still holding the cord and looking puzzled.)

TOM: Mr. Jones, where do I plug this in? I've looked everywhere, and I can't find a socket.

LEADER: Did you look near the bottom of those trees? There should be a plug there.

TOM: I've looked there already, but no luck.

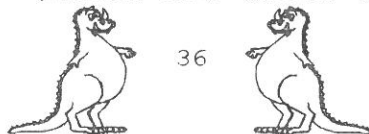
LEADER: Oh, my! How disgusting! How can anyone eat if they can't plug in their electric appliances? Oh well, we will just have to eat bread and butter without eggs. Jim, go get the bread.

JIM: Jerry was bringing the bread. I brought the eggs.

JERRY: I thought you were bringing the bread, Jim. I brought some eggs also.

LEADER: Oh, dear, no bread. No electricity. Well, we'll have to be satisfied with just dessert. Pete, you didn't forget our dessert, did you?

PETE: No sir, Mr. Jones. I remembered my part. Here's the ice cream right here. (Hands Mr. Jones an empty box.)



I GOTTA COLD

A group of scouts were camping in the mountains and come out of the forest tiptoeing very cautiously.

First scout whispers, "That's where I saw the ghost in the woods!" and points. This is passed down the line of scouts each one whispering it to the next one.

The last scout says "Where?" This is passed in whispers back up to the 1st scout.

First scout says "About 20 feet away!" (This is passed back up the line).

The one at the end says, "How big was he?" (This is passed back up the line).

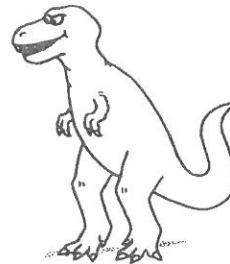
"About 15 feet tall."....

"How long ago?" ...

"Two weeks ago" ....

"Then why are we whispering?" ...

1st scout who started this whole thing says: "I got a cold".



HIKING WITH BUGS

SCENE: A tent set up in the out of doors.

ENTER: Four very tired and dirty boys. All are scratching and examining their bites.

#1 Boy am I glad to be back from that hike. I'm tired.

#2 All of the mosquitoes must have called up all of their relatives and told them we were coming. I've been eaten alive.

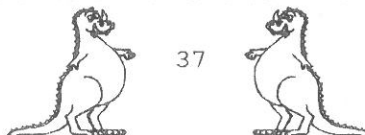
#3 They said a day hike, not an all day hike. Not only were we out near the river, but we were out all day. Gave those critters too much of a chance to eat at me.

#4 I feel the same way. I couldn't feel worse if I'd been run over by a semi-truck.

#1 Bugs! Bugs everywhere. I wouldn't mind if they didn't itch so much.

#3 The blisters don't even hurt as much as the itching itches.

#4 Those insects must not have seen human beings in years.



Here, put some of this on all the spots. (Boys pass around a first aid ointment.)

(Little lights start flashing in the dark - use 2 or 3 boys waving small flashlights.)

#2 Oh no! We'd better get inside our tent now! The bugs are out looking for us with flashlights!

NOTE: #2 needs to be the smallest boy in the group.

### September - Our Town, USA

#### Our Town, U.S.A

CHARACTERS: SEVEN boys (or as many as you want), and a DEN LEADER or other adult

SCENE: Den Leader, sitting in chair. The boys are lined up single file. The first boy comes up.

DEN LEADER: Where did you get those great looking pants?

1st CUB: From JC Penney's.

DEN LEADER: Where did you get that nice looking hat?

2nd CUB: From JC Penney's.

DEN LEADER: Where did you get that nice looking pair of shoes?

3rd CUB: From JC Penney's.

DEN LEADER: Where did you get that neat looking scarf?

4th CUB: From JC Penney's.

DEN LEADER: Where did you get that great belt?

5th CUB: From JC Penney's.

DEN LEADER: I would like to have a pair of shorts like that. Where did you get them?

6th CUB: From JC Penney's.

DEN LEADER: Hey! Who are you? (The last boy comes in with a towel wrapped around him.)

7th CUB: I'm JC Penney.

#### I'D LIKE TO BE

CHARACTERS: NINE boys. ONE teacher. Each one stands as they speak.

SCENE: A classroom. Line chairs up so they are facing audience.

TEACHER: Today children, I want you each to stand up and tell us what you would like to be and why.

1ST CUB: I'd like to be a policeman. They are helpful.

2ND CUB: I'd like to be a fireman. They're awfully brave.

3RD CUB: I think I'd like to be a doctor to help sick people. You could say I'd like a lot of patients! (everyone chuckles)

4TH CUB: I've given it a lot of thought and I want to be a





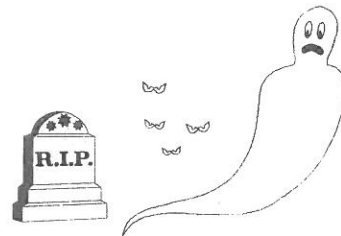
pastor. My pastor is the kindest man I know.  
 5TH CUB: I'd like to be a banker. They sure are generous.  
 6TH CUB: Mrs. Jones, I'd like to be a teacher just like you, and  
 be as understanding as you are when I haven't done my  
 homework.  
 7TH CUB: I'd like to be an accountant. They have to be  
 intelligent.  
 8TH CUB: My dad's a lawyer. That's what I want to be. He's so  
 fair-minded.  
 LAST CUB: (Jumps up excitedly) I want to be a POLICEMAN, FIREMAN,  
 DOCTOR, LAWYER, PASTOR, ACCOUNTANT, BANKER, AND  
 TEACHER!!!  
 CUBS IN UNISON: He can't be all of them!  
 LAST CUB: Oh yes I can, and a baker too!  
 CUBS IN UNISON: A baker?  
 LAST CUB: Sure, cause I'll always be around when I'm KNEADED!!!

**October - Fire Detective**

QUICK SKIT: #1 Have you heard about my uncle who broke his arm  
 raking leaves?  
 #2 How did he do that?  
 #1 He fell out of a tree.

SPOOKS FROM FIRE LAND

CHARACTERS: SEVEN boys dressed as ghosts.  
 SCENE: Graveyard.



1ST GHOST: I smoked and smoked in my bed  
 And now you see that I am dead.  
 2ND GHOST: My pop said frayed wires were okay;  
 I became a spook without delay.  
 3RD GHOST: I saved oily rags to use again,  
 No telling what I might have been.  
 4TH GHOST: We thought the campfire was under control.  
 I just climbed out of my 6 foot hole.  
 5TH GHOST: While in a hurry the hot grease splattered;  
 I didn't know it really mattered.  
 6TH GHOST: I played with matches, it was such fun,  
 Until I caught fire and began to run.  
 7TH GHOST: I filled with gas the lawn mower hot,  
 so like the others, now I'm not!!

## PUPPETS

Puppetry is an old art. It has entertained many down through the ages and particularly children. It appeals to a boy of Cub Scout age, because it allows him to be creative. It provides an outlet for his most vivid imagination. He writes the play, constructs the stage, paints the scenery, and makes the puppets. Puppet making can be an inexpensive venture in which paper bags, old socks, and left-over scraps from the attic can be used.

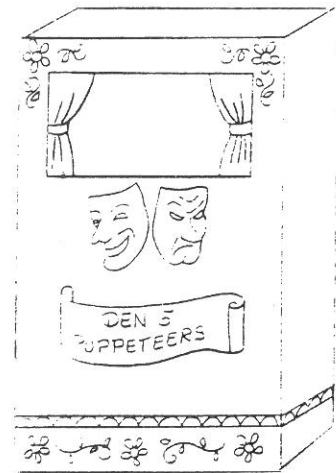
Puppets can be used in connection with some achievements as well as the monthly themes. They can also be used with some of the electives and the Webelos Showman Activity Badge. During a community safety drive, Cub Scouts can give shows showing the dangers of fire, traffic, poisons and home falls and how to avoid these hazards. Puppets can set the imagination free! Try it. You'll like it!

### PUPPET STAGES:

#### CARDBOARD BOX STAGES

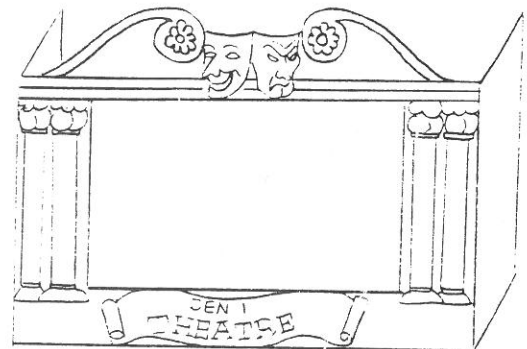
For the FLOOR MODEL stage, use a large cardboard carton, such as a refrigerator carton. Cut out the back. Leave sides and bottom for support. Cut out opening in front. Paint or decorate with contact paper cutouts as desired. A curtain can be added if you wish. This stage will be about the right height for standing boys to operate puppets above their heads.

Floor Model:



For the TABLE MODEL, use heavy cardboard about 30" x 60" for front. Tape on two sides for support. Or use an oblong shaped box of this approximate size. Cut out center. Decorate as desired. This stage can be set on a card table which has been draped with a floor-length cloth to hide the boys.

Table Model:



MORE STAGES

Almost anything can be used as a temporary stage. The simplest is merely a table, which has been turned on its side. Boys kneel behind table and operate puppets above their heads.

A simple doorway can be used as the basis for a stage. Drape a cloth across it, at the necessary height, so boys can stand behind the curtains and operate puppets above their heads. The cloth can be draped lower, if the boys are to be seated.

You can also make puppet stages using four wooden crates (such as orange crates). Pair up crates and nail together end to end. With the bottoms of the crates toward the front, nail a lath across the top (on front side) and one across the middle section. Paint or cover the theatre with crepe paper or cardboard. Tack a piece of crepe paper or fabric behind the acting area.

**OPERATING HAND PUPPETS**

How to make your puppet act:

Head - nod or thrust forward and back

Hands - clap, hold to head, scratch head, fling to sides, cross in front, point.

Waist - (your wrist) bow, twist, sway, sit down.

Legs - (your forearm) walk, leap, limp, dance.

Puppet personality and characterization:

Excited - clasp hands, jump up and down

Sad - hand to face, slow movements

Angry - beat head, bang hands

Afraid - tremble

Tired - slow, sluggish movements

Old - shaky



Some things puppets can easily do:

March to music

Dance

Lead the orchestra

Sweep or scrub the floor

Fight

Play musical instruments

Stack blocks

Play with a balloon



Puppets are more than just little dolls. They are a means of expression; a means of reaching the shy boy; a way to encourage a boy who wants, more than anything, a chance to perform in front of people, but because of his nature, "he just can't". He gets butterflies and forgets his part. Puppets are the answer.



When operating puppets, exaggerated motions should be used, so they will be readily identified by the audience. Sound effects add a lot.

**SPECIAL EFFECTS FOR PUPPET SHOWS**

Many puppet plays call for special effects, and their accurate suggestion helps to give reality to the performance.

THUNDER- A piece of tin or galvanized iron 3' to 4' long and 1' wide is suspended. Shake it to produce rolling thunder. For single crashes, strike the tin in the center with a rubber hammer or a rubber-heeled shoe.

LIGHTENING- Flash white light on and off or a photo flash.

BREAKING GLASS- An old piece of window glass in a sack is dropped on the floor.

CRASHES- Fill a wooden box with broken glass and a few stones, then nail the top shut. Drop or tip box 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 road. For hoofbeats on a soft road or turf, use wallboard.

TRAINS- Sandpaper or wire brushes on metal will give this effect, when done in the right rhythm.

ROARS- (also good for creaking door) Make a hole in the bottom of a large tin can, put a cord through it and knot it securely. Then fasten the can to a board. Powdered resin is put on a piece of cloth or canvas glove and worn by operator. Pull up tightly on the cord. The pitch is varied by the tautness of the cord.

GUN SHOT- Snap a yardstick or thin board on a hard, flat surface.

SMOKE - A bulb with powder it in, when squeezed will produce a small amount of smoke.

SNOW- Small pieces of white paper fanned off of a flat box top will give a snow effect.

SAWING WOOD- Rub a piece of sandpaper across 6" area on rim of large foil pan.



## QUIVIRA COUNCIL STONE AGE POW WOW

## PROGRAM PIZZAZZ

**FIRE-** Crumple cellophane into a ball. When released in front of microphone, it will crackle like flame.

**CRICKET CHIRP-** Run a finger over a small piece of fine-tooth comb.

**HAIL-** Pour rice onto glass, tin or wood.  
(most sound effects will be more effective if done into a microphone.)

### TYPES OF PUPPETS

**FOOTSIES** - The faces on these funny footsies are on the sole of the sock. You can cut out felt features and sew or glue in place. Sew on yarn hair. To portray different characters, add collars, bow ties, hats or whiskers.

For a **FOOTSIE THEATRE**, cut a cardboard carton as shown. Place a smaller carton inside as a resting place for legs. Drape a sheet over puppeteer. Glue a curtain of crepe paper across the front of the theatre. Cut curtain into strips so foot puppets can "enter" through curtain while legs of puppeteer are concealed.

**KNEE PUPPETS** - For each puppet you will need one sock to slip onto your leg for the body of the puppet, and part of another for the arms. Cut off the foot of the second sock; then cut sock leg in half lengthwise.

For arms, cut one of these pieces in half. (Save other half for another puppet. Sew across end and down side; turn, stuff and sew to body. Sew felt feet onto toe of body. Sew felt hands to arms.

String the arms of each puppet to a stick, so that the puppeteer can wear a puppet on each leg and operate the two easily.

Use eyebrow pencil and lipstick to draw puppet's face on bare knees.

For a **KNEE THEATRE**, the curtain and stage will be opposite from the other kinds of stages: the open acting area will be at the bottom, at approximately knee height of the boys, while the curtain part is on the top to conceal the upper body of the puppeteer.



**THE FINGER PUPPET GANG**

Draw a face on the tip of your finger, and dress the cast in their costumes - felt, pipe cleaners, and yarn - and it's showtime! Here's some samples:

**SUPER SAM:** Wrap a blue felt rectangle into a tube, secure with tape and slip it on your finger. For a cape, trim the sides of a red felt rectangle, cut a hole in the narrow end, label the back with an S, and wear.

**TED E. BEAR:** Make your bear by shaping two ears in the middle of a brown pipe cleaner. Coil the ends into a big circle and shape into a hat.

**HIS MAJESTY:** Craft a purple cape like Super Sam's. Bend a pipe cleaner into a crown; rub with glue and glitter. Then, glue on a white cotton moustache and beard.

**MRS. PEARL:** Dress her in a tube of pink felt. Coil a red pipe cleaner into a hat and slip on a string of tiny beads.

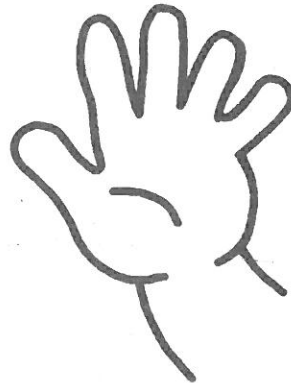
**PROFESSOR ACORN:** Bend a paper clip into wire glasses (use needle-nose pliers) and wear an acorn cap.

**PIPER THE DOG:** Coil a pipe cleaner around your finger, leaving a tail at the end. Bend a second piece into ears - and don't forget a nose.

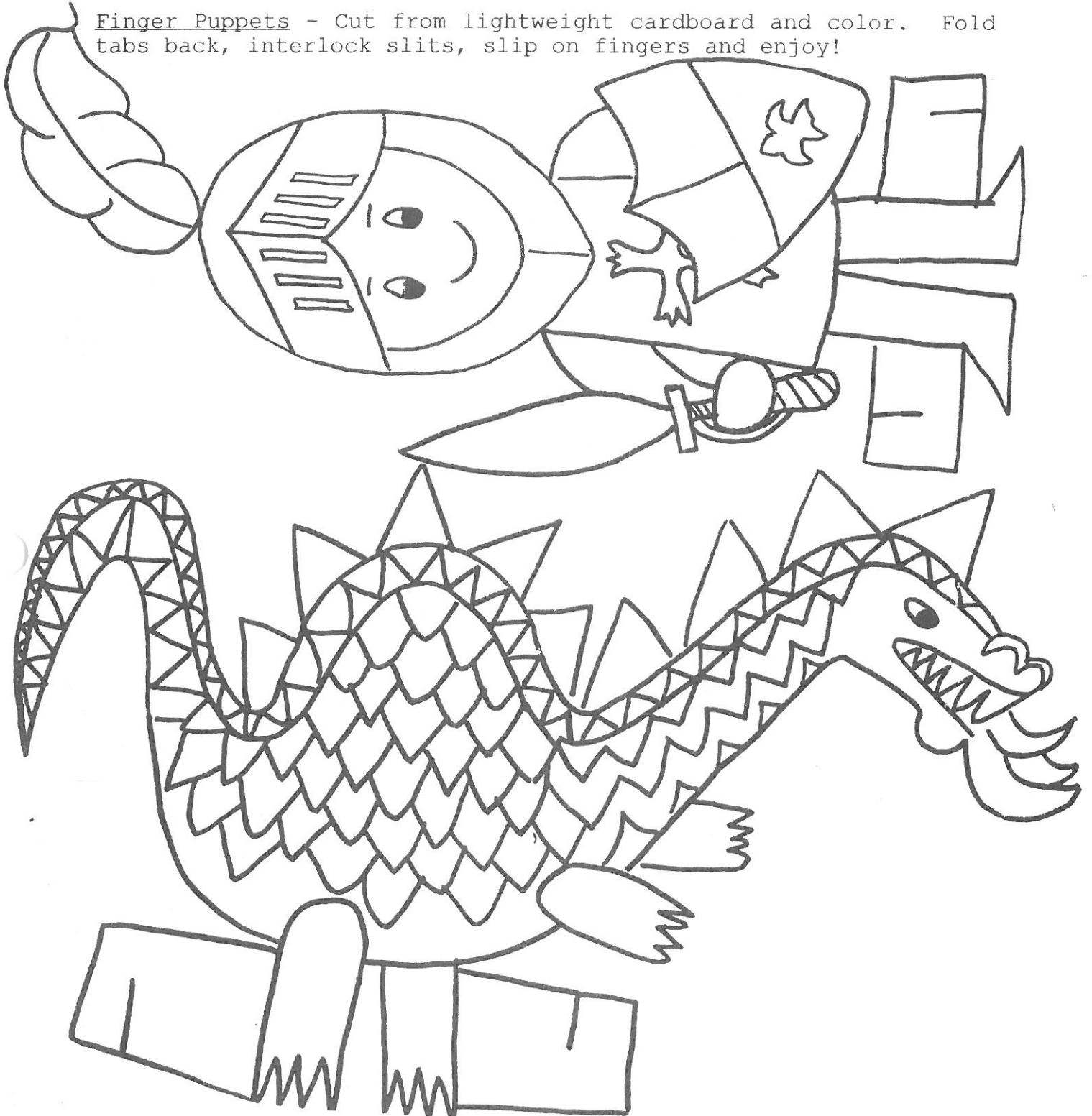
**BIKINI BEV:** Fashion the bikini top and bottom out of ribbons. For a beach hat, cut a doughnut-shaped brim out of felt and tape on a felt top. For sunglasses, add clear tape to the wire glasses and color with markers.

**CHILL BILL:** Wrap masking tape around your finger sticky side out, and apply yarn to make a sweater. Make a scarf out of felt and a cap with a red ribbon base and red tape bill.

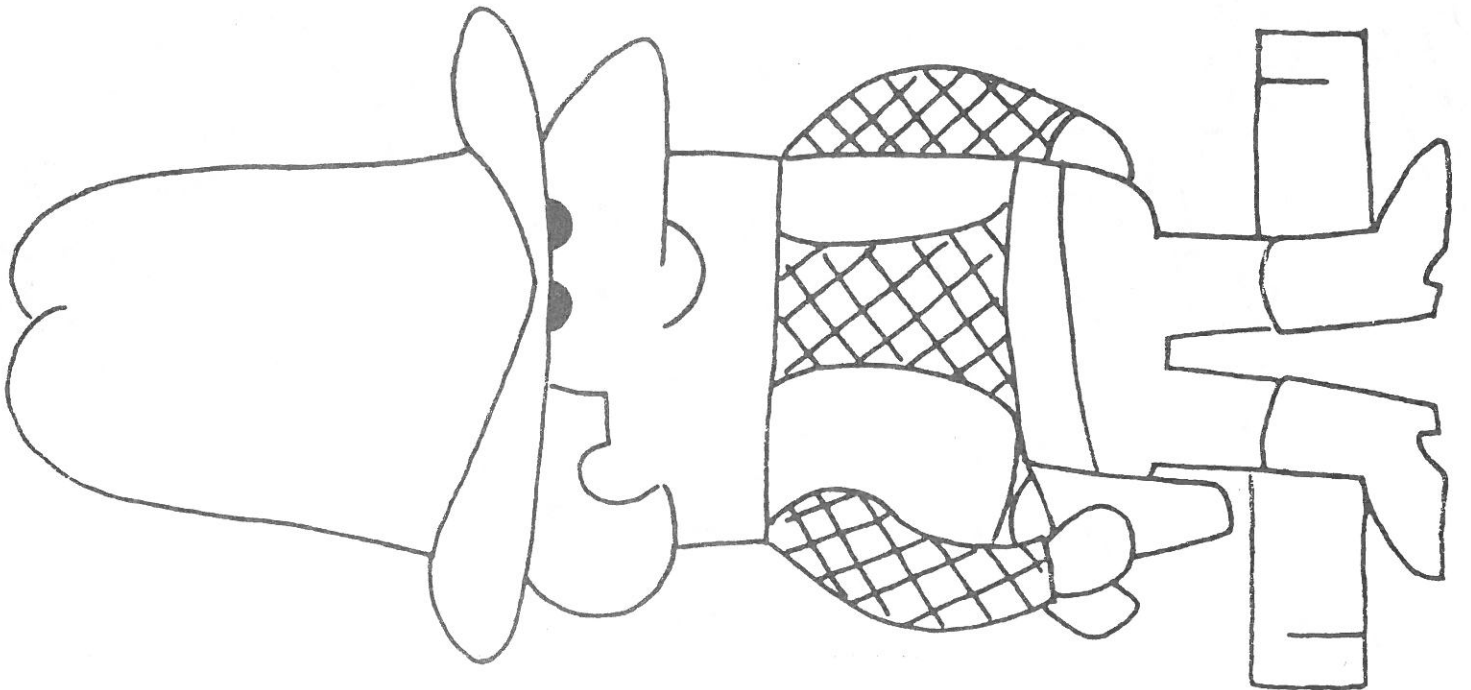
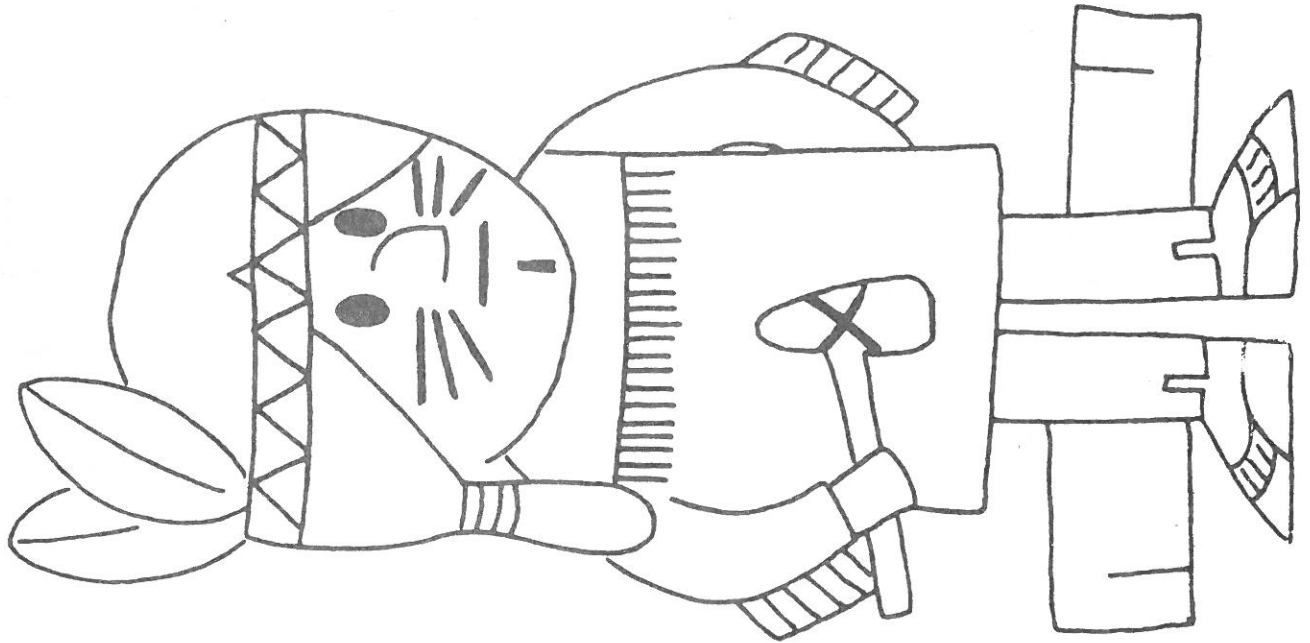
**BLUE GENE:** Dress him in a denim tube and make a crepe paper baseball cap. For his red hair, tie 1-inch lengths of yarn together with one piece of yarn.



Finger Puppets - Cut from lightweight cardboard and color. Fold tabs back, interlock slits, slip on fingers and enjoy!









## SHADOW PUPPETS

Because it is easy to make and use, a shadow puppet is one of the simplest forms of puppetry; but one that lends itself to the telling of tall stories. It is important for you to think through the events of the story that you select, so that you plan plenty of action that simple jointed or unjointed shadow puppets can perform.

One or two people can put on an entertaining shadow puppet show and a very small group can produce one that is quite elaborate. The big advantage for the boys is that a whole theater can be created with cutouts and shadows so that dozens of different plays can be performed without a large group of live actors and stage help.

White cotton bed sheeting will make a good screen. So will an old white window shade or material from an old shower curtain.

The size of the screen depends on the size of the puppets. A small screen for table use, with figures about five inches high, should be about fourteen inches high by twenty-two inches wide. For foot-high puppets, which are the most commonly used, the screen should be about three feet wide by two feet high.

Whatever the set-up, the screen should have a footing for the figures. This floor is a ledge about one to two inches wide. It should be fastened to the frame all the way across the bottom edge at the rear. This is important so the feet of the puppets will touch something and not seem to be floating in air.

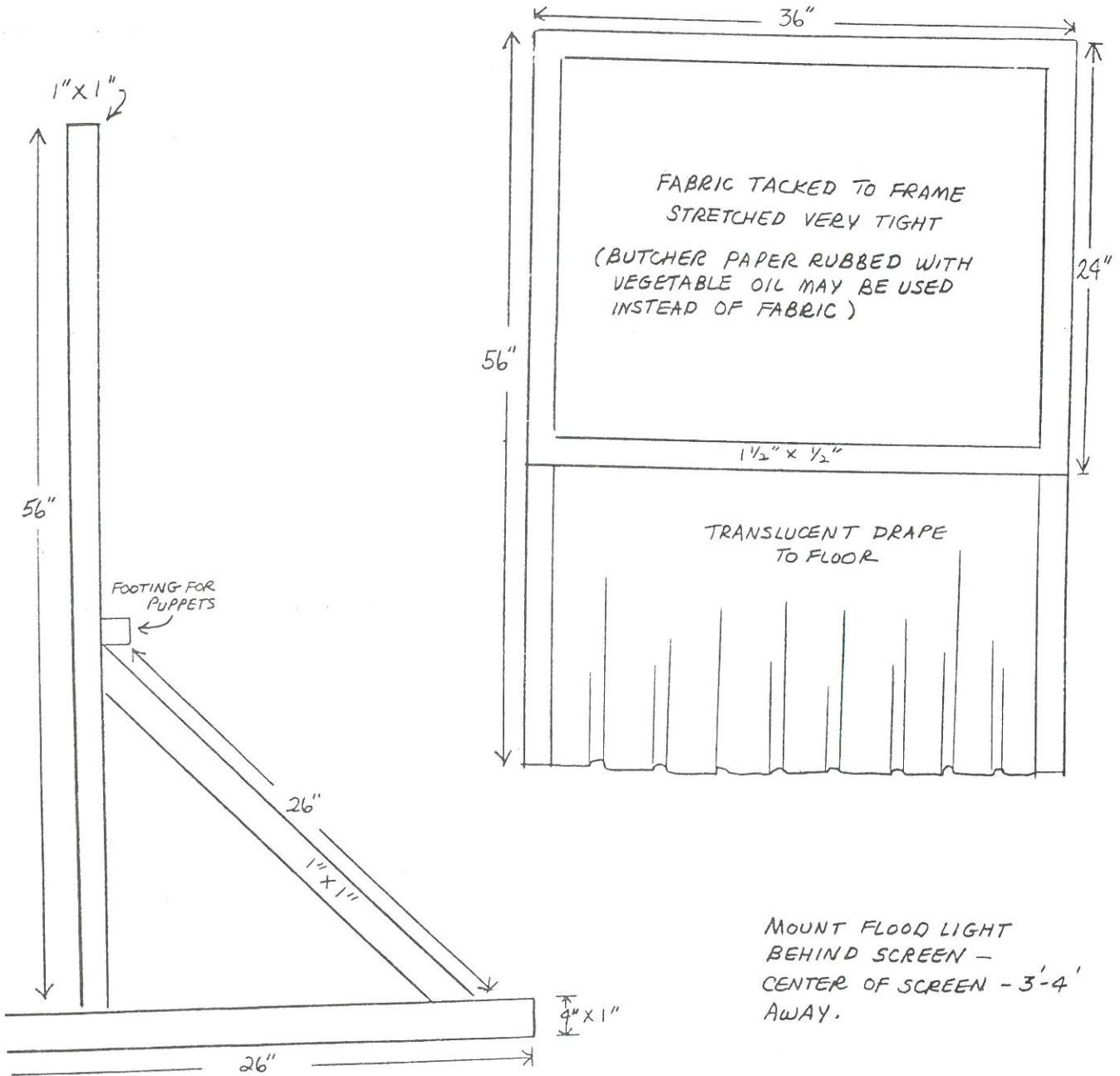
Illumination for shadow puppets must come from directly behind the center of the screen. There are many shadow tricks and devices to produce special effects. Manipulating the light will give the illusion of movement to stationary silhouettes cut in the mass form of a number of soldiers marching, a herd of animals, a caravan or a boat on the water. To do this, hold the silhouette back a little from the screen while you have someone move the light slowly from one side of the screen to the other and parallel to it.

The miraculous disappearance of a puppet character is an easy trick. Suddenly pulling the puppet straight back and down out of the light will cause it to vanish. The reverse move will cause an instantaneous appearance. Characters may be transformed from animals to humans or dwarfs to giants by pulling one puppet straight back while another is pushed forward in its place. Usually a spoken magic spell and a blink of the light accompanies the move.

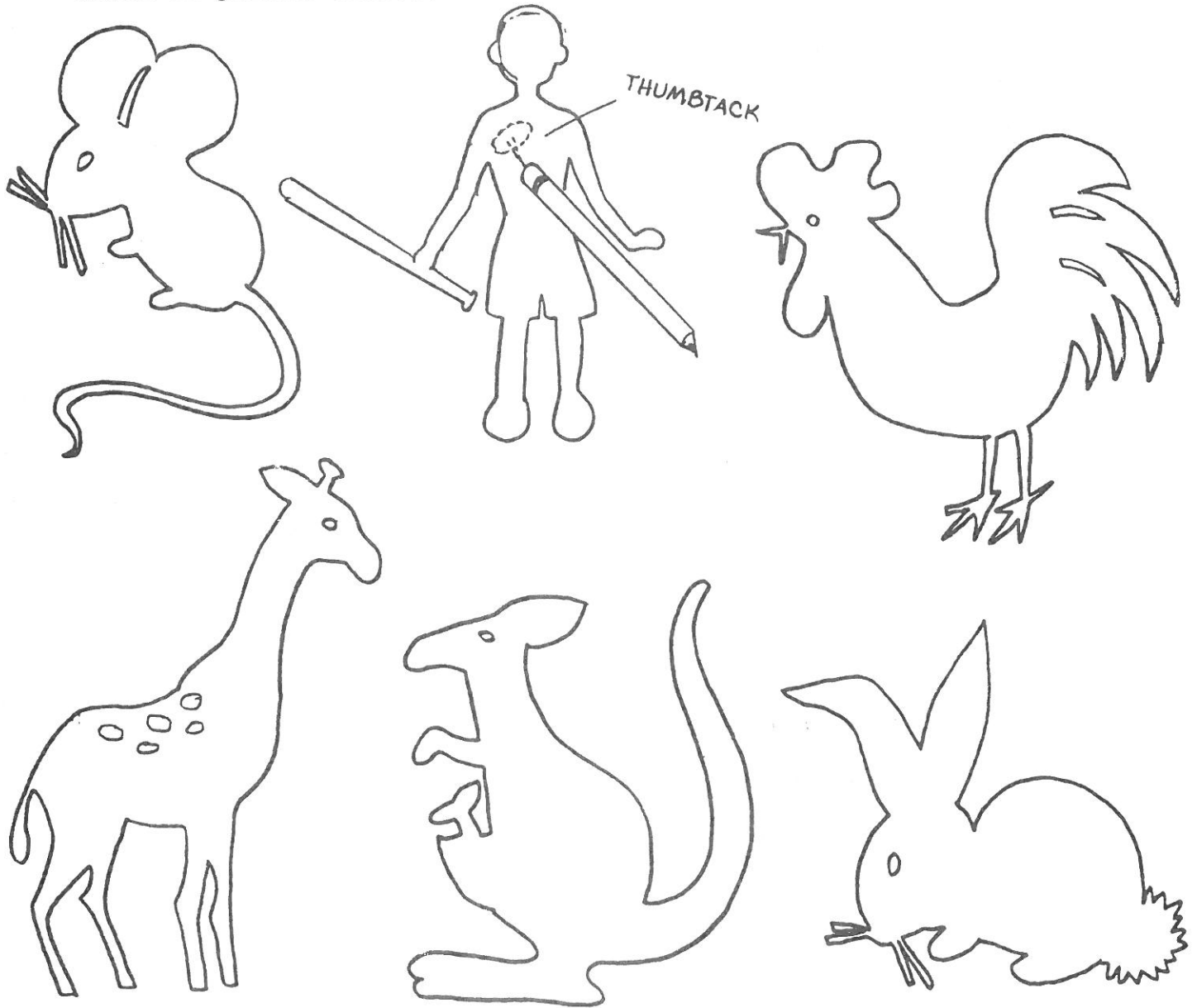
Carriages, wheelbarrows, carts and other rolling props may have a wheel taken from a small toy mounted to the silhouette so a puppet can push or pull them along the crosspiece of the screen. A cardboard tab fixed at the proper place will allow the cart or wheelbarrow to be rested.



Shadow Puppet Screen



Shadow Puppets - Simple patterns such as the ones found below can be obtained from children's coloring books. Enlarge to needed size. Cut from cardboard. Use thumbtacks to fasten cutout to wood dowel or pencil eraser.



Select a story that has lots of action and some sound effects; cut out your puppets, make your screen, and you're ready to go.



THE NIGHT BEFORE CHRISTMAS  
(A PUPPET PLAY)

This Christmas skit can be used by one den or by the whole pack.

CHARACTERS: (all hand puppets)

Santa Claus

Papa

Little boy

8 reindeer

Mama

Little girl

(Boy and girl puppets can be manned by the same person. Two reindeer can be handled by one person. Puppeteers can also act as chorus if desired)

CHORUS: (Singing "Silent Night". They sing first stanza, and fade out)

(Mama and Papa are in bed. Children are in crib. There is a large fireplace and Christmas tree. - see following pages)

NARRATOR: 'Twas the night before Christmas, when all through the house;

Not a creature was stirring, not even a mouse.  
The stockings were hung by the chimney with care,  
In hopes that St. Nicholas soon would be there.  
The children were nestled all snug in their beds,  
While visions of sugarplums dance in their heads.

GIRL: (Sits or stands in crib while chorus sings a few lines of "Jolly Old St. Nicholas")

BOY: (Sits or stands in crib while chorus sings a few lines of "I'm getting Nuthin' For Christmas")

(Children settle down in cribs)

NARRATOR: And mama in her kerchief and I in my cap,  
Had just settled down for a long winter's nap,  
When out on the lawn there arose such a clatter  
(reindeer circle house, followed by Santa in sleigh)

CHORUS: (Singing "Rudolph the Red Nosed Reindeer")

NARRATOR: I sprang from my bed to see what was the matter.  
Away to the window I flew like a flash,  
Tore open the shutters and threw up the sash.  
When what to my wondering eyes should appear,  
But a miniature sleigh and eight tiny reindeer.  
With a little old driver so lively and quick,  
I knew in a moment it must be St. Nick.

(Father puppet acts out above verse as it is being read)

CHORUS: (Singing "Santa's Coming" - Cub Scout Songbook)

(Reindeer and Santa land on roof while chorus sings "Up On the Housetop")

(Santa goes down the chimney while song is being sung.)

NARRATOR: As I drew in my head and was turning around,  
Down the chimney St. Nicholas came with a bound.



He was dressed all in fur, from his head to his foot,  
 And his clothes were all tarnished with ashes and soot;  
 A bundle of toys he had flung on his back,  
 And he looked like a peddler just opening his pack.

CHORUS: (Singing "Oh Santa Claus" to tune of "O Christmas Tree")  
 Oh Santa Claus, Oh Santa Claus,  
 Santa Claus, please don't see me....

NARRATOR: His eyes how they twinkled; His dimples how merry!  
 His cheeks were like roses, his nose like a cherry.  
 His droll little mouth was drawn up like a bow,  
 And the beard on his chin was as white as the snow.  
 The stump of a pipe he held tight in his teeth,  
 And the smoke it encircled his head like a wreath.  
 He had a broad face and a little round belly  
 That shook when he laughed like a bowlful of jelly.

SANTA: Ho, Ho, Ho.

CHORUS: (Hum tune "Whistle While You Work")

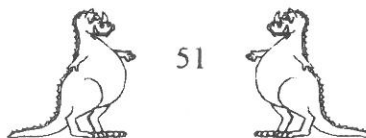
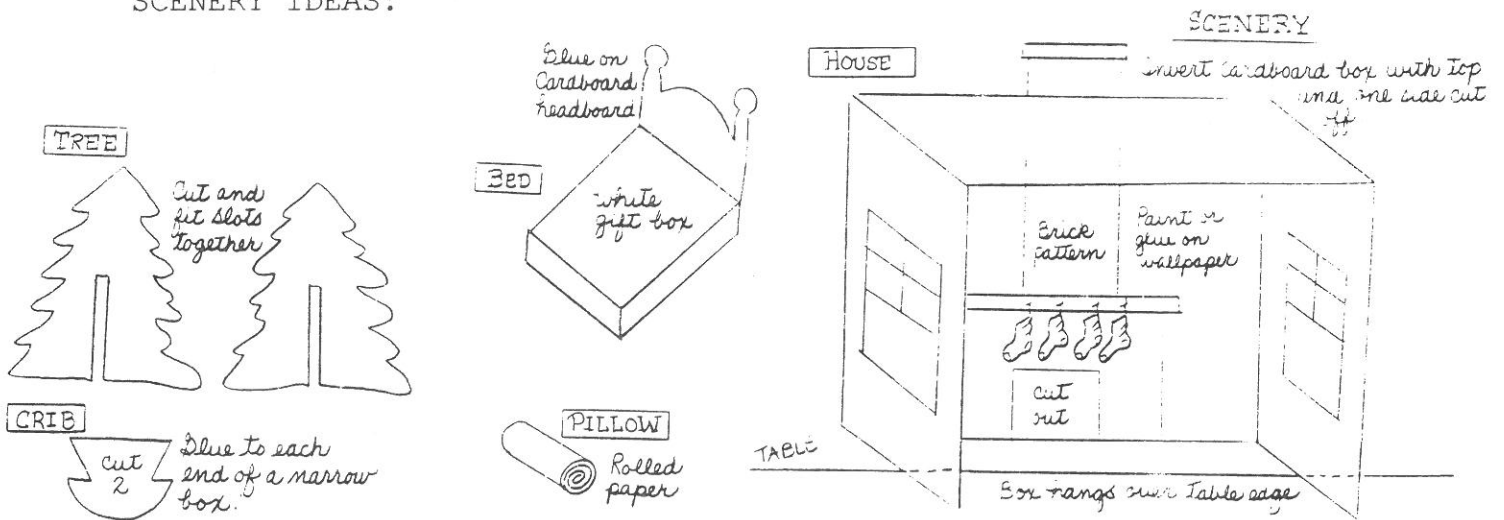
NARRATOR: He spoke not a word but went straight to his work,  
 He filled all the stockings, then turned with a jerk;  
 And laying a finger aside of his nose,  
 And giving a nod, up the chimney he rose.  
 He sprang to his sleigh, to his team gave a whistle,  
 And away they all flew like the down of a thistle.  
 But I heard him exclaim, as he drove out of sight.

(Santa is doing all the actions described above. Papa runs to window as reindeer take off)

SANTA: Happy Christmas to all...and to all a good night!

CHORUS: (Singing "We Wish You a Merry Christmas")

SCENERY IDEAS:



THE OVERTHROW OF KING GASTRIC JUICIBUS

Puppets:	King Gastric Juicibus	(all are hand puppets,
	Mince Pie a la Modibus	dressed as weird monsters.
	Chicken a la Kingibus	King wears a crown. Others
	Lobster Saladibus	wear signs identifying them.)

Setting: Stage is cut from cardboard box, with large dragon drawn on it. Paint dragon. Cut out head, neck and body. Do not cut out ears, legs or tail. Puppets enter through Aesophagus Lane- see illustration.

NARRATOR: There was once a mighty monarch called King Gastric Juicibus. He ruled over a kingdom called Stomachitis. (King comes on stage).

The only way to his kingdom was through a long, long lane called Aesophagus. (King points up this lane on backdrop).

One day King Gastric Juicibus sat on his throne (he pretends to sit) enjoying peace and plenty. He looked up that long, long lane (he looks) and saw approaching one of his bitter enemies, Lobster Saladibus. (Lobster approaches through Aesophagus Lane).

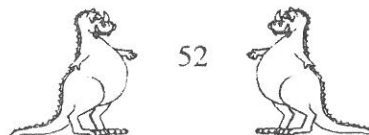
King Gastric Juicibus arose quickly from his throne (he does), put on his armor (he picks up sword) and prepared himself to do battle.

They fought for hours and hours. (King and Lobster both have cardboard swords and pantomime active battle) Finally King Gastric Juicibus was victorious. (Lobster pretends to fall. He overcame Lobster Saladibus and tied him up in a knot and threw him over to one corner of his kingdom. (King pretends to tie Lobster, throws him over to one side.)

But hardly had he sat down again on his throne when, looking up that long, long Aesophagus Lane, he sees another enemy approaching. This time it was his deadly enemy, Chicken a la Kingibus. (Chicken enters through Aesophagus lane.)

The King arose from his throne (he rises), buckled on his armor (he picks up sword again) and they fought for hours and hours. (They pantomime battle). Finally, when the strength of King Gastric Juicibus was almost exhausted, he prevailed and overthrew his enemy, Chicken a la Kingibus. (chicken falls down). He tied him in a knot and threw him over to another corner of his kingdom. (he does)

This time when King Gastric Juicibus sat down, he saw approaching his most deadly enemy, Mince Pie a la Modibus. (King recoils in fear). Once again the King buckled on his armor (he picks up sword) and prepares himself to do battle. They fought for hours and hours and hours. (They pantomime battle).



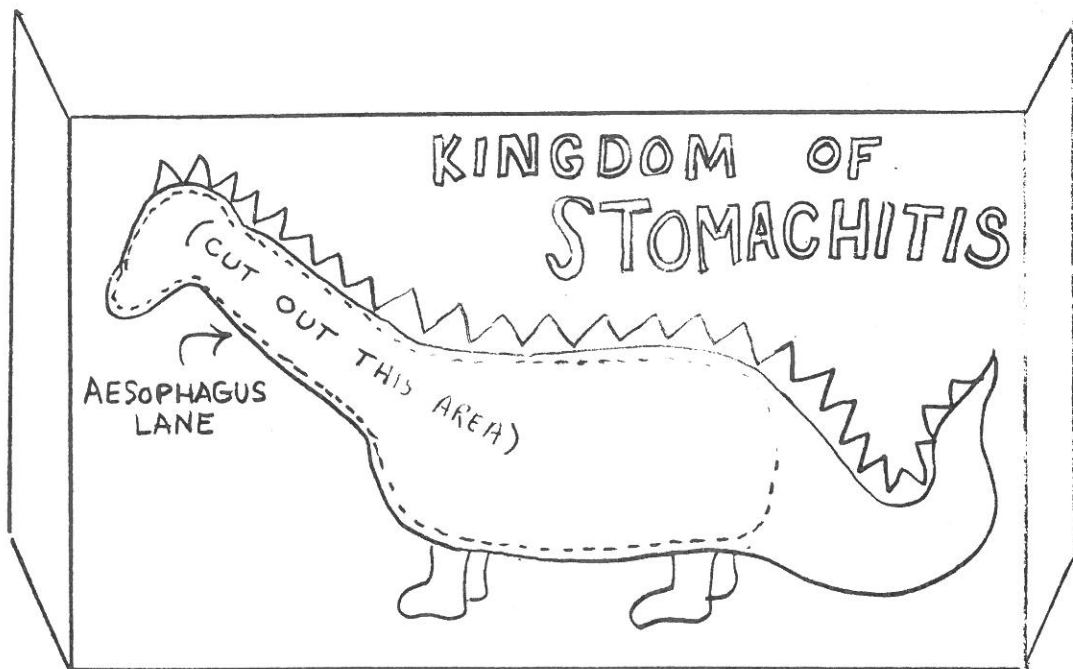


But this time, King Gastric Juicibus was not victorious. He was overthrown by Mince Pie a la Modibus. And Mince Pie a la Modibus tied up King Gastric Juicibus (he ties him up) and threw him over to a corner of the kingdom.

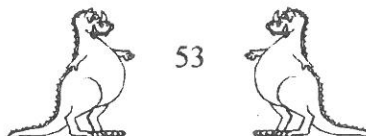
Then he went over to Lobster Saladibus and untied him and set him on his feet. (Mince Pie pantomimes this action)

Then he went over to Chicken a la Kingibus and untied him and set him on his feet. (he unties him)

Then Mince Pie a la Modibus said to Chicken a la Kingibus and Lobster Saladibus, "Come on boys, let's go upstairs". (Mince Pie motions to others and they rush back up the Aesophagus lane. As they reach the dragon's head opening, they all throw their signs overboard, to the surprise of the audience.)



BIG CARDBOARD BOX. CUT OFF TOP AND BACK. LEAVE BOTTOM AND ENDS, FOR SUPPORT.



## GAMES

"Games are the best part of a meeting!" This is a quote from a nine year old boy. This statement in itself tells you how important it is to include games in your Scouting program.

Games can be used in many ways: to make friends, complete achievements, settle a group down, add excitement, or learn new skills. There is only one basic rule to follow in making up a game:

### **KISMIF**

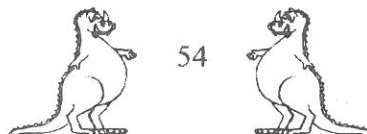
KEEP IT SIMPLE - MAKE IT FUN

Although games are usually considered the fun part of a den meeting, the den leader uses games for various reasons and recognizes the physical, mental, emotional and educational value of games. Consider these:

1. Physical Aspect: Games release surplus energy and stimulate growth and development of most of the body's muscles.
2. Mental Aspect: Games develop quick thinking, alertness, and to some degree, strategy.
3. Emotional Aspect: Games act as a release of pent-up stress and tension.
4. Educational Aspect: Games such as knot tying, water games, games from foreign lands, and games that develop the senses (hear, see, smell, touch, taste) all have educational value.



Preparing to lead games is not hard at all. Here are some simple steps to help you. Know your game thoroughly. Plan not only what you are going to do, but how you are going to do it. Start off with your best game - one that is easy to explain and enjoyable to play. Use games that all can play and vary them. Use some quiet games and some active ones. As often as possible, use games that are helpful in meeting achievements or special elective requirements. Consider the space required for the games to be played.





When explaining the game stand where you can be seen and heard by the entire group. Be sure to have everyone's attention. Make your instructions clear and brief. Teach the game by steps and demonstrations. If you need assistance, ask your Den Chief and/or Denner.

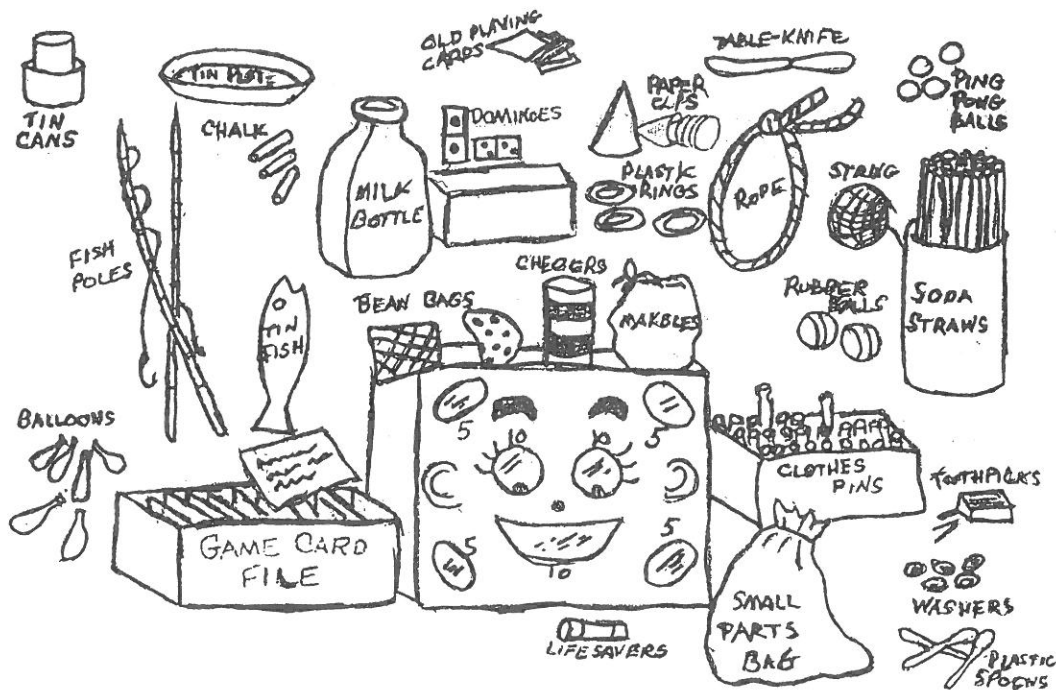
Den games are designed with a small group of boys in mind. Quiet games are helpful when weather prohibits outdoor activity. An active den game is a help at the start of a den meeting. Most den meetings are held immediately after school, when boys have been cooped up for several hours. A den game can provide an outlet for letting off steam and may make a group easier to handle for the quieter activities you have in store.

Pack games are played at monthly pack meetings. Usually relay games seem to work best for groups of this size, but there are other possibilities. The following is a list of available sources for games:

Pow Wow Books  
 Group Meeting Sparklers  
 Roundtables  
 Game Books at your library  
 Cub Scout Fun Book

Cub Scout Activities  
 Den Leaders Book  
 Boy's Life Magazine  
 Yearly Program Helps  
 How-To Book

**GAMES CHEST:** This box includes all items you will need for games.



**November - Knights of the Roundtable**

Treasures of King Arthur - The treasure is wrapped candy hidden in and near the meeting place. Hide two or more pieces per den member. As the boys arrive, send them to look for the treasure. Winner is the one who finds the most pieces.

Spear the Ring - You need a canning jar ring or a ring of similar size cut from heavy cardboard. Tape the string to the doorway. You also need a broomstick or dowel about five feet long. In turn, the knights "gallop" toward the ring and try to spear it. Score one point for each hit. Winner is the one with the most hits after three or more turns.

Ball and Chain Duel - Each boy wears a paper bag hat and carries a shield and a ball-and-chain. He tries to knock off the opponent's hat while protecting his own.

**December - Do A Good Turn**

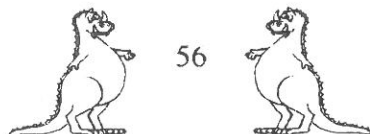
Marshmallow Race - For each two Cub Scouts have a three-foot string or thread with a marshmallow tied in the center. Pair off the boys and have them put the ends of the string in their mouths and place their hands behind their backs. On signal, they begin chewing the string to see who gets the marshmallow first.

Pack of Toys - Boys arrange their chairs in a large circle, facing inward. Each player is given the name of a toy. "It" walks around the inside of the circle and says, "Santa packed his bag and into it he put \_\_\_\_\_." Players representing the toys "it" names as he walks get up and follow "it" around the circle. Suddenly "it" says, "and the bag broke!" All scramble for chairs, including "it." The boy left without a chair becomes the new "it."

**January - Working With Wood**

Nail Driving Contest - Divide den into teams. In front of each boy place a hammer, and a piece of scrap wood with a ten-penny nail already started a half-inch into it. Boys take turns hammering the nail until the head is flush with the wood. This is not a speed contest. Fewest strokes wins. If the nail is bent, start over with a new one.

Sawing Contest - Divide den into two teams. Give each team a hand saw and a 24" length of 2x4 pine. In turn, boys take one stroke with the saw until the wood is cut through. This is not for speed.



**February - Blue and Gold**

Feed the Guest - Equipment: large cloth napkins (neckerchiefs will do), gum drops, toothpicks.

Each side of the table plays against the other side. Place a napkin, bowl of gum drops and a package of toothpicks at the end of the table for each team. At a given signal, the first person on each side ties the napkin around the neck of the person sitting next to him; picks up a toothpick, spears a gum drop and feeds the person next to him. This person then unties the napkin from around his neck and repeats the procedure with the next person. This continues on down the table. The first side to finish wins.

Blues and Golds - Divide den into two teams, the Blues and the Golds, for this quiz on Cub Scouting. Number players on each team from one to the total number of players on the team. First question is asked of first player on Blues team. If he cannot answer first player on Golds gets a chance. If he fails, second player on Blues gets to go, and so forth. Sample questions:

- What's the Cub Scout Motto?
- How many boys in our pack?
- What is Cub Scouting's highest award?
- How many electives are there for Wolf and Bear?
- What does "Webelos" stand for?
- Who is Akela?
- How many dens are in our pack?
- What do the two fingers stand for in the Cub Scout sign?



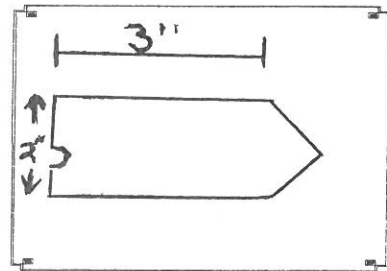
**March - Inside Noah's Ark**

Talking Animals - Divide players into two teams. The teams choose captains and sit on the floor facing each other with the captains in the center. The game begins with one captain naming an animal or bird beginning with "A." He then counts to ten as fast as he can, hoping to finish before the other captain can call out the name of another bird or animal beginning with "A." Team members may whisper names to their captain but only he can call them out. If a captain cannot answer in time he forfeits a member of his team to the other side. If he succeeds, he calls out the name of an animal beginning with any letter he chooses. Continue for a specified time; at the end, team with the most members win.

Bait Casting - Use a fishing pole with reel and a two inch piece of dowel or broomstick at the end of the line as a lure. Mark four or five targets, each about three feet in diameter, about ten feet apart. Give each player two casts per target.



Boat Race - Have each Cub Scout saw or whittle out the Camphor Boat from a shingle, thin box wood, or other light wood. Notch in the stern should be just big enough to cradle a mothball and should be slightly off center. Place boat in a large tub of water and put a mothball in the notch so that it just touches the water. The boat will sail in a circle.



Ice Fishing - Cut out small fish figures from cardboard and attach a paper clip to each one. Place them in a large plastic bucket. Cover the bucket with a piece of cardboard (the "ice") and cut a hole in the center slightly wider than the "fish." Players have a fishing pole with a magnet at the end of the line. In turn, they mount a box or stepladder next to the bucket and try to catch a fish through the hole.

Hauling the Net - Each member is given two sheets of newspaper. He holds one sheet by a corner in each hand, arm extended. On signal, see who can first squeeze both sheets into two balls without moving his arms or putting his hands together. Easy? Try it and see.

Raft Race - Line up the dens for a relay race. The first player in line is the "skipper." He stands with each foot on a large pad of newspaper. The second player is the "passenger" and he stands on the same papers with his skipper. On signal, the skipper bends over and grasps the papers with each hand. By shifting their weight and sliding the paper forward, the two boys maneuver themselves to the goal line without stepping off of the pads. On reaching it, the passenger runs back to his team with the newspapers and brings the next boy across the river. The first team to cross the river wins.

**April - Akela's Council**



Indian Giveaway - This Comanche game was designed to teach braves to be alert and quick. On the ground draw a circle about ten feet in diameter. The chief stands outside and the braves inside the circle. The chief throws small sticks, one at a time, into the circle. The braves try to get as many as they can. After fifteen or more sticks have been thrown the winner is the brave with the most in his hands.

Scoop Lacrosse - Lacrosse was played by Canadian and northeastern US Indians. In this variation, lacrosse "sticks" are scoops made by cutting plastic, gallon-size bottles like scoops. Use a soft rubber ball about baseball size. Teams try to get the ball into their opponent's goal. Players may pass the ball or run with it but may not touch it with their free hand. A player may try to knock the ball out of an opponent's scoop with his own scoop. One point for each goal.

Stalking - A leader takes his place in the woods 40 to 50 yards from the players. He turns his back and counts to ten to give the players a chance to find cover. The leader then blows a whistle for the game to start. The object is for players to get as close to the leader as possible without him seeing them. A player who is spotted by the leader is eliminated. After a specified period, five to ten minutes, the boy closest to the leader is the winner.

#### May - See and Do It Show

Long Glum - Object of the game is to see how long the players can keep from smiling or laughing. Appoint a leader who does his best to make the others smile or laugh by cracking jokes, making faces, and laughing himself. When one of the players smiles or laughs, he must join in trying to make the others laugh. Continue until only one player remains glum. He's the winner.



#### June - Backyard Fun

Nature Scavenger Hunt - Each boy is given an envelope with these directions: "The den leader is sick and needs a potion made up of the following: Four acorns, five dandelion flowers, six pine needles, four ants, etc. (List other items found in the area.) Give the boys 15 minutes to find as many of the ingredients as they can and put them in their envelope.

One-of-a-Kind Hunt - Scouts line up about five feet apart at the edge of a yard or playground. Each is given a small bag or paper cup. On a signal, they drop to their hands and knees and begin crawling toward the finish line, picking one of each nature object they see and putting it into their containers. This is not a race. The boys are allowed five minutes to reach the finish line. Score one point for inanimate objects, two points for animal life. After scoring, return objects back to the ground.



One-O-Cat - Establish home plate, first base, and pitcher's box. One player is batter. Others are pitcher, catcher, and fielders. A batter is out if he strikes out, hits a fly that is caught, or hits a fair ball and fails to make it to first base and back to home before the ball reaches the catcher. When the batter is put out, he becomes a fielder; catcher becomes batter; pitcher becomes catcher, and fielders move up one position.

### July - Water Fun

Wet Paper Race - Divide parents and sons into pairs. Give each pair a sheet of newspaper and a glass of water. On signal, one member of the team holds the newspaper sheet open and the other pours the water into it without spilling a drop outside. They then start to run forward while holding the paper until the water has broken through the paper. When that happens the team must stop. The winning team is the one that stops farthest from the start.

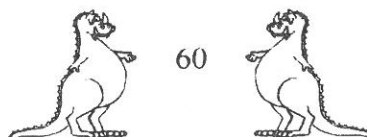
Water Gun Soccer - You need a water pistol for each player and a big balloon. Mark off goal line, place a bucket full of water near players. Separate into two teams. The object is to shoot the balloon with water causing it to roll towards a goal line. This game is best played outdoors on a hard surface. A lightweight bounce-ball works well, too.

Fireman's Game - String one-gallon milk jugs between trees. Scouts use garden hoses and shoot at the jugs to move them to the opponent's tree.

Ping-Pong Relay - This is played in a pool or lake. Be sure you have adequate life guards on hand. Divide players into two teams, each team with a ping-pong ball. On signal, first player walks or swims while blowing ball ahead of him to a turning line and back. He may not touch ball with any part of his body. Continue until all have raced.

### August - High Country

Map Game - Divide den into two teams and give each team pencil and paper. Ask each team to draw a map showing the location of some relatively small object within two blocks of the meeting place. (Example: Basketball backboard, fire hydrant, tree.) The teams exchange completed maps and study them. Then under the supervision of the den leader and den chief, the teams try to find the object on the other teams' map.





Map Reading Game - Give each team a map. Read off to each player a mountain or town near a mountain. They are supposed to find the place and circle it. First team through with all their locations wins.

Hunting Hike - Type up the following list and give it, a paper bag, some paper and a pencil to each team. Team with most points wins.

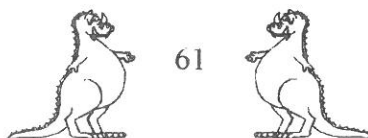
1. Find and pick up two pieces of litter. 2 points
2. Find two different trees. 2 points
3. Identify the trees you found. 1 point
4. Find two different shrubs. 2 points
5. Identify the shrubs you found. 1 point
6. Find two signs of animal homes on the ground. 2 points
7. Find animal tracks on the ground. 1 point
8. Find an outdoor trash can and put the litter you found in it. 2 points
9. Find a bird feeder. 2 points
10. Tell two adjectives describing the weather. 2 points
11. Tell two adjectives describing the grass. 2 points
12. Tell two adjectives describing the trees. 2 points
13. Write two different words describing two different sounds you heard while on the hike. 2 points
14. Name two insects you saw. 2 points
15. Identify two birds you saw. 2 points

Big Game Hunt - See how many different animals you can find. Decide ahead of time if birds and insects are included.

String Along - Take a piece of string about a yard long on your hike. Every now and then, place the string in a circle on the ground. See how many different things you can find enclosed within the circle. Then stretch the string in a line and see how many things touch it.

Stop and Spot - While hiking the leader stops and says, "I spot a \_\_\_\_\_," naming a familiar object. Everyone in the group who sees the object raises his hand.

Listen - On a sign from the leader players remain perfectly still for three minutes, listening and writing down the sounds they hear. Player with the most complete list wins.



**September - Our Town USA**

Explorers - Give each player paper and pencil. Quiz them with questions about your community. Sample questions:

1. Where is the nearest fire station?
2. How many blocks is it to the high school?
3. Where is the nearest police station?

Neighborhood Statistics - While on a hike have boys count the number of swings, garbage cans, bus stops, public telephones, broken windows, trees, fire alarm boxes, telephone poles, TV antennas, cracks in the sidewalk, parked cars, traffic signs bicycles etc. Each boy could be in charge of certain items.

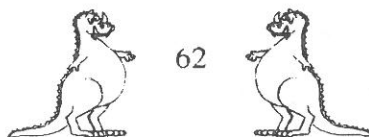
**October - Fire Detectives**

Fireman Save My Child - One den member sits on a newspaper about 15 feet from the others. Each of the other den members is given a four foot length of rope or clothesline. On a signal, the boys tie their ropes together, using square knots, to form a rescue rope. When all are connected, one Cub Scout throws it at the "child" and pulls him to safety. The den that ties all knots correctly and pulls the child to safety wins.

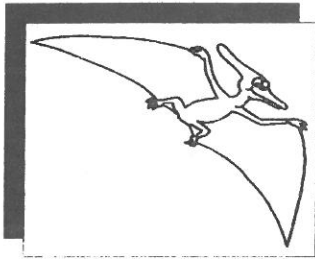
Fire - By den, Cub Scouts remove caps, neckerchiefs and shoes; stack them neatly and lie down. On call of "fire" all get up and dress. The first Cub Scout, or den, dressed first wins.

Roll In A Blanket - Play this safety game in den meetings or as a pack relay. Stand in a big circle with one person in the middle. Have him point at random to anyone in the circle and say, "Your clothes are on fire." The person named must fold his arms across his chest, drop to the floor, and roll over slowly. For realism, use a blanket to roll in.

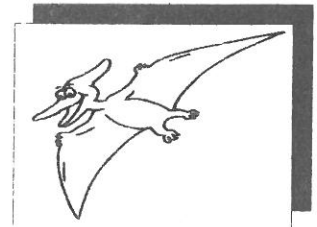
Bucket Brigade Relay - Divide den into two lines. Give each line two water pails, one filled with water and one empty. Place empty pails a distance away. On signal, first Cub carries pail of water to the empty pail, pours water into it, returns with full pail, and hands it to next boy in line. The race ends when the last boy in line has returned with the pail full of water. Team with most water left in its pail is the winner.







TRICKS AND PUZZLES



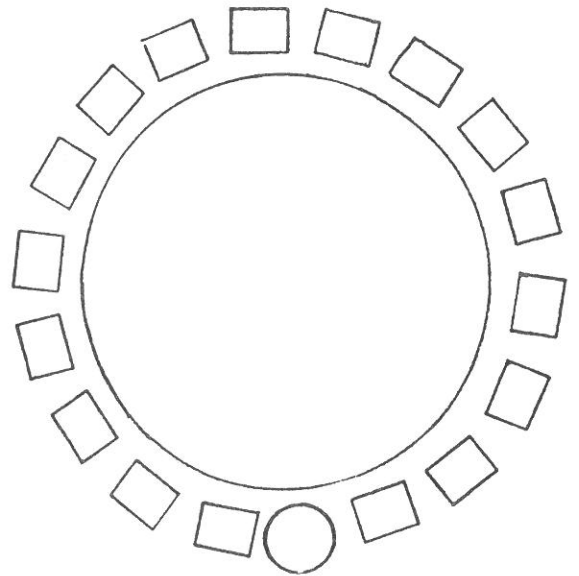
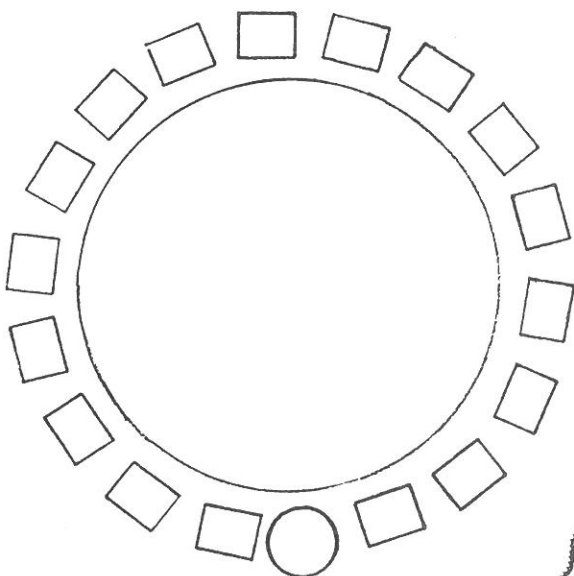
Do you want to add "PIZZAZZ!" to your den and pack meetings? Why not try some tricks or puzzles? Tricks and puzzles are used to fill up time. They can be used at the beginning of a den meeting as you wait for all the boys to arrive or to get the boys to calm down after a busy activity. Tricks and puzzles can also be used for the pack meeting. Try having a den perform a trick or stump their families with a puzzle.

The ideas for each of the monthly themes below came from children's magazines, books from the library, and advertising mailers for children's products. Use your resources. Even monthly themes are recycled so try those old Pow Wow books. Good luck pizzazzing up your next meeting!

*(The answers are located at the end of the Tricks & Puzzles section)*

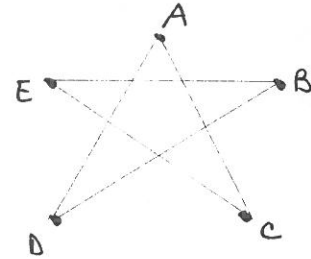
November - Knights of the Roundtable

The knights are all sitting around the Roundtable. King Arthur sits in the round throne. This is a game of wits. Who will be the next Arthur? Two players take turns making X's on the chairs, either one or two chairs at a time in a clockwise direction after Arthur's throne. The first knight that makes it back to the throne get to be Arthur!



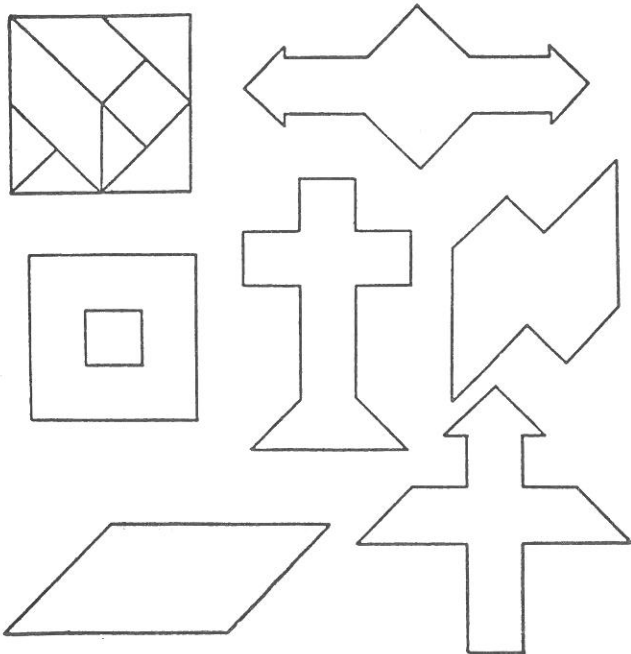
December - Do A Good Turn

The Christmas Star Puzzle - To work on this puzzle you will need four pennies (or buttons or counters). Put the first penny on any point of the star, then slide it along a straight black line to another star point, and leave it there. Now put a second penny (or button or counter) on any vacant star point. Slide it along a black line to another empty point. Do the same with the third and fourth pennies, so that you end with a penny on each of four points. It looks easy, but when you try it the first time or have your friends and family try it you are likely to find that there is no way to place the last penny. It can be done! And there is a secret that will enable you to do the puzzle for your friends and do it so quickly that they will not be able to remember how you did it!

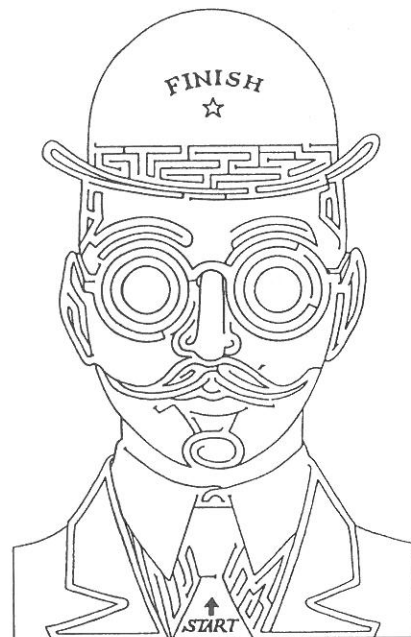


(Enlarge Star)

Tormentors - This is a puzzle based on the same principle as that of the Tangrams. A square piece of cardboard is cut into eight pieces, and these are then fitted together to form various figures.



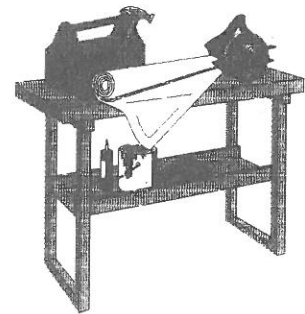
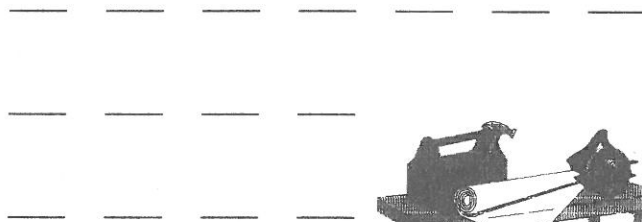
Mr. Mazo - The amazing Mr. Mazo is all dressed up for the Christmas season. Start at Mr. Mazo's necktie and find a way to reach the inside of his hat without crossing any lines. Use your finger or a toothpick, instead of a pencil to follow the route so you can show the puzzle to your friends without giving away the answer.



January - Working With Wood

XYZ's Don't Count! - Each line has one or two letters (except the second line from the bottom does not have any) that was not needed for any of the words on the Word List. XYZ's DO NOT COUNT! Fill in the blanks with the leftover letters to find a clue about what this puzzle is about.

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

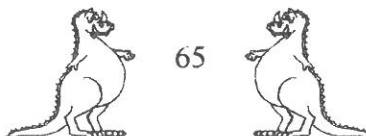


Word List:

- |                  |            |              |
|------------------|------------|--------------|
| PLIERS           | C CLAMP    | SCREWDRIVER  |
| AWL              | MALLET     | FILE         |
| PAINT BRUSH      | HAND DRILL | COPING SAW   |
| CLAW HAMMER      | T-SQUARE   | HAND SAW     |
| HACK SAW         | PLANE      | TAPE MEASURE |
| WOOD FILLER      | NAILS      | SCREWS       |
| BALL PEIN HAMMER |            |              |

**THE THIEF**

*When Theodore Roosevelt was a rancher, one of his cowboys triumphantly put the R brand on a maverick which had strayed in from a neighbor's enclosure. The future President dismissed him on the spot. "If you steal for me," was his succinct explanation, you will steal from me."*



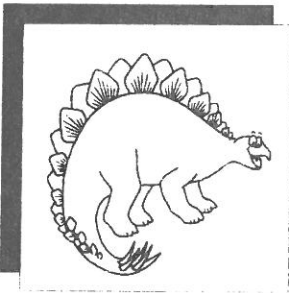
**February - Blue and Gold**

These are some things that you can do at your Blue and Gold Banquet. Let your imagination run wild and have fun!

Slide Rule - You will need a ruler. Balance the ruler on your index fingers, holding them at either end, as in the illustration. Now slide your fingers along beneath the ruler until they meet. When they touch they are both at the exact center of the ruler, aren't they? It's an amazing thing, but it always happens. No matter how hard you try, you cannot make your fingers meet at any other point.

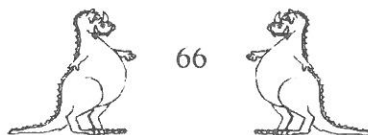
Elur Edils - You will need a ruler. Wondering why this stunt has such an unusual name? Well, it's "slide rule" backwards. Place your index fingers side by side and balance the center of the ruler on top of them - just the way you finished up the last trick. Now move your fingers slowly apart. This time, you'll find that one finger will remain at the middle of the ruler while the other one moves towards the end. Once again, there is nothing you can do about it - it just happens that way!

Weird Walking - You will need a pair of binoculars and a white line. This is a good one for the playing field or the gym or any place where there is a straight line drawn on the ground. Give your friend the binoculars and tell him to look through them at his feet. But he must use them the wrong way around. Your victim now has to try to walk along the line. It's not as easy as it sounds. Try it!



Thread Pull, Leg Pull - You will need a spool of thread, a needle, and a coat with an inside pocket. Place the spool of thread in your inside coat pocket and then, using the needle, pull the thread through the coat so that a short length lies on your shoulder. Sooner or later someone will try to remove the piece of thread that seems to be stuck to your coat. As soon as they pick it up, you walk quickly away - leaving your poor victim holding a thread that won't stop unwinding!

The American Flag - In addition to "The American Flag" there are four other commonly-used phrases by which we refer to the flag. See if you can collect the other four.



March - Inside Noah's Ark

Solve the Animal Equations - Have you ever added and subtracted letters instead of numbers? For example, consider the following equation:

$$\text{bone} - \text{ONE} + \text{ear} = ?$$

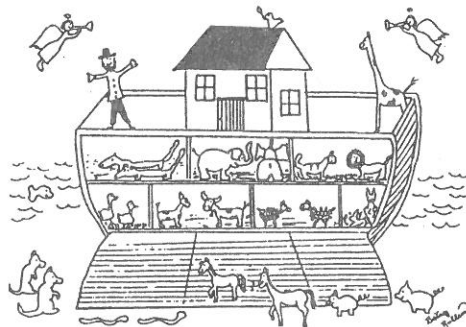
The first picture is a picture of a bone, so we print the letters, B-O-N-E. We are told to subtract O-N-E from B-O-N-E, so we cross out those letters, which leaves only the B. Next, we must add E-A-R. When we do this, we get the word B-E-A-R. Bear is the animal that solves the equation!

Now, see how good you are at this strange kind of arithmetic by working out the following equations. Each one gives the name of a familiar animal or bird. How many can you solve?

$$\text{snake} - \text{ring} + \text{bee} + \text{fork} - \text{BEEF} = ?$$

$$\text{horseshoe} - \text{net} + \text{pizza} = ?$$

$$\text{tie} - \text{E} + \text{finger} - \text{fish} = ?$$



Noah's Ark Riddle - Find each animal listed here by reading forward, backward, down, up, and diagonally. The remaining letters will compete the answer to this riddle: *Why was it hard for the other animals on Noah's ark to talk with the goats around?*

They \_\_\_\_\_.

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

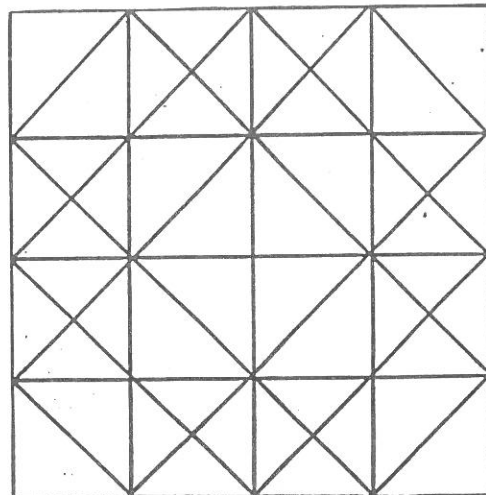
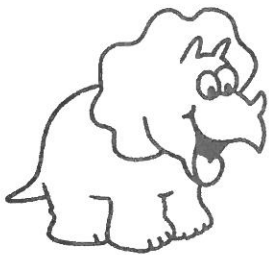
Antelope  
 Bear  
 Beaver  
 Camel  
 Cat  
 Duck  
 Elephant  
 Giraffe  
 Goose  
 Hawk  
 Jackrabbit  
 Kangaroo  
 Lamb

Leopard  
 Lion  
 Octopus  
 Owl  
 Panda  
 Pelican  
 Penguin  
 Pig  
 Porcupine  
 Rhinoceros  
 Shark  
 Skunk



**April - Akela's Council**

Here's a puzzle that will eally keep you busy.  
 How many squares and triangles can you find?



Quivira's Quiz - Akela decided to hold a council at Quivira's campsite, but to be able to attend warriors had to pass a "Quiz." Can you pass the "Quiz" so that you too can attend the council? To pass the "Quiz" see if you can think of a synonym (words that have the same meaning) beginning with "Q" for each of the words below:

- |             |              |                |                      |
|-------------|--------------|----------------|----------------------|
| 1. Pen      | 2. Two pints | 3. Gamebird    | 4. Fast              |
| 5. Monarach | 6. Search    | 7. Silence     | 8. Stop              |
| 9. Inquiry  | 10. Tremble  | 11. Duck sound | 12. Amount           |
| 13. \$.25   | 14. Strange  | 15. Blanket    | 16. Argue            |
| 17. Rock    | 18. Totally  | 19. Arrow case | 20. Clever<br>remark |

Domino Magic - Who can tell how a game of dominoes will end? You can! Give your friends the dominoes. Have them line up the dominoes the way they are lined up in a game. What numbers will come out at the ends of the line? Write down two numbers, let's say 6 & 2. When all the dominios are in line, the numbers at the ends are 6 & 2!

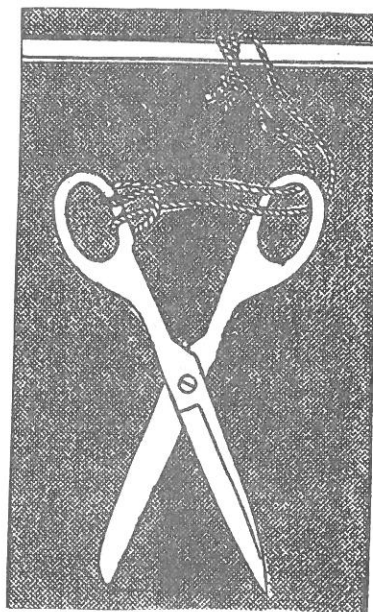


**excellent**

The secret: Before you start take out a domino and hide it. If you take out the one with the 6 & 2 on it, then the 6 & 2 will come out at the ends. The trick works with other dominoes, too, but it does not work with a double.

**May - See and Do It Show**

You Can't Cut the String! - Take a pair of scissors and a piece of cord about two feet long. Tie the scissors to some convenient ring or rail, exactly as illustrated. Then see if you can release the scissors without cutting or unfastening the knot in the cord.



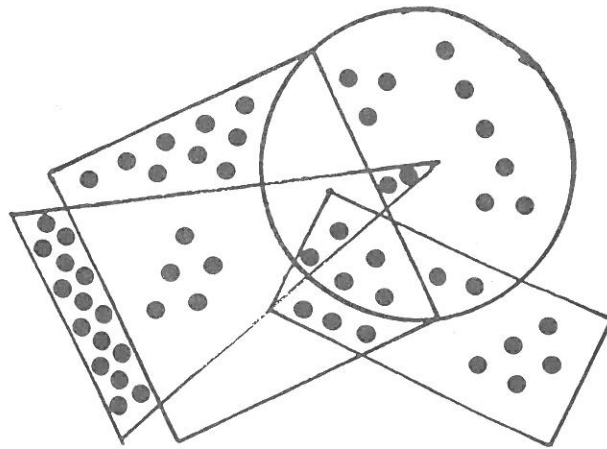
**You can't cut the string!**

Pass the loop upward through the thumbhole of the scissors and then completely over them and the scissors are released.



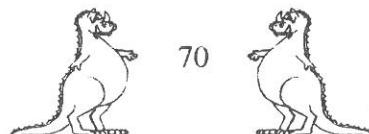
Count the Dots - How well can you follow instructions and accurately do as you are told? Try this and see. Count the dots in the areas you are told to count, then write down your answer.

1. How many dots are in the square only, not in the rectangle, triangle or circle?
2. How many dots are in the triangle only, but not in the others?
3. How many are in the circle only, and not in the others?
4. How many are in the rectangle only?
5. How many dots are in the circle, triangle, square and rectangle altogether?



### WAS HE FOOLISH?

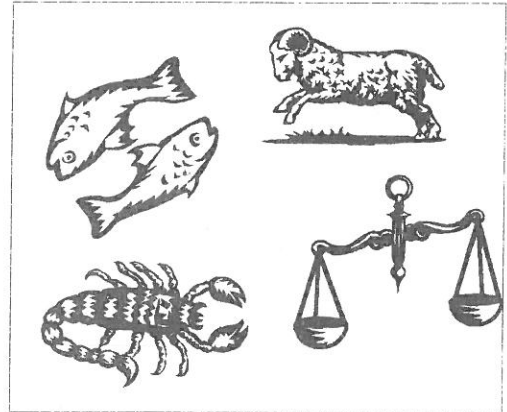
*Growing dizzy, Mrs. Mary Peti fell from the platform of a subway station, just as a train was thundering into the station. She struck her head on the rail, and lay stunned for a moment. Men and women on the platform screamed, but only one boy in the crowd, Louis Stiakes, sixteen, had presence of mind enough to jump down to the tracks and life the woman up onto the platform while the train rumbled toward him, despite the grinding of brake shoes from which sparks were flying. The train stopped within four feet of the boy. As he climbed out of the pit, a man seized him by the arm and dragged him to the platform. "You little fool, you; What did you do that for?", he said. The boy smiled at the question. question. Being a LEADER in the making, he could not help himself -- Service was his middle name.*





**June - Backyard Fun**

The Zodiac - Backyard fun might include watching the stars. The stars form pictures in the stars called constellations. The constellations took the shape of many figures, animal, gods and goddesses, heroes and villains. Behind every constellation is a story. The Signs of the Zodiac are also in the sky and each sign is a specific object. Below are the twelve names of the Zodiac but each one is paired with the wrong object. See if you can sort them out correctly by placing the number at the right of each object, indicating the Zodiac sign with which it should have been paired. Then for more fun make up your own stories of the Zodiac signs or check out a constellation book and "Read More About It!"



- |                 |                  |       |
|-----------------|------------------|-------|
| 1. Aries        | The Fishes       | _____ |
| 2. Taurus       | The Water-Bearer | _____ |
| 3. Gemini       | The Goat         | _____ |
| 4. Cancer       | The Archer       | _____ |
| 5. Leo          | The Scorpion     | _____ |
| 6. Virgo        | The Balance      | _____ |
| 7. Libra        | The Ram          | _____ |
| 8. Scorpius     | The Bull         | _____ |
| 9. Sagittarius  | The Twins        | _____ |
| 10. Capricornus | The Crab         | _____ |
| 11. Aquarius    | The Lion         | _____ |
| 12. Pisces      | The Virgin       | _____ |

Think About It - You are playing a game of Ping-Pong in the backyard of a friend's house. When you miss the ball, it bounces across the lawn and rolls into a small but deep hole. The hole goes down too far for you to reach the ball with your hand, and the hole bends so much to one side that you can't get the ball by poking a stick into the hole. After a few minutes you think of an easy way to get the ball. What did you think of?

Jumbled Bugs - Don't let it "bug" you if you can't unscramble all of these common insects!



- |               |                |              |
|---------------|----------------|--------------|
| 1. PAWS       | 2. ELETEB      | 3. RYETFUBLT |
| 4. TISUMQOO   | 5. HOSPREGARSP | 6. KICTREC   |
| 7. GULDAYB    | 8. YILERFF     | 9. EMEBBELUB |
| 10. FROLNYDGA | 11. TOHM       | 12. BWTGUARE |

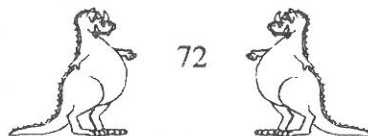
July - Water Fun

The "ING" Puzzle - What "ing" is being described below? When you are finished arrange the underlined letters to tell you how all the activities are related.

- |                                     |   |
|-------------------------------------|---|
| 1. _____ ing (4 letters)            | TAKE <u>A</u> CRUISE                            |
| 2. _____ ing (5 letters)            | DOG PADDLE & BUTTER <u>FLY</u><br>STROKE        |
| 3. _____ ing (4 letters)            | _____ AND CHIPS                                 |
| 4. _____ ing (4 letters)            | TAKE THE BIG <u>W</u> AVE                       |
| 5. _____ ing (3 letters)            | SWAN OR CANNON <u>B</u> ALLS                    |
| 6. _____ ing (6 letters)            | SHOOTING A <u>J</u> ET OF WATER                 |
| 7. _____ ing (2 words, 8 letters)   | SURF BEHIND A BOAT                              |
| 8. _____ ing (4 letters)            | PUSH SOMEONE <u>U</u> NDER THE<br>WATER         |
| 9. _____ ing (3 letters)            | UP TO YOUR ANKLES IN<br>WATER                   |
| 10. _____ ing (2 words, 8 letters)  | SWIM WITH AN AIR <u>T</u> ANK                   |
| 11. _____ ing (2 words, 9 letters)  | BOUNCE AN OBJECT ACROSS<br>THE WATER            |
| 12. _____ ing (6 letters)           | PUSHING WATER AT SOMEONE<br><u>I</u> N THE POOL |
| 13. _____ ing (2 words, 6 letters)  | YOUR OWN <u>P</u> OWER BOAT                     |
| 14. _____ ing (3 words, 14 letters) | SHOOTING THE RAPIDS                             |

" \_\_\_\_\_ "

Puzzle of the Six Glasses - Take six glasses and line them up in a row. The first three are filled with water. Glasses 4, 5, and 6 are empty. Move just one glass and change the line-up so every other glass will be empty.



Holding Water in a Sieve!

Pour some oil over the wire mesh of a kitchen sieve and shake out the excess so that the holes are open. Carefully pour water into the sieve from a pitcher, letting the water run down the side of the sieve. When the sieve is about half full, hold it over a sink or pail and observe the bottom. You will see the water pushing through the openings but the surface tension keeps it from running through. Touch the bottom of the sieve with your finger and the water should run through.

Keep It Dry

You will need a glass, large handkerchief, and a bowl of water. Push the hanky into the glass and tell your friends that when you put the glass all the way into a bowl of water, the hanky will not get wet. To do this, first push the hanky well down into the glass and then hold the glass upside down. Now force the glass straight down into the water. An air bubble will be trapped at the top of the glass and this will keep the hanky dry.



**August - High Country USA**

Match Them Up - There are mountains all across the United States. The mountains below match up with a state or states where they are located. If you don't happen to know where they are get out a U.S. map and look them up on the index. Good Luck!

US Mountains

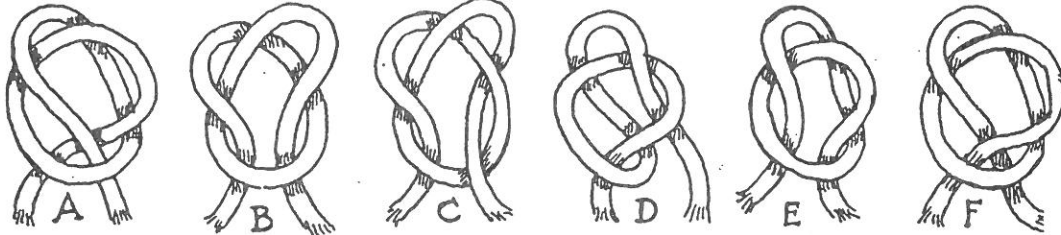
- Rockies
- Appalachian
- Mt. McKinley
- Mt. Elbert
- Mt. Hood
- Mt. Rainier
- Black Hills
- Mauna Kea
- Mt. Whitney
- Ozark Mountains
- Mt. Mitchell
- Mt. Rushmore

US States

- South Dakota
- Missouri & Arkansas
- Colorado
- Hawaii
- Alaska
- Eastern United States
- Oregon
- North Carolina
- Western United States
- Washington
- California
- Wyoming & South Dakota



Knots or Not Knots? - See if you can unravel these six pieces of rope without getting caught in the loops. Grasp the two loose ends firmly in your mind, and then imagine yourself pulling them until you have a straight piece of rope - either with a knot or without one. In certain cases these ropes form knots; in others they just form loops that will pull out right away. Find the knots and mark your choices by underlining the letters below the ropes you think will become knotted.



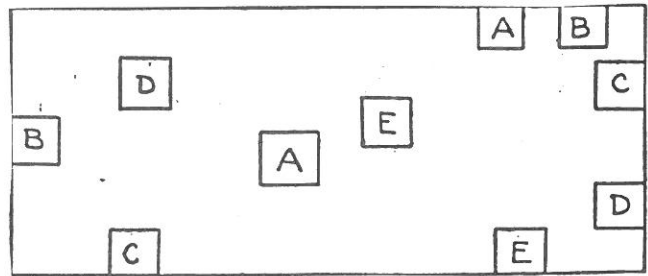
Tree Tricks - Change one letter in each of these words to find the names of trees that you might find in the mountains.

- |         |           |          |
|---------|-----------|----------|
| 1. MINE | 2. FIR    | 3. MARCH |
| 4. YES  | 5. PILLOW | 6. BENCH |
| 7. OAK  | 8. ELK    | 9. ASP   |



**September - Our Town USA**

A Highway Problem - Ten houses were arranged in a rather helter-skelter way, as shown in the drawing. The two houses marked A belonged to the same family, the two houses marked B to another family, and so on. Each family wanted to build a road to connect their houses, but they did not want the roads to cross or touch any of the other roads or to touch the road running around their little area, represented by the line around the drawing. See if you can draw in the five roads with your pencil.

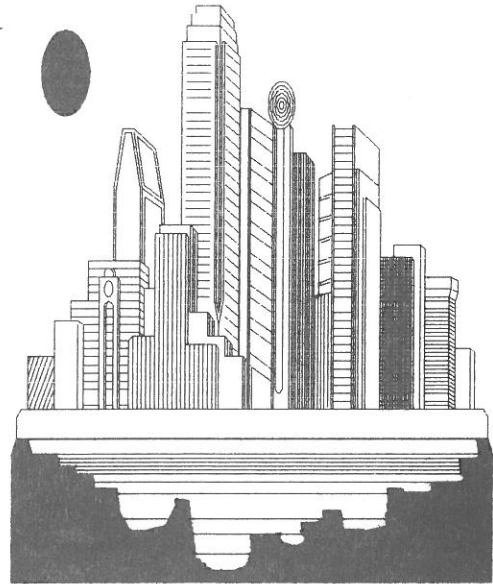


Think It Through - You are a Cub Scout on a hike with your den. After walking through a small town on your way to Mudville, you reach a spot where two roads cross. A signpost has been knocked over and is lying on its side. None of you knows which road leads to Mudville. Then you remember something that will solve your problem. What do you remember?



City Scramble - How many famous cities can you unscramble? Set a time limit, such as ten minutes, and score your answers. See who can unscramble the most city names in the allotted time. *Hint: The capital letter indicates the first letter of the city name.*

- 1. cogCahi \_\_\_\_\_
- 2. laDsal \_\_\_\_\_
- 3. noniMeapsli \_\_\_\_\_
- 4. xePonih \_\_\_\_\_
- 5. tsoBon \_\_\_\_\_
- 6. wekMaeliu \_\_\_\_\_
- 7. fufBola \_\_\_\_\_
- 8. laSt keLa iCyt \_\_\_\_\_
- 9. neneCehy \_\_\_\_\_
- 10. hamOa \_\_\_\_\_
- 11. danlorO \_\_\_\_\_
- 12. sDe onMsei \_\_\_\_\_
- 13. akloOhma tiyC \_\_\_\_\_
- 14. lasesThalea \_\_\_\_\_
- 15. toreDit \_\_\_\_\_
- 16. tacronSn \_\_\_\_\_
- 17. donhiRcm \_\_\_\_\_
- 18. Cnadveell \_\_\_\_\_
- 19. reGne yBa \_\_\_\_\_
- 20. pmeMsih \_\_\_\_\_
- 21. xuoSi yCti \_\_\_\_\_
- 22. agriNaa lsFla \_\_\_\_\_
- 23. Bseio \_\_\_\_\_
- 24. weN kYro \_\_\_\_\_
- 25. Mmia \_\_\_\_\_



**Answers:**

The Christmas Star - Put the first penny on any point you like and slide it to another point. After that, place each penny so you can slide it to the spot where the previous penny was before you slid it.

XYZ's Don't Count! - Fill in the blank - Working With Wood

The American Flag - Old Glory; The Stars and Stripes; The Star Spangled Banner; and The Red, White, and Blue.



Animal Equations - Tiger, Magpie, Stork

Quivira's Quiz -

- |          |             |              |             |
|----------|-------------|--------------|-------------|
| 1. Quill | 6. Quest    | 11. Quack    | 16. Quarrel |
| 2. Quart | 7. Quiet    | 12. Quantity | 17. Quartz  |
| 3. Quail | 8. Quit     | 13. Quarter  | 18. Quite   |
| 4. Queen | 9. Question | 14. Queer    | 19. Quiver  |
| 5. Quick | 10. Quake   | 15. Quilt    | 20. Quip    |

Akela's Square and Triangles - 44 squares and 160 triangles

Count the Dots - #1. 9, #2. 15, #3. 9, #4. 5, #5. 55

Ping-Pong Ball Puzzle - Fill the hole with water and the ball will float to the top.

Jumbled Bugs -

- |              |                |              |               |
|--------------|----------------|--------------|---------------|
| 1. Wasp      | 4. Mosquito    | 7. Ladybug   | 10. Dragonfly |
| 2. Beetle    | 5. Grasshopper | 8. Firefly   | 11. Moth      |
| 3. Butterfly | 6. Cricket     | 9. Bumblebee | 12. Waterbug  |

The "ING" Puzzle - Fill in the blank - Water Fun

- |             |                  |                   |
|-------------|------------------|-------------------|
| 1. Boating  | 6. Squirtng      | 11. Rock Skipping |
| 2. Swimming | 7. Water Skiing  | 12. Splashing     |
| 3. Fishing  | 8. Dunking       | 13. Jet Skiing    |
| 4. Surfing  | 9. Wading        | 14. White Water   |
| 5. Diving   | 10. Scuba diving | Rafting           |

Puzzle of the Six Glasses - Easy! Pick up glass #2, pour the water into glass #5, and put glass number #2 back where it was!

Knots or Not Knots? - Only C and D are true knots.



Tree Tricks -

- |          |           |        |
|----------|-----------|--------|
| 1. Pine  | 4. Yew    | 7. Oak |
| 2. Fir   | 5. Willow | 8. Elm |
| 3. Larch | 6. Beech  | 9. Ash |



City Scramble -

- |                   |                   |           |
|-------------------|-------------------|-----------|
| 1. Chicago        | 13. Oklahoma City | 25. Miami |
| 2. Dallas         | 14. Tallahassee   |           |
| 3. Minneapolis    | 15. Detroit       |           |
| 4. Phoenix        | 16. Scranton      |           |
| 5. Boston         | 17. Richmond      |           |
| 6. Milwaukee      | 18. Cleveland     |           |
| 7. Buffalo        | 19. Green Bay     |           |
| 8. Salt Lake City | 20. Memphis       |           |
| 9. Cheyenne       | 21. Sioux City    |           |
| 10. Omaha         | 22. Niagara Falls |           |
| 11. Orlando       | 23. Boise         |           |
| 12. Des Moines    | 24. New York      |           |

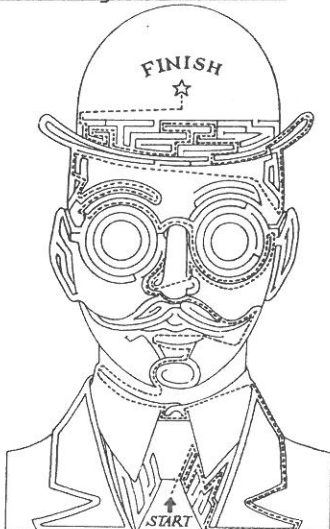


Cub Scouts' Hike - Remember the name of the town you just passed through and replace the signpost in the hole, with the name of the town you have left pointing back along the road you have just traveled. All the other signs will have to be pointing in the right direction.

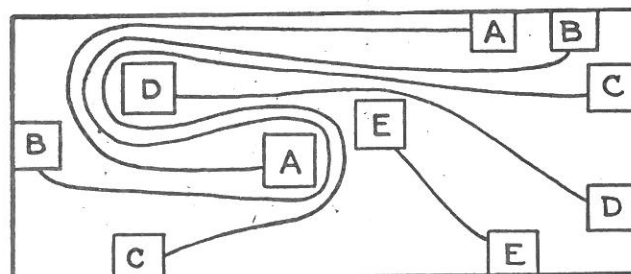
The Zodiac -

- |                 |                       |                 |
|-----------------|-----------------------|-----------------|
| The Fishes - 12 | The Water-Bearer - 11 | The Goat - 10   |
| The Archer - 9  | The Scorpion - 8      | The Balance - 7 |
| The Ram - 1     | The Bull - 2          | The Twins - 3   |
| The Crab - 4    | The Lion - 5          | The Virgin - 6  |

Amazing Mr. Mazo



A Highway Problem





## CAMPFIRES AND STORYTELLING

A good tale can be spun just about anywhere there is an audience. But, the glow from a campfire lends magic that can not be reproduced. A masterful storyteller sparks the imagination, captures the attention of the listener and is remembered by all.

**The storyteller should be relaxed and familiar with their material.** Choose a story that you like as well as one you think your audience will enjoy. Make it appropriate and rehearse it.

**Position yourself where your audience can see and hear you.** You will need to keep moving if you are around a campfire.

**Capture the attention of your audience.** There are many ways to accomplish this. Start the story with a few words, then pause until your listeners are quiet enough for you to begin. You could bang on a drum, play music or sing a song. Be creative! Once you have their attention keep the story moving.

**Be animated!** Use your hands and body. Change your voice for different characters in your story. Gestures often help create the picture you want them to get.

**Use descriptive, colorful words that will stimulate the senses.** You are painting a picture so, fill the canvas! (see example)

*The evening chores were completed as the aroma of dinner lingered in the air. Stars twinkled like a million tiny diamonds in the heavens. The children raced in the moonlight to the lodge of the old storyteller. Each, eager and crowding to get a good seat by the fire. There they were greeted with a warm heart and a smile from the old master. A hush fell over their bright shining faces as a warm summer breeze rustled through the trees and the fire crackled and popped, sending sparks dancing into the air like a swarm of fireflies. The storyteller began.....*

**Tell your story in a logical sequence.** Each story has a beginning, middle and an end. Try to keep it in that order.

Native Americans educated their people and passed on their rich heritage through stories. The storyteller was a wise elder and was skilled at his craft. He was considered a great teacher and respected by all.

***Enthusiasm and practice will make YOU a Master Storyteller!***

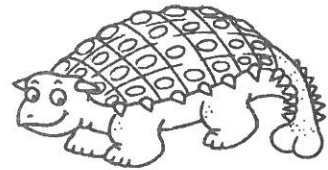


Many stories have been told around the campfire since the dawn of man. History made and history told. A good campfire and the stories heard there are long remembered in the hearts and minds of our youth.

The best place to have a campfire is outside, but weather, location and time may prevent an outdoor fire. With a little imagination, logs, lights and aluminum foil, indoors can be a suitable replacement.

**ALWAYS REMEMBER - SAFETY FIRST!**

- Make sure you have permission for a fire.
- Get permits ahead of time if needed.
- Choose your location wisely.
- Be aware of wind and surrounding terrain.
- Note any fire hazards and avoid them.
- Have a designated fire tender or tenders.
- Have a fire bucket or extinguisher handy.
- Don't allow anyone to play in the fire. (Adults too!)
- Keep people a safe distance from the fire.
- Follow all relevant scouting rules and regulations.



**Be well prepared and organized.** You will lose people's attention and interest if they have to sit and wait for you to try lighting damp wood, shuffling through a stack of papers, or waiting for someone or something to show up. Have back up plans - things do happen!

**Have some sort of "Opening Ceremony" involving lighting the fire.** There are many ways to start your fire; flint and steel; magic (chemical); candles; etc. You are only limited by your imagination.

**Icebreakers** are a good way to get everyone's attention and involvement.

**Entertainment** should be the focus of your campfire; stories, songs, skits.

**Awards and recognition** are always special around a campfire or council fire and may be the focus depending on the related events.

**Keep announcements brief** and towards the end of the program. Keep the program moving and on track!

**A "Closing Ceremony" should be a time for reflection.** This may be accomplished with a story, song, thought or prayer. Let them leave with a warm feeling and a glow.



A Coyote Tale

Coyote was chasing his shadow through the woods when he heard Locust singing. Coyote sat in the shade of a tall oak tree and rested while he listened.

"What a fine song," Coyote said to himself. "If I learned to sing like Locust, perhaps more animals would enjoy my company." Coyote searched the trees until he found Locust. "Good day, Locust," called Coyote.

But Locust ignored Coyote because he knew what a troublemaker Coyote was. Locust did not want to be the victim of Coyote's pranks that day.

"I say, good day," Coyote yelled a little louder.

"Good day," Locust finally replied, hoping he would go away.

"I was listening to your song," Coyote said. "It is a fine song! Perhaps, if you would teach it to me, the other animals would like me and I would not have to play alone."

"Very well," said Locust, feeling sorry for Coyote. And he sang the song over and over again until Coyote could sing it too.

Coyote was very happy! He ran off singing his new song and didn't even bother to thank Locust. That was fine with Locust. He was just happy that Coyote had left without playing any tricks on him. "But what if Coyote comes back," Locust said to himself. "He may not be so friendly next time." So Locust found a small rock and placed it inside one of his old shells. Locust was pleased with his decoy and flew away where he wouldn't be bothered by Coyote.

Meanwhile, Coyote was running along, singing his foolish head off, when Quail popped up in front of him in a flurry of flapping wings. Coyote jumped back, snapping and snarling. "Stupid Quail," he shouted, as Quail flew away, laughing at Coyote's surprise.

When Coyote calmed down, he tried to sing his new song, but he could not remember it. He was so startled by Quail that he forgot Locust's song!

Coyote hurried back to the tree where Locust had been.

"Locust! I have forgotten your song," Coyote cried. "That stupid Quail startled me and made me forget your song. Would you teach it to me again?" There was no answer, of course.

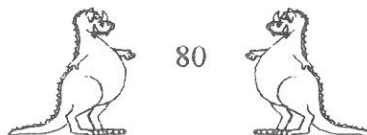
"I say, Locust," called Coyote, growing impatient, "I have forgotten your song. Teach me again." Still there was no answer.

Coyote became angry. "I will give you to the count of three," Coyote growled, "If you do not sing it for me, I will eat you up!"

"One!" "Two!" "Three!"

There was still no answer and it was growing dark. But Coyote could still see where Locust was sitting. Coyote made a great leap into the tree and snapped up the locust shell. He bit down hard on the rock and broke all of his shiny white teeth. Coyote ran off into the night, howling with pain.

That is why if you were to look inside Coyotes mouth today, all of his teeth are jagged and he howls because of his terrible toothache.



The Eagle and the Beaver

(Taken from WIGWAM EVENINGS, Sioux Folk Tales Retold)

Out of the quiet blue sky there shot like an arrow the great War-Eagle. Beside the clear brown stream an old Beaver-woman was busily chopping wood. Yet she was not too busy to catch the whir of descending wings, and the Eagle reached too late the spot where she had vanished in the midst of the shining pool

He perched sullenly upon a dead tree nearby and kept his eyes steadily upon the smooth sheet of water above the dam.

After a time the water was gently stirred and a sleek brown head cautiously appeared above it.

"What right have you," scolded the Beaver-woman, "to disturb this mother of a peaceful and hard working people?"

"Ugh, I am hungry," the Eagle replied shortly.

"Then why not do as we do - let others alone and work for a living?"

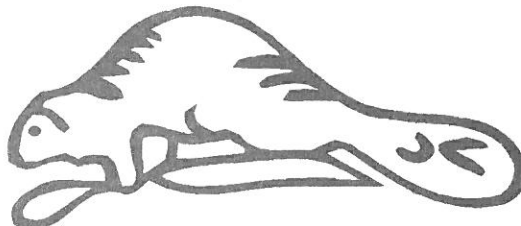
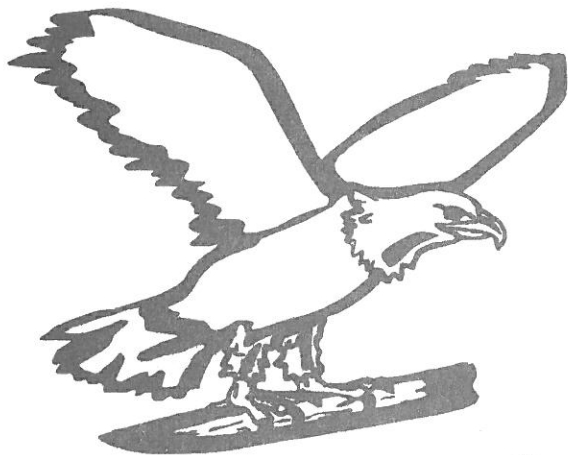
"That is all very well for you," the Eagle retorted, "but not everybody can cut down trees with his teeth, or live upon bark and weeds in a mud-plastered wigwam. I am a warrior not an old woman!"

"It is true that some people are born trouble-makers," returned the Beaver, quietly. "Yet, I see no good reason why you, as well as we, should not be content with plain fare and willing to labor for what you want. My work is of use to others besides myself and family, for with my dam building I deepen the stream for the use of all it's inhabitants. You are a terror to all living creatures that are weaker than yourself. You would do well to learn from my example."

So saying, Beaver-woman dove down again to the bottom of the pool.

The Eagle waited patiently for a long time, but he saw nothing more of her. In spite of his contempt for the old Beaver-woman's ways, it was he, not she, who would go hungry that morning.

*Pride alone will not fill the stomach.*



### The Buffalo and the Mouse

One day a long time ago, while Mouse was out gathering grain for the winter, Buffalo came down to graze in the meadow. Mouse did not like this. He knew that Buffalo would mow down all the long grass with his prickly tongue and there would be no place left to hide. Mouse decided to offer battle in order to protect his home.

"Ho, friend Buffalo, I challenge you to a fight!" he exclaimed in a small squeaking voice.

Buffalo paid no attention. Mouse angrily repeated his challenge. Buffalo ignored him. Mouse laughed with contempt as he offered his defiance. Buffalo looked down and said, "You had better keep still little one, or I shall step on you and there will be nothing left!"

"You can't do it!" challenged Mouse.

"I tell you to keep still," insisted Buffalo, who was starting to get angry. "If you bother me again, I will certainly put an end to you!"

"I dare you!" said Mouse, provoking him.

Buffalo rushed at Mouse with the sound of thunder and trampled the grass where Mouse had been standing. Mouse could not be seen anywhere.

"See, I told you there would be nothing left of you." he muttered.

Just then he felt a sharp pain in his right ear. Something was biting him! He shook his head as hard as he could and twitched his ears back and forth. The gnawing went deeper and deeper until Buffalo was half wild with pain. He pawed with his hoofs and tore up the sod with his horns. Bellowing madly he ran as fast as he could, first straight and then in circles. At last he stopped and stood trembling. Mouse jumped out of his ear and said, "Will you now admit defeat and know that I am victorious in battle?"

"No!" snorted Buffalo as he charged at Mouse. Again Mouse was no where to be seen and Buffalo felt the familiar pain in the other ear! He became wild with pain and ran here and there over the prairie. Leaping high into the air, Buffalo fell to the ground and did not move again. Mouse came out of his ear and stood proudly upon the body of his dead foe. He shouted, "I have killed the greatest of all beasts!"

In another part of the meadow, Fox was hunting mice for his breakfast. His hunting had not been productive and he was very hungry. Just then he thought he heard a distant call:

"Bring me a knife! Bring me a knife to dress my game!"

Fox ran in the direction of the call and he stopped on the first knoll to listen. He heard nothing more. He thought maybe he was hearing things because he was so hungry. Then he heard it again. It was definitely a small voice calling, "Bring me a knife!" Fox ran as fast as he could toward the small voice until he came to the dead body of Buffalo.

"Dress Buffalo for me and I'll give you some of the meat," commanded Mouse.

"Thank you my friend, I will be glad to do this for you," he replied.

Fox dressed Buffalo while Mouse sat giving orders. When Fox had finished his work, Mouse paid him with a small piece of liver. Fox swallowed it quickly and smacked his lips.

"Please, may I have another piece?" he asked quite humbly.

"Why, I gave you a very large piece! How greedy you are!" exclaimed Mouse.

"Please?" he begged. "I have six little ones at home and there is nothing for them to eat."

"Very well, you may take the four feet, but that should be enough for you!"

"Thank you!" said Fox. "But Mouse, I also have a wife and we have had bad luck in hunting. We are almost starved. Can't you spare a little more?"

"No!" said Mouse. "I've already overpaid you for the work you have done."

With that, Fox pounced on the mouse, who gave one faint squeak as he disappeared.





## The Legend of the Snake

A story is told by the old ones of my people. It is passed on to the young people to teach them the way that they should follow. When a young man was nearing adulthood, it was tradition that he go on a dream quest to see what the Great Spirit would have him do with his life. My story is about a young brave who went upon this dream quest.

He left early one morning, taking only a bag of water and a blanket, wearing only a breechcloth. He walked far from the camp into the forest at the base of the tall mountains where his tribe always made their summer home. There he cleaned a circle of ground and sat down to wait for his dream. He sat throughout the night and all through the next day, with only his water to drink and the blanket to keep him warm. By the second night, he drifted into sleep.

He woke at dawn when the sun peeped over the mountain top which he could see above the trees of his clearing. As he gazed up at the peak, still covered with snow from the late spring, he knew suddenly that he should climb to the top of the mountain--that something awaited him there. He pulled his blanket around him, grabbed his bag of water, and set off at once to climb the mountain.

It was steep and difficult, but he made good progress, and by early the next morning he had reached the peak. As he looked out he could see the vast horizon--the lands given to his people by the Great Spirit, the lands of other peoples who lived across the mountain. And he knew that it was good that he had climbed the mountain. He stood looking off into the distance when he heard a soft rattle behind him. A voice whispered into the morning mist, "Help me."

Turning quickly, he looked about to see who was there, but he saw nothing. He shook his head and turned back to the view, but again he heard the soft rattle. "Help me. I am so cold."

He turned again and this time searched a little closer for the source of the voice. There in the shadow of a rock, coiled in a depression in the snow, was a rattlesnake. "Please, I am so cold. Carry me down the mountain or I will die."

The young brave stepped back and shook his head. "I cannot carry you. You are the rattlesnake. If I pick you up, you will bite me."

The snake rattled again quietly. "Oh no," he pleaded, "if you help me, I would not hurt you. Please, I am so cold. If you don't help me, I will die."

The brave gazed at the snake and finally leaned over and gently picked him up. He coiled it around and tucked it in under his blanket. Then he started back down the mountain. He moved much faster going down and by evening he had reached the clearing.

He carefully removed the snake from his blanket and laid it gently on the ground. Then he stood and stepped back. Before he could even set his foot back on the ground, there was a furious rattle and he felt a jolt through his calf that burned up through his leg. The snake had coiled and struck.

The brave was outraged! "You promised!" he cried. "You promised that if I carried you down the mountain you would not hurt me!"

The snake paused before it slithered off into the grass, "You knew who I was when you picked me up."

And so it is with drugs, my friend. They may make promises of great things. They promise to make you feel good and strong, and maybe for a while they will be successful. But if you pick them up and carry them, they will bite you and you will die.



### Tattle Tale

A long time ago when animals were like people, most dogs were great talkers and liked to tell everything they knew. In those days there were not as many dogs as now, but almost every family kept at least one dog for hunting. Flying Hawk was a great hunter. He did not have a dog because he hated having someone tattling on him and telling everything he did. But Flying Hawk knew that he could bring more meat for his family if he had a trustworthy dog to help him find wild game.

One day a friend offered Flying Hawk his choice of a small puppy from a new litter of dogs. He decided to take one and try to teach it not to be such a tattle tale. He took the puppy home and worked with it every day. He spent many hours trying to teach it not to be a tattler like the other dogs. The puppy soon grew big enough to hunt and Flying Hawk began taking it out to track rabbits and other small game.

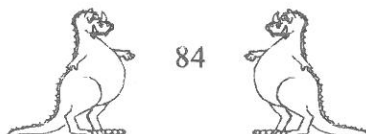
Every time that Flying Hawk killed any game, that dog would sneak back to the village and tell everybody about it. Then he would return to Flying Hawk and sneak up behind him like he had been there hunting all the time. Flying Hawk was smart and he soon discovered the dog's tricks. He would punish and scold the dog. After each punishment the dog would stop running off and tattling for a little while, but soon he would begin again.

When the dog was old enough to go on long hunts, Flying Hawk packed food and supplies for a long journey that would take several days. Three days of traveling brought them to the mountains and there they made camp. Flying Hawk told the dog that they were a long distance from their village and if the dog went back ahead of him and told about this hunt, he would pull out his tongue!

They hunted for many days and killed much game. When the horses were packed with all the meat they could carry, Flying Hawk and the dog broke camp and headed for home. During the first day of the journey home the dog disappeared. Flying Hawk called and searched for hours. He could not find his dog anywhere. Flying Hawk went back to camp in case the dog had gotten lost and returned there, but there was no dog. Flying Hawk was so sure he had broken the dog of sneaking home and tattling that he did not even consider that as a possibility. After another day of searching, Flying Hawk gave up the dog for lost and headed for home again.

When Flying Hawk rode into the village with his laden horses, he found his dog sitting under a tree telling tall tales about the large number of bears, lions and deer that he had tracked for Flying Hawk. Flying Hawk became very angry and he snatched up the dog.

"I warned you what would happen if you were to sneak off and tell of our hunt," scolded Flying Hawk. And he grabbed the dogs tongue and pulled as hard as he could. He stretched and pulled but the tongue would not come out. Ever since that day that is why dogs have big mouths and long tongues.





Another Coyote Tale

One day as Coyote was out looking for food, he passed by Crow. Crow was his neighbor and he was doing something very strange. Coyote stopped to watch.

Crow would sing a certain song, "Hiii aye hiiiyahahey!" And his eyes popped right out of his head and flew south until Coyote could no longer see them! As Coyote stared in amazement, Crow's eyes came flying back and went right back into his head again.

"Ah," Crow said, "I have seen many wondrous things!"

Coyote walked up to Crow. "I like that song you were singing," he said.

"Yes," Crow said. "It is a good song! When I sing it I see many things that I have never seen before. I saw a canyon full of many beautiful things and animals of every kind."

"Can you teach me to sing that song?" asked Coyote.

"It is easy," said Crow. "Just face south and sing like this," then he sang again, "Hiii aya hiiiyahahey!" As Crow sang his eyes popped out of his head and flew south. He sat there and waited and before too long his eyes came back again.

"That is easy," Coyote laughed. "I can do that. Now I shall see these wonderful things!" Coyote sat down facing south and sang very hard, "Hiii aya hiiiyahahey!" His eyes popped right out of his head and flew south. "Ho!" exclaimed Coyote, "I too can see the canyon! This is a good thing!" Coyote was so excited that he was jumping around and when he sat down again he was facing north.

"Now," Coyote said, "It is time for my eyes to come back to me. Come back eyes!" But his eyes did not come back. He called again, but nothing happened. Coyote called four times and now he could no longer see anything.

"Oh, no," Coyote sighed. "What am I going to do?"

He did not realize that his eyes could not come back because he was facing the wrong direction, and then it occurred to him that maybe his eyes did come back and they just missed his head. They must be on the ground somewhere close by. Coyote searched until he found a smooth round object. "Ah, here is one of them," he cried, and he searched more until he found another smooth round object. "And here is the other one." He put them into his head and he could see again. But everything looked yellow!

"Agh, my eyes are not working well. Perhaps they were out of my head too long or dusty from being on the ground," he thought.

Coyote started for home. When his family saw him they were afraid and began running in all directions to get away from him. He had placed two large yellow gourds in his head where his eyes used to be and he looked very frightening.

Coyote chased after them. "Come back," he called. But they all ran away.

So it has been ever since that Coyotes have large yellow scary eyes and live scattered throughout the land.



"Lessons From Geese"

**A** S EACH GOOSE FLAPS ITS WINGS, IT CREATES AN "UPLIFT" FOR THE BIRD FOLLOWING. BY FLYING IN A V FORMATION, THE WHOLE FLOCK ADDS 71% MORE FLYING RANGE THAN IF EACH BIRD FLEW ALONE.

**LESSON: PEOPLE WHO SHARE A COMMON DIRECTION AND SENSE OF COMMUNITY CAN GET WHERE THEY ARE GOING QUICKER AND EASIER BECAUSE THEY ARE TRAVELING ON THE THRUST OF ONE ANOTHER.**

**W** HEN A GOOSE GETS SICK, WOUNDED, OR SHOT DOWN, TWO GEESE DROP OUT OF FORMATION AND FOLLOW IT DOWN TO HELP AND PROTECT HIM. THEY STAY WITH THE GOOSE UNTIL IT IS EITHER ABLE TO FLY AGAIN OR DIES. THEN THEY LAUNCH OUT ON THEIR OWN WITH ANOTHER FORMATION TO CATCH UP WITH THE FLOCK.

**LESSON: IF WE HAVE AS MUCH SENSE AS GEESE, WE'LL STAND BY EACH OTHER LIKE THAT.**

**W** HENEVER A GOOSE FALLS OUT OF FORMATION, IT SUDDENLY FEELS THE DRAG AND RESISTANCE OF TRYING TO FLY ALONE, AND QUICKLY GETS BACK INTO FORMATION TO TAKE ADVANTAGE OF THE "LIFTING POWER" OF THE BIRD IMMEDIATELY IN FRONT.

**LESSON: IF WE HAVE AS MUCH SENSE AS A GOOSE, WE WILL STAY IN FORMATION WITH THOSE WHO ARE HEADED WHERE WE WANT TO GO.**

**W** HEN THE LEAD GOOSE GETS TIRED, IT ROTATES BACK INTO THE FORMATION AND ANOTHER GOOSE FLIES AT THE POINT POSITION.

**LESSON: IT PAYS TO TAKE TURNS DOING THE HARD TASKS AND SHARING LEADERSHIP--- WITH PEOPLE, AS WITH GEESE, INTERDEPENDENT WITH EACH OTHER.**

**T** HE GEESE IN FORMATION HONK FROM BEHIND TO ENCOURAGE THOSE UP FRONT TO KEEP UP THEIR SPEED.

**LESSON: WE NEED TO MAKE SURE OUR HONKING FROM BEHIND IS ENCOURAGING---NOT SOMETHING LESS THAN HELPFUL.**

---AUTHOR UNKNOWN



CUBS IN THE KITCHEN



The one room in the house that every six to eleven year old boy is VERY familiar with is the kitchen. They might not understand how to clean it up, but they know their way around it. What we, as leaders, need to help them learn is HOW to cook. How do you get the spaghetti soft, but not gummy? How can you tell when an egg is hard boiled? When flipping pancakes, what do you need to look for to tell if it is ready to be flipped? These and many more questions can be answered in the length of just one den meeting.

The key to cooking with Cub Scouts is preparation. It is slightly difficult to decide fifteen minutes before a den meeting that you want to cook. Plan ahead, and make sure you have the ingredients on hand. Better yet, have the boys decide what they want to cook the week before and have them bring the ingredients from home (a phone call to an adult in the household might be a good idea if you want to make sure he brings the ingredients). Also make sure you have the correct utensils to cook with, it isn't a good idea to cook in the microwave with metal pans, unless of course you want to watch the sparks fly.

When you cook, make sure that all the boys can eat what they are preparing. If you have one boy that is diabetic, make sure you don't make sugar cookies. Or you might have one that is allergic to chocolate, so don't make a chocolate sheet cake. Know the boys in your den and make sure they can be included in the preparation, eating and clean-up of the cooking experience.

Clean-up! Did someone mention clean-up? YES! One part of cooking is cleaning up afterwards, so don't forget to have the boys help. Every boy should have the opportunity to clean-up a kitchen!

**Before you begin to cook:**

- Wash hands.
- Read directions.
- If you don't understand - ASK!
- Collect all ingredients and utensils needed. That way you are sure before you begin that you have what you need, and, if something is left over, you know you left something out!
- Know how to use the stove or microwave.
- Make sure you have an adult around to help.



**KISMIF!!** Keep it simple, make it FOOD!!

Following is a random sample of some recipes that you will find easy to do with your den in a single meeting. You could even plan a special Saturday meeting and have the boys prepare dinner for their Mom and Dad. It would be an interesting experience and a fun time for all!



**Snacks**

**Tootsie Rolls**

2 T. margarine (soft)	1 t. vanilla
½ c. corn syrup	3 c. powdered sugar
2 sq. chocolate, melted	¾ c. dry powdered milk

Put all ingredients in double plastic bag (or ziplock bag), and knead until well mixed. Roll into balls or log shape.

**Monkey Bread**

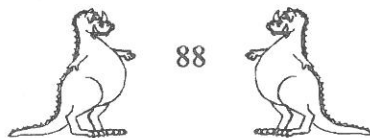
2 cans biscuits	squeeze margarine
cinnamon	brown sugar

Remove biscuits from cans and cut into quarters. In greased, round cake pan (8"-10") place one layer of biscuits. Squirt margarine generously over biscuits and sprinkle liberally with brown sugar and cinnamon. Add another layer of biscuits and repeat margarine, brown sugar, and cinnamon layer. Bake at 350 degrees for 20 minutes. Serve with plenty of napkins. You may add chocolate chips, nuts, etc., or let the boys create their own version.

**Aggression Cookies**

2 c. oatmeal	1 c. brown sugar
1 c. flour	1 c. butter
1 tsp. baking powder	

Dump all ingredients into a large bowl. Mash it, knead it, pound it! The harder and longer you mix it the better it tastes! Roll dough into small balls. Bake on cookie sheet at 350 degrees for 10-12 minutes.



**Easy Peanut Butter Cookies**

1 c. peanut butter                      1 egg  
 1 c. sugar                                ½ t. vanilla

Mix well and drop on greased cookie sheet. Bake at 325 degrees for 13 minutes. Cool before removing from cookie sheet.

**Veggies & Fruits**

Yes, veggies. Boys do like them, and remember, cooking doesn't always have to involve heat.

**Munchies**

a variety of fruits and vegetables (whatever is on sale or growing in your yard)



Have the boys help clean and cut the fruits and vegetables. You can buy ready made fruit dip at the store or make your own using cream cheese and powdered sugar. Just mix amounts until you have the taste you want. A quick dip for the veggies is Ranch dressing.

**Baked Apples**

1 T. raisins                                1 T. brown sugar  
 cinnamon                                1 apple

Core the apple and place it on a cookie sheet. Fill hole with raisins, the brown sugar, and a dash of cinnamon. Bake in a 350 degree oven for 10-15 minutes, or until soft.

**Unpeeled Banana Split**

1 banana  
 strawberry jam, chocolate syrup, chocolate pieces,  
 pineapple preserves, nuts (if desired)



With a sharp knife slit the peel of the banana lengthwise, but do not remove the peel or cut through the fruit inside. Place the unpeeled banana in a dish. Pull back the peel from the fruit. Spoon strawberry jam, chocolate syrup, chocolate pieces, and pineapple preserves onto different sections of the banana. If desired, sprinkle nuts on top.

Main Dishes

**Taco Casserole**

2 lb. hamburger	1 can sloppy joe sauce
1 can ranch-style beans	10 oz. grated cheddar cheese
tortilla chips	

Brown hamburger and drain off grease. Add canned sauce and beans. Pour into a baking dish. Top with cheese and bake at 350 degrees for 10 minutes or until cheese is melted. Serve with tortilla chips. Add black olives if you want to.

**German Pancakes**

12 eggs	1 cup milk
1 cup flour	pinch of salt
pinch of sugar (opt)	



In a cake pan (9x11) melt 6-8 T. of butter. Pre-heat to 400-425 degrees. Mix ingredients together. Pour mixture into pan. Place in oven for around 25 minutes or until edges are fluffy and brown. Take it out, cut, and eat with favorite topping, ie, honey, jam, jelly. Good with sausage. Makes enough for your den!

**Individual Pizzas**

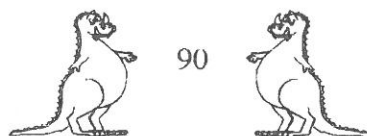
canned biscuits	pizza sauce
shredded mozzarella cheese	variety of toppings

Grease a cookie sheet. Flatten the biscuits on the pan and create the pizzas by putting 1 tablespoon of sauce on each biscuit and topping with cheese. Add other toppings as desired. Bake at 125 degrees until crust is brown and cheese is melted.

**Easy Roll-Up Hot Dogs**

canned crescent dinner rolls	hot dogs
cheese, sliced into strips	

Cut a narrow strip lengthwise in each hot dog. Insert a slice of cheese into it. Separate the crescent rolls into eight triangles. Place hot dog on wide end of crescent and roll up. Cook on ungreased cookie sheet, cheese side up, at 375 degrees for 10-15 minutes.



Beverages

**Dino Milk**

2 c. cold milk	1 egg
1 c. fresh strawberries	1/4 c. honey



Crack egg into a bowl and whip with an egg beater until frothy. Mash the strawberries and add to the egg. Pour in the milk and honey and whip until well blended. This can be made in a blender or food processor. An egg substitute may be used, too.

**Orange Froth**

1/2 can frozen orange juice	1/2 c. milk
1/2 c. water	1/2 t. vanilla
1/4 c. powdered sugar	6 ice cubes

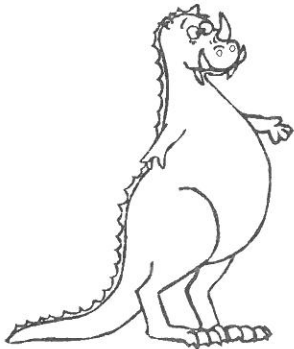
Blend ingredients until smooth, approx. 1 minute. Makes 3 cups. 2-4 scoops of vanilla ice cream may be substituted for milk, just leave out the powdered sugar.

**Chocolate-Peanut-Banana Swirl**

1 medium banana	1 c. milk
1 c. chocolate ice cream	1/4 c. peanut butter

Cut the banana into 1-inch pieces. Wrap pieces in foil and freeze (this makes the shake refreshingly cold). After they are froze, unwrap them. In a blender container combine banana, milk, chocolate ice cream, and peanut butter. Cover and blend till smooth. Makes 3 6-oz. servings.

**Buffords Cocoa**



1 t. cocoa powder  
 1 t. sugar  
 1 c. milk  
 few drops vanilla

Put cocoa, sugar, and 1 tablespoon milk in a cup and stir until smooth and shiny. Gradually pour in remaining milk. Heat in microwave for 2 minutes, or until hot, but not boiling. Add vanilla, stir, and enjoy. Great served with graham crackers.



Desserts

**Angel Surprise**

- 1 large Angel Food Cake (buy one at the store already baked)
- 1 large container whipped topping
- 1 can pie filling (any flavor)

Slice the cake into layers (2 or 3). Spread layer with pie filling then top with whipped topping. Add next layer of cake and repeat pie filling and whipped topping layer. Repeat, ending with whipped topping. Enjoy!

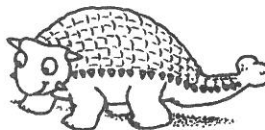
**Cone Cupcakes**

- favorite flavor cake mix (9 oz. size)      cones with flat bottoms

Prepare cake batter according to directions on box. Spoon batter into cones until they are half full. Place six cones on a microwave tray. Microwave 2-3 minutes on HIGH or until toothpick inserted comes out clean. Rotate dish half way through cooking time. Repeat process with remaining cones. Cool, frost, and eat!

**Turtle Cake**

- 1 box German Chocolate cake mix
- 1 14-oz. bag caramels
- ½ c. evaporated milk
- ¾ c. melted butter
- 2 c. nuts
- 1 c. chocolate chips



Prepare cake mix using package directions. Pour half the batter into greased 9x13 inch baking pan. Bake at 350 degrees for 15 minutes. Melt caramels with milk and butter in saucepan over low heat, stirring constantly. Pour over cake. Sprinkle with 1 cup nuts and chocolate chips. Pour remaining batter over filling. Sprinkle with remaining nuts. Bake for 20 minutes longer.

Tip: Frozen nuts are easier to chop than fresh nuts.

By the way, you flip pancakes when they start bubbling on top. Spaghetti is done when there is no white spot in the middle, or when it sticks to the side of the refrigerator. You can tell when an egg is hard boiled by breaking it open, if it runs all over the place it's not hard boiled! (Actually, if it spins, and continues to spin, on a hard counter, it's hard boiled.)



> **BOY BEHAVIOR**

> **OUTDOOR PROGRAM  
AND ACTIVITIES**

# DEN LEADER ENRICHMENT



> **CUB SCOUT SPORTS  
AND ACADEMICS**

> **ETHICS IN ACTION**





## Boy Behavior

"Boys will be boys." How many times have you heard that? An important aspect of any den meeting is to maintain some sort of control, yet in a way that everyone participating is have a good time. What is behavior? The dictionary tells us that behavior is the manner in which we conduct ourselves towards others. Because our dens are made up of a group of individuals, our dens will also be made up of different types of behaviors. By understanding how to manage a variety of behaviors, you will learn to keep your den meetings moving smoothly.

Before we can learn to work with different types of behaviors, it is important to know who the boys are and what are the characteristics of these boys. Some of the common characteristics of Cub Scout age boys are:

- Has a sense of loyalty
- Likes to win and to be rewarded
- Does not accept losing well
- Wants a lot of attention
- Likes to struggle and fight
- Has an imagination
- Is sensitive to criticism
- Wants approval from peers and adults
- Likes to touch and feel
- Dislikes nagging
- Likes competition
- Wants to belong
- Is full of energy
- Likes recognition
- Is very curious
- Likes to boast



Does this sound like anyone you know? It is important to remember that all boys have entered the Cub Scouting program for a variety of different reasons. Some boys may join Cub Scouts to learn new skills, while others may only be interested in games and fun. The important thing is to get to know each boy as an individual. Find out what makes him tick and try to develop your den meetings around these likes and dislikes.

The Cub Scouting advancement trail is a stepping stone to bigger and better things. It has been designed to fit the needs of a maturing boy. As you will see, a Wolf has different behavior characteristics than a 2nd year Webelo.



Your seven year-old **Wolf** has had a year's experience at school. When something was new at six years, he pretty much went along for the ride and didn't question authority. Now that he is seven, he has begun to explore the limits of authority by rebelling. He may try to trip, push, distract and procrastinate just to see how much you can and will endure.



As a den leader, you will find yourself becoming upset when this authority is challenged. Just keep in mind that this rebellious stage is usually not anything serious and that this Cub's "bark is a lot worse than his bite." The boy that feels that he is accepted and a part of a group will be more eager to be good and not as quick to test your authority.

The Wolf seldom gets into an honest-to-goodness fist fight, they usually start with name calling and pushing or shoving around as a weapon of defense. Names such as fatso, four-eyes, or skinny are commonly heard.

Another side of your Wolf is an imagination that sometimes leads to tall tales. Boys of seven want more adventure than their lives usually offer. As a substitute for the missing adventure, he may make up adventures of his own. He may exaggerate something real, or imagines an experience, or he may just brag and boast. Remember, these tall tales are not intentional lies, but merely a reflection of their emotional needs to be big, strong, brave and free. A successful den leader will channel this imagination and thirst for adventure and make the Wolf year, a year of fun and exploration of the new world of Scouting.



A **Bear** age boy now knows what life is like, where he stands and has begun the process of accepting it. He has begun to respect and accept authority and understands the need for rules. He sees his den leader as a person in their own right, not just a parental stand in. They are looking for a friend and many times the den leader will fulfill this role. It is important for the bears to feel like they can talk to you as a friend, not just another adult.



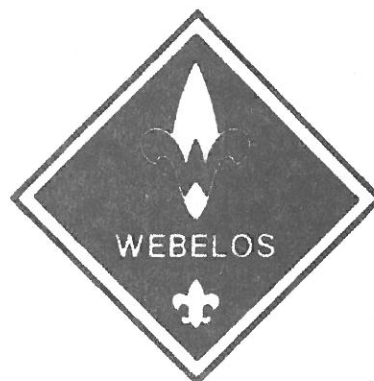


Bears like to collect anything and everything. Bottle caps, cards, strings, rocks and other pieces of "junk" fascinate the eight year-old. Value is less important than the number and quantity. Although this collection may not be organized, it is important none the less.

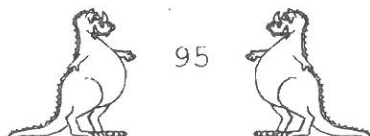
The Bear age scout likes to show off by telling what they know to anyone who will listen. They like to explain to their listeners just how grown-up they are. Their horse-play and yelling can be easily diverted toward a more constructive play.

Bears are now becoming aware of differences in the way that life treats us all. He starts to make comparisons and will use this to manipulate others. This device of comparing will be used to its fullest as the Bear enters his teen years, at this point he is merely practicing.

The nine year-old **1st year Webelo** has a great desire to be useful, needed and to be like adults, yet he keeps scurrying back and forth between independence and the protection of adults. The inner world of the nine year-old is one of confusion. He knows that he is still a child, but he is aware that the grown-up world is just around the corner. He may cry easily when frustrated. He has a great urge to belong to a group of children and finds exile from the group almost unbearable.



The 1st year Webelo likes loosely organized group games. He is curious about what is happening in other parts of the world, in discoveries, inventions, science, movies, and books. Intellectually, they soak up everything. Creative activities, such as painting, drawing, or music may not be as exciting as they used to be. The Webelo may become self-conscious of his efforts and stop displaying his talents. They now have high standards, but their level of expertise may not be up to par. The comparing he learned as a Bear may now be directed at him as a part of the den and may become difficult to accept. Praise from a peer is often non-existent. Remember that when the boy is the most unlovable, this is when they need the most love. When they are showing their most undesirable traits, they need your understanding the most.





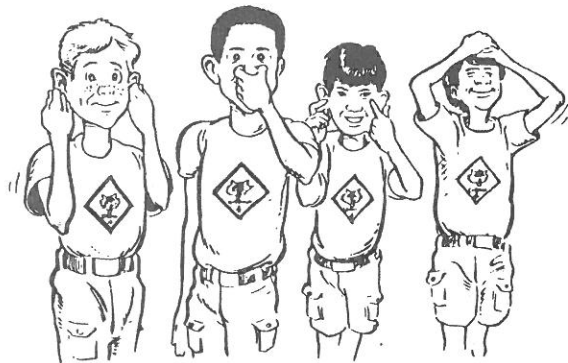
The **2nd year Webelo** is a ten year-old with a wide range of developmental and behavior characteristics. Some of the boys are physically developed, while others may be trying to catch up. Some are responsible and stable, but others may be immature and act younger

in relation to their actual age. Some stand on the threshold of adolescence, retaining the ways of youth and others are looking far beyond the horizon and rushing into older behavior.

Ten year-olds make a real distinction between "their" world and "your" world. The old problems of authority may return and if they feel that the authority is "cramping their style", they will rebel. At times, it appears that he is almost compelled to obey the pressure of their peers, rather than the restrictions of the adult world. The existence of a beneficial group such as your Webelos den can make an infinite difference in shaping the ten year-olds attitudes. Through the den, a boy can be led into constructive rather than destructive group activities. The 2nd year Webelo is yearning for the opportunity to show some responsibility, to be useful and to be important. This is an excellent time to begin building leaders.

Because your den is made up of a variety of unique individuals, and because they each have behavior characteristics that at some point may conflict with another, you will need to know how to react. In a time of crisis, how do you react - through the use of a discipline plan.

Discipline is setting boundaries and sticking to them. It is making the boy responsible for his own behavior, telling him that if he chooses a certain course of action, he must be prepared to accept the consequences. If they choose a different action, the result may be different too. The boys need to realize that there are several choices and they need to learn to choose the right one.



A disciplined group of boys with an undisciplined leader can be more detrimental than that of a group of undisciplined boys with a disciplined leader. As a den leader, you will need to spell out to the boys what is acceptable behavior and what is not. They also





need to know the consequences if they choose not to make the right choice. The discipline policy needs to be put into place at the beginning of the year, reviewed whenever a new boy joins the den and adhered to throughout the year.

Some simple rules to discipline are:

- **Who is in charge here?** Plan ahead, make alternative plans, establish a routine for your meetings. If you don't, the boys will. Insist on attention when they speak.
- **Focus on behavior.** Have activities that accommodate short attention spans, that contain the appropriate level of psychomotor ability, and most important, make sure it interests the boys.
- **Reward virtue.** Reward works better than punishment. Behavior that is rewarded, tends to be repeated and will lead to further improvements. Behavior that is never rewarded, will disappear.
- **Token Rewards.** An object becomes reinforcing if it can be exchanged for other reinforcements. Conduct candles, totem beads, etc. are examples of token awards.
- **Do as I do.** Behavior that is rewarded in others tends to be imitated. Remember, also, that the boys will do as you do. Wear your uniform. Be positive, and they will be positive. Be polite, and they will be polite. Be unfair, and they will be unfair.
- **Time out.** Behavior that results in removal from a rewarding situation, tends to be avoided. The boy who has to sit in the other room, or who is sent home early because of his behavior will try to avoid that behavior in the future.
- **Over-correcting.** When behavior produces additional work, it will be avoided. The boy who has to clean up his mess before playing a game, will not be as messy next time. If a leader cleans it up, the boys will not learn the consequences of their own behavior.
- **Nobody likes a phony.** A leader's feelings and behavior must be consistent. Everyone likes one boy better than the others, but it is our responsibility to treat all equally. Do not punish the boy for having parents who are uncooperative or



antagonistic. He will surely show some of the same traits, but it is unfit to take it out on the child. Discuss his behavior with the parents privately.

- **Stop and react.** When the need for discipline arises, stop the activity immediately and remove the boy from the situation.
- **Group misbehavior.** If the group misbehaves, discipline the group. If an individual misbehaves, discipline the individual.

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### Thoughts To Get You Through Almost Any Crisis

1. Indecision is the key to flexibility.
2. You cannot tell which way the train went by looking at the track.
3. There is absolutely no substitute for a genuine lack of preparation.
4. Happiness is merely the remission of pain.
5. Nostalgia isn't what it used to be.
6. The facts, although interesting, are irrelevant.
7. Someone who thinks logically is a nice contrast to the real world.
8. Things are more like they are today than they ever have been before.
9. Everything should be made as simple as possible, but no simpler.
10. Friends may come and go, but enemies accumulate.
11. I have seen the truth and it makes no sense.
12. Suicide is the most sincere form of self-criticism.
13. All things being equal, fat people use more soap.
14. One-seventh of your life is spent on Monday.
15. By the time you can make ends meet, they move the ends.
16. Not one shred of evidence supports the notion that life is serious.
17. The more you run over a dead cat, the flatter it gets.
18. There is always one more imbecile than you counted on.
19. This is as bad as it can get, but don't bet on it.
20. The trouble with life is, you're halfway through it before you realize it's a "do it yourself" thing.



## Ethics in Action

Ethics in Action is an activities program developed for Cub Scouts to assist in the character-building goals that have always been a part of the program of the Boy Scouts of America. Ethics in Action encourage the boys and their leaders to think a little deeper about their values. It also helps the boys to reflect on the relationship between their decisions and actions and the consequences that might result because of their choices. The program tries to show the boy's respect and concern for others by helping them to see things from different points of view. The key point to remember is that the activities are designed to be a game with a purpose, but this, like so many other scouting activities, is supposed to be fun.

There are 14 activities modules in the Ethics in Action program. Each activity is built around a single theme. The themes are:

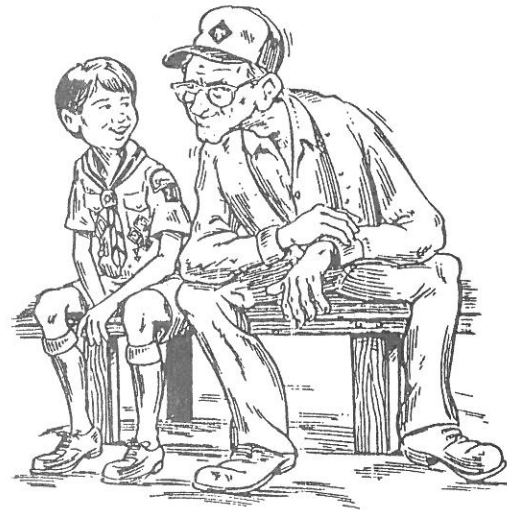
**Be a Friend.** Promotes discussion of what friendship means, and how friends act toward each other.

**Be Aware and Care - 1.** Discusses physical handicaps with an emphasis on blindness.

**Be Aware and Care - 2.** Discusses other physical handicaps, suggests ways to prepare for getting to know elderly people.

**Caring and Sharing -** A mock court scenario is used to deal with the issues of taking care of one's own things and showing respect for the property of others.

**Consumer Alert -** Helps boys analyze commercial messages on television and in printed advertisement.



**Differences -** Explores attitudes towards differences in people.

**Fire! Fire! -** Explores the responsible use of fire and deals with the kinds of decisions regarding fire that Cub Scouts and Webelos are likely to face.



**Hard Lessons** - Shows boys what it is like to have learning disabilities and underscores the need for understanding the problems faced by children and adults with learning disabilities.

**Kindness Counts** - Stresses responsibility to animals, both at home and in the wild.

**Peace is...** - Discusses ways to introduce the positive aspects of peace and suggests ways boys can contribute to worldwide understanding and peace.



**Saying Hello, Saying Goodbye**- Provides ways to help boys who are joining or leaving the group.

**Saying No!** - Helps reinforce information that boys already know about personal safety, drug use, etc., through production of a public service announcement.

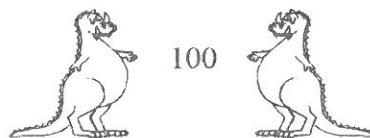
**Shoplifting Is Just Plain Wrong**  
This activity involves a field trip to see a store security system and provides information that boys should know about the consequences of shoplifting.

**What We Say** - Deals with name-calling and tale-bearing that, though typical behavior for boys of this age, can be disruptive and painful.

A final section, **When Bad Things Happen**, provides help for leaders in discussing special problems of an individual Scout or the group.

Why should we try to teach our Scouts values? We live in a very complicated world. Many of the choices and decisions our Scouts face in their daily life were unheard of when we were young. Peer pressure is always around and can be deadly if the wrong choice is made. But on the other hand, this peer pressure can be turned around into a positive experience. The interaction with their peers through the Ethics in Action Program is a method to help the boys teach each other a good set of values.

Ethics in Action has been specifically designed for boys of Cub Scout Age. Each of the activities takes into account the typical Cub Scout's physical, mental, social and moral development. In addition to being age-appropriate, the activities are current and are relevant to the issues that face the boys in today's society. The Ethics in Action activities encourage growth by:



- Creating cognitive conflict situations. The issues presented may not always be as simple as they seem. Preconceived prejudices and ideas are challenged.
- By comparing different perspectives, it helps the boys to see things from someone else's point-of-view.
- Providing opportunities to try new things, gain new information or skills and to express feelings.
- Introducing role models who will help them see better ways of dealing with situations that involve ethical and moral decisions.
- Providing opportunities for open, guided reflection. The reflection provides a way to reason out and make sense of the activity.

Each Ethics in Action is designed to fit a format within the den meeting. Many of the activities require little preparation and all can be managed by the first-time leaders who may feel unsure of their new roles. Most of the activities are designed for groups of 5 - 8 boys. The program has been created to fit the following plan:

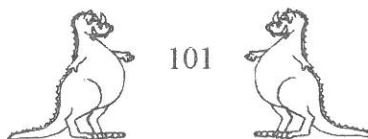
**Overview.** Explains the purpose of the activity and why it is important, while also providing some background information for the leader.

**Preparation.** Discusses appropriate activity sites, lists materials needed, and describes any other necessary advance planning.

**Action.** Describes how to conduct the activity. It includes suggestions for reflecting on the experience the boys have just had. Some modules also include ideas for follow-up activities, either at home or within the den meeting at a later time.

**Resources.** Lists of organizations or reference materials that relate to the activity.

The reflection period is a time for the boys to think about a past experience and express these thoughts out loud. No matter how many boys take part in an exercise, the reflection period should be conducted in small groups of 5 - 8 boys. One of the first items to be discussed is the setting of ground rules. Reflecting should not be used as an opportunity for an argument, but rather for a



discussion on what happened, why, and what the boys learned. Some suggestions for ground rules:

- Everyone (leaders and boys) should respect and listen to everyone else.
- Everyone should keep their comments to someone else's opinions to themselves.
- Everyone is encouraged to share their point-of-view.
- No one has to talk if they don't feel like it.



To assist in the reflection period, the den leader might have to help encourage the conversation by pointing it in a direction that helps to reveal the message of the activity. Some types of questions to ask are:

**Ask open-ended questions.** Ask questions that cannot be answered by a simple yes or no, but require some sort of explanation.

**Ask feeling questions.** Ask the boys to reflect on how they felt while they were doing the activity and about how they feel now that they are done.

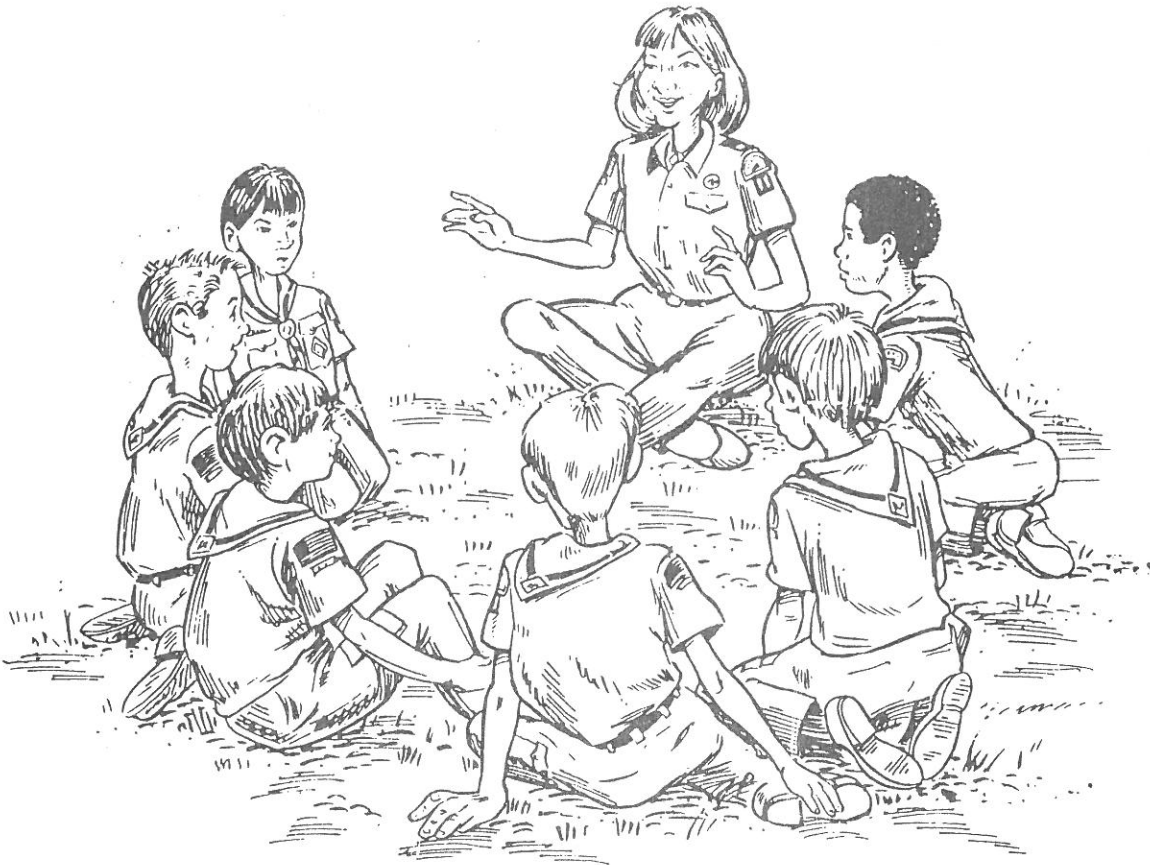
**Ask judgement questions.** Ask the boys to give opinions and to make decisions about things, even if those things are their feelings.

**Ask guiding questions.** Know where you want the discussion to go and steer the conversation in that direction.

**Use closing questions.** Toward the end, get the boys to think about pulling their ideas together and drawing some conclusions as a group.



Every Ethics in Action activity should include time for discussion and reflection. Each activity provides a section to assist you in this reflection period. Basic ideas and important issues are raised. Some sample questions to use in the reflection period are also provided. It is not as important that the "proper" questions and answers are given, so much as that the discussion is moving in a manner that the boys are stretching the boys' thinking.



*Ideals - are like stars. You will not succeed in touching them with your hands, but, like the seafaring man, if you chose them as your guides and follow them, you will reach your destiny.*





### WHY CUB SCOUT SPORTS

How many times has your pack lost boys to competitive sports?

Can the Cub Scout Sports Program add enrichment to your Cub Scout Program?

Why not recognize your boys for activities they are involved in outside of Cub Scouts?

The above questions and many more will be answered in the Cub Scouts Sports Program.

Many items should be considered when organizing your Cub Scouts Sports Program.

#### **ARE ORGANIZED SPORTS A GOOD IDEA?**

Organized Sports can sometimes have an adverse effect on your child, therefore as a coach or parent on the sidelines-keep your overreactions to a bad call or a close call in check. Its the example of ranting and raving a parent or coach that could effect your boys wish to continue in the sport.

Through athletics, your child can learn the ability to cooperate with others as well as staying physically fit and having fun.

Listed below are some **DO's** and **DON'Ts** about your role as a parent:

-Do be very supportive, not only for your son, but for all of the boys participating, the coaches, and the actual program.

-Attend as many practices and games. Stay and watch your son practice or play--**DON'T** just drop them off and pick them up.

-Never push your son into a sport he isn't interested in or have the physical ability to play. Not every sport is for every boy.



**BILL OF RIGHTS**

There are ten Bill of Rights in the Cub Scout Sports Program which pertain to any of the sports included in the program.

1. The right to have fun.
2. The right to participate.
3. The right to participate at his own ability level.
4. The right to a safe and healthy environment.
5. The right to proper preparation.
6. The right to be treated with dignity.
7. The right to qualified adult leadership.
8. The right to share in leadership and decision making.
9. The right to an equal opportunity to strive for success.
10. The right to play as a child not an adult.



**LIST OF SPORTS**

Archery	Badminton	Baseball	Basketball
Bicycling	Bowling	Fishing	Golf
Gymnastics	Marbles	Physical Fitness	Skating
Skiing	Soccer	Softball	Swimming
Table Tennis	Tennis	Ultimate	Volleyball



**RECOGNITIONS**

There are 3 different forms of recognition for participation any of the sports included in the Cub Scout Sports program.

**BELT LOOP** - The easiest and first recognition to earn is the belt loop. The belt loop is the only award that may be worn as a part of the cub scout uniform. To earn the belt loop, the scout must do his best to learn a particular sport and participate in a pack or community tournament or activity.

**SPORTS PIN** - The second recognition to earn is the Sports Pin. For a Cub Scout or a Webelo Scout to earn the Sports Pin they must accumulate 60 points in 90 days. One point is earned for a certain amount of time spent exercising, practicing and/or training in a particular sport. How much time it takes to earn the one point varies from sport to sport. The Sport Pin points must be accumulated in a 90 day period!

The Sport Pin cannot be worn on their uniform, but on his letter or on an adult in plain clothing.

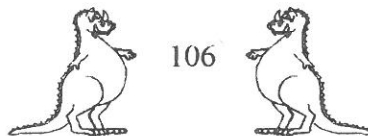
When earning the Sports Pin each scout needs to have an adult teammate also earn their pin. The amount of time of practice, exercise, and training required to earn one point for the adult is one point for every thirty minutes of practice, etc. For both Cub Scout and the adult partner more than one point can be earned in one day. However, the limit on the number of points that can be earned in one day is five.

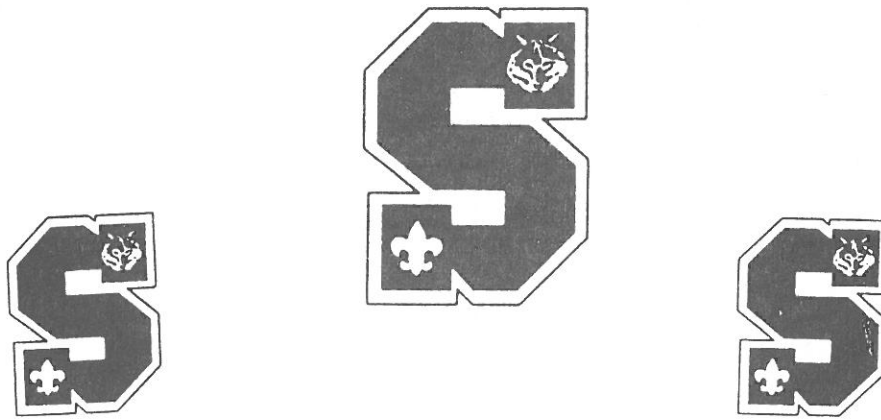
**SPORTS LETTER** - The last recognition to be earned is the Sports Letter. The requirements for the Sports Letter are:

1. Earn the belt loop
2. Earn the Sports Pin.
3. Involve your teammate in earning their Sports Pin.

The Sports Letter is worn on a sweater, jacket, or a red brag vest.

Even though none of the recognitions may be received by the Cub Scout or their teammate, a Cub Scouts Sports Emblem can be awarded to all who participate in Cub Scout Sports. The participation patch is a temporary patch and may be worn on the right pocket of the uniform.





Archery



Badminton



Baseball



Basketball



Bicycling



Bowling



Fishing



Golf



Gymnastics



Marbles



Physical Fitness



Skating



Skiing



Soccer



Softball



Swimming



Table Tennis



Tennis



Ultimate



Volleyball



**Tournaments**

There are various types of tournaments that are used to determine the champion or first place team or individual. Listed below are some examples:

1. Double Elimination Tournament - Two losses and you are out of tournament.
2. Single Elimination Tournament - One loss and you are out of tournament
3. Point System Tournament - Group winners determined by the following point system. This example would be best used on a Soccer tournament.

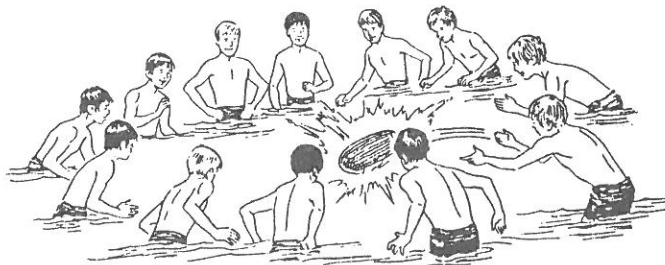
6 points	-	win
3 points	-	tie
0 points	-	loss
1 point	-	Shutout
(1) point	-	Red Card
Goals	-	1 point for each goal scored up to 3 maximum per game.

**NOTE:** Maximum points per game--10.

A team that forfeits a game will give up 10 points to the declared winner of that game, and will not be allowed to advance to the championship game

A 0-0 tie will award 4 points to each team, 3 points for the tie plus 1 for a shutout

A preliminary game counts when accessing total points earned, including crossover games. Crossover games do not count in reference to tie breaking.



**TIE BREAKER**

If, at the conclusion of group play, two teams have the same point total, the following tie breakers (in order listed below) will be used to determine which team will advance to the semifinal or championship round:

1. Head to Head competition
2. Goals scored minus goals allowed (maximum 3 per game)
3. Goals allowed (maximum 3 per game)
4. Goals scored (maximum 3 per game)
5. Coin Toss

There are medals and trophies designed specifically for each sport and subject.

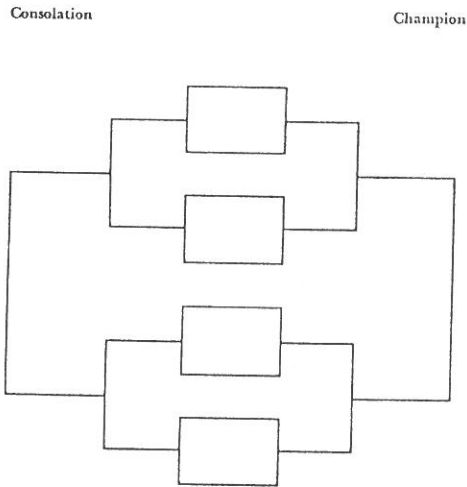
Now that you know what the Cub Scout Program is, its time to appoint a Pack Sports Director or Sports Committee and get started. Determine which sport or sports are going to be pursued in your pack. Purchase and maintain the Cub Scout Booklets on all the sports chosen, not only the ones that have been chosen. Not all boys may be participating at the pack level. Ensure each boy understands what will be required for the sport. Maintain records on each boy to ensure that all of the requirements have been met.

**Cub Scout Sports for People with Disabilities**

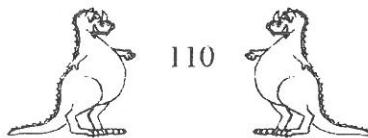
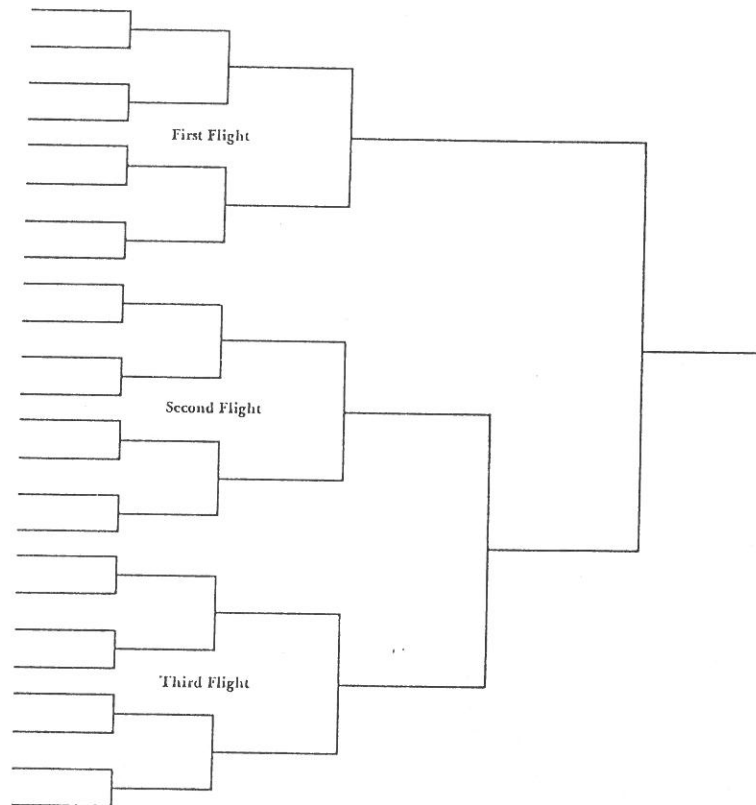
Remember to make necessary adjustments in your sports program to ensure those individuals with a disability, regardless of the disability, that they are included and are able to achieve at their own level.



DOUBLE-ELIMINATION SCHEDULE



SINGLE-ELIMINATION SCHEDULE





### Cub Scout Academics

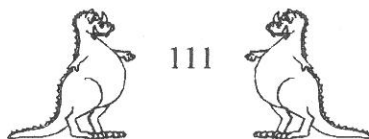
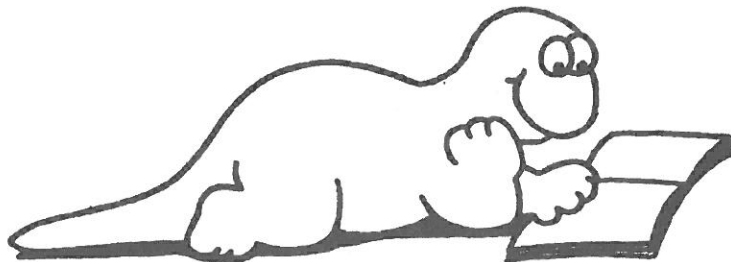
There are eight areas of Academics in which a Cub Scout can earn the belt loop, academics pin, and the academic letter. They are:

Citizenship	Geography	Science
Math	Music	Art
Heritage		Communicating

The Cub Scouts Academic Program is designed along the same line as the sports program. Each Cub Scout earns the belt loop in the particular area of study by learning as much as possible and utilizing what they have learned. Only the belt loop can be worn as part of the uniform.

To earn the Cub Scout Academic Pin, sixty points must be accumulated in a ninety day period. For every thirty minutes of work in the academic area, one point is earned. With the exception of Music and Math, the maximum amount of points that may be earned in one day is five. In the other two categories, six points are allowed in one day. Adult teammates earn points at the same rate as the Cub Scout.

The Academic Letter is earned by the Cub Scout when the belt loop, the academic pin and their adult teammate has earned their pin. Different requirements are necessary for earning the academic pin, refer to the different Academic Books for a list of requirements.



## Outdoor Program and Activities

Outing, is the biggest part of Scouting. One of the main purposes of Cub Scouting is to prepare the boys for the world of Boy Scouts. As Den Leaders, you should plan a program that will help prepare the boys for the outdoor activities that they will participate in as Boy Scouts.

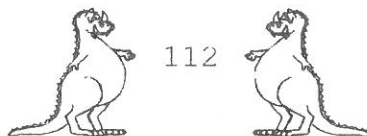
As younger scouts, Tigers, Wolves and Bears are exposed to outdoor activities through achievements, field trips, and day camp. Family campouts are also an excellent way to expose the boys to camping and involve the boys' family in pack activities. As the boys level of experience grows and they advance to the rank of Webelo, they are ready to explore additional outdoor opportunities. Activity pins, father-son (or in some cases mother-son) campouts, and Webelos residence camp provide the boys with the opportunity to explore a bigger portion of the out-of-doors.

As with other areas of Scouts, the outdoor and activity program should be developed in a way that activities and experiences build on each other. It is important to remember that the first activities should be ones that are fun and easy on both the boys and the leader. As your den becomes accustomed to going on various types of activities, you can start to plan more complicated trips.

By observing a few simple, common sense, guidelines, your outings will be rememberable for the fun times, not for the disaster.

### **Safety Rules for Outdoor Activities**

1. Always have a first aid kit handy. If possible, have an adult trained in first aid and CPR attend pack outings and functions. Remember, emergencies can happen at monthly pack meetings too.
2. Remember that adequate leadership and supervision help to prevent accidents.
3. Remember to use the buddy system. Each scout should be aware of where their buddy is and what he is doing at all times.



4. Have a plan for personal and natural emergencies that could occur during activities. If the weather looks like it could storm, review with the boys what the proper procedure should be in case the storm interrupts your plans.
5. If possible, check out the location of your activity ahead of time.
6. Avoid such dangers as buildings in disrepair or under construction, fire hazards, stinging insects, poison plants, improperly used tools, inappropriate games. By taking the time to review the activity and the surroundings, you can prevent the potential for accidents.
7. Prior to beginning your activity, review with the boys the proper procedures to follow if someone becomes lost or separated from the group. This review should include who to ask for help and where to meet.

### **Planning Your Outing**

The key to a successful outing is planning. Nothing is more disappointing to a boy, than to not be able to participate in an event because the proper planning was not done. The following checklists can be used as a tool for planning your outing.

#### Write Everything Down

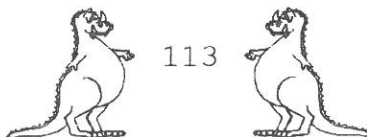
- ☉ Writing things down allows you to double check yourself.
- ☉ Written information can be made available to everyone, boys and parents alike.

#### Planning and Preparation

- ☉ Select the Activity (4 to 6 Weeks Prior)

The activity should fit the personality of the boys making up the group, whether it is a den or a pack activity. Different aged Cubs enjoy participating in different types of activities.

There are many reasons for planning an activity. The activity may be related to an advancement requirement, may be a reward for good conduct, or because it has been a long time since the group has been on an outing. If nothing else, the boys will enjoy a change of scenery from the normal meeting place.



☺ Obtain Pack Committee Permission (4 to 6 Weeks Prior)

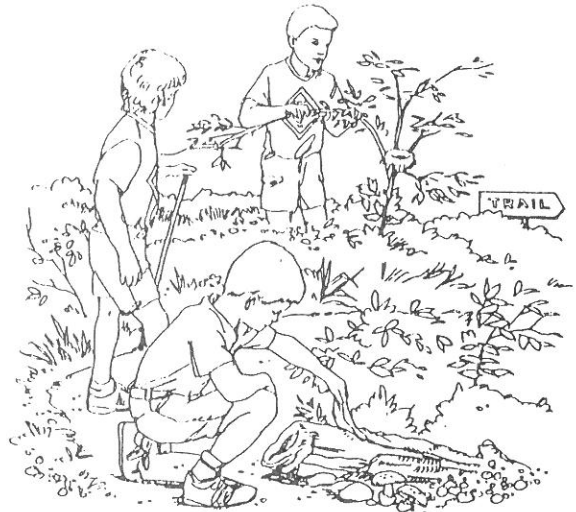
The Pack Committee is responsible for the safety and propriety of the activities that the boys participate in. What may seem like an excellent idea or time to you, may conflict with another planned activity. Other Den Leaders may wish to join you in the activity or may have tips and/or suggestions about the easiest or best way to accomplish your goals.

☺ Contact the Host (4 to 6 Weeks Prior)

Most businesses and organizations will welcome visits by Scout groups. There are a few pieces of information that will help them prepare for your visit; when you are coming, how large your group is, the ages of the boys, the purpose of your trip, and how long you plan to be with them. With the proper advance notice, special activities, guided tours or special gifts might be made available. Businesses that charge a fee (zoo, movie, skating, etc.) often have a discount rate for larger groups.

Always get the name, title, and telephone number of the person you contact to make the arrangements. Discuss any restrictions that might apply. The organization may prefer to limit the group's size, have a minimum age requirement, or have a designated time for tours. There may also be activities that the boys should complete before attending the outing to make the trip more meaningful to the boys.

It is also a good idea to follow up any verbal conversations with a short thank you letter, thanking your contact for their time and asking them to confirm important information such as the time, place, date, duration of visit and any restrictions that were discussed.



- ☉ Set the meeting TIME and PLACE, RETURN TIME and PLACE  
(4 to 5 weeks prior)

It is important for parents to know when and where their boys will be leaving and returning. This is particularly important if the place is different from the regular Den meeting place.

If you are meeting at a place different from your regular meeting place, make sure to check with the owners of the place to make sure that it is ok to have your group meet here. If some parents are going to be leaving their cars while you are gone, make sure that their vehicles will not be towed away.

If you are meeting at the activity site, make sure you have a designated meeting area. It may also be necessary to provide the group with a map of how to get to the site and where to meet at the activity.

- ☉ Inform the Cubs AND THEIR PARENTS (3 to 4 Weeks Prior)

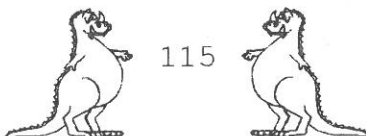
By keeping the boys informed of upcoming events, it not only lets them know what to plan, but it will act as an incentive and something "special" to look forward to. Informing the parents allows them to make arrangements to go with the Den. REMEMBER, you can always use help with transportation and "Cub Control".



MENTION the trip to the boys one week.

SEND A NOTE HOME or mail a note to the parents the second week. Be sure to include all the information that the parents will need to know. Uniform and dress code, meeting place, departure time, return time, location of the activity, cost of the activity, need for spending money, etc. should all be included in the note. This is also a great time to ask for additional drivers or assistance.

SEND HOME A PERMISSION SLIP the third week. The permission slip can be incorporated into the note sent out the previous week, as a bottom portion of the note, or it can be a separate piece of paper. The following sample permission slip will fit most needs.



Permission Slip

My son \_\_\_\_\_ (name) \_\_\_\_\_ has my permission to accompany his Cub Scout den on a field trip to \_\_\_\_\_ (place) \_\_\_\_\_ on \_\_\_\_\_ (date) \_\_\_\_\_. I understand the boys will leave from \_\_\_\_\_ (place) \_\_\_\_\_ at \_\_\_\_\_ (time) \_\_\_\_\_ and will return to \_\_\_\_\_ (place) \_\_\_\_\_ at \_\_\_\_\_ (time) \_\_\_\_\_. The cost will be \_\_\_\_\_ (fee) \_\_\_\_\_. In case of emergency, you may reach me at \_\_\_\_\_ (phone) \_\_\_\_\_, or call \_\_\_\_\_ (name of additional contact) \_\_\_\_\_ at \_\_\_\_\_ (phone number) \_\_\_\_\_.

Signature \_\_\_\_\_

Date \_\_\_\_\_



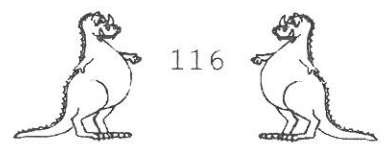
By filling out the time, date, cost information first, the permission slips can then be duplicated and then fill out one for each of the boys.

TALK DIRECTLY TO THE PARENT AND COLLECT THE PERMISSION SLIP the third week. Depending on your timing, this can be done the week before the outing, or you can visit with each of the parents through a phone call and collect the permission slips the day of the event. If you wait until the day of the event, it is a good idea to have extra copies of the permission slip with you, just in case one is forgotten.

- ☉ File Tour Permit at Council Office (2 to 3 Weeks Prior)



Always allow a minimum of 2 weeks for the Council to approve your Tour Permit. Like the Pack Committee, the Council is ultimately responsible for the safety of your Cubs and the propriety of Den and Pack activities. Council personnel will review the TOUR PERMIT for completeness, accuracy and other details. If there is any questions about the activity, location, etc., the council must have time to check out any questions. The council may also want to verify drivers license and insurance information.



Boy Scouts of America policy requires that each person being transported **must** be buckled up. The total number of seat belts listed on the TOUR PERMIT must be equal to, or greater than, the number of Cubs and adults being transported. Should there ever be any question of liability, the TOUR PERMIT is your proof that the BSA liability insurance was in force during your activity.

☉ Make Final Arrangements (1 Week Prior)

DOUBLE CHECK ALL ARRANGEMENTS

- Verify the activity with your point of contact.
- Verify all adult helpers and drivers.
- Verify the availability of the departure and return place.
- READ the Tour Permit, review for accuracy.
- Make a Plan B, just in case something causes you to change your plans.

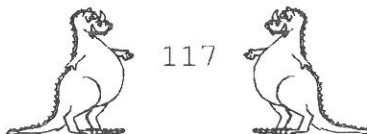
Now that the big day has arrived, your planning is not finished. It is always a good idea to review the days' activities one more time.

☉ AT THE MEETING PLACE

- Make sure all Cubs are in uniform or properly dressed for the activity, remember to dress for the weather.
- Verify that there are the proper number of seat belts for those participating on the activity.
- Make sure you have a copy of the TOUR PERMIT and a PERMISSION SLIP for each Cub attending.
- Discuss travel route and emergency procedures with all drivers.
- Set a designated meeting spot at the activity
- Make sure a "stay-at-home" parent has a list of boys that are attending and a phone number to contact a parent in case something changes your plans.

☉ AT THE ACTIVITY LOCATION

- Make contact with your point of contact.
- Make sure all Cubs are accounted for and that they know who their buddy is.
- Remind the Cubs that they are guests and that they should act accordingly.





☺ BEFORE LEAVING THE ACTIVITY LOCATION

- Account for all Cubs and adults.
- Make sure that you have a Tour Permit.
- Review the travel route and any emergency procedures.
- Make sure that **NO ONE LEAVES** the activity until **ALL CUBS** have been accounted for.

☺ AT THE RETURN LOCATION

- Account for all vehicles.
- Congratulate the Cubs for their Scout Behavior.
- Thank all Drivers and Adult volunteers.
- Release the Cubs to their parents.

Follow up is important too. A few items to make sure you complete are:

- Write a "Thank You" note to your host. This should be from the boys as well as yourself.
- Thank the adult participants and drivers publicly. This can be through a den or pack newsletter, or at a pack meeting.
- Share your experiences at the next committee meeting. Another den might like to participate in a similar trip.
- File your notes away. There is no sense in re-inventing the wheel.

# Thank You

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**ACTIVITY PLANNER/CHECKLIST**

- Select the Activity (4 to 6 Weeks Prior)
- Obtain Pack Committee Permission (4 to 6 Weeks Prior)
- Contact the Host (4 to 6 Weeks Prior)

Get the name, title and phone number of contact person

Name & Title \_\_\_\_\_ Phone \_\_\_\_\_

Set the Meeting Time \_\_\_\_\_ Place \_\_\_\_\_

Return Time \_\_\_\_\_ Place \_\_\_\_\_

- Inform the Cubs and their Parents (3 to 4 Weeks Prior)

- Mention the activity to Cubs
- Send a note to Parents
- Send home Permission Slip
- Talk to parents, determine # of participants

- File Tour Permit at Council Service Center (2 to 3 Weeks Prior)

- Make final arrangements (1 Week Prior)

- Verify the activity
- Verify helpers and drivers
- Verify the meeting place
- Read the Tour Permit
- Make Plan B in case of the unexpected

- Conduct the Activity

- Gather all scouts
- Collect Permission slips and/or money
- Verify there are seat belts for all participants
- Verify that you have Tour Permit
- Review travel route
- Make contact with your host
- Make sure that all boys have a buddy
- Prior to leaving the activity, verify that all participants are accounted for
- Review travel route for return trip
- Release Cubs to their parents

- Follow Up

- Have Cubs write a thank you note to your host and also to any adult volunteers
- Get feed back from the boys on how the activity went



## Enthusiasm

Enthusiasm! That certain something that makes us great - that pulls us out of the mediocre and commonplace - that builds into us Power. It glows and shines, it lights up our faces. Enthusiasm, the keynote that makes us sing and makes men sing with us.

Enthusiasm - the maker of friends - the maker of smiles - the producer of confidence. It cries to the world, "I've got what it takes." It tells all men that your job is a swell job - the company you work for just suits you - the goods you have are the best.

Enthusiasm - the inspiration that makes you "wake up and live." It puts spring in your step - spring in your heart - a twinkle in your eyes - confidence in yourself and your fellowmen.

Enthusiasm is reason gone mad to achieve a definite, rational objective.

Enthusiasm is inflamed by opposition, but never converted; it's the leaping lightning that blasts obstacles from its path.

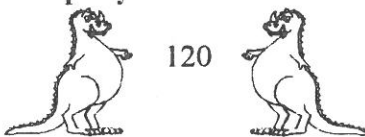
Enthusiasm is a contagion that laughs at quarantine and inoculates all who come in contact with it.

Enthusiasm is the vibrant thrill in your voice that sways the wills of others into harmony with your own.

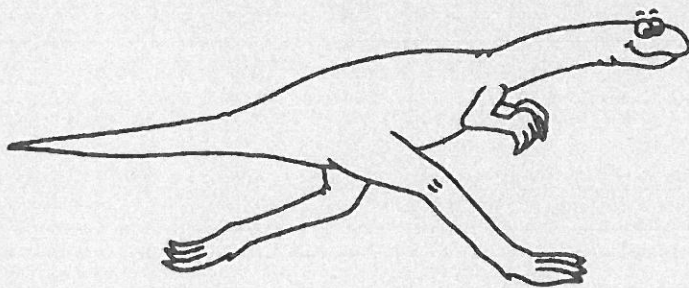
Enthusiasm is the "philosopher's stone" that transmutes dull tasks into delightful deeds.

Enthusiasm is a magnet that draws kindred souls with irresistible force and electrifies them with the magnetism of its own resolves.

Enthusiasm - do you have it? Then thank God for it. If you haven't got it - then get down on your knees and pray for it.



# CUB SCOUT HELPS



> DERBIES AND RACES

> RESOURCES

> DUTY TO GOD AND COUNTRY

> CEREMONIES

> BLUE AND GOLD

> TIGER CUBS

> PACK MEETING PIZZAZZ





## TIGER CUBS, BSA

TIGER CUBS is a program designed for first grade boys and is part of the Cub Scout Pack. It began nation wide in 1982.

The program is simple, flexible and fun. It is family oriented, with a boy and an adult family member working together on all activities. That adult is usually a parent, but could be another relative such as an aunt or uncle, grandparent, or older brother or sister. What is important is that the adult needs to be someone who cares about that boy and is committed to his well being.

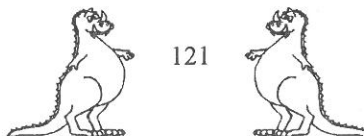


The boys are formed into "Tiger Cub Dens" consisting of four to eight adult/boy teams. The leadership is shared and each month the Tiger Den selects an activity from one of the 17 "BIG IDEAS" found in the "TIGER CUB FAMILY ACTIVITY BOOK." One of the adult/boy teams volunteer to plan a Tiger Den activity based on the "BIG IDEA." The emphasis is on Fun and Action.



During the Tiger Cub year, when the adult/boy team finish an activity, they place a Tiger Cub Sticker on the boy's Tiger Cub Chart along with a Tiger Cub Paw to be ironed on their shirt for instant recognition of a good time. There is no competition to acquire more stickers than someone else. Members of the Tiger Den can share stories of their good times with other Tiger Cubs as part of their meetings. Tiger Cubs are Welcome to participate in Special Pack Events and may attend monthly Pack Meetings. Upon graduation the Tiger Cub will have earned his Tiger Cub graduation patch, and a Graduation Certificate.

Tiger Cubs like all Scouts have a motto and promise. The motto, "SEARCH, DISCOVER, SHARE" is the basis of the program. Activities with other boys and adults, learning from these activities, working together, and fun, all re-enforce the motto. The Promise, "I PROMISE TO LOVE GOD, MY FAMILY AND MY COUNTRY' AND LEARN ABOUT THE WORLD," reflects both the motto and the ideals of Boy Scouts of America: reverence to God, love of country, love of family and others, and personal development. The promise provides a great stepping stone for moving on to the Cub Scout Promise and Scout Oath.

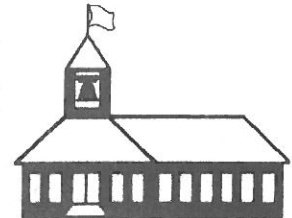




The boys involved in Tiger Cubs become more active with the Cub Scout Pack upon graduation. The adults also learn about Scouting with their boys and become enthusiastic and active leaders.

**Countdown For Packs With Tiger Cubs, BSA**

SEPTEMBER: After school has started, assist your Tiger Cub Den Organizer in conducting a Tiger Cub organization rally for the parents and boys in the First Grade. Be sure that the parents fully understand the program and their responsibilities as a member of the Den. Register the Tiger Cub Dens, assist them in planning future meetings.



OCTOBER: Your Tiger Cub Den will be holding it's first meeting, have your Tiger Cub Den Organizer attend to assist in any way possible and demonstrate your Pack's support.

NOVEMBER/DECEMBER: Invite your Tigers to the Pack meeting, induct them into Tiger Cubs BSA and induct them into the Den using an appropriate ceremony. Remember to invite your Tiger Cub Den to your special monthly pack events between now and graduation. Your Tiger Cub Den Organizer will participate in the activities of the Den and keep in contact with the Den members to offer support and encouragement.

JANUARY: Time to get invitations to your Blue & Gold out to your Tiger Cub members. Don't forget to plan the Blue and Gold to show how much fun Cub Scouts can be and tell them how much YOU WOULD LIKE THEM TO BE PART OF YOUR PACK. Be sure the Tiger Cub Den Organizer gives each of the members a call to confirm the invitation and encourage them to come.

FEBRUARY: Have a great Blue and Gold Banquet. Show how much they can gain from Scouting and how you would like to have them become a part of your pack.

MARCH: Have the Cubmaster at one of the Tiger Cub meetings, explain Cub Scouting and answer all questions. BE SURE TO EXPLAIN THE NEED FOR ADULT PARTICIPATION TO KEEP THE PROGRAM IN OPERATION. Explain Pack policies, be sure the boy has the Bobcat requirements to work on. Discuss specific positions of adult leadership with the parents, ask them to assume a specific job.







APRIL: Hold your special Tiger Cub Graduation Ceremony for your new members, present Tiger Graduation patch, and Certificate. Induct them into your Pack: if they are ready you can have a Bobcat ceremony, too. Install your new adult leadership.

MAY: Begin your summer program....involving your new Cub Scouts, new adult leaders and **NEW CUB SPIRIT!**

**Pattern For a Tiger Cub Meeting**

You will find the group more relaxed and comfortable if they know what to expect. Therefore, it is desirable to follow a prescribed routine for each Tiger gathering. Do not confuse the term routine with the term schedule. You will want to watch a schedule so that meetings are over in not much more than an hour, but it is the sequence of events that will become an anticipated event for the young Tiger Cubs.

**SEARCH:**

Tiger age boys will look for something to do the moment they come in the door. Have an activity that the boys can become involved in the moment they walk through the door. Happy memories begin to build every minute of his Tiger meeting. He won't want to be late the next time. Such an activity can free the individual hosting to attend to last minute details. Look for Sharing Activities in the sample meeting plans given.

**OPENING:**

Establish a Tiger Tradition by starting the meeting in a special way each time. This should be a more serious moment when you may want to discuss the motto or promise. After this quite activity, it is a good time to handle business details.



**DISCOVER:**

This can be a learning activity or a craft activity. Boys the age of Tigers like simple "Take Home Treasures" to reinforce the concepts of the Tiger Program.





**SHARE:**

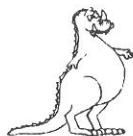
Several concepts of sharing can be embraced -- you might serve a small refreshment and share comments about the discovery segment of your meeting or just form a group gathering. You might make a Tiger Triangle a tradition where the boys sit with three Tigers designated as the angles of the triangle and these angles represent the Search, Discovery and Share of our program.

**CLOSING:**

Closing should be quite, fun and yet meaningful something the group will remember until next meeting. Remember to give a reminder of the next group gathering.

**Tiger Cub Graduation**

- Characters:** Akela, Tiger Cub Leader
- Equipment:** Bridge, Rank Cards, Candle holder with white, blue, gold and orange candles, Bobcat Badges, Pack Flag, Tiger Cub Flag, a small table and two drums.
- Arrangement:** Bridge set in the center of the room, with the small table to the left of the bridge. The candle holder on the table, with the white candle lit, the Tiger Cub Flag on the right side. The drums will be in the back of the Pack, the Bobcat Badges on the table.
- Directions:** At the start of the ceremony the drum will be beat very softly. Akela enters from the back of the Pack. He will be dressed in full Indian costume. He will walk very slowly toward the center of the table. He will then raise his arm and give the Cub Scout Sign, the drums stop beating, Akela raises both arms up toward the sky.
- Akela:** "Oh! Great Spirit of Scouting. We are here for a very special ceremony. Be with us."  
(He takes the white candle and lights orange, gold and blue candle and turns to the front of the room).
- Akela:** "Would the Tiger Leader please come forward.:"
- Tiger Leader:** "Oh! Akela of the Bobcat, Wolf, Bear and Webelos, we of the Tiger Cubs have some braves that wish to become Bobcats."



Akela: "Have these Tiger braves completed all requirements in their tribe?"  
 Tiger Leader: "They Have."  
 Akela: "Do you have the names of these Tiger braves?"  
 Tiger Leader: "I do." (Tiger leader then calls each tiger and parent(s) across the bridge, up to the front of the Pack and stand in front of Akela. Akela raises his arms toward the sky)  
 Akela: "Oh! Great Sprit of the Bobcat, Wolf, Bear and Webelos, we ask that you receive these Tiger Cub braves into our ranks; that your spirit will touch them and help them grow into great braves in our ranks."  
 Akela: "Would each boy and parent raise their arm with the Cub Scout Sign and repeat after me the Cub Scout Promise."

**Tiger Cub Games**

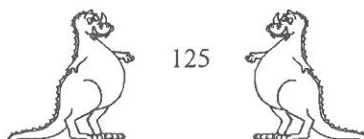


PUMPING IRON  
 (Big idea - Fitness & Sports)

Object: To stuff the most balloons into your team's "Weakling to create "muscles".

How to Play: This game takes some preparation beforehand, but it's well worth the effort! Have each Tiger and his partner bring one union suit (jogging suit, sweats) to the meeting. On the count of three, the Tiger cub partner (personal trainer) must make their weakling (Tiger cub) grow some instant muscles by stuffing as many balloons as possible into the union suits. Give each group two minutes on a timer to do this. When the time is up, let everyone admire the weaklings' new muscles (be sure to have a camera ready!) Then remove the balloons from the union suits one at a time, counting as you go. The group that stuffed the most balloons wins, but popped balloons don't count toward the total.

Prizes: Send everyone home with a poster of Arnold Schwarzenegger as the Terminator. Give the group activity booklets about exercise. Hand out helium or Mylar balloons to all of the kids.



**TIGER TAIL**

This game is played like the old favorite, Duck, Duck, Goose. Everyone sits in a circle, except for the one Tiger who is "IT". "IT" walks around the outside of the circle tapping each boy saying: TIGER, TIGER, TIGER, TIGER, ---- TIGER TAIL! The boy tapped as the Tiger Tail must get up and race "IT" around the circle back to the empty spot. The person who doesn't get a seat is the next "IT".

**HUFF PUFF TIGER**

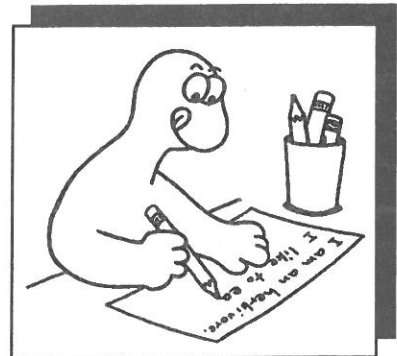
Fun for small places. Have Tigers stand or kneel around a table so that they are all chin level with the table. Place a ping pong ball in the center of the table. All Tigers try to keep the ball from rolling off the edge of the table by blowing hard to keep it in the middle of the table. The person closest to the spot where the ball leaves the table is out. In the end there will be only two Tigers blowing the ball back and forth. One will eventually prove to be the bigger "Blow Hard".

**Songs**

**Tiger Cubs, Tiger Cubs**

Tune: Jingle Bells

Tiger Cubs, Tiger Cubs  
 We have lots of fun  
 Big ideas for everyone  
 That's how it is done  
 Learn the promise and the motto  
 Search, Discover, Share  
 Oh what fun it is to be  
 A Tiger Cub like me

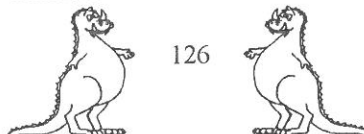


**T-I-G-E-R-S**

Tune: Mickey Mouse

Come along and sing a song and join our family.

T-I-G-E-R-S  
 Tigers they're for me!  
 Tiger Cubs, Tiger Cubs  
 Forever let us hold our banner  
 High, High, High, High!  
 We're the ones who start it all  
 We're where Scouts begin  
 T-I-G...Gee, we're having fun  
 E-R-S...S because we're Scouting  
 Tigers, we're the ones.



**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 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 whiny, whiny, 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)

(boys name) the Tiger will be a ... Great Cub  
(boys name) the Tiger will be a ... Great Cub  
(boys name) 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 him in our Pack.

On Children

*You may give them your love, but not your thoughts.  
For they have their own thoughts.  
You may house their bodies, but not their souls.  
For their souls dwell in the house of tomorrow,  
which you cannot visit, not even in your dreams.*

*You may strive to be like them,  
but seek not to make them like you.  
For life goest not backward nor tarries with yesterday.*

*You are the bows from which your children  
as living arrows are sent forth.*



**SUCCESSFUL PACK MEETINGS**

PACK MEETING TONIGHT!!! Yes it is a big deal to Scouts and their parents, family and friends. Scouts have been working all month to show off the den's activities and to stand up for recognition in front of the pack. This is the time parents get the big picture of the Pack rather than the Den they see each week. The gathering of the Pack is also time for Scouts to be proud, wearing the class A uniform, and indirectly growing in maturity. So you have the challenge of organizing a program that will be appropriate for the expectations of your Pack.



**Purpose**

It is always easier to perform when you know the plot and role you play in the production. So the most important point is Scout recognition. Recognition should include individual Scout achievement, den activities and even Pack accomplishments. The Pack meeting is also where the Pack can be kept informed about the calendar of events by announcement and Pack newsletters. Events such as Roundtable, Leader Training, District/Council activities, Pack Committee meetings, money raising efforts. All of this can be done and you can have fun at the same time. Announcements are important, ceremonies are inspiring, but keep interest with a game, song, or skit.

**General**

The greatest program can flop with poor timing. Start the meeting on time. A Scout can not learn timeliness if his leaders do not practice it. If tardiness is a problem, have a prize drawing for those who were there on time. A Scout who knows he may win a disposable camera will be dragging his parents through the door on time! Starting time should be announced at every meeting for the next month.

Limit meeting to one hour or, at the longest, one and a half hours. Keeping the meeting opening and closing on time will leave plenty of interest and time for viewing activities before and after the meeting. Have the Pack meeting every month. Even in the summer you should at least have Pack activities that bring all your dens together.

Your best planned Pack meeting will run smoother with a written agenda. The agenda will allow other participants to know what to do and when. It will keep you from making mistakes and oversights. Next year the old agenda can be used as a draft for the new one.

**Pack Meeting Place**



The pack meeting is usually held in the facilities of the chartered organization. Depending on such things as size of room needed, another building may be required. The Pack committee should use the Meeting Place Inspection Form to check it.

Regardless of where you meet, confirm the dates with the institution each year. Review materials for emergency procedures, clean up, keys, etc. Some issues that could be problems include:

- Restriction on the use of fire or smoke in ceremonies.
- General lighting that can not be turned off and back on again right away.
- Special needs - PA system, projector screen, power strips, etc.

**What To Take**

Ceremonies demand a lot of preparation. Forgetting to bring a prop can be like forgetting the punch line of a joke. Write down a check off list of what you and others need to take to a Pack meeting. This list, too, can serve as a help for next month and next year.

Items to take should include:

- |                        |                    |
|------------------------|--------------------|
| American and Pack flag | Scout advancements |
| Flag stands            | Pack awards        |
| PA components          | Leader recognition |
| AV equipment           | Pack newsletter    |
| Ceremony props         | Treats             |

Special considerations:

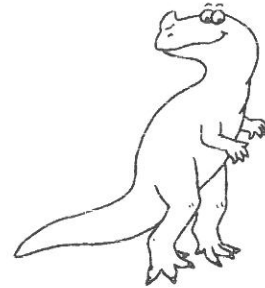
- Keys to facility
- Keys to lights or thermostat





**Opening**

Start on time! The den in charge of opening should have a month's advance notice so as to prepare a well organized ceremony. Provide instruction on flag etiquette to all dens so it can be practiced in den meetings also. Not only is proper flag etiquette a part of citizenship that Scouts learn, there will be adults present who know proper flag handling as part of there career.



Other components of the opening can be the Pledge of Allegiance, the Star Spangled Banner, the Lord's prayer, the Scout Oath, etc.

Consider having your Tiger Cubs participate in the opening. This provides Tigers an opportunity to participate in a formal Pack function. As they advance to Bobcat and beyond they will then be comfortable leading the opening ceremony and new Tigers. Other special guests and roles can be priest/minister for opening prayer, celebrity for singing Star Spangled Banner or community leader for inspirational speech.

**Announcements**

Information is unquestionably important especially to parents, but is well known to lose attention of youth. Have available and make reference to an announcement notice or Pack newsletter. Important parts of your announcements are: review of recent Pack events, individual recognition, special thank you's, upcoming events, special requests.

**Recognition**



Recognition is the heart of your Pack meeting. Each Scout works all month for this evening. The reception of his individual advancement is important not only to him but his parents and leaders. Therefore, present awards to individual Scouts in an eye-catching and captivating ceremony. Ceremonies can be centered around a monthly theme, annual tradition, Indian lore, etc. Good ceremonies recognize the contributions of parents and leaders as well as become memorable events for the Scout.



### Entertainment

To capture or sustain attention of the audience, use entertainment. Den skits provide Scouts an opportunity to be showmen. Pack leaders can put on a very funny skit too, but special care must be taken to keep content on a level of the Scouts. To involve all Scouts and adults, plan an audience participation skit with a story that utilizes portions of the audience for body movements or sounds whenever a certain word is said in the story. There are times when a professional entertainer or celebrity can provide entertainment.

Many Cubmasters will steal the show with a special event once a year. For instance, the Scout who recruits the most new Scouts at School Night For Scouting will get to put pie in his face. Of course, if there is a tie, the Assistant Cubmaster gets one in the face too.

### Closing

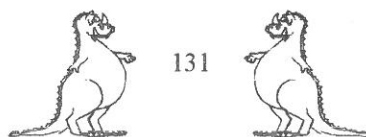
A great Pack meeting has a great, on time closing. The American and Pack flags need to be retired with the same proper etiquette with which they were presented. Again this is a chance for the Tiger Cubs to play an active role with an older den in the Pack. A special closing may include a song, friendship circle, or Cubmasters minute.

### After Pack Meeting Activities

After closing on time you can do other activities as long as desired without being accused of going too long. Dens can display their months projects or play special games. Some Packs serve treats after the closing. Two words about treats: CLEAN UP. The fastest way to lose a meeting place is to leave a mess. Scouts need to learn this responsibility early in their career. Have dens assigned monthly to help with clean up so it is not always done by the same few.

Spend some time after the meeting reviewing amongst yourselves how the meeting went. Keep track of your accomplishments so you can repeat your successes. Likewise, seek out disappointing responses so you don't make mistakes twice. Begin brainstorming on ideas for next month's and next years meeting.

**THE FUN IS JUST BEGINNING!!!**



## CEREMONIES

All through History, we see how important ceremonies have been in the lives of men and women. Even today, our lives are filled with Ceremonies, be it a birth of a child, a baptism, or graduation. Ceremonies play a large role in our lives today.

So it is in Cub Scouting. Whether joining a pack, receiving badges, or graduating from Cubing into Scouting, ceremonies should be the highlight of these activities.

When planning Pack activities, keep in mind, how hard the boy has worked to receive that badge, or advancement. How much more effective, to make that event special by using a theme related ceremony.

You should learn to take ideas and change them to fit your needs. Use the theme to create exciting, original ceremonies. For standard ceremonies, look in the Pack Leaders Handbook and in the Staging Den and Pack Ceremonies book.

Props can be as elaborate or as simple as you desire. The boy will remember the ceremony far longer than he will remember the props. Costumes can be fun and the boys love them. If you use props, do not throw them away after the ceremony. They can be used again later or maybe changed slightly for use in another ceremony.

It is my personal opinion that, we, as leaders do not have the right to deprive any Scout of a ceremony because of the lack of resources, lack of time or for any other reason. Scouting is designed around and for the Boy. A ceremony is designed to give that Boy recognition before his peers. To deprive him of this is to deprive him of one of the basic principles of scouting.

### References For Ceremonies

Following is a list of resources you might use to help you. Don't be afraid to make up your own ceremony. With a little practice it becomes easier than you might think.

Pow Wow  
Pow Wow Books  
Staging Den & Pack Ceremonies  
Den Leaders Handbook

Program Helps  
District Roundtable  
Cubmasters Handbook  
Cub Scout Leaders Book



Occasions for ceremonies are numerous, here are a few:

Joining the Pack	Awarding Rank Advancements
Inducting New Leaders	Awarding the Arrow of Light
Openings and Closings	Graduation into Boy Scouting
Leaders Leaving the Pack	Welcoming a New family
Presenting your Pack Charter to your Sponsor	

It is not my intention to give you ceremonies for all occasions. It is best that you understand the importance of ceremonies and have an idea of how to put one on. I am only sharing a few with you that I have run across and think are special.

**Possible Props For Monthly Themes**

A ceremony is more impressive with the use of props. The parents will come the next month wondering what you will do at that meeting. It will spark an interest in the pack.

NOVEMBER- Knights of the Roundtable - Flannel board with a castle or make a papier mache castle and hide the awards inside.

DECEMBER- Do a Good Turn - Christmas tree with awards in ornaments (clear see thru) or you might use a gift wrapped boxed with the awards inside. You could have the awards in a Christmas stocking or pin them on giant snowflakes.

JANUARY- Working with Wood - Use a wooden chest with awards inside, or tool box with awards in it. You might use a derby track with awards around the track, or have the awards attached to a loving cup.



FEBRUARY- The Blue and Gold - A Birthday Book with awards inside, or a papier mache cake with awards around the outside for decorations can be fun.

MARCH- Inside Noah's Ark - Use a bird cage with the awards inside.

APRIL- Akela's Council - Campfire with awards on a trophy skin.



- MAY- See and Do It Show - Peep show, circus acts, or physical fitness equipment.
- JUNE- Backyard Fun - Physical fitness area set up with awards around the Olympic symbol or large weight with awards on it.
- JULY- Water Fun - Have the awards floating in plastic bottles in a pool or tub, or put them in a sunken chest to be fished out.
- AUGUST- High Country, USA - Mountain with trails on it with awards on the trails. or pull the awards out of a backpack.
- SEPTEMBER-Our Town, USA - Use a town map with schools, churches, city hall, etc. marked. The awards can be put on the map next to the marked spots.
- OCTOBER- Fire Detectives - Use a toy fire truck and put the awards in the back. You could have a fireman there to help present the awards. Or you might have a Witches cauldron with dry ice to make fog. The awards are inside a can in the middle of the cauldron.

**Costumes Are Fun and Add to the Pack Meeting**

A ceremony is really impressive when you dress according to the themes. It is fun to dress up. The boys enjoy it and the leaders may decide to dress accordingly. These are only suggestions but let your imaginations run wild and have fun.

NOVEMBER Knights of the Roundtable-King or Knight/Queen or Lady in Waiting, Pilgrims.

DECEMBER Do A Good Turn-Angel or Wiseman.

JANUARY Working with Wood-Lumber Jack or Woodworker with apron.

FEBRUARY The Blue and Gold-Regular uniform or Older version.

MARCH Inside Noah's Ark - Dress as a Park Ranger, Forest Ranger, or bird watcher.

APRIL Akela's Council-Indian outfit.



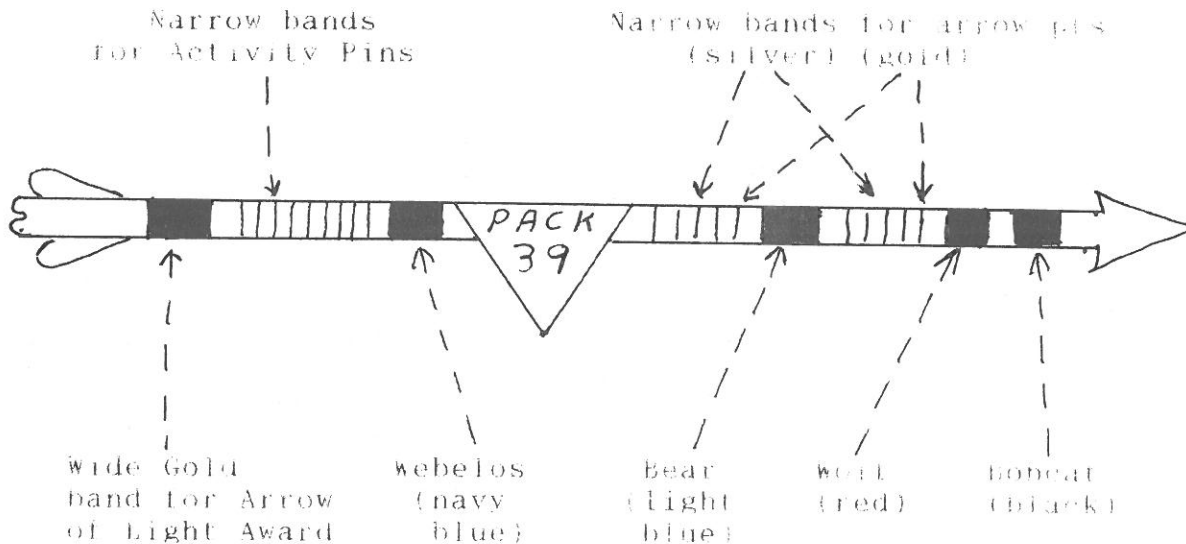
- MAY See and Do It Show-Mad scientist with long lab coat, magnifying glass or a Circus Show could be used.
- JUNE Backyard Fun-Jogging suit or tank top with shorts.
- JULY Water Fun-Swimsuit, scuba gear or Pirate.
- AUGUST High Country, USA-Ski parka or hiking gear and backpack.
- SEPTEMBER Our Town, USA-Characters of your town or area.
- OCTOBER Fire Detectives-Fireman uniform or rain gear. Costumes for Halloween Party.



**Pack Graduation Arrow**

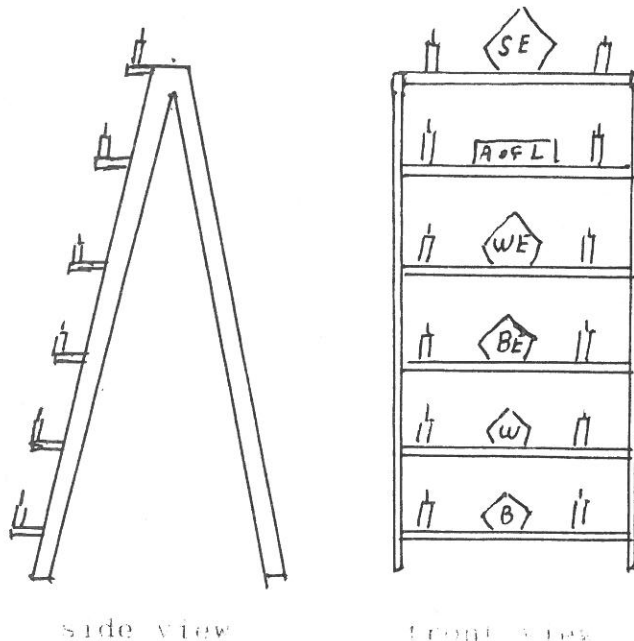
Many packs will give a special arrow to a boy graduating from the pack. This arrow is a memento of his tenure in the pack. Hopefully, the Cub will progress on into Scouting.

The arrow is painted with bands of colored paint to represent the badges earned while in the pack. In the middle of the arrow hangs a pennant with the pack's number painted or sewn on it. (See illustration below.)



**Graduation or Cub Ceremony Ladder**

Make the ladder shown at the right to use in your pack advancement ceremonies. Cut the rank insignias from wood and place rank decals on them. The rank of Scout insignia at the top of the ladder may also be obtained from the Scout Service Center.



**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.

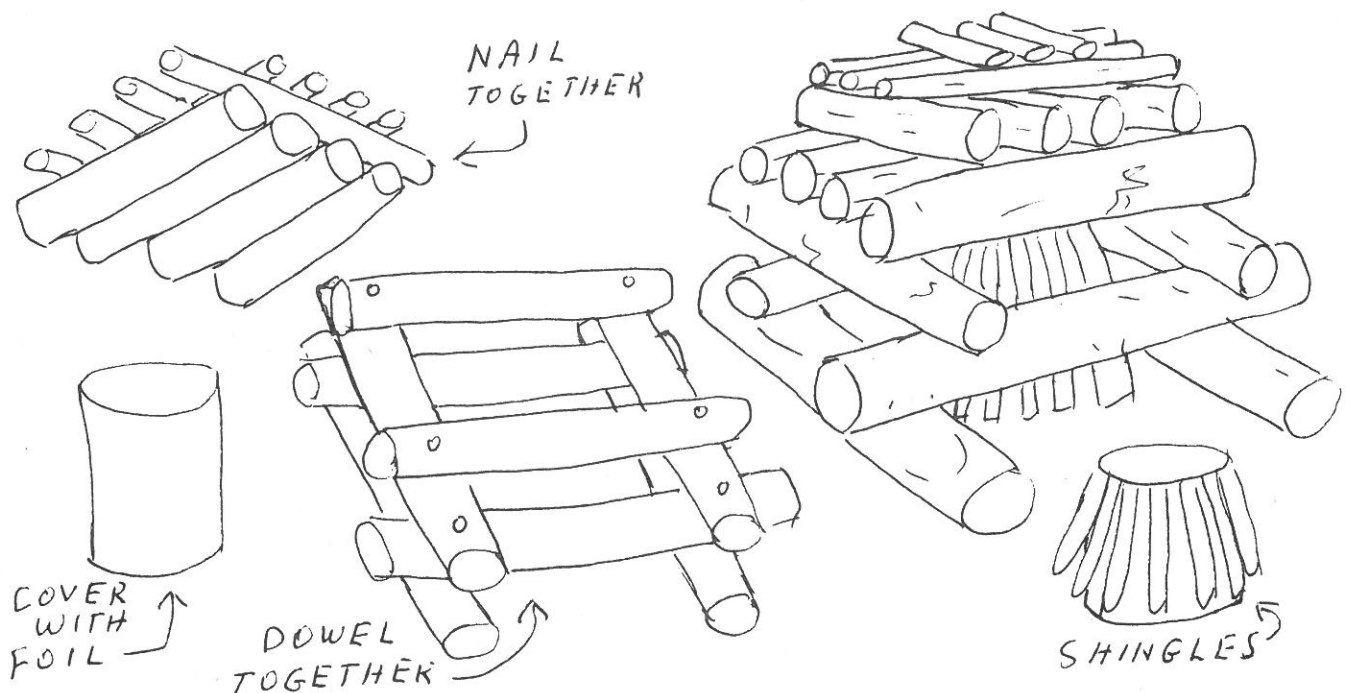
- Materials Needed:
- Birch logs.
  - A few wood dowels
  - 8" diameter cardboard carton (3 gal. Ice Cream tub)
  - 3/4" X 7 3/4" diameter wood disk
  - A surface outlet
  - 10" length of lamp cord and plug
  - 2 1/2" and 3" finishing nails
  - 2" X 16" shingle pieces
  - Aluminum foil

Log 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, doweling 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 on 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 crumbled ribbon to top pile of logs to create a flame-leaping effect. (You can use twinkling Christmas Lights.)



**November - Knights of the Roundtable**

Opening

Personnel: Cubmaster in Knight's costume, Reader, Pack of Cub Scouts dressed as Knights.

Equipment: Knight's costumes, including shields and wooden or cardboard swords and a scroll.

Arrangement: Cub Scouts form a closed circle around the Cubmaster, holding shields in front of them and facing out.

CUBMASTER: We, the Knights of the Round Table, are bound together in a circle of steel. Let this steel wall remind us to keep from our land and from our daily lives, those things that are not in keeping with our code of honor. Now, Knights of the Round Table, place your left hand on your sword. May the spirit of honor and freedom go forth from you to all your brothers.

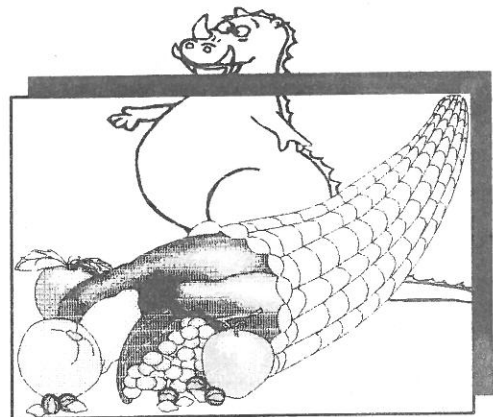
READER: (Repeats the Cub Scout Promise written on the scroll.)

(The audience is then led in the song "America".)

Thanksgiving Advancement Ceremony

Setting: A table with Thanksgiving items: a bag of corn kernels.

CUBMASTER: Ladies and Gentlemen. Tonight, we are remembering . The founding fathers of our country and the native American Indians. The Pilgrims came to this country for religious freedom and when they got here they found new friends, the American Indian. The sharing that was done between these two different peoples was something to behold. We all have shared things in much the same way. Would these boys please come forward with their parents. (Call Wolves forward)



ADVANCEMENT CHAIRMAN: You boys have shared with each other the gift of working together in your dens and homes. For this we give you your awards and also a kernel of corn as the Indians gave to the Pilgrims. I will now present your awards to your parents so that they may pin them on you.

CUBMASTER: Would these boys escort their parents to the front of the room? (Call Bears forward)

ADVANCEMENT CHAIRMAN: You boys have worked hard and work was one of the things most respected by the Pilgrims and Indians alike. The Pilgrims even made rules that if a person did not work, he would not eat. For your work we give you your awards along with a kernel of corn as the Indians gave corn to the Pilgrims. (Present awards to,parents for them to present to their sons.)

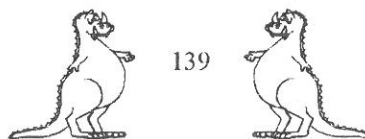
CUBMASTER: Would the following boys come forward and bring your parents? (Call Webelos forward).

ADVANCEMENT CHAIRMAN: You have learned many new skills that the Pilgrims had to learn to survive in this new hostile environment. They helped build this great country we live in today. For these skills, we give you your awards and a kernel of corn to remember this special time of year. (Present awards to parents for them to present to their sons.)



CUBMASTER: May I now have all the Leaders, Den Chiefs and Den Aides, come forward at this time. As you work with the boys, you deserve a kernel of corn also. If it weren't for your devotion, the Scouting program would not grow and flourish.

ADVANCEMENT CHAIRMAN: Last, but certainly not least, would the members of the Committee please come forward? Without these people the pack would not grow either. With their devotion to the pack, they see that we have the program and activities that we enjoy and all participate in. They deserve a kernel of corn also.

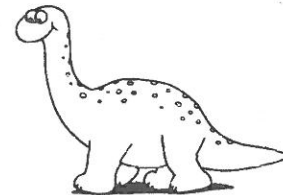


Thanksgiving Closing

Before we give Thanks for our closing tonight on Thanksgiving Day, May I take this time to Thank a person who has given almost <# of> years to Scouting and years to this pack as - **(office name)** would you please stand. As Louis Ginsburgh said:

*Love that is hoarded, moulds at last  
Until we know some day.  
The only thing we ever have Is what we give away.*

We thank you for all your years in serving the youth of our pack and the community, and may it continue for many years to come. (Applause)



**December - Do a Good Turn**

Opening

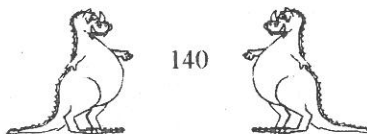
This ceremony can be done with lettered cards, candles or objects. Each Cub responsible for reciting the meaning of one letter in the word "Christmas".

- C - Carols, Cookies and the Christ Child.
- H - Hurrying, Holly and Happiness.
- R - Ribbons, Raisins and Reverence.
- I - Icicles, Ivy and Innocence.
- S - Santa, Secrets, and Shepherds.
- T - Trimmings, Tinsel and Trying to be good.
- M - Mischief, Madonnas, and Miracles.
- A - Apples, Angels, and Adoration.
- S - Snowflakes, Spangles and a Star in the East.

Happy Holidays Advancement

Equipment: 1 small snowflake cut out of paper for each award with award attached. 1 cut out snowflake for each Cub and Parent.

CUBMASTER: Snowflakes always appear as six-sided crystals. If you use your imagination just a little, you can see that there are six areas in the climb to the top of the Cub Scouting ladder.



1. Bobcat. Will all Bobcats and parents come forward? (Give award and snowflakes.) (Do usual ceremony for Bobcat.)
2. Wolf. (Call Wolves and present Wolf badges and snow flakes.)
3. Wolf Arrow Points. (present them and snow flakes)
4. Bear. (present Bear badges along with snow flakes.)
5. Bear Arrow Points. (present them with snow flakes.)
6. Webelos. (present any Webelos awards along with snow flakes)

(If you do not have anyone receiving any of the above awards, mention the award and go on to the next one.)

CUBMASTER: Would all of the boys that earned awards and their parents please stand up where you are seated. Now if you will hold your snow flake in your hand over your head, we can make a blizzard out of a lot of small snowflakes. Just as the wind blows snow in a storm, parents provide the force to make a Cub Scout form all facets of his life as he grows into a bigger and stronger person, both physically and mentally.



Christmas Closing Ceremony: The Legend of the Christmas Scout

SETTING: Have leader in the front of the room. Turn off all lights possible. Leader reads the Legend with the aid of a small flashlight.

This is the legend of the Christmas Scout. It was told to me by a small boy whose faith in the story was absolute. He showed me a toy airplane and said emphatically that it came from the Christmas Scout.

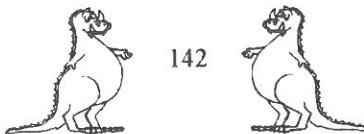
A Boy Scout was returning on Christmas Eve from a party of his relatives where he had received all of his gifts. He had a sled full of presents, just the things he had been hoping for; and although it was cold, he was warm because he was wearing the new plaid jacket for which he had been hinting. It was his favorite gift.

In spite of everything, he was not happy. This was because it was to be his first Christmas without his brother, whom had, during the year, been the tragic victim of a reckless driver. His brother had been a good Scout and a fine example to him.

The Boy Scout had taken a short cut through the Flats, hoping he might meet his Patrol Leader who lived there with his widowed mother. This was a section of town in which many of the poor lived. His Patrol Leader, one of the best Scouts in the Troop, had to work hard. Not that the Boy Scout was rich. His family was just one step above the Flats.

As he hiked down the street, the Scout caught glimpses of the trees and decorations in many of the homes. He had no intentions of prying, but suddenly, in one glimpse, he had seen a shabby room with two limp stockings hanging above an empty fireplace and a woman seated near them weeping. The stockings reminded him of the way he and his brother had always found them the next morning, full to brimming. Then, he remembered that he had not done his Good Turn for the Day.

He Knocked at the door. "Yes?", the sad voice of the woman inquired. "May I come in? I am a Boy Scout." "You are very welcome", she said, "but I can not help you. I have nothing for my own children." "That is why I am here", he replied. "You are to choose whatever you need from this sled." "God bless you!", she answered gratefully. "My little boys will be very happy." She took some candies and a game, the toy airplane, and a puzzle.



Then, as she took the new official flashlight, the Scout almost cried out. But he did not. He saw that the stockings were filled and then turned to go. "Won't you tell me your name?", the lady asked. "Just call me the Christmas Scout," he replied.

He was glad to have done the Good Turn, but he was not really happier. He had seen that his sorrow was not the only sorrow in the world, and before he got out of the Flats that night, he had given the remainder of his toys away. The plaid jacket had gone to a boy whom had none at all.

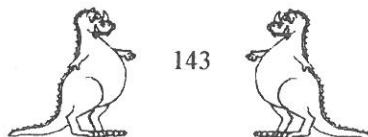
He trudged homeward, cold and disconsolate. He had given his presents away and he could think of no explanation he could give his family that would seem reasonable. He wondered how he could make them understand. His parents tried to be patient. His father was firm. "You made your choice, son. You know we can not afford to give you any more presents."

The Christmas Scout realized he had seemed foolish in the eyes of his parents and even, to a degree, in his own. His brother gone, his family disappointed, he suddenly felt alone. He hadn't thought to be rewarded for his generosity, for in the wisdom of his young grief, he knew that a good deed should always be its own reward. It would be tarnished otherwise. He didn't want his gifts back. The boy thought of his brother and cried himself to sleep.

The next morning, he came down to find his parents listening to the Christmas music on the TV. Then the announcer spoke. "Merry Christmas everybody. The nicest Christmas story we have this morning comes from the Flats. It appears that a crippled boy down there has a new sled this morning, another youngster has a fine plaid jacket, and several families have reported that their children have been made happy by the visitation of a Boy Scout who gave no name, but simply referred to himself as the Christmas Scout. The boy with the jacket declared that the Scout gave it off his own back. No one can identify him, but the children of the Flats are claiming that the Christmas Scout was a personal representative of old Santa Clause himself."

The Christmas Scout felt his father's arms go around his shoulders and saw his mother smiling at him through her tears. "We are proud of you, son." The Christmas Scout caught his breath. "Mother, Father!" he cried. "This is a happy Christmas after all!"

The carols came over the air again filling the room with music. "And praises sing to God the King, and peace to men on earth."





**January - Working With Wood**

Opening

Arrangement: Den Chief reads narration, two Cub Scouts in uniform are center stage - one holds a small tree, the other holds a shovel and watering can. They pantomime planting the tree. One Cub stands stage left holding either a cardboard cutout of a house or a small model house. One stands stage right holding either a cutout of a sailing ship, or a small ship model. Another Cub awaits offstage with an American flag.

Narrator: What do we plant when we plant a tree?  
We plant the ship which will cross the sea.  
We plant the mast to carry the sails.  
We plant the planks to withstand the gales;  
The keel, the keelson, the beam, the knee;  
We plant a ship when we plant a tree.

What do we plant when we plant a tree?  
We plant the houses for you and me.  
We plant the rafters, the shingles, the floors,  
We plant the studding, the lath, the doors,  
The beams and siding, all parts that be;  
We plant the house when we plant a tree.

*(The Cub holding the American Flag enters and stands at attention in the center front of the stage.)*

Narrator: What do we plant when we plant a tree?  
A thousand things that we daily see;  
The paper for books from which we  
learn,  
Tools to help us do a good turn,  
The wood for a Pinewood Derby car,  
For model planes that we can fly far,  
We plant the staff for the flag of the  
free,  
Yes, we plant all these when we plant  
a tree.



*(Narrator leads audience in Pledge of Allegiance, while Cub Scouts on stage hold pantomime poses.)*



Racetrack Advancement Ceremony

Personnel: Cubmaster, Den Chief or 2nd Leader

Equipment: Racetrack board, Flashlight

Arrangement: Call forward advancing Cub Scouts, Webelos Scouts and their parents. Dim room lights. As each symbol is mentioned, a den chief behind the race track board shines a flashlight on the appropriate symbol.



CUBMASTER: Our new Bobcats have qualified as drivers on the Cub Scout track. (Illuminate the car in the center and present the Bobcat badges.)

Our green flag shows that the following boys are picking up steam by earning the Wolf Badge and arrow points. (Illuminate green car and present the awards to the Wolf cubs.)

Now we have boys that are at the halfway mark, the blue flag on the Cub Scout track. They have earned the Bear badge and arrow points. (Illuminate the blue flag and present the Bears with their awards.)

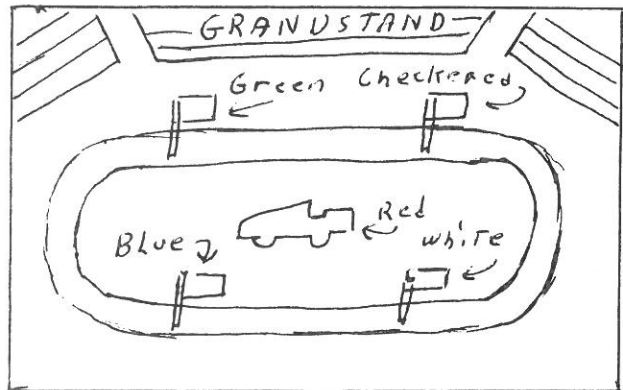
In Cub Scouting's home stretch are these Webelos Scouts who have earned activity pins and Webelos badges. (Illuminate white flag and present the activity pins and badges.)

Finally, boys who are at the end of the Cub Scout advancement track because they have earned the Arrow of Light, our highest award. It shows that these winners are ready for the bigger track of Boy Scouting. (Illuminate the checkered flag and present the Arrow of Light to the Cubs.)



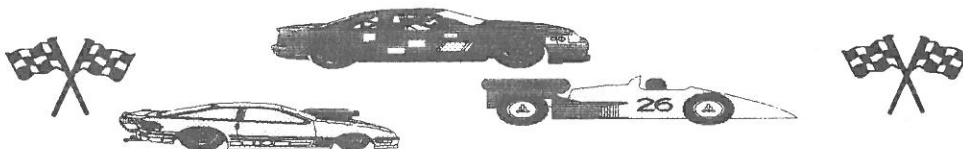
(Racetrack Advancement Ceremony Board)

Cut from plywood or heavy cardboard a track board about 2 x 3 feet or larger. Draw on the track and grandstand. Cut holes for flags and silhouette of car and back the holes with cellophane in colors shown. Use strips to make the checkered flag. A den chief or other leader shines flashlight from behind the board to illuminate colors needed as you do the ceremony.

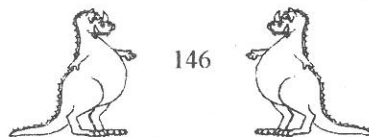


Pinewood Derby Closing

Cubmaster: At the beginning of the Indianapolis 500 or other car races, the announcer says, "Gentlemen, start your engines". Tonight, we will have our pinewood derby. I will ask 12 boys to come forward to help me give you a reminder. (The boys show a card with a letter on the front and their sayings on the back. When lined up the cards will spell out S-P-O-R-T-S-M-A-N-S-H-I-P. Each boy in turn will read his line.)



- Cub: S - Smile, even if you hurt inside.  
 P - Pardon those parents who may show poor manners.  
 O - Ooze with enthusiasm for your car and fellow den members.  
 R - Respect the feelings of other Cubs.  
 T - Try your best and be  
 S - Satisfied with yourself.  
 M - Master the art of self-control.  
 A - Anger has no place in our meeting.  
 N - Notice that only one car can be the winner.  
 S - Success in "doing your best" will be present for every Cub Scout.  
 H - Hush those words of bragging.  
 I - Insert your "Congratulations" to the winner.  
 P - Play the "Derby Game" for fun.



**February - Blue and Gold**



Opening

Equipment: Cards with words printed on the back for each Cub Scout to read with larger words on front for audience to see. An upright stand such as a ladder for each sign to be attached to at the proper time after being read, or boys may continue to hold them.

Personnel: Leader and 8 Cubs

Leader: We think of Cub Scouting as a ladder of good citizenship. Let us give you an idea of what we mean.

1st Cub: FRIENDSHIP: We make a lot of friends in our school, church, neighborhood, den, pack, and area while Scouting.

2nd Cub: TEAMWORK: We learn how important it is to work together as part of a team.

3rd Cub: DEPENDABILITY: We learn to be places when we say and to do our part.

4th Cub: LEADERSHIP: We learn to lead games and to help others in the den and pack. We serve as denners to help our den leaders.

5th Cub: HONESTY: We learn the meaning of honesty, to tell the truth and not cheat.

6th Cub: LOYALTY: We learn respect of our flag and parents. We learn to stand by our friends, pack and den.

7th Cub: GOOD WILL: We learn to give to others without expectation of payment. It makes us feel good to give good will.

8th Cub: RESPONSIBILITY: We learn to be responsible for our actions. We learn to respect our homes, our belongings and the property of others.

Leader: GOOD CITIZENSHIP: Through the Cub Scout program the boys learn things that will make them better citizens as they grow toward manhood.

*(Ask the audience to stand and give the Pledge of Allegiance)*



Arrow of Light Ceremony

Would (name of Webelos Scout) come forward with his parents.

You have worked hard to attain the Arrow of Light. I would like to explain the rays of the badge to you.

The first ray is Sunday, a day of worship and development of the boy's spiritual life.

The second ray is Monday, a day for improving understanding within the family.

The third ray is Tuesday, a day for developing habits and attitudes of good citizenship.

The fourth ray is Wednesday, a day for strengthening the ability to get along with others and to respect other people.

The fifth ray is Thursday, a day for personal achievement by developing new interests and skills.

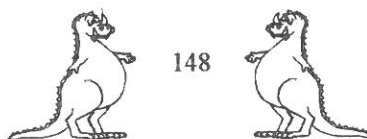
The sixth ray is Friday, a day to work on good sportsmanship and pride in growing strong in mind and body.

The Seventh ray is Saturday, a day for fun and finding new things to do.

This gives us the seven rays of the sun to brighten our week. The arrow is to remind us to continue to go straight up the pathway in Scouting and in life. Putting all of these things together, we have the Arrow of Light, the highest award in Cub Scouting. It is the only award received in Cubbing that you can wear later on your Boy Scout Uniform and later in the form of a ribbon on your Adult Scouter's Uniform.

Now I will present your Arrow of Light Pin to your Mother/Father to be pinned on your uniform(do so). I would like to now, present the Mother's/Father's pin to you, for you to pin on your Mother/Father (do so).

You have done well during your time in the Scouting Program and I will expect you to keep up the good work and to continue to set the example for the younger Cubs to follow. Congratulations. (This can be done in conjunction with a graduation into Scouting, if desired.)



Closing

Personnel: Cubmaster, Cub Scout poem reader, person to turn lights off and on.

Equipment: Candles, one for each den's table.

Arrangements: On each den's table, a single lighted candle burns. All houselights are off.

CUBMASTER: Cub Scouting is a part of family life in over 100 countries around the world. In all of these countries, on an evening such as this, Cub Scouts are joining in a grand howl and repeating the Cub Scout Motto. What is the Cub Scout Motto?

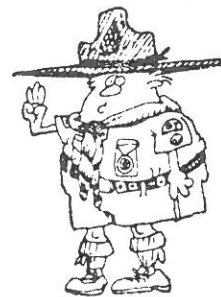
CUB SCOUTS: Do Your Best.

CUBMASTER: As we face each other around our blue and gold tables, let us look at the candle's flame and silently thank God for the Cub Scout friendships we are privileged to enjoy. Now, join me in rededicating ourselves to our Cub Scout Promise.

ALL: Repeat the Cub Scout Promise.

CUBMASTER: Thanks to everyone for your assistance tonight. We'll say good night after Cub Scout (name) reads Edgar A. Guest's poem, "A Creed".

CUB SCOUT: Lord, let me not in service lag.  
Let me be worthy of our flag.  
Let me remember, when I'm tired  
The sons heroic who have died.  
In freedom's name, and in my way  
Teach me to be so brave as they  
In all I am, in all I do.  
Unto our flag, I would be true;  
For God and country, let me stand.  
Unstained of soul and clean of hand.  
Teach me to serve and guard and love  
The starry flag which flies above.



**March - Inside Noah's Ark**Opening: The Cub Scout Trail

Props: A poster showing a mountain on which there has been drawn a distinct trail. Have the boys in a den draw this prop as one of their projects. As each Cub says his part, he places the proper Cub Scout sticker (available at the Scout Shop) in it's proper place along the trail. If you desire, you can make a paper mache mountain and use cloth badges. As each Cub says his part, he places his sticker or badge in it's proper place along the Cub Scout Trail.

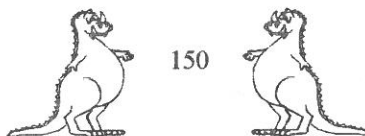
- Cub #1: I am a BOBCAT - a beginner on the Cub Scout trail. Once I pass my Bobcat requirements, I'll be on my way.
- Cub #2: I am a WOLF Cub along the Cub Scout trail. I've earned my badge and arrow points and am ready to go another step along the trail.
- Cub #3: A BEAR Cub Scout I have become. I'm in my second year. Up, up the Cub Scout trail I go - soon to be a Webelo.
- Cub #4: WEBELOS is the name for me. I spend my time earning Activity badges; but there is still one more step for me. (place Webelos colors higher on the trail)
- Cub #5: I, too, am a WEBELOS, but I have reached the top. I've earned the ARROW OF LIGHT AWARD, (place the badge or sticker on the top of the mountain) but I have one more stop. By earning my Arrow of Light, I've studied quite a bit about Scouts. Now I can't wait to become one. (He puts on a Boy Scout hat.)

Advancement Ceremony

Personnel: Akela, two Cub Scouts, Braves, Narrator.



Equipment: Tripod with a cooking pot suspended over fire, small pot that will fit inside the larger pot and contains a neckerchief and awards, dry ice packed around the small pot to give a smoking effect (smoke will increase as water is added), two small clear bottles, one filled with diluted yellow food coloring and the other filled with diluted blue coloring, and an Indian headdress if one is available.

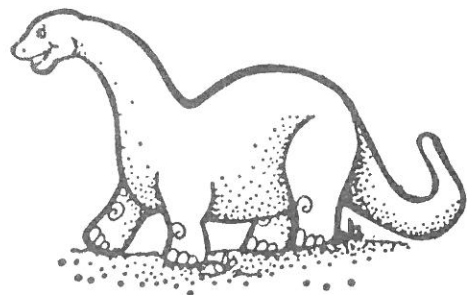




Arrangement: Audience is seated in a semicircle with Akela standing behind the boiling pot.

NARRATOR: Many, many moons ago, the great chief Akela called a council to see what could be done to make the Webelos tribe, the best of all tribes. After many hours, he called his two most trusted braves to the council fire. (He continues as two braves come in and stand, one on each side of their chief.) He told the first brave to climb the mountain and tell the great eagle to fly high into the sky and bring back part of the beauty of the sun. (First brave leaves.) He told the second brave to go into the forest and tell the sparrow to fly high into the sky and bring back part of the sky. (Second brave leaves, and then both braves return. One carries a bottle of blue water and the other a bottle of yellow water. They take positions, one on each side of the fire and kneel, and hold the bottles up for everyone to see.)

AKELA: (Addressing the first brave.) Pour some of the beauty of the sun into our council mixing pot. (Brave pours liquid into pot over the dry ice, being careful not to get any in the small pot. (Then Akela signals the second brave.) Pour some of the beauty of the sky into our council pot. (The second responds and the boiling action increases. Raising his right hand, Akela speaks again.) From this day forward, blue will stand for truth and loyalty. Yellow will stand for warm sunlight, happiness and good cheer. (Akela stirs the pot, reaches in, and pulls out a Cub Scout neckerchief. He holds it open for all to see, and speaks.) And that is why the Cub Scouts use the colors of blue and gold. Now let us meet the parents and Cub Scouts that helped to keep the blue and gold of Cub Scouting alive and growing this month. (Akela stirs the pot again and takes out the awards from the small pot. Cubs and parents are called forward and the awards are presented.)



Closing Ceremony: A Cub Scout's Pledge to Himself

Arrangement: Pack flag placed in center of stage. Ten Cub Scouts in uniform, in turn, come on stage, stand near the pack flag and recite one of the statements below. Upon finishing, each Cub Scout salutes the Pack Flag and retires to the rear of the stage, where a horseshoe is formed.

- 1st Cub: May I grow in character and ability as I grow in size.
- 2nd Cub: May I be honest with myself and others in what I do and say.
- 3rd Cub: May I learn and practice my religion.
- 4th Cub: May I always honor my parents, my elders and my leaders.
- 5th Cub: May I develop high moral principles and the courage to live by them.
- 6th Cub: May I strive for health in body, mind and spirit.
- 7th Cub: May I always respect the rights of others.
- 8th Cub: May I set a good example so that others may enjoy and profit from my company.
- 9th Cub: May I give honest effort to my work.
- 10th Cub: May I regard my education as preparation for the future.  
*(As the last Cub Scout finishes his lines and completes the horseshoe formation behind the pack flag, all 10 Cubs form a living circle and repeat the Cub Scout Promise. A Cub can say more than one line if there are not 10 Cubs to take part.)*

**April - Akela's Council**

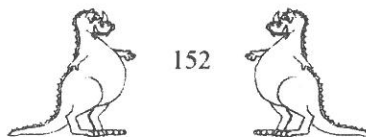


Opening

Personnel: Akela (an adult), operator of spotlight, tom-tom beater, a Cub Scout or adult dressed as an Indian.

Equipment: Indian Tom-tom, spotlight, large cardboard compass board painted blue in the east - gold in the south - silver in the west - with a large cutout Scout badge in the north. An 8 to 18 inch candle with a strip from the side of a safety match box wrapped around its base, a wooden arrow painted gold with wooden safety matches taped to its tip.

Arrangement: Compass board is supported by a small easel, and a candle is inserted into its center. The room is darkened, a tom-toms beat offstage, a spotlight swings around the room, centering on the compass board.



AKELA: We look to the compass for our guide. We find at the north, an Indian with his spirit of adventure. (Indian enters, carrying the arrow, and stands behind the compass board). We find at the east a Cub Scout bringing his eagerness like the dawn of a new day. (Cub enters and stands at the right side of the compass board.) We find at the south a Scout with his boyhood dreams alive with Scout action. (Scout enters and kneels in front of board.) We find in the west, an Explorer, only a step from manhood whose adventures enable to carry into his adult life the ideals of Scouting. (Explorer enters and stands at the left side of the compass board.) We read the compass. We set the course. Trained leadership will not lose the trail. Look again. The "Light of Scouting" burns. (The Indian places his gold arrow to the candle, scratched the wooden safety match against the strip from the match box side, and lights the candle.) Now will everyone join me in the Pledge of Allegiance to the Flag of the United States of America.

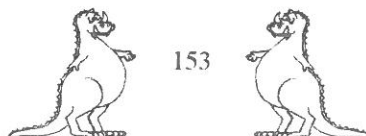
Tiger to Bobcat Induction

Arrangement: Call forward all the Tiger Cubs and their parents.

CUBMASTER: It is a great pleasure for all of us to welcome you Tiger Cubs as full fledged Cub Scouts in our pack. In Tiger Cubs, the motto is Search, Discover, Share, and you have been doing a lot of that this past year. You'll be doing even more during the coming year because in Cub Scouting we search, discover and share also. I'm sure that most of you have already passed the Bobcat requirements. So let's see if you can remember one of the requirements, the Cub Scout Promise. Please join me in repeating it. (Lead the Promise using repeat after me method. Then give the parents the Bobcat badges to pin on their son's shirt.) Now I'll ask the denners of all our dens to come forward. (Have denners welcome the new boys by shaking hands with them.) It's really great to have you boys in our pack. Now let's give them a big welcome by having each denner lead his den in their den cheer. (In turn the denners and dens respond.)

Akela's Closing With Motions

May the great Akela (arms outstretched, palms down)  
 Guide us (arms outstretched, palms, up)  
 Guard us (arms form a circle)  
 Keep us healthy and strong (arms crossed over the heart)  
 Until we meet again (bowed heads)  
 Good Night, Cub Scouts.



**May - See And Do It Show**

Patriotic Opening Ceremony

Equipment: U.S. flag, spotlight or flashlight.

Personnel: Webelos honor guard and narrator. The honor guard presents the colors, leads in Pledge of Allegiance, and posts the colors. Dim houselights and spotlight the flag.



NARRATOR: "What is the strength of America? An agriculturist may have you believe that America's strength lies in the land. A merchant may say that a nations power is in its commerce. A manufacturer might say that it is in technology, in machinery and in skilled labor."

"A politician may contend that our nation's strength is in its politics. An educator might declare that knowledge is the nation's power, and a scientist would say that the secret is science, the product of the laboratory."

"A military man would no doubt insist that a nation is great if it has many weapons and a mighty military power."

"But America's real strength is in the character of her people. Men of character fought the Revolution, endured the Civil War, led the pioneers who settled the West, and have fought the battles of freedom everywhere."

"Our strength today is still rooted in character. That's why the Scouting movement is still concerned with building strong character in boys. Our aim is to pass on to them the character traits that built America and are symbolized by our flag. Please join me now in expressing our love for our country by singing 'God Bless America'".



Pack Graduation

As I call your name would you and your parents please come to the front of the room and be recognized.

Tonight, we have the privilege of moving the boys one more step up the Scouting trail. Would the Tiger Cubs (Call each boy by name) and their parents please come forward. For the last nine months you've worked hard on your activities. Tonight, you have earned the right to wear the yellow scarf of the Wolf Cub Scout. Would each parent place the Wolf scarf around their sons neck and present him with his Wolf book. Folks, this is the new Wolf Den for next year. Their leaders are (name leaders).

Would all the Wolf Cubs come forward with their parents. (call each boy by name) You have worked very diligently this last year on the Wolf Rank. The next step for you is the Bear Rank. The skills are now getting a little harder and more of a challenge, but we know that you will achieve all that is required of you. Parents, will you place the blue Bear scarf around your sons neck and present him with his Bear book. While school is out for the summer look over this book and start doing things that will count for the Bear Rank. This is the new Bear Den for next year and their leaders will be (name leaders).



**excellent**

The Webelos program is to prepare the boys for the Boy Scout Program. At this time, would the Bear Den come forward. (Call each boy by name the parents come up with their sons.) This program is a 2-year program. The challenges are now harder and the demands are even greater. But if you have the desire to excel in scouting you will take this challenge and laugh at it and start on the last step in the trail of Cub Scouting for the next two years will fly by so rapidly. Webelos takes more of a commitment than that of the Wolf and the Bear. You will learn many new skills and start getting ready for the Boy Scouts. You will explore different areas of study from Citizenship to Readyman, Family Member to Scientist. Ladies and Gentlemen, this is the new Webelos den for the coming year. Their leaders are (name leaders).



Closing: Leader Recognition

Props: Large gold stars with a hole in center; large enough for each boy to poke his head through. Star is a frame around the Cubs' face.

Arrangement: Each boy, in turn, repeats the following speech:

Cub: **"My** star represents our leader and assistant leader.  
 (When all have done this, they repeat in unison.)  
 "On behalf of all Cub Scouts, we wish to say thank you for the leadership you have given the pack."

**June - Backyard Fun**

Opening

Personnel: Leader and 4 Cub Scouts.



Equipment: Posters as indicated below with lines written on the back, and a U.S. Flag.

LEADER: For our opening ceremony, we present Scouting's Outdoor Code. It begins, "As an American, I will do my best to":

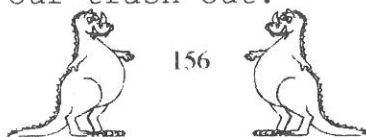
1st Cub: (carrying a poster showing trash) Be clean in my outdoor manners. I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's waters, fields, woods, and roadways.

2nd Cub: (carrying a poster of fire) Be careful with fire. I will prevent wildfires. I will build my fire in a safe place and be sure it is out before I leave.

3rd Cub: (carrying a poster of a park) I will treat public and private property with respect. I will remember that the use of the outdoors is a privilege I can lose by abuse.

4th Cub: (carrying a poster of a forest) Be conservation minded. I will learn how to practice good conservation of soil, waters, forests, and minerals, and I will urge others to do the same. I will use sportsmanship methods in all my outdoor activities.

LEADER: Let us keep this pledge in mind as we enjoy the outdoors. Always remember, if we are strong enough to carry it in, we are strong enough to carry our trash out.





Baseball Advancement Ceremony

Arrangement: Lay out a small baseball diamond on the floor or ground in front of the audience with perhaps 15 to 20 feet between the bases.

If you have new Bobcats joining the pack, start by calling them and their parents forward to the "on deck" circle. Welcome them to the pack and point out that they are just getting started on the Cub Scout trail, which leads around the bases to home.

For Wolf cubs and arrow points call them and their parents to first base. Speak briefly about the 12 achievements (or arrow points) they have passed to make it to first base.

Do the same at second base for the Bear cubs and their parents.

Third base represents the Webelos badge and Webelos activity badges and home plate represents the Arrow of Light. Make the appropriate awards, if you have any for these bases. If not explain to the younger Cubs what these bases represent and encourage them to work hard so that one day they will reach them.

Finally, if you have any Webelos Scouts ready for graduation into Boy Scouts, you can note that Boy Scouts is another ball game. Congratulate them for their success in Cub Scouts and introduce them to the Scoutmaster whom you have arranged to be present.

**July - Water Fun**

The Six Ships of State Opening

PERSONNEL: Leader and 6 Cub Scouts holding a large cutout of a ship on which has been printed the following words: Scholar-ship; Fellow-ship; Friend-ship; Sportsmanship; Workman-ship; and Statesman-ship.

LEADER: Tonight, Den \_\_\_ is going to tell you about the six ships of state. These are ships which were launched in America that keep her strong and mighty, ships that will last forever.

1st Cub: Scholar-Ship. This ship is very important on the sea of Education. On the main deck stands such officers as Ambition, Intelligence and Application. Her flag bears the symbol of the letter "A" and the plus sign.





2nd Cub: Fellow-Ship. This ship stands for good spirit, cooperation, and never failing unity. Her flag floats high ... the flag of Scouting.

3rd Cub: Friend-Ship. This is the most handsome ship of all. It is true blue and its flag is golden ... since friendship, itself, is golden.

4th Cub: Sportsman-Ship. This is the ship that's fair and square. It never veers from its course. The flag is never at half mast.

5th Cub: Workman-Ship. This ship's every line, every part, and every mast, represents the best a person can give. Its flag bears a laurel wreath.

6th Cub: Statesman-Ship. This ship represents wise guidance, constant counsel, unselfish interest and sincere endeavor. Its flag is white for purity.

LEADER: There you have the six strong and sturdy ships of state to brave the sea. Three cheers for the Scouting Ships!!!

### Advancement

PERSONNEL: Cubmaster, Advancement Chairman, and Den Leaders. Cubmaster dressed as an Admiral or Pirate, the awards are in a treasure chest. Boys are piped onto the ship to receive their awards.

CUBMASTER: Tonight, we would like to recognize some of our Cubs that have advanced up the ladder of Scouting. Would the following boys and their parents please walk the gang plank to our ship to receive their Bobcat Rank. (The Den Leader presents the awards to the parents and the parents pin the award on their sons shirt. The boy then pins on the rank pin on his mothers ribbon.)

(The Wolves and arrow points are presented in the same manner. The Bears and arrow points, Webelos Badge and activity pins, too. The Arrow of Light should have a very dignified ceremony.)

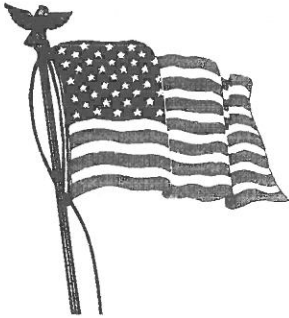
CUBMASTER: All sailors have their "rules of the sea" that they live by. We, as Cub Scouts also have our rules to live by. They are called the Promise and the Law of the Pack. Let's all rise and remind ourselves of those rules by repeating the Promise and Law. (Lead in promise and Law of the Pack.)



Closing

FLAGS OF AMERICA

There's a battlefield at Gettysburg  
where swords and sabers rust.  
And brothers who were flesh and blood  
are scattered in the dust.



But every night at Gettysburg  
when everything is still.  
They say a golden bugle blows  
on Cemetery Hill.

Who was the unknown bugle boy  
at Gettysburg that day.  
And was he wearing Yankee blue  
or wearing Southern gray?

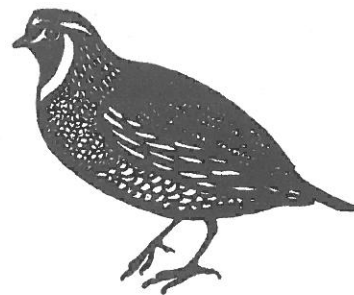
Why did he die?  
What was his motive?  
That Government of the people,  
By the people, and for the people  
shall not perish from the earth.

**August - High Country, USA**

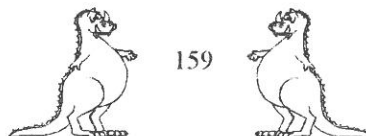
Opening

Arrangements: 8 Cub Scouts and Den Leader, each Cub holds up a poster board sign with one of the letters O-U-T-D-O-O-R-S on it.

- 1st Cub: O-Observing animals!
- 2nd Cub: U-Underwater games!
- 3rd Cub: T-Tracks and trails!
- 4th Cub: D-Dinner on the ground!
- 5th Cub: O-Owls in oak trees!
- 6th Cub: O-Outings and campouts!
- 7th Cub: R-Riding bikes!
- 8th Cub: S-Stargazing!

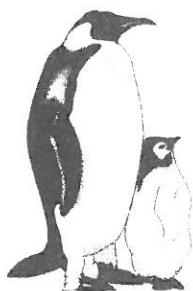


DEN LEADER: Boy, you guys really have opened my eyes to all the fun we can have OUTDOORS!!!



Flying High Advancement Ceremony

Arrangement: Cubmaster either shows a picture of a penguin or imitates a penguin's waddling walk.



CUBMASTER: Boys, what do you think this is a picture of? (or what kind of a bird am I?) That's right, a penguin. Who can tell me something unusual about a penguin? Right, a penguin is one of the few birds that can't fly. There's nothing wrong with that since penguins seem to get along just fine without flying. So do ostriches. But we usually think of birds as fliers. Say the word bird and almost everyone thinks of flight.

We have got some high fliers in this pack today. They are pretty smart birds. I'm talking about our Cub Scouts and Webelos Scouts that are flying up the advancement ladder. (Call forward the boys that are advancing, by rank, with their parents, and present them with their awards.)

Closing: How the World Was Made

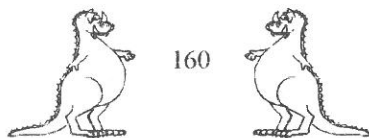
(Read this story to set the mood for an Indian/western theme.)

Many, many winters ago, the world was covered by a great blanket of water. There was no sun, no moon, no stars. There was no light. All was darkness. The only living things in the world were water creatures such as the beaver, the muskrat, the turtle, the duck and the swan.

Far above the world was the Land of Happy Sky People where Lawento, the Great Sky Chief, rules as the Good Spirit. One day Lawento called his daughter to him. "You must go down into the lower world to make it bright and happy", he said. Gently he dropped his daughter through a hole in the sky.

Far below on the dark waters floated the water creatures. Looking up they saw a great light. It was Sky Girl slowly falling toward them. After Sky Girl had rested on the Good Earth and found that the water no longer covered everything, she asked her father, the Good Spirit, to make the earth fruitful. So Lawento, the Good Spirit, hung the sun and the moon and the stars in the sky. On the earth he planted beautiful trees and flowers.

He made springs and streams of pure water. He created beautiful rivers protected by high hills. He made animals like Bear and Deer.



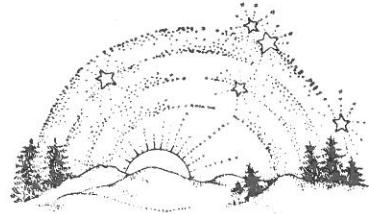
Finally, out of the red clay, the Good Spirit made man in his own likeness. From the sky he sent down Dog to be a special friend to Man. Then the Good Spirit was pleased and gave a blessing to all the things he had made.

The Good Spirit said: "Man comes from the earth and no man is perfect". That is why the Indians say that no man has a right to judge another, for that can only be done by the Good Spirit.

**September - Our Town, USA**

Opening

Personnel: 7 Webelos Scouts and Leader



Arrangement: Scroll, model of horse and rider, semaphore flags, sign name, radio and small picture of a TV.

LEADER: We have been studying communication. Here are a few of the things we have learned.

1st Cub: In ancient Roman days, the messages were sent with runners.

2nd Cub: In ancient England, the way of communication was sent by horse and rider.

3rd Cub: In the army, they used Morse Code, a bunch of dots and dashes, and semaphore, the use of flag letters and hand signals.

4th Cub: To communicate with someone who has a hearing disability, we use the hand alphabet or signing.

5th Cub: In the early years, a radio was a popular way of communicating. Do you remember the Shadow or the Green Hornet?

6th Cub: TV is today's way of communicating. Most TV shows are taped and played at a later date, but in the early days, it was live.

7th Cub: There are satellites around the earth that beam live TV programs from anywhere in the world. We have Weather, TV and phone satellites.

LEADER: As you can see, the boys have learned a lot this month. We ask that everyone now rise and join in communicating our pride in America by repeating the Pledge of Allegiance to our flag.



A Ceremony to Challenge Adults to Serve Boys: This Door

This door can let people in, or it can keep people out this door.

This door could be on a church, a school, a home, or it could be on a dirty cellar, an abandoned building - this door.

This door - could be opened to more boys in existing units or it could be slammed in their faces - this door.

This door - could carry a welcome sign, or be quarantined, full house, keep out - this door.

This door - can open into the warm light of a training session or it can be kept locked and dark - this door.

This door - for a boy, could open to a great wide wonderful world or it could open to a jail - this door.

Watch the boys, 7, 8, 9, and 10 years of age as they come up to this door. The happy, the carefree, the troubled, the crippled, the lame, the blind, the deaf, the black, the white, the red, the yellow, every single boy.

This door opens to only one of every three. Two boys are turned away from the door that opens to adventure of and love for their country.

Doors - must be opened for boys. Boys will seldom go up and knock on the door. They do hang around outside and wait to be invited in. What boys do and what they think cannot be left to chance.

Open the door for just one more - for just one more **boy** open the door.

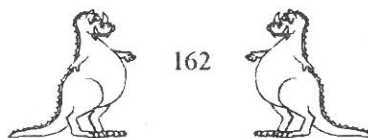
Communicator Closing

Personnel: 5 Webelos Scouts



1st Cub: We learned to communicate with other people this month, and to read magazines and newspapers. Our thanks go back to Gutenberg for the printing press.

2nd Cub: Our thanks goes out to Marconi for the development of the radio. Because of him, we can hear news, weather and sports, music of all sorts, and talk shows on our radios.



3rd Cub: Samuel Morse developed the Morse Code in 1835 for use in telegraphing by electricity, but it can be sent with a flashlight, by a mirror, bugle or whistle.

4th Cub: Semaphore Code is used with 2 flags. You send by swinging the flags in certain positions to indicate letters of the alphabet and numbers.

5th Cub: The most important tool of communication is ourselves. We need to learn to talk about our true feelings, our goals and ideas. Most important is to express our thanks to leaders, parents and friends, for the time they devote to us.

ALL: Good night. Thank you for coming and we will see you again next month.

**October - Fire Detective**



Opening

With the room lights turned out, the Cubmaster lights a candle and says, "Cub Scouts, this candlelight represents the spirit of Cub Scouting, lighting our way through life."

"This flame also represents danger. You have learned about the danger of fire and how to prevent it. Let's remember what we have learned, so we will always use fire wisely and safely, not only as boys, but later as men."

"This light of Cub Scouting gives us warmth and cheer. Make sure it is never allowed to run wild and destroy lives and property. Let's always be Fire Detectives."

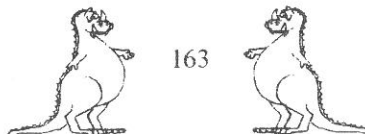
*(Turn the lights on and lead the audience in the Pledge.)*

Family Induction Ceremony

Personnel: Cubmaster, Pack Committee Chairman, leaders as "Voices".

Equipment: Two blue candles, two yellow candles, four cards spelling C-U-B-S.

Arrangement: Call new boys forward with their parents.



CUBMASTER: (lighting all four candles) These candles are Cub Scouting's colors, blue and gold, and they represent the fun and adventure we hope you will find in Cub Scouting. The four letters you see here spell C U B S but they stand for something special, also.

FIRST VOICE: The "C" stands for courtesy. A Cub Scout is courteous to everyone, his friends, older people, teachers, and especially his parents.

SECOND VOICE: The "U" stands for unity. When a boy joins a pack, his parents join, too. In the den and pack, he learns to get along with others.

THIRD VOICE: The "B" stands for bravery. The Cub Scout is brave enough to stand up for the things he thinks are right. He believes in honesty, equality, and fair play.

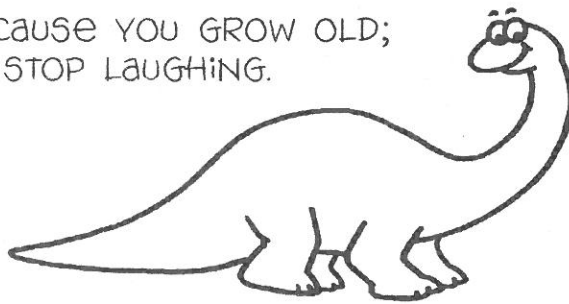
FOURTH VOICE: The "S" stands for service. The Cub Scout promises to help other people, and he tries to spread goodwill in every way he can.

CUBMASTER: The members of this pack welcome you into our family of Cub Scouting. (Shake hands with new cubs and their parents.)

Closing

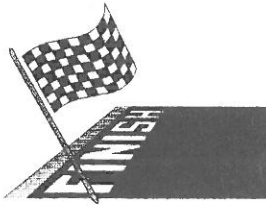
Make some "to do" about lighting a large candle at the pack meeting. It burns all the way through your meeting. When it's time to close, have boys imitating a fire brigade come running in and circle the room toward the candle. One or two boys make siren noises, another one or two might have bells ringing, several could have a hose, one carries a bucket. They all rush toward the candle and just before they get there, the Cubmaster blows out the candle. The firemen look disgusted and walk away muttering. The Cubmaster then says, "Good night all".

YOU DON'T STOP LAUGHING BECAUSE YOU GROW OLD;  
YOU GROW OLD BECAUSE YOU STOP LAUGHING.





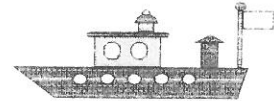
## Derbies and Races



Pack activities are the heart and soul of a Cub Scout Pack. They promote family togetherness, sportsmanship, and provide fun and excitement. The single most important step in any activity is planning. These events should be planned well in advance. It is a good idea to have the planning done by someone who has been a leader for at least one year. The experience they gain during that time gives them a working knowledge of how the Pack is run and how the boys and leaders behave.

Derbies and races come in many varieties, from the traditional Pinewood Derby to a Potato Sack Race at a picnic. Pick one that is best suited for the particular need of your pack or den. Keep in mind, as you choose, the ages and abilities of your entire pack, or den if you are planning something just for a den. Don't plan something that is too difficult, or too easy, for your boys. Pay attention to the amount of prep time the boys and their families might need to get ready for the derby or race. If you need to have a pine car made for a Pinewood Derby, remember that a week to finish the car is just not enough, while on the other hand if you are planning a Fishing Derby, a weeks notice, while not advisable, could be worked out.

### How to Run a Pack Raingutter Regatta



The Raingutter Regatta is a boat race using rain gutters. For the race course you will need two sections of standard rain gutter, ten feet long, with end caps. Make notches the same diameter of the guttering in a set of standard saw horses. Set the saw horses approximately eight feet apart, then place the guttering in the notches. Since Pack sizes range from eighteen to eighty boys, be sure you allow sufficient space around the course for both participants and spectators. With the gutters in place, pour a small amount of water in each to make sure they are level. Make any needed adjustments by raising or lowering the saw horses. When the gutter is level, fill them with water to about one-half inch from the top.

They can make the boats in a variety of ways. Boat kits are available for purchase through the Boy Scout Office, or you may choose to have the boys make their own boats at the event. This can be fun and less expensive. One such way is using large cucumbers. Cut the cucumbers in half, lengthwise, and then scrape out the seed. This becomes the hull of the boat. Poke a straw



into the cucumber for a mast. Cut a sail out of regular typing paper. (The sails will vary in size and shape depending on how the boy wants his to look.) Punch two holes in the sail and slide it onto the straw mast.

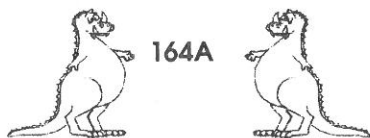
Another inexpensive boat requires the use of plastic foam meat trays. Ask the butcher at your local grocery store if he'll donate some. Cut two identical hull pieces from the center of the foam trays, again the sizes may vary from boy to boy. Make a hole in the center of one piece. Using waterproof glue, glue a drinking straw in the hole for a mast. Glue the two hull pieces together. Cut a sail from paper, make holes for the mast and slip the sail over the mast. Despite the method you use to create the boats, it is important that each boy use the same method. This will make the racing equal for each participant.

The boys propel the boats by blowing on the sails. Start by placing the boats in the water with the stern touching the end of the gutter. The starter stands at the opposite end with arms raised. The race begins when the starter lowers her arms and the boys start blowing on the sails. Once the race starts the boats may not be touched until the race is completed. The first boat to reach the end is the winner.



The race should be run on an elimination system by heats. Double elimination is a good format for this type of activity. If it is done correctly, each boy gets at least two chances to win against two different foes. List all the participants names on a chart. Go down the chart and race two boys at a time on the course. List the winner of the heat in one column and the second place finisher in another column (remember there are no losers in Cub Scouts). After everyone has raced, go to the winner's list and race again, two by two. Add the second place finisher to the second place list. Write the winners name on another list. Keep on holding races in this fashion until one person is left from the winner's list. Repeat this procedure with the second place list, only this time, when someone loses twice, they are eliminated from the tournament. When you get to the last three races, it is a good idea to make a production out of it. Have the racer's parents or den leaders stand at the finish line to encourage them on.

It is a good idea to have some sort of trophies or prizes. Make these inexpensive, as the main emphasis should be on good sportsmanship, not winning. First, second, and third place should receive recognition. You could also have some fun prizes, Boy's Choice (where the boys vote on their favorite boat), Most Colorful Boat, Best Design on a Sail, just to name a few. Use your imagination and you will come up with all sorts of categories.



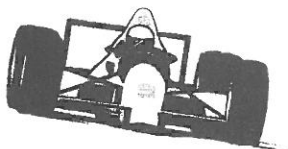
If you hold your race indoors, use a room large enough to provide ample space for the race course, participants and spectators. Be sure to keep any water wiped up to avoid accidents.

### Pinewood Derby

Pinewood Derby cars are small wooden models designed and carved by the boys with the assistance of their parents. The cars have to meet specific dimensions and weight before they are raced by the boys. Gravity is the only power allowed as they speed down an inclined track. Most Pinewood Derbies are run in heats with a car moving up in the standings after winning two out of three races in a heat. The cars start from a standstill and run down a ramp guided by a wooden strip in the center of the track.

A committee should be set to prepare for the derby. The committee should decide on a place and time for the race. Proper "officials" should be recruited to assist on race day. You will need an inspection and registration team, a judge (or two) and some form of an operations team to assist in the running of the race. Judging categories should be determined, remember that every boy should be recognized. If needed, a track should be built or secured through other arrangements. A list of other equipment should be made. Racing rules should be listed and passed to members of the pack in advance so that proper preparations can be made. Each pack can make up their own rules and parent participation should be encouraged as this may be the only time that the parents really get involved. Set and keep the rules so that the race will be fair to all involved. Remember that any decision made needs to be in the interest of fair play for all.

### Cub-Innapolis



Bring out the cardboard boxes, form up the pit crew and get ready to race! The "car" in this race is made from a cardboard box big enough for a boy to "wear" as you would wear a rain barrel. You stand inside the box, which has the bottom cut out, reach over the top and hold onto the bottom edge. Suspenders could be added to allow the "driver" to have use of his hands. After each lap, the driver must make a "pit stop". At each stop, the "pit crew" (Cub's family) help fuel up (drink lemonade through a straw), clean the windshield (wipe Cub's face), and change tires (put large socks over shoes). The first "driver" to finish the course is the winner. Make the course short enough that no driver gets too worn out, but long enough that all family members get to take part. Use your imagination when designing your "pit stops"



Hints:

- ▶ Have a "repair" kit on hand—masking tape, glue wire, etc.
- ▶ Put the number on the boy's shirt, not the car.
- ▶ Keep excess weight out of the car and make sure it is balanced.
- ▶ Instruct the "drivers" to keep the "car" above their knees.
- ▶ Walk the participants through the course prior to the race.
- ▶ Provide boxes at a den meeting and allow the boys to take them home to finish.

Cubmobile Derby

Instructions and specification for building a Cubmobile can be found in the Cub Scout Leader How To Book. Careful and early planning should precede a Cubmobile Derby. Begin several months before the planned date. Provide each participant with an information sheet that outlines the rules, awards, building specifications, date, time, place, racing procedure and fee (if any).

The Track:

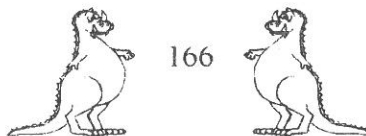
Find a fairly flat parking lot that is not being used on the day of your race. Schools, churches and parking areas of abandoned shopping centers make excellent tracks. Mark off the lanes with rope and chalk and get permission before you show up in any parking lot.

The Race:

Several boys race each Cubmobile, it is not necessary for each boy to build his own. This being the case, it is advisable that as soon as two cars and drivers are ready to race, they be allowed to do so. Scheduling specific times for individual boys to race will only slow down the race. The boys race against a recorded time, insure that time keeping is accurate.

Starting:

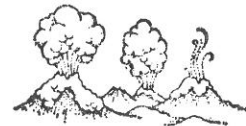
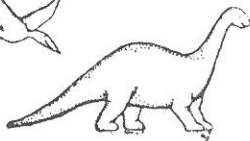
An elevated ramp should be set up that allows ample room for two cars at the same time. Elevate the ramp with cement blocks to get more speed at the start. Cubmobiles, like pinewood derby cars, start from a standstill and allow gravity to pull them down the ramp and down a slope to a finish line. No pushing or pumping with feet is allowed. Have a first aid kit available.



Prizes:

Recognize each participant. Ribbons, trophies, buttons, certificates, etc. are good recognition awards. Prizes should be awarded based on official timekeeping, not on the basis of who finishes first.

Cub Olympiad



Need:

**Award Ribbons:** These can be made from scrap material. Use different colors and prints to add to the theme.

**Parents:** Parents can help judge and time the events.

**Award Platforms:** Use these to bring Olympic character to your games.

**A Torch:** Another Olympic touch to add to the atmosphere.

**Discus:** Two pie plates tied, or glued, together

**Hammer:** Cut out of light plywood or heavy cardboard.

**Baton:** Cut a one inch diameter dowel to a length of about twelve inches.

Each den will need a den totem. Have the dens decide on a design ahead of time and construct it in den meetings. Use the totem to display ribbons won during the games. Have each den wear T-shirts of their own design or choosing. Add other costume effects as needed. Have each boy design a shield to carry during the opening ceremony and also during the shield race.

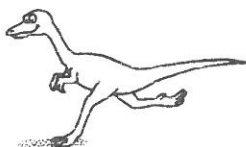
Opening Ceremony:

Cubmaster: This afternoon we meet on the field of honor. May you strive sportingly to win, letting courtesy and good behavior guide you. As we light this torch that will burn throughout our Olympiad, let us remember, it is to remind us to be courteous and good sports. What is our Cub Scout Motto?

Cub Scouts: Do your best!

Cubmaster: As you participate today, will you do your best?

Cub Scouts: We will do our best!



Events:

Have one or two Cubs from each den compete in each event.

Shield Race	Hammer Throw
Discus Throw	Three Legged Race
Standing Broad Jump	30 Yard Dash
Shot Put (softball)	Baseball Throw for Distance
Baton Passing Relay (4 boys from each den)	

Have the winners stand on the winners's platform to receive their ribbons.

Fun Events to add to your Olympiad:

Watermelon seed spitting contest.  
 Pie eating contest (no hands or one hand).  
 Kickball game between boys and parents.  
 Relay races for everyone, family included.



Rainy Day Olympics

- ▶ Shot Put: Give each boy 10 navy beans, which he attempts to throw into a quart jar from a line on the floor.
- ▶ Hammer Throw: An inflated balloon is tied to a string. Throw the balloon by the end of the string. Farthest wins.
- ▶ Football game: Divide into teams and put on opposite sides of the table. Each team tries to blow a "ping-pong" ball off the table.
- ▶ Standing Broad Grin: The widest grin in the judges opinion wins.
- ▶ Discus Throw: A paper plate held flat on a open hand is thrown for a line on the floor.
- ▶ 16 Pound Put: An inflated bag is "put" for distance.
- ▶ Foot Race: Each boy stands with feet heel to toe. Longest length wins.
- ▶ Running High Whistle: Cub who holds the longest whistled note wins.
- ▶ Feather Blow Relay: Blow a feather 25 feet and return to start, the next in line then repeats procedure.
- ▶ Running High Squeal: Cub who yells in the highest pitch for the longest wins.
- ▶ Fifty Yard Swim: Cubs hop on one foot carrying a cup of water. First over the line with the most water wins.



- ▶ Twenty Foot Dash: Roll lemons or hard boiled eggs down the course and back, starting the next person in line. Use a stick to roll the object.
- ▶ Bawl Game: Cub who makes the most noise for a set period of time wins.
- ▶ Fluff: Carry feathers on a plate. Cub must pick up any that drop off the plate.
- ▶ Relay of Bean: Carry beans, one at a time, between match sticks or toothpicks.
- ▶ Water Drinking Relay: One cub feeds water to partner on a spoon. First team to finish water without spilling any wins.
- ▶ Long Glum: See which Cub can remain glum the longest as others try to make him laugh.
- ▶ Balloon Blowing: Give each boy a balloon to blow up, first to break wins.

Planning is crucial to the success of any program. It will help the event run smoothly, increase attendance, help spark enthusiasm and help you stay within time limits. Remember to KISMIF, Keep It Simple, Make It Fun!



### HOW CLOSE?

A boy playing with a magnet looked up and said, "Dad, see how it pulls this nail out of my hand, even before it touches the magnet".

"Yes, Son," said the Father. Then seeing an opportunity to teach a lesson, he continues. "How close can you come to the magnet without the nail being pulled away from you?"

"I don't know Dad, but I'll try."

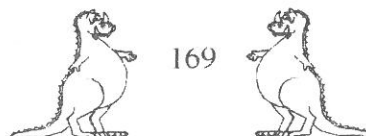
After several tries, the boy found that, although he was careful, he just couldn't tell how close to go before it was too late.

"It always seems I can go just a little farther" he said.

"It is the same way, my boy, with the strong forces that may be tempting you sometimes in life. You can never know how close you are to being drawn beyond your power to return."

"But Dad, it's hard to believe there is something stronger than my own will."

"Nevertheless, it is something you cannot find out for yourself without damaging results. It is a wise general that recognizes a stronger enemy before the battle, and makes a victorious retreat without casualty. You can do it too, my Son!





WHAT IS A BLUE AND GOLD BANQUET

A Blue and Gold Banquet is really a birthday dinner for the Cub Scouting program held during February, the anniversary month of the Boy Scout of America. The Boy Scouts were organized in February 1910 and the Cub Scouts were organized 20 years later in 1930.

This year Cub Scouts are celebrating their 66th birthday. Happy Birthday, Cub Scouts! Lord Baden Powell's, the founder of Scouting, birthday is the 22nd of February. The pack's big celebration gets its name from the Cub Scouts colors. These Blue and Gold Banquets are held all during the month of February in many pack across the country.

Some packs have a dinner. This can be a potluck affair, with each family bringing food, or many packs prefer buying the food, having it prepared by a committee. 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. Guests may be invited and seated either at a head table or seated with the dens.

Decorations may be as elaborate or as simple as you wish. Attractive menu cards or dinner programs can be made, place cards, centerpieces, place mats, nut cups and favors are all suggestions of things which might be used. Cubs can take part in making decorations.

The dinner program should include entertainment from within the pack, but outside entertainers are okay. Also don't forget the importance of recognizing advancement of the boys and leaders of the pack.

Important Things to Remember

1. Be sure that the boys, leaders and parents know that the banquet is Cub Scouting's birthday celebration.
2. Begin planning at least six months ahead.

**KISMIF "Keep it Simple, Make It Fun."**



- 3. Involve leaders and parents. Sharing responsibilities makes it easier and fun for everyone.
- 4. Let the boys help plan and make the decorations, but keep the cutting and pasting to a minimum. Do let them help make each item.

Suggested Planning Calendar

Summer pack planning session.....Set Date  
 September.....Appoint committee  
 September/October.....Secure facility  
 September/October.....Secure entertainment  
 November.....Notify leaders of theme/decorations  
 November/December.....Select menu/confirm costs  
 December.....Check on needs of entertainer  
 January.....Newspaper to pack  
 January.....Check on progress of committee  
 January.....Print programs  
 3 weeks before.....Order/make awards  
 3 weeks before.....Mail invitations  
 3 weeks before....Notify local newspaper for free announcements  
 2 weeks before.....Notify leaders when they can decorate  
 1 week before.....Collect meal ticket money  
 Day before.....Decorate and prepare room  
 Day of.....Relax and have fun

Banquet Basics

- Plan Early
- Plan well
- Delegate responsibilities
- Reserve the banquet hall early
- Involve parents in the planning
- Involve the boys in the planning
- Decide meal plan early
- Invite guests early and follow up



The Banquet Meal

The type of menu selected for the banquet will be determined by current food prices, however, a well balanced meal should include meat, vegetables, salads, bread, dessert and drinks. The following information will help the banquet committee in planning.

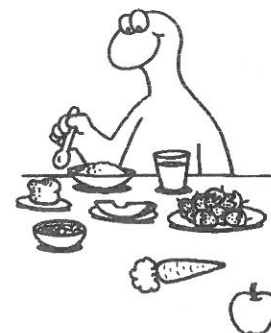


Potluck Meals - for a den of 8 families: 2 families bring meat dishes, 2 bring vegetables, 2 bring salads, 1 brings dessert, 1 brings bread and drinks.

Food Committee - the table below will serve as a guide for the committee in buying food for the banquet. The quantities listed will serve 25 people.

Quantity Buying Table

- Baked Beans - 4 qts.
- Butter - 1/lbs. - 32 servings
- Carrots, raw, sticks 1 - 1 1/2 lb.
- Coffee (regular) - 1 lb. (40-50 cups)
- Coffee (instant) - 1 - 2 oz. jar (40 cups)
- Lettuce - 3 heads
- Salad Dressing - 1 qt.
- Jell-O Salad - 1 - 1 1/2 qt mold or 9" x 13" dish
- Mashed Potatoes - 4 qt.
- String Beans - 3 - #2 cans
- Peas - 5 - #2 cans
- Baked Ham (Boneless) - 6 to 7 lbs.
- Swiss Steak - 10 lbs.
- Meat Loaf - 1 1/2 lbs. pork & 3 1/2 lbs. beef
- Chicken - 40 pieces
- Stuffing for poultry - 5 qts.
- Turkey - 18 to 20 lbs.
- Pickles - 1 1/2 pt.
- Jelly - 1 1/2 pt.
- Rolls - 50
- Cream for coffee - 1 1/2 pt.
- Ice Cream - 1 gal.
- Punch or Iced Tea - 2 gal. (makes 50 5 oz. servings)
- Crackers - 3 lbs.
- Whipped topping cream - 1 pt.
- Frankfurters - 7 lbs. (2 each)
- Juices - 3 - 46 oz cans (5 oz servings)
- Ketchup - 3 - 14 oz bottles
- Lemon (for tea) 4
- Mints - 1 1/2 lbs
- Nuts - salted - 2 lbs.
- Peanut Butter, 3 cups to make 25 sandwiches
- Potato Chips - 2 lbs.
- Radishes - 4 or 5 bunches
- Sugar (for tea or coffee) - 3/4 lb.



Note: If the banquet is pot luck or prepared by a food committee it is usually best to use paper plates and cups and plastic utensils to avoid dishwashing. If you are eating at a cafeteria or restaurant, you won't need to worry about the dishes.

### Helpful Hints

Figure about  $\frac{1}{2}$  pounds of meat per person. Unless there is a majority of adults, there will be meat left over.

Figure two rolls per person.

Advancements, awards, arrow points, year pins, activity pins and full adult recognition is advisable for the Blue and Gold Banquet. This is the time that ALL members should be recognized.

It is advisable that dinner is served as soon as possible after the gathering activity. That is what everyone came for. Plan your program after the meal.

If you have overhead decorations, leave room for the flag ceremony.

If a loud speaker is available, use it. If there are walkie-talkies available this will make it easier to coordinate activities at both ends of the room.

Write out your agenda and give it to key personal so everyone will know what is happening next.

### Invitations

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

The design of the banquet invitations should reflect the high ideals of Cub Scouting and also the theme of the banquet.

### Special Guests

People that can be included on your list:

- |                                     |                         |
|-------------------------------------|-------------------------|
| 1. Sponsoring Institution Executive | 5. Scouting Coordinator |
| 2. Unit Commissioner                | 6. District Executive   |
| 3. Scouting Executive               | 7. School Principal     |
| 4. Clergy                           | 8. Spouses of guests    |



9. District Committee Chairman
10. Other Cub Scout members of District Committee
11. Past Cubmasters and committee people who serve the Pack
12. Scoutmasters of troops that the Pack "feeds" into
13. Any businessman or person who has donated to the unit during the past year
14. Speaker (You may choose to have someone speak on Scouting, the community or some other topic. Tell him or her to keep it brief and remember the young children in the audience)
15. Entertainment other than den participation (such as a magician or clown)
16. Don't forget to include the Tiger Cubs in the Blue and Gold Banquet

When making the invitations make sure to include:

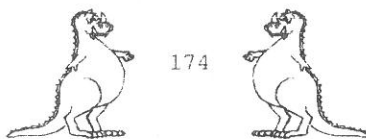
\*\*\*\*\* WHO WHAT WHERE WHEN \*\*\*\*\*

If there is no head table, or if there are too many special guests to all be seated at the head table, then it is a good idea to seat guests with dens. The guests usually like to be where the action is. Be sure the dens know in advance how many guests to expect. Then they can make extra table decorations, place cards, etc.

The Banquet Program

The banquet should include the following:

1. Displays
  - a. These could be related to theme
  - b. Handicraft projects
  - c. Den doodles
  - d. Den wall advancement charts
  - e. Pictures of den and pack activities
2. Opening Ceremony
3. Invocation
4. Dinner
5. Welcome and Introductions
  - a. The MC, usually the Cubmaster, should make appropriate introductions but keep them short and to the point.
6. Entertainment and Singing
  - a. Den stunts and skits should be short
  - b. Use as many boys as possible throughout the evening
  - c. If having outside entertainment don't have it to long



- 7. Awards
  - a. This is the part of the evening that the boys have been waiting for.
  - b. The ceremony must be impressive and meaningful
  - c. Akela could present the awards or if your theme is something special like The Tall Tales, the Jolly Green Giant or Paul Bunyan could give out the awards.
- 8. Recognition of Special Families
  - a. Recognize those special families or parents for their work during the year
- 9. Recognition of Leaders
  - a. Recognize all pack leaders for their work during the year
  - b. Again- keep it short but meaningful
- 10. Closing ceremony
  - a. Put a perfect end to a perfect evening

Sample Program

A program can be made in many ways. You might choose to fold a sheet of paper in half, decorate it on the outside and on the inside include the following:

Invocation Given by \_\_\_\_\_

Dinner

Opening by Den \_\_\_\_\_

Welcome and Introduction of Guests

Skit by Den \_\_\_\_\_

Awards

Song by Den \_\_\_\_\_

Skit by Den \_\_\_\_\_

Recognition of special families

Recognition of Leaders

Closing By \_\_\_\_\_



Helpful Reminders

The opening ceremony need not be elaborate or lengthy. The important thing to remember is that the boys be involved in the ceremony.

The Invocation may be given by a pack official, a Cub Scout or a clergyman. The important thing is that an invocation be given.

The Cubmaster usually serves as master of ceremonies and will introduce the special guests.

Be sure that all dens have a part in the program.

The Blue and Gold Banquet is a good time to call all your registered adults to the front of the room and offer a public thank you and perhaps a certificate. Don't forget the Den Chiefs.

Thank you notes are thoughtful and appreciated by merchants that have contributed in any way to your banquet. Also the organization loaning their facility should be remembered in this way.

A Few More Ideas

A pleated skirt for the head table looks nice. It can easily be made from paper.

Discourage passing the hat for expenses. Charge a flat fee if necessary for each family to help with the expenses. Collect the money in advance. Try to avoid doing it during the banquet. If it is necessary, you may collect at the door before the families are greeted by the welcoming committee.

If the pack provides the meat (or any other food) and there is some left over, wrap the food in packages and sell it, or take it to the homeless shelter in your area.

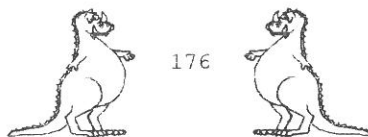
Have enough coat racks available.

Have plenty of trash cans so clean-up is fast.

**HAVE FUN!!!** Enjoy your Cub Scouts and their families.

*Rule #1: Don't sweat the small stuff.*

*Rule #2: Everything is small stuff.*





Closing: Read by Cubmaster

Cub Scouts, this month we celebrate the anniversary of Cub Scouting in the United States. Everywhere Scouts are taking time to listen to the story of Scouting and to rededicate themselves to the aims and purposes of Scouting. The Cub Scout program of the Boy Scouts of America was carefully built as a direct answer to the demands of millions of boys of Cub Scout age and their parents, who, as early as 1911, were calling for their own program. Wolf Cub Scouting started in England in 1914 when Baden-Powell started to experiment with a program for younger boys based on Kipling's "The Jungle Book". In 1916, he made a public announcement of this program, and since that time it has spread with very little change into the other European countries. After much study between the years 1920 and 1929, the Executive Board approved a plan of experimenting in a limited number of communities, and on August 1, 1929, the first demonstration dens were started. In 1930, the Cub Scout program had 5,102 boys registered at the end of the year. Today millions of boys and Scout leaders belong to Boy Scout units in 102 countries. This anniversary of Cub Scouting is a time to recommit ourselves to the goals of Cub Scouting.....goals of character, citizenship and fitness. Will you all stand now and repeat with me the Cub Scout Promise as we rededicate ourselves to the purposes of Cub Scouting....

I, \_\_\_\_\_  
 Promise to do my best,  
 To do my duty  
 To God and my country,  
 To help other people,  
 And to obey  
 The Law of the Pack.

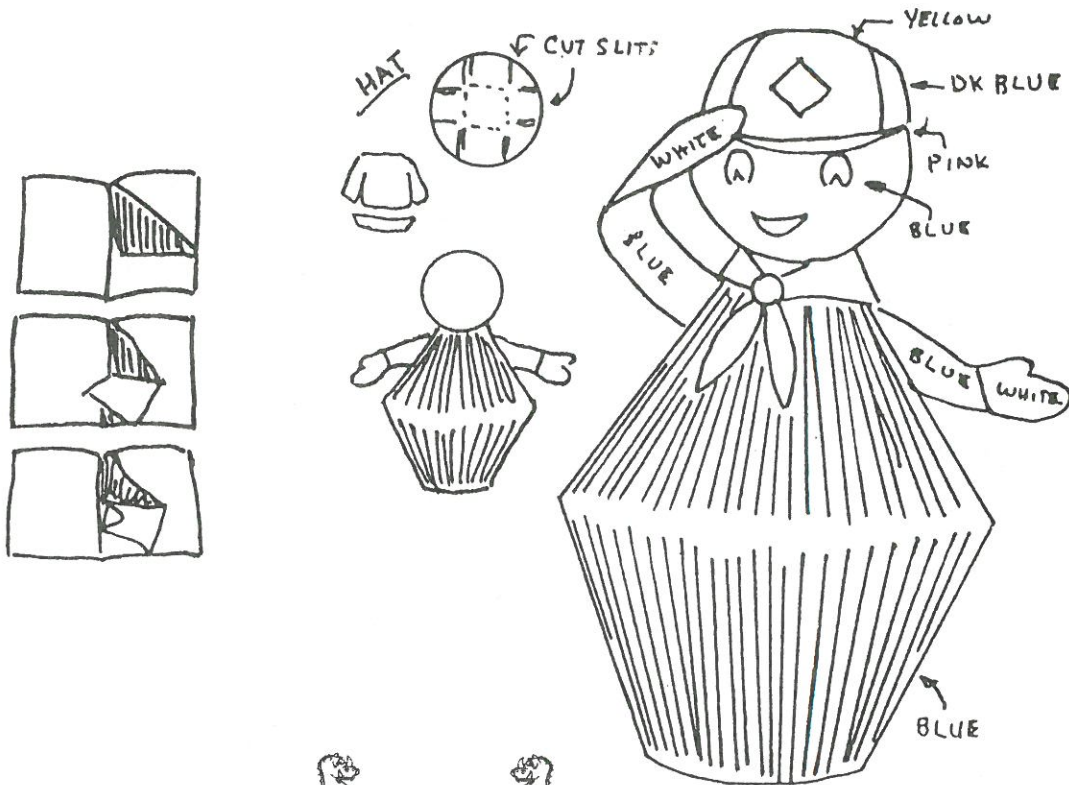


Readers Cub Scout

Materials:

- |                                     |                                 |
|-------------------------------------|---------------------------------|
| 1 "Readers Digest Magazine"         | Heavy White Paper (arms)        |
| Yellow Crepe Paper or Felt          | 1 can Blue Matte Spray Paint    |
| 1 3" Pink Styrofoam Ball (head)     | 1 Chenille Stem                 |
| Blue Construction Paper (eyes, hat) | Yellow Construction Paper (hat) |
| Marking Pen                         |                                 |

1. Fold magazine as shown in illustration. When folded, stand it up and open in a complete circle, glue a disc of cardboard to bottom of book to hold pages in place. Spray paint blue.
2. Stick 6" piece of chenille stem into styrofoam ball for head and neck. Insert other end of stem into blue body, glue.
3. Cut slits in a blue construction paper circle (as shown in illustration). Bend to shape hat. Color front section yellow or glue on piece of yellow paper. Draw on emblem with marking pen. Cut hat brim and glue hat to head.
4. Cut eyes from blue construction paper and glue in place.
5. Cut arms from heavy white paper. Paint sleeves blue. Glue arms to body. Glue one hand to forehead in a salute.
6. Cut a triangle of yellow felt or crepe paper for neckerchief and tie or glue around neck.



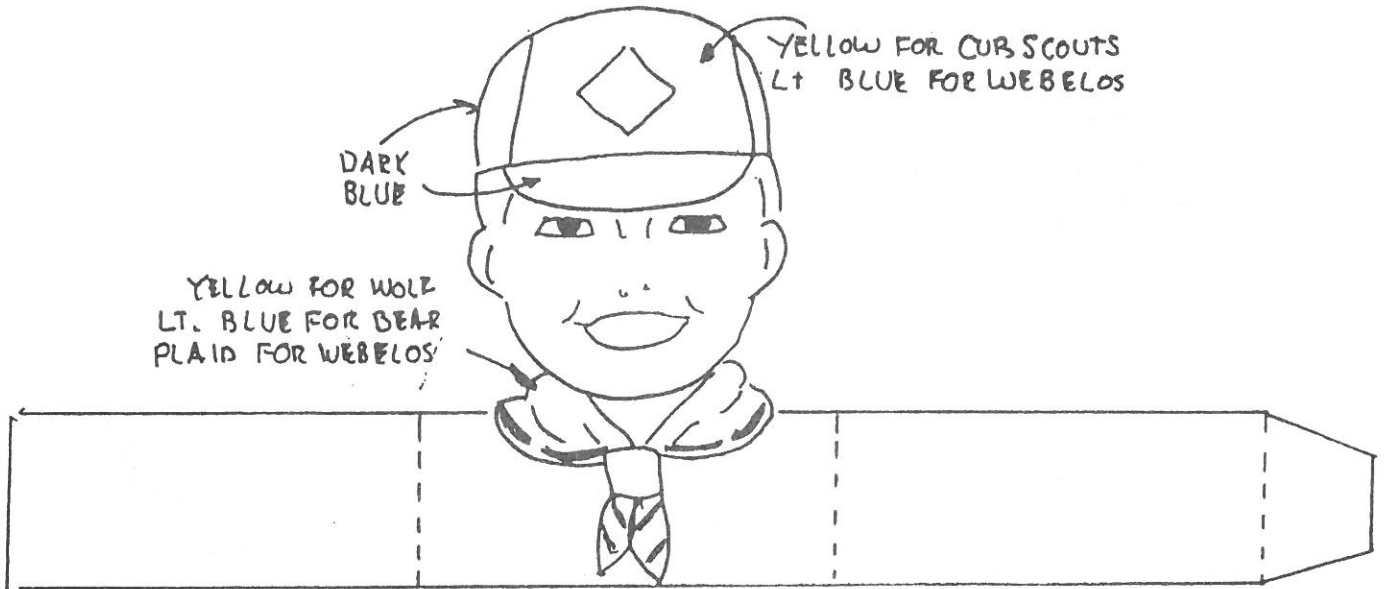
Kerchief Nut Cup

Cut a triangle of yellow construction paper or crepe paper with base 8 1/2" across and sides 6". Add detail with felt tip pen or paint. Roll over 1/4" on edge, as you roll a real kerchief. Bring together the two ends at a point where tie slide usually goes. Staple there. Bend up points so neckerchief will stand up. Set a regular paper nut cup inside.



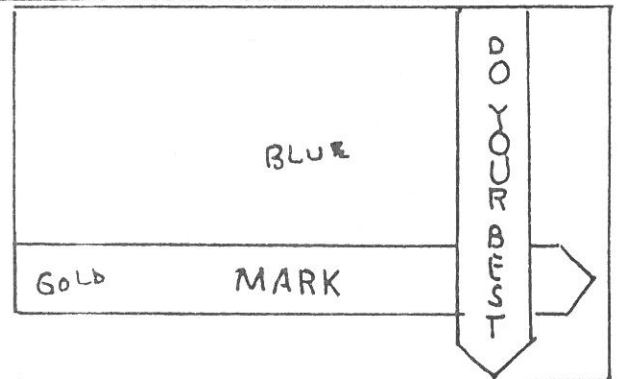
Cub Scout Nutcup #2

Using pattern shown, trace onto construction paper and cut out. Fold lower tabs under and fold on upright dotted lines to form a three-sided nut cup. Glue all edges together.



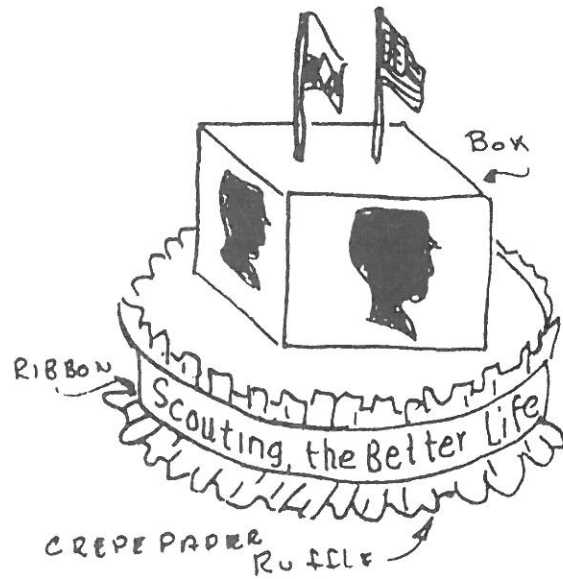
Place Mat

Cut from construction paper or mat paper. 12x14 is a good size. Add contrasting colors with construction paper glued to top. Lettering can be done with marking pens or plastic stick-on letters.



Centerpiece

1. Round base can be styrofoam or cardboard, covered with ruffled crepe paper.
2. Add ribbon or paper strip over ruffle.
3. Top is a square box, covered with yellow paper, which has dark blue construction paper silhouettes glued on and flags glued to the top.
4. Cut out letters from blue construction paper or use plastic stick-on letters.



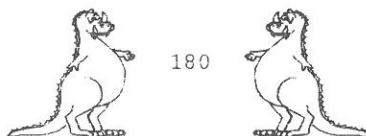
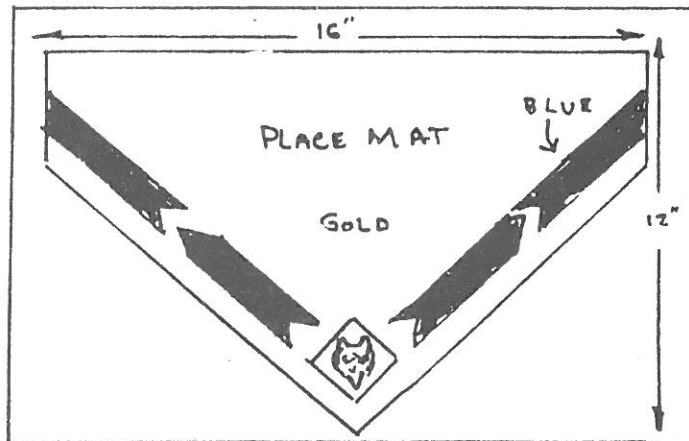
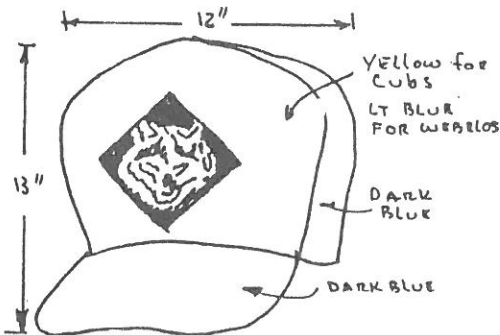
Place Card



1. Form body from two dark blue chenille stems, twisted together to shape.
2. Head can be made from a cotton ball covered with pink tissue, or glue on a pink round bead.
3. Make hat from lightweight yellow paper.
4. Neckerchief is lightweight yellow paper glued to body.
5. Glue feet of figure to cardboard base and add name card.

Hat Placemat

Enlarge pattern. Cut from dark blue construction paper. Glue on additional front section of yellow or light blue. Add emblem for Cub Scout or Webelos.



DUTY TO GOD AND COUNTRY

Every time a Cub Scout raises his hand and says the Cub Scout Promise he promises to do his best to do his duty to God and his country. What is his duty to God? What is his duty to his country? This is what you, as his leader, need to help him learn. It is your responsibility to give the Cub Scouts opportunities for "Keeping the Promise."

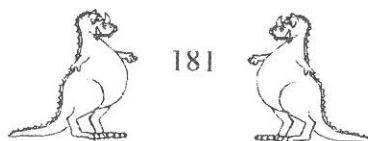
Cub Scouting is not a religion, but it is religious. The Rules and Regulations of the Boy Scouts of America, No. 449A, define the religious principles of the BSA, in part, as follows:

"The Boy Scouts of America maintain that no member can grow into the best kind of citizen without recognizing an obligation to God. No matter what the religious faith of the member may be, this fundamental need of good citizenship must be kept before him. The BSA recognizes the religious element in the training of the member, but is absolutely nonsectarian in its attitude toward this religious training.

When a Scouting unit is connected with a religious organization, no member shall be required, because of his/her membership in the unit, to take part in any religious ceremony.

The BSA does not define what constitutes belief in God or the practice of religion. Nor do they require membership in a religious organization or association for enrollment in the movement but does prefer, and strongly encourages, membership and participation in the religious programs and activities of a church, synagogue or other religious association. The BSA respects the convictions of those who exercise their constitutional freedom to practice religion as individuals without formal membership in a religious organization."

Only people willing to subscribe to these declarations of principle shall be entitled to be leaders in carrying out the program. While the best possible place to learn religion is in the home, there are ways that you, as leaders, can help Cub Scouts learn the full meaning of "Duty to God and Country."



Duty to God

Introduce him to his need to feel and practice his obligation to God in his everyday living. Point out the living world and the need to respect all living things.

Guide them in a sense of fair play and acceptance of their responsibilities. When you make a mistake, admit it, it will help them to realize that it's OK to do so.

Believe in them. A young Cub's ego gets battered a little every day. Take a moment to let him know that you really care for him. Respect them as well. Listen to their ideas, really listen.

Be there. Can your Cub count on your word? Do you follow through with what you say you'll do? If a Cub needs to speak with you, will he get your full attention? Your actions will speak louder than your words.

Encourage participation in Scout Sunday, either at their own place of worship, or the charter organization, if it is a church.

Say a brief, nondenominational pray before snacks and lunch, especially at camp. Keep them simple as follows:

To the tune of: "Are You Sleeping"

Thank you Father, Thank you Father.  
 For our food. For our food.  
 And for all our blessings. And for all our blessings.  
 Amen. Amen.



Duty to Country



Cub Scouts can demonstrate their duty to country in a variety of ways. Help them on the right path to good citizenship.

Use simple flag ceremonies at den and pack meetings. Make the flag a part of every meeting. Teach them the proper respect for the flag. If you don't have one, the V.F.W., American Legion, and other patriotic organizations will often donate a flag to a needy den or pack.

Use patriotic songs in your den and pack meetings. Can't sing? There are plenty of patriotic cassette tapes available.





Service projects are endless. Clean up a city park, or help a local nursing home with decorations for the holidays. Participate in "Scouting for Food."

Hold a mock election at a pack meeting around election time. The importance of voting can be emphasized and Cubs encouraged to discuss voting with their parents.

Go on a field trip to the City Hall, a judges chambers, the police department. Attend a naturalization ceremony for new citizens.

Religious Emblems

Religious emblems in Cub Scouts are designed to help youths deepen their faith, serve others and grow toward adulthood. Requirements and emblems of recognition are developed by each religious body for its own youth. No matter which sponsoring agency, the boys may enroll in the emblem of their own faith and are instructed by their own pastor, minister, imam, rabbi, priest, or other religious counselor. For information about the program of your faith contact the Scout Service Center or contact the Program of Religious Activities with Youth (P.R.A.Y.), 8520 Mackenzie Road, P.O. Box 6900, St. Louis, MO. 63123.

NOTE: Youth religious emblems are earned independent of the Scouting program and within the confines of each religious institution. The recognition for completion may be presented at the pack meeting or at a religious service.

Adult Recognition

There are also religious emblems for adult scouters that are presented for exceptional service to boys through Scouting. These awards are not earned as the boys' award are. For information about the adult recognition contact your religious organization, or P.R.A.Y.



A Wise Old Owl

A wise old owl lived in an oak;  
 The more he saw the less he spoke;  
 The less he spoke the more he heard;  
 Why can't we all be like that bird?

Edward Hersey Richards





## RESOURCES

Everyone who is new, or has ever been new, to the Cub Scout program likely knows that overwhelming feeling of being lost in a Cub Scout sea of things to plan, programs to organize, supplies to collect, projects to make and on and on. We want to provide the best program possible, but our brains by themselves can only go so far to meet the many needs. Luckily, over the many years of Cub Scouting and the many brains that have collectively contributed to the program, resources are available for just about any Cub Scout need you can think of! New leaders can be led by the hand beginning with the very basics, and more experienced leaders can find new info to spice up and enhance every event.

The best first steps in getting started for a new leader is to get trained with the Fast Start resources. Each pack should have copies, or they can be obtained through the council office.

Fast Start Training  
 Cub Scout Fast Start Viewer Guide  
 Fast Start Video (includes Den Leader, Webelos Den Leader, Cubmaster, Pack Committee Chairman, and Tiger Cub)  
Home Study Workbook

Next, see the whole picture of the program by getting trained, or, if it has been a while, refresh your knowledge:



Cub Scout Leader Basic Training  
 Outdoor Webelos Leader Training

There are several basic books or sources of information that can be purchased at the council office.

These books are the basic MUSTS necessary for every leader and every Cub Scout as they contain all the requirements for advancement, as well as information needed for passing each requirement.

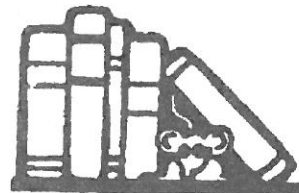
Wolf Cub Scout Book  
Bear Cub Scout Book  
Webelos Cub Scout Book  
Cub Scout Leader Book



These are additional references that are extremely helpful in providing a quality program.

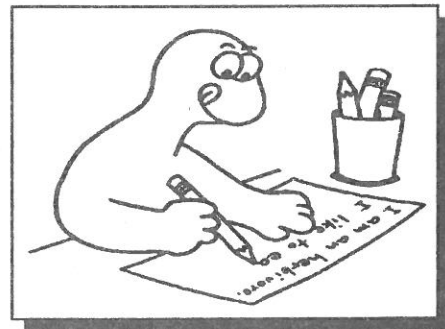


Cub Scout Den Chief Book  
Webelos Den Activities Book  
Cub Scout How-To Book  
Ethics In Action  
Tiger Cubs Group Coach Manual  
Tiger Cubs Family Activity Packet  
BSA Family Book  
Bobcat in Action Book  
Wolf Action Book  
Bear Action Book  
Action Book-Teacher's Guide  
Boy Scout Handbooks and Reference Material

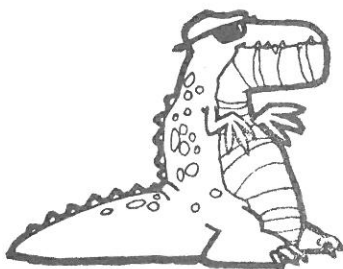


Need help in organizing your unit? These items are available at the Scout office:

New Pack Organization Kit  
Parent and Family Talent Survey Sheets  
Selecting Cub Scout Leadership  
Pack Job Description Cards  
Cub Scout Leader Recognition Plan  
Webelos-to-Scout Transition  
The Den Aide: A Teenage Leadership  
Resource for Cub Scouting  
Cub Scout Recruiting Flier  
Tiger Cub Scouting Flier  
Cub Scout Recruiting Postcards  
Retention Tips  
Highlights of Cub Scouting  
Marketing to Today's Families  
Meeting the Challenge of Single Parenting  
National Summertime Pack Award Planning Guide



Want to add pizzazz to your program? These are packed with ideas and helps!



Cub Scout Song Book  
Campfire Sparklers Book  
Staging Den and Pack Ceremonies  
Cub Scout Magic  
Group Meeting Sparklers  
Knots and How to Tie Them  
Cub Scout Leaders' Program Notebook  
Cub Scout Fun Book



The Sports and Academic Pins and Belt Loops program can seem complicated, but never fear! Resources are here:

- Cub Scout Sports Leader Guide
- Cub Scout Sports
- Cub Scout Academics

Religious Awards

Many religious awards are available. The particular requirements for the various religions are available through your religious affiliation representative, or some information is available at the council office.

Cub Scout and Webelos Scout Program Helps

Every year, a complete guide is provided for leaders, including themes, ideas, outlines, games, and reference material. This simplifies some of the planning and it is nice to know that Cub Scout packs and dens all over are doing basically the same things!

The following magazines are mailed to registered leaders and are full of great and fun ideas, as well as being a huge help in keeping informed of various local and council events available:

- Scouting Magazine
- Boys Life Magazine
- Program Helps
- Quivira Council Trail Guide



Other periodic publications also have great value:

- Council Planning Calendar and Resource Guide
- BSA Official Catalog

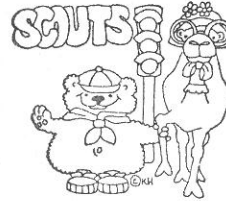
Don't forget the regularly offered training opportunities available to registered leaders:

- Roundtable (meets once a month in each district)
- Cub Scout Leader Pow Wow
- Akelas Council/Kind Eyes
- Den Chief Conference
- Cub Scout Wood Badge
- Boy Scout Wood Badge



The resources don't stop there:

Past Pow Wow Books  
 Scout Show (annual event loaded with ideas)  
 Public Library  
Pack of Fun Magazine  
 Past Program Helps  
 Professional Scouters  
 Other Pack and Den leaders  
 Pack Committee  
 District and Council Staff  
 Boy Scout Troop  
 Girl Scout Troop  
 Charter Organization  
 Scout Service Center  
 Church  
 City-County-State and Federal Government Agencies  
 Extension Office  
 Scout family members (as indicated by use of the "Parent and Family Talent Survey" form)  
 Neighbors  
 Friends  
 Service Clubs (Optimists, Kiwanas, Daughters of the American Revolution, etc.)  
 Your very own Creativity, Imagination, and Enthusiasm!



Have a sensational idea, but need materials to make it happen?

**SCRAPS AVAILABLE AT LITTLE OR NO COST!!**

- Aluminum Sheets (Flexible).** Ask local lithographing companies.
- Blueprint Paper.** Ask blueprint companies. Good for making leaf prints.
- Bowling Pins.** Some bowling alleys give discards away. Use for making figures.
- Buttons and Beads.** Good Will, Salvation Army
- Bolts (fabric).** Any store selling yard goods.
- Cans (gallon size).** Restaurants and school cafeterias.
- Canvas.** Canvas product manufacturers.
- Cardboard.** Most grocery stores or filling stations.
- Cardboard Cartons (large).** Appliance stores.
- Ceramic Tile.** Check with tile dealers about broken pieces for mosaics.
- Cigar Boxes.** Tobacco stores, department stores, drug stores.

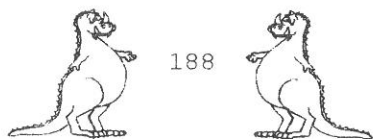


- Concrete Blocks.** Ask manufacturer for flat broken pieces. Use for book ends, door stops, paper weights, etc.
- Cork.** Check with gasket manufacturers for scraps of sheet cork. Good for coasters, placemats, etc.
- Drapery Samples.** Drapery shops.
- Film Cans and Spools.** Local photography shops.
- Foil Papers.** Florists often have scraps from pot wrappings.
- Ice Cream Cartons (3-gallon round)** Baskin-Robbins, Braums. Good for making knight's helmets, wastebaskets, etc.
- Jars.** Try Good Will, second hand stores, or garage sales. Usually cheap.
- Leather.** Leather companies, upholsterers.
- Linoleum.** Ask any linoleum company or flooring firm for scraps.
- Lumber.** Ask lumber yard or cabinet makers for scraps.
- Plastics.** Some boat manufacturers have windshield scraps.
- Plastic tubes.** Ask people with hospital connections.
- Plastic bottles.** Ask local druggist to save them.
- Popsicle Sticks.** Check with dairies.
- Rope (1/4").** Check with venetian blind repair shops.
- Sawdust.** Lumberyard, cabinet makers.
- Shade Rollers.** Window specialty shops; venetian blind dealers.
- Spools.** Dressmakers, tailor shops, alterations department stores.
- Tile.** Check with dealers for broken pieces.
- Upholstery sample.** Upholstery dealers, also automobile upholstery.
- Venetian blind slats.** Venetian blind repair shops.
- Wallpaper Sample Books.** Wallpaper dealers or paint stores. These books are replaced periodically and you can get the old ones. Good for covering wastebaskets, scrapbooks, etc.
- Wire.** Electrical contractors, appliance repair shops...ask for used wire.

Ask Boy's Family to Begin Saving:

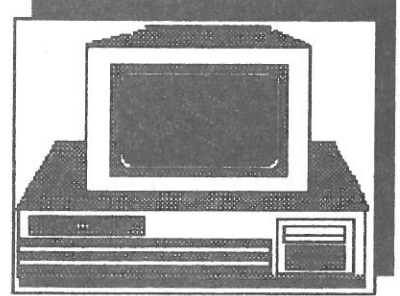
Egg cartons	Material scraps	Margarine tubs
Popsicle sticks	Cardboard rolls	Cans
Spools	Bottles	Coat hangers
Plastic lids	Foil pans	Milk cartons

....the list can go on....and on....and on....



Computerized Resources

Many of today's leaders and boys are computer literate and have daily access to computers and on line services. Many of the on line services commercially available (America On-Line, Compuserve, Prodigy, etc.) have Scouters on line and provide Scouting forums. If you are currently a member of an on line service and you are not sure if there is a Scouting forum available, use a keyword search function and search using the keyword "scout" or "scouting". The results will probably amaze you. If a keyword search does not reveal anything, contact a system administrator through e-mail and ask about a scouting forum.



Another tremendous source of information is the World Wide Web (WWW). Many Councils, Districts, Units and individuals have set up "home pages" to provide Web surfers a site for information and links to other information. The WWW is a graphical, user friendly, source of information. All you need is a starting place to begin a journey through the wonders of the world.

To access the WWW you will need a service provider that allows you access to the Internet. Many providers are available, including those mentioned above. If you don't want the bells and whistles that are provided by the more commercial services, contact a local computer store for the names and numbers of local companies that provide direct access to the Internet.

After you have made arrangements for service, you will need a software package referred to as a browser. You will probably be able to get this from your service provider as part of your access fees. The most popular package is one called Netscape. This package is available as shareware. Shareware software is software that allows you to use it for a set period of time for evaluation purposes and then requires you to pay a fee to the author. This fee is usually very reasonable.

Upon connecting to the Internet and the WWW, you will need to specify a location, or address, that you would like to visit. Here are several Scouting "Home Pages":



BSA Homepage

<http://www-i.almaden.ibm.com:80/scouting/>

The Campsite Pages

<http://www.skypoint.com/members/srtobin/>

Scouting Files and Links

<http://cac.psu.edu/~jxml81/scouts.html>



The Virtual Patch Collection

<http://www.emf.net/~troop24/scouting/patches.html>

(The 1995 Stone Age Pow Wow Patch can be seen here!)

US Scouting Front Door

<http://www.HiWAAY.net/hyper/Scouts/>

1995 Quivira Council Stone Age Pow Wow

[http://www.ee.twsu.edu/~randy/pow\\_wow.htm](http://www.ee.twsu.edu/~randy/pow_wow.htm)

Cub Scout Awards and Advancement

<http://www.HiWAAY.net/hyper/Scouts/csawards.html>

Cub Scout Leader Tips and Hints

<http://www.HiWAAY.net/hyper/Scouts/csig.html>

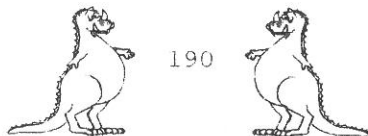
The addresses supplied above are subject to change, but were working addresses as of 9/30/95. The addresses are case sensitive and capital letters must be placed as they are in the addresses above. You will find numerous links to other pages from these pages. Take some time and "surf" the net.

Another resource supplied by the internet is in the form of an automated mailing list. This is a subscription service and you must have the ability to send and receive e-mail to become a subscription member. Currently there is a list that caters to the needs of Scouters all over the world. To subscribe you must send e-mail to the listserver that operates the list. To subscribe to the Scouting list(Scouts-L) you must send e-mail to the following address:

[Listserv@tcubvm.is.tcu.edu](mailto:Listserv@tcubvm.is.tcu.edu)

In the body of the message you must put the following:

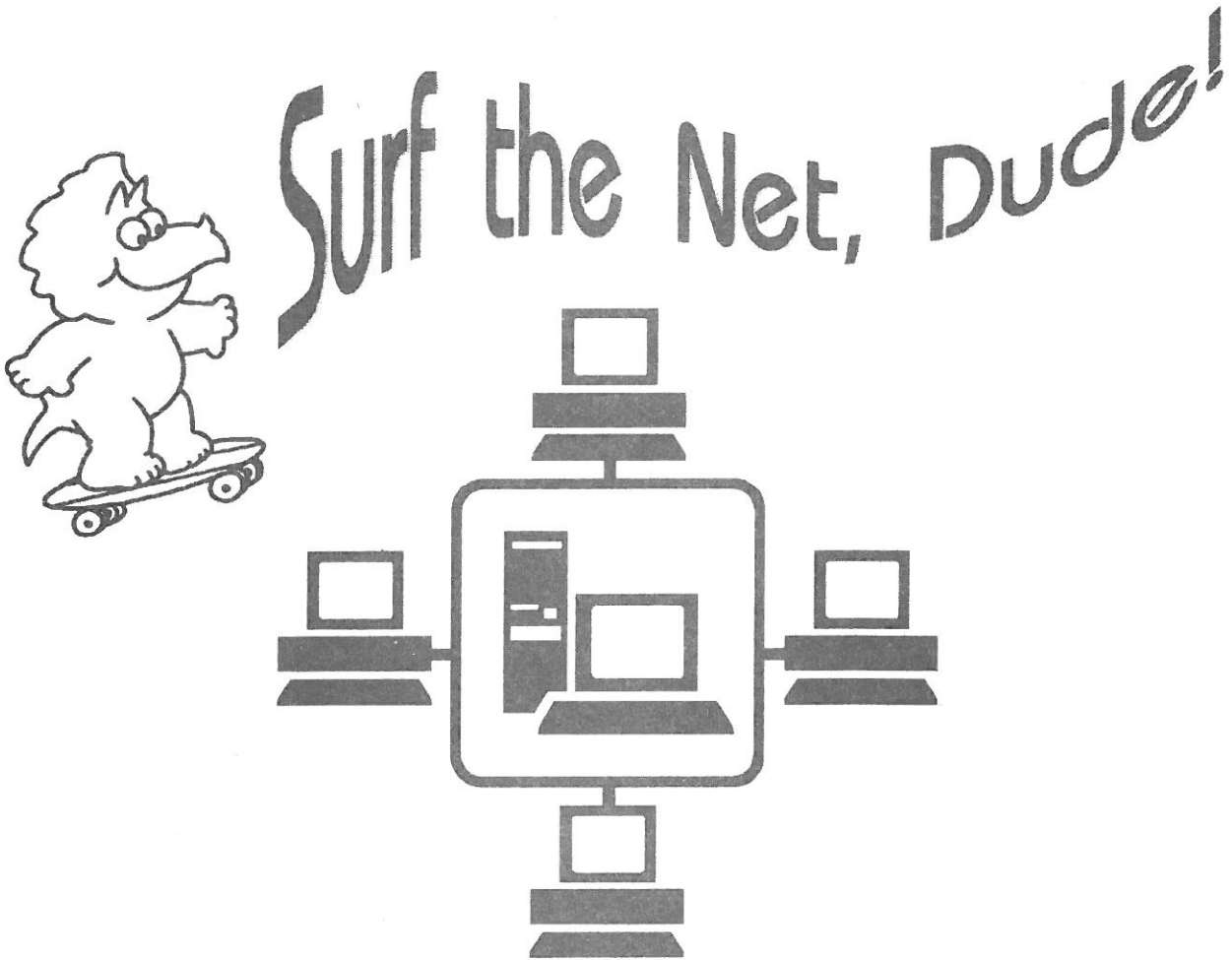
Subscribe scouts-l <your name>





As soon as your mail is received an automated reply will be sent giving you some instructions to follow. In order to gain membership, you must follow the instructions in the letter you receive. This consists of returning e-mail to the listserver that has a special code number embedded in the mail. You will receive this code number as part of the automated instructions.

Scouts-L has been called the largest Roundtable ever and carries information about Boy Scouts, Cub Scouts and Girl Scouts. Members include every position possible from professional Scouters to Den Leaders to Scoutmasters to Cub Scouts and Boy Scouts. A wealth of information is available. Take the plunge and become a member of a worldwide "resource". Share your knowledge and expertise or just sit back and listen and watch.

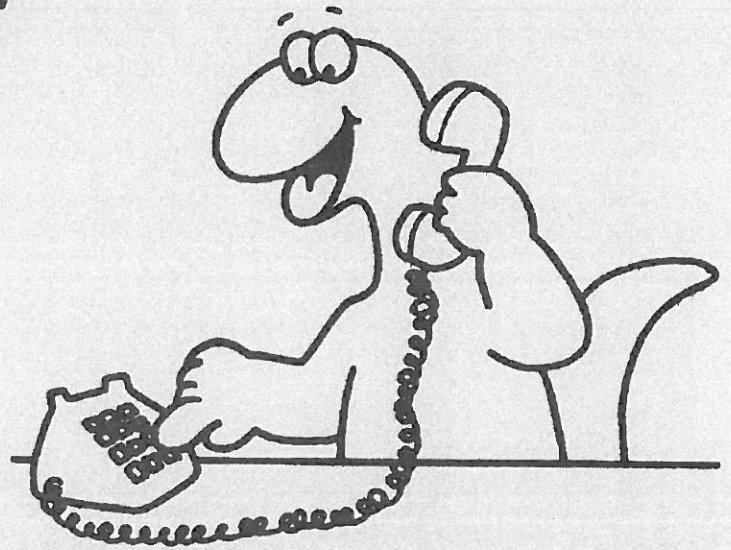


## WAYS TO RECOGNIZE VOLUNTEERS

SMILE!!!	Make good plans, and stick to them
Honor their preferences	A special recognition pin or button
Post Roundtable "Honor Roll"	Reimburse for assignment related expenses
Take them to lunch	Be pleasant
Provide good pre-service training	Keep challenging them
Hold rap sessions	Send a holiday card
Introduce them to others	Take the time to explain fully
Create pleasant surroundings	Afford participation in team planning
Take the time to visit with them	Enable them to grow on the job
Surprise them with coffee and cake	Enlist to help train
Treat them to a soda	Send them flowers
Send them a birthday card	Make thorough prearrangements
Respect their wishes	Write them thank-you notes
Greet them by name	Match team member with the job
Help develop their self confidence	Send a valentine
Give them additional responsibility	Say "We missed you"
Respect sensitivities	Say "See you next month"
Take them to breakfast	Inform them about Scouting's purpose



# **PACK ADMINISTRATION**



- > CONSERVATION AND SERVICE PROJECTS**
- > COMPUTERIZING PACK RECORDS**
- > FAMILY INVOLVEMENT**
- > RECRUITING SKILLS**
- > PACK ADMINISTRATION**



### Somewhere There Is A Boy

Somewhere in this great land of ours, there is a boy who is very important to me, and to you, and to the whole world. I don't know his name; maybe Smith or Jones; or maybe Svensen or Solenski; or O'Hara or Gonzales; or Puccini or Shapiro.

I don't know where he lives. Possibly in the ghetto of some big city, or by a cotton patch in the South, or on a rolling Midwestern prairie, or somewhere in the vast expanse of the West.

I don't even know what he looks like. Maybe he has red hair and freckles, or maybe not. In fact, I don't even have an idea what color his skin is.

All I know is that somewhere there is a boy, who, right now, has no idea how eagerly the world is waiting for him. Perhaps he's the one who will find a cure for cancer or heart disease or muscular dystrophy, or maybe he's the one who can help solve the problem of slaughter on our highways. Perhaps he has the key to unlock the mystery of why civilized man kills his brother on the battlefield.

I know too well that we have far, far more problems than solutions, and I know that somewhere there is a boy who has the answer. Not once have I said that there MAY be a boy or I HOPE there is a boy. There IS a boy! And I must find him. Not for myself, not for his sake, but for the world's sake.

Whoever and wherever he is, he will have an active and inquisitive mind. With my help, he will find answers to his questions. He may be inclined to assume that something cannot be done because no one has ever been able to do it. I'll assure him that there are new attainments and victories up ahead, just for him.

Being a boy, he may want to take excursions down dangerous byroads. I'll help him find greater interests in the right roads. No doubt, he has parents who love him, but he will be grateful, and perhaps surprised, at the interest on the part of an adult who is not even a relative.

If I only knew his name and where he lives, my problems would be much simpler. But I don't know his name or where he lives. So, I may need to find and help two boys, or even 200 boys, in order to make sure I reach the right one.

You're busy? Of course you are! I wouldn't be asking for your help if you were not a busy person. The job of finding and helping this all-important boy will never be accomplished by those who have time on their hands! It's a job for people who have already developed the "busy" habit, and who have the knack for getting big jobs done.

This boy is waiting for you and me right now. But, he'll wait for such a short time, and then he'll be a man. Just a good, ordinary man like millions of others. He'll never know what he missed, or who caused him to miss it, but you and I will know. He won't be disappointed in you and me, but, what is far worse, you and I will be disappointed in ourselves. Somewhere there IS a boy whose help the world desperately needs. It's up to you and me to find him.

PACK ADMINISTRATION

The purpose of Cub Scouting is to provide a program of citizenship, charter building and physical fitness to boys between the ages seven and eleven.

A well planned program will deliver these ideals to your boys.

A well planned program starts with a planned annual program.

Some of the following planning steps are covered in full detail in Chapter 6 of the Cub Scout Leader Book and pages 1 - 4 of the annual Cub Scout Program Helps. The initial annual program helps will be recieved in the May/June issue of Scouting by all Cubmasters, Assistant Cubmasters, Den Leaders and Webelos Den Leaders. It will include the program planning steps as well as the September and October theme helps.

1. Annual Program Preview. Each District will hold a preview meeting the first week of August of each year. Units receive a council program calendar, copies of the annual program helps and other significant program information such as School Night, Scout Show, ect, to begin the planning process.
2. Annual Program Planning Conference. This meeting should be held in August after the Program Preview. This meeting should include all leaders as well as parents. Monthly themes and major pack activities will be determined at this conference.
3. Cub Scout Leader Rountable. Each district conducts a monthly Roundtable to provide program aids and ideas for the succedding month's themes. Pack Leaders, Den Leaders and Webelos Den Leaders program sessions are conducted.
4. Monthly Pack Leader Meeting. This meeting of all pack leaders, including parents, should be held at least one week prior to monthly pack meeting. Final coordination for the pack meeting as well as detailed planning for the next month den and pack meeting is accomplished at this meeting. Program ideas recieved at the monthly Roundtables are distributed and intergrated into the planning process.



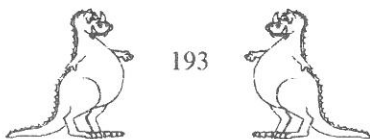


5. Den leader, den chief meetings are held on a monthly basis to ensure adequate preparation is accomplished for the conduct of weekly den meetings.

Guidelines to Successful Pack Operation

The following guidelines have been followed successfully by many packs. We suggest you use this as a check sheet to determine where your pack operation could be improved.

1. Enthusiastic parent participation.
2. Trained Den Chief's are desirable in the operation of the den.
3. There is a very definite emphasis on complete official uniform.
4. Ceremonies are used.
5. The recommended length of the den meeting is one hour.
6. There is a variety in our monthly pack meetings.
7. Each den has an active pack committee member.
8. Den leaders are two deep in each den. In other words, a den leader and an active assistant den leader.
9. The Cubmaster is the executive officer of the Cub Pack and is responsible for the operation of the pack and dens.
10. One Assistant Cubmaster is responsible for recruiting and training den chiefs.
11. Our pack holds an annual conference and monthly pack leaders meetings.
12. The Cubmaster and Assistant Cubmaster are correctly uniformed and wear their uniforms to each pack meeting.
13. All leaders have completed basic training.
14. Our pack has a secretary who keeps our records.
15. Our pack has an elected treasurer to handle the financial affairs and keep the financial records of our pack.
16. Our pack uses ceremonies in the induction of new boys and their parents and in the advancement of each boy as he advances in rank. We have graduation ceremonies for all 11 year old Webelos Scouts.
17. We have at least one Webelos den in our pack.
18. The leadership and performance of our parents in the pack are recognized regularly.
19. Our pack presents advancements in rank to parents: and then the parents recognize their own sons by presenting them the awards.
20. The mother and the dad or guardian, leader, or any "Akela" can pass their son on the Cub achievements and electives. The Webelos Leader or someone assigned by them passes Webelos activity badges.





21. We are encouraging our Cubmaster and Pack Committee to serve two years or longer.
22. Our pack operates on the unit budget plan and all the parents have a voice in determining the budget of the pack.
23. We try to hold the formula that the maximum membership in any den is no more than eight boys.
24. We encourage all our adults to attend Roundtables so they'll be better prepared to give direction in the operation of the Cub program in our pack.

What Does My Pack Committee Do?

The Pack Committee is supposed to participate in running the pack. This means spreading the jobs onto more shoulders. Check the items in the list below and ask if your Committee really shares in the work, or did you do it all yourself?

1. Recruit a Cubmaster and Committee Chairman.
2. Provide a Pack meeting place.
3. Coordinate Pack program with chartered sponser.
4. Assist in Charter renewal.
5. Develope program activities for the year.
6. Supervise finances.
7. Work closely with Cubmaster.
8. Assure a year round Cub program.
9. Participate in Rountable.
10. Conduct parent traning.
11. Cooperate with other Scouting units.

In thinking about how well your committee functions, consider these points:

Does your Committee meet regularly each month?

Who actually does all the work?

Do you have separate Committee and leaders meetings, or do you meet together?

How often do you or someone else from the Committee talk or meet with your Charter Representative?



How Good Is Your Pack

1. Do the Cub Scouts, Webelos Scouts, and parents in your pack have fun? Yes No
2. Is your pack administered by the pack committee? Yes No  
Is the work shared by all leaders? Yes No
3. Do your pack leaders hold a monthly pack leaders meeting? Yes No  
An annual planning conference? Yes No
4. Do all the dens in your pack meet weekly? Yes No
5. Do parents attend the monthly pack meetings and other events? Yes No  
Are there things that involve them? Yes No
6. Does your pack have a plan to transfer Cubs into Webelos? Yes No  
Do the Webelos Scouts graduate into the Boy Scouts program at all? Yes No
7. Does at least one of your pack leaders or committee members interview parents of prospective Cub Scouts before they join the pack? Yes No
8. Do your pack leaders attend Roundtables and other events? Yes No
9. Do most of the boys entering Cub Scouting stay active? Yes No
10. Did your pack carry out at least one service project for your chartered or community organization last year? Yes No
11. Do your dens have assistant den leaders? Yes No
12. Do your dens have den chiefs? Yes No
13. Have at least 50 percent of your registered boys advanced according to the ranks of their ages? Yes No
14. Are Cubmaster, committee members, den leader coach, den leaders, and Webelos den leaders trained? Yes No
15. Does your pack have a 12 month program? Yes No
16. Will your pack reregister next year with at least 50 percent of its members? Yes No



Evaluating the Den and Pack Program

When we think of a Cub Scout leader's job, we are apt to think of the performance with the group of boys. When we say: "Mrs. Brown is doing a wonderful job with Den 2," we tend to think of the actual program she is conducting.

Leading den or pack activities is rather like the tip of the iceberg; the part we can see. The larger part is beneath the surface; it is not apparent to the casual observer but without it the activity would collapse. This larger, invisible part is what happens before and after a den or pack activity.

What happens before is called planning. It includes deciding and checking on details such as time, date, and place of an event or activity. It includes deciding what type of activity is suitable for the occasion and to fit the need. And it includes making all the necessary arrangements to cover all possibilities and emergencies.

What happens after is called evaluation. Evaluation is discussing with other leaders and family members, thinking about it yourself, and deciding where the program was strong and where it was weak. Evaluation is an important step in planning future meetings and activities.

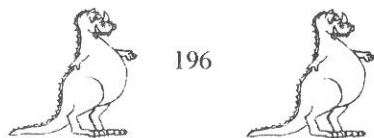
To make sure your pack is meeting its program objectives, evaluate meetings and activities at a monthly pack leaders' meeting every third or fourth month. When you're evaluating a meeting or activity, you'll want to consider these things:

- Did it satisfy the boys who took part in it?
- Did they enjoy it?
- Are we meeting each one of Cub Scouting's purposes?
- Did it help strengthen the den or pack?
- Did it help strengthen families?

Careful planning results in a good program, and thorough evaluation results in an even better program.

Finances

Cub Scout Packs, like other organizations, need money to run. The pack budget is a responsibility of those that administer the pack. Awards, outings, crafts, prizes, etc. all cost money. Leaders should not, and can not, be expected to pay for everything.



The system most used by packs to plan a budget is the Pack Budget Plan. Chapter 10 of the Cub Scout Leader Book describes this plan in detail. Form 28-426P, Unit Budget Plan, covers the system briefly. Planning a budget can insure that a pack has the ability to stay financially afloat and provide a quality program for youth.



Budget planning is the responsibility of the Pack Committee with input from other pack leaders, parents and the Chartered Partner Representative. The budget is designed to support the activity program so planning occurs after the annual program has been planned. The budget planning session could be a part of the Annual Planning Conference.

Dues are an important component of the pack budget. Weekly or monthly dues are important in teaching a boy responsibility and invoking the idea of paying his own way. Often, units simply develop a one time payment (from the parents) of \$10.00, etc., to make the collection process easy. Doing this takes the boy out of the loop and defeats one of the purposes of the Cub Scout program.

Often units must utilize separate fund raising activities to supplement the dues collected to run the activity program. Fund raising activities may be instructional and fun if administered in the proper manner. Chapter 6 of the Cub Scout Leader Book addresses "Planning Pack Money-Earning Projects." The Unit Money-Earning Application, form 34427, also provides guidelines for activities. The application form is used by the pack to receive approval from the Council to conduct a proposed activity. Several items must be considered when planning a fund raising activity:

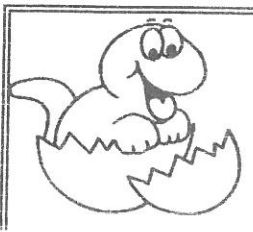
As a United Way member, Quivira Council, BSA, has agreed to not conduct fund raising activities during the local campaign (August to November). The pack is obligated to follow this agreement.

The Charter Partner must approve any fund raising activities.

Commercial products sold by a pack must stand on their own merits. Therefore, boys may NOT wear their uniforms during the sales presentation. Commercial products should be investigated prior to signing any contracts. The annual Popcorn Sale is an approved program of the Boy Scouts, so Cub Scouts may wear uniforms while selling popcorn.



**RECRUITING**



A successful Cub Scout program depends upon qualified, dedicated leaders. People want to be identified with a quality, successful program. What a circle! How do we accomplish both at the same time?

Quality leaders must be recruited and retained. Recruiting is not just a fall (school night) or spring (graduation) activity. Recruiting should be a year round activity. All positions should have a potential backup or replacement available.

The first (and sometimes only) place we look for potential leaders is at the parents of the Cub Scouts. There are all types of places to look for people who would make good leaders. Don't forget to look at your Charter Organization for prospects. Just because a boy graduates into Boy Scouting, his parents may still be interested in the Cub Scouting program. Too often we look at a potential leader and determine that they would not be interested in participating in the program. When we do that, we have said "NO" for them. How do we know that they are not interested and have something to contribute. Always let the prospect answer the leadership question.

Recruiting of leaders is discussed in Chapter 10 of the CUB SCOUT LEADER BOOK. A guide for recruiting new leaders, SELECTING CUB SCOUT LEADERSHIP, No. 4-500, is available at the Scout Service Center. It outlines a proven method of selecting quality leaders.



Once a leader is recruited, retention activities should be immediately started. Turn over in Cub Scout leaders is very high. Each new leader should be recruited with a commitment to participate in leadership training. A lack of knowledge of the Cub Scout program is the greatest reason for losing leaders. There is a booklet, **TENURE TIPS FOR CUB SCOUT AND LEADERS**, No. 13-534A, available with ideas to support the ten tenure tips for leaders.





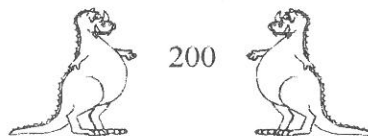


**TENURE TIPS FOR LEADERS**

*TEN TIPS FOR INCREASING LEADER TENURE IN YOUR PACK*

1. **Proper Recruiting** - Use proper recruiting techniques. Show the need - boys need quality leadership. Be sure you ask the right persons. Stress commitment, support, and training.
2. **Training** - Leaders need training. Introduce them to Fast Start training, and offer them an early invitation to basic training. Impress upon them the importance of round-tables. Continuous training is vital.
3. **Recognition** - Recognize your leaders for a job well done. Let them know they are important and appreciated.
4. **Support** - Leaders need good support. Let them know what support and what resources are available. Publicize your program.
5. **Uniforming** - Leaders must set the example of proper uniforming. Make uniforming important. Investing in a uniform shows commitment and belief in Scouting principles.
6. **Family Participation and Cooperation** - Stress the whole family concept. Secure parent cooperation as each family joins. Provide good family orientation. Inform parents - involve parents.
7. **Good Communication** - Good communication is vital for good leadership. Communication is through Roundtable Commissioners planning meetings. Follow pack/district/council calendars.
8. **Chartered Organization and Pack Relationships** - Make Cub Scouting important! The chartered organization provides FULL pack committee for the unit. Use pack budget plan. Follow through to ensure a quality pack program. Plan and work toward the National Quality Unit Award.
9. **District/Council Cooperation Relationships** - Develop a good relationship with pack/district/council. Participate in district/council activities training etc. Get to know the district executive and commissioners. Invite leaders to visit your pack. Strengthen relationships. Let your leaders get involved and participate in council/district events.
10. **Relax and Enjoy** - Leaders should relax and enjoy their assignments. Be flexible and follow the Cub Scout program as outlined. Try it - it works! Plan well, keep pack standards high. Enjoy your time with the boys! Create lasting friendships with boys, leaders, and parents. There is great joy in giving service to boys! Cub Scouting is a great program.

**HAVE FUN!**

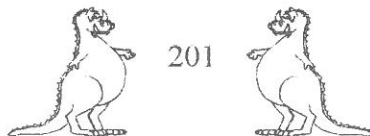




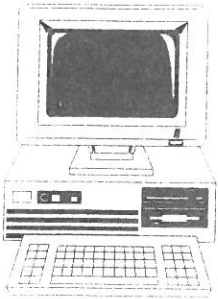
**TENURE TIPS FOR BOYS***TEN TIPS FOR INCREASING CUB SCOUT TENURE IN YOUR PACK*

1. **Quality Leaders** - Cub Scouts need quality leaders. Boys deserve trained, responsible leadership, leaders who enjoy boys and have pride and commitment in being a Cub Scout leader.
2. **Quality Program** - Present a quality Cub Scout program for boys built around the Cub Scout purpose. Make it a fun-filled, well-planned, year-round program.
3. **Pride in Being a Cub Scout** - Develop pride in your boys. Make and display den and pack flags do fun and important things together, develop great den and pack spirit.
4. **Fun-Fun-Fun: KISMIF** - Develop a year-round program-weekly den meetings with fun games, instant recognition, singing, preparation for pack meeting, monthly pack meetings with meaningful advancements, ceremonies, skits, outside activities with day camps, field trips, community events.
5. **Recognition and Advancement** - Recognize boys and parents. Boys like earned recognition presented in impressive and meaningful ways. Advancement is the result of an effective Cub Scout program.
6. **Parent Involvement** - Induct families, not just boys. Involve and invite the entire family to participate. Cub Scouting is a family program that can aid family unity.
7. **Uniforming** - Cub Scouting is a uniformed organization. Make wearing the uniform important and orient parents to the importance of proper uniforming.
8. **Communication** - Develop good communication in your pack. Have annual planning meetings, yearly calendars, monthly planning meetings. Telephone-calling sessions, newsletters, etc., prove to be beneficial. Develop den meetings around the Cub Scouts' wants and needs.
9. **Chartered Organization and Pack Committee** - A good relationship between chartered organization and pack committee is vital. Work together to build a quality pack.
10. **District and Council Activities** - Have your pack take advantage of activities offered by district and council such as day camps; Scout Shows; bicycle safety physical fitness, and learn-to-swim activities; service projects; parades; pinewood and space derbies; etc.

*Ideas are funny little things; they don't work unless you do!*



## Computerizing Pack Records



Accurate record keeping is essential to the successful operation of any pack. The Boy Scouts of America has developed several forms and charts to help a pack keep good records. The Pack Record Book (#33819) provides an excellent means of maintaining records on pack membership, advancement, and finances. There is, however, one big disadvantage to using the Pack Record Book, or any other form of manual record keeping. As pack membership changes, usually once a year, you are forced to copy the information on your active scouts from one record book to another. This can be a tedious and time consuming task, particularly if you have a very large pack.

If you or your pack owns a personal computer this process can be greatly simplified. There are many commercially available general purpose software packages that are well suited to maintaining the type of information that the pack requires. Data base programs such as Microsoft Access, or Dbase offer the most flexibility, but require some programming knowledge to get the most benefit. Spreadsheet programs such as Microsoft Excel or Quatro Pro, while more limited in flexibility, are better suited to less experienced computer users. Both of these options require some programming skill and may prove to be very frustrating to the average home computer user.

The best approach for most packs is to use a software package written specifically for the purpose of maintaining pack records. There are several such programs available. The most popular and easy to use for keeping pack membership, advancement, and attendance records is probably PACKMASTER 2.0. This program runs on IBM PC or compatible computers and is available from Troopmaster Software, Inc.



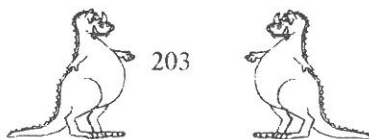
PACKMASTER is a powerful pack management program. It is easy to use and has menus and help windows. It can be used by any size pack to keep accurate records. Its features include:

- Complete information on all Cub Scouts -- Name, address, birthday, parents, health information, etc.
- Information on adult leaders -- Position, training, awards, etc.
- Attendance -- Pack meetings, Pack and den activities, etc.
- Advancement -- Rank, activity badges, sports/academic awards and other special awards
- Den management -- Assign boys and leaders to dens, assign den numbers
- Over 40 customized reports -- Rosters, phone lists, advancement, individual records, attendance, calendar, mailing labels and more

The advancement section has several features that most pack leaders will find very helpful. Information can be entered down to individual achievements if desired. The program will check the requirements for many awards and alert you of any that have not been met. It will also automatically determine when service stars and Webelos compass points have been earned. A report can be printed which lists the requirements that a Scout needs to complete for his next rank.

An advancement report can also be printed which the council office will accept when you pick up your awards. (WOW! No more hand writing 100 awards for the Blue and Gold Banquet!) It even includes a shopping list for awards!

Individual den information can be downloaded to a floppy disk for the den leader to maintain and return to the pack advancement chairman in place of the Den Advancement Report.



When a Cub Scout graduates or drops out of the pack his records can be removed from the pack database and saved in an archive file. A permanent record of all past Scouts is maintained and if a boy returns to the pack, his records can be easily recalled.

There are also several good programs available for keeping track of pack financial records. Any good accounting software can be adapted to the needs of the pack. The popular home finance organizer Quicken from Intuit Software is easy to use and inexpensive. It can be set up to manage the packs checking, savings, and cash accounts. It can also keep track of pack expenses. Numerous reports are available, as well as the ability to graph the packs financial trends. Quicken also includes a budget planner to aid in creating your packs annual budget.

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*There is no end to the good we can do  
if we don't care who gets the credit.*

*It isn't the load that breaks you down,  
it's the way you carry it.*

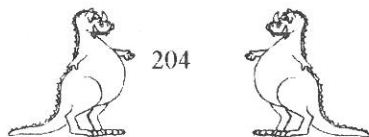
*Character is what you do when no one is looking.*

*The only limitation is your own imagination.*

*No man stands so tall  
as when he stoops to help a boy.*

*The key to success is to climb the ladder  
instead of waiting for the elevator.*

*A handicapped boy is more like other boys than he is different.*



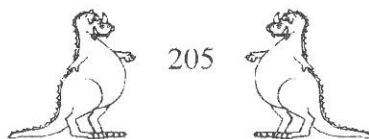
## FAMILY INVOLVEMENT

One of the major lasting benefits of the Cub Scout program to the boy and his family is establishing a strong family relationship. When family members work with the boy and take an active part in the Cub Scout program, they get to know each other better. By doing things together, family relationships are strengthened.

Since Cub Scouting is a family program, the family has certain responsibilities. It isn't fair for leaders to expect cooperation unless they have made it clear just what is expected of them. Families should know about these responsibilities before, not after, the boy's application has been accepted.

Someone from the pack should visit the home, get to know the family, and discuss the Cub Scout program and purposes with them. Don't assume they know them. Bring families fully into the Cub Scout program. Here are some ways:

- Be sure parents are trained as soon as they join the pack
- Keep the lines of communication open
- Use the Parent/Talent Survey Sheet
- Give parents a pack calendar
- Give parents a specific job in the den and pack. A request to do a specific job will get better results than a vague, "I'll be needing your help some time."
- When a boy is inducted into the pack, use the "parents agreement" in the ceremony (located inside the front cover of the Cub application). This will impress the parents with their part in their son's Scouting progress.
- Have parent attendance award at pack meeting. Each den counts percentage of parents attending (figured on actual number of parents per boy). The den with the highest percentage wins the traveling trophy for that month.
- Require parents' presence when awards are presented. Make this clear at the beginning. The den leader should call the parent(s) to remind them that the boy is receiving an award at the next pack meeting, and that their presence is required for the boy to receive the award.
- Hold a coffee for the moms/dads, not to plan or raise money, but to generate some down-to-earth talk about what the boys are going to get out of Scouting. Create some excitement about working with their sons in the program.
- Don't be afraid to tell the parents they are needed. Tell them it is the boy that benefits. HE is what the Cub Scout program is all about.



Training Parents/Guardians

- Review the parent agreement on the Cub Scout application.
- Review the parents' supplement in the boys book.
- Ask them to fill out a copy of the Parent/Talent Survey sheet.

Families Can Help

There are many different ways parents can help. A few of these are listed below:

Den Meetings

- Furnish refreshments
- Transportation for field trips
- Help on den projects
- Leadership for special activities

Pack Meetings

- Attendance at meetings
- Serve on pack committee
- Lead a special activity
- Provide transportation for pack trips
- Support pack money-earning projects

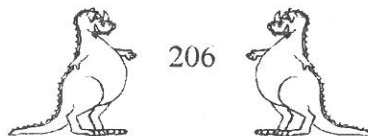
Pack Responsibilities

The pack also has responsibilities to parents:

- To provide a well-planned, year-round program of activities in the den and pack, which meets the aims of Scouting, and more specifically, the purposes of Cub Scouting.
- To provide trained, qualified and enthusiastic leadership for all activities.
- To provide training for parents and keep them informed.
- To provide activities which strengthen the family and give them opportunities to work and play together.

Today's Family

The Boy Scouts of America has a deep interest in the strength of the family. Its own aim, to develop boys, young men and women, into participating citizens possessing good character, who are physically, spiritually, and mental fit, demands that the movement have an active concern for the family. A child's attitudes, personality and the foundation for emotional stability are formed at a very early age. The influence of the family is



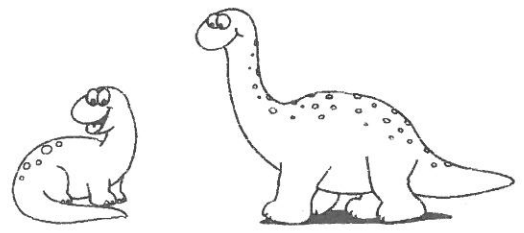
primary, not only in the sense that it precedes the influence of others but also in the sense that it is of greatest importance.

Since personal development is one of Scouting's chief goals, it is important to cooperate with other major groups that also have a role in youth development. This suggests that those involved in Scouting may become a resource to a whole spectrum of organizations.

The world changes. Social norms change. Social pressures come from different directions. The family faces problems today that are far different from those faced by a family only two generations ago. The Boy Scouts of America is continually examining its relevance and effectiveness so that it remains useful as a support resource for the family.

Single Parents in Scouting

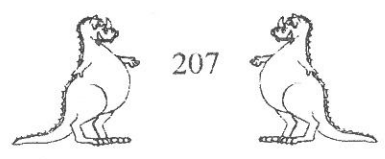
Many of us have a tendency to assume that every boy has two parents. We send home notes which begin: "Dear Parents . . ." We tell the boys, "Don't forget to bring your parents" or "Be sure your parents sign your book," etc. We must be cautious of the terminology we use. It will be an unusual Cub Scout Pack which doesn't have more of its members who live only with one parent. Children are sensitive and can be hurt or embarrassed by such references.



Some people mistakenly believe that all single-parent families are alike and have the same problems. This simply isn't true. Single-parent families are all different, just as all other families are different. Some one-parent families are created by divorce, others separation, others death. There is a rising number of single-parent families where there never were two parents.

Roughly 50% of boys of Cub Scout age will have some experience of living in a one-parent family before they reach age 18. Cub Scout leaders must recognize this situation and do what they can to help make each boy's Cub Scouting experience rewarding and fulfilling.

Usually, the greatest need in one-parent families is financial. The majority of these families are headed by women. While the costs involved in Cub Scouting are not excessive, some families are forced to watch every dime. Take care not to embarrass any Cub Scout because of lack of funds required for den or pack activities.





In a one-parent family, the burden of parenting is carried alone. Sometimes decision making is more difficult when there is not another adult to talk to. Schedules and time are often more crucial in a one-parent family. Sometimes there is not as much interaction and activity with the children. Cub Scouting can provide opportunity for fellowship with other adults and family activities which some single parents can't provide.

Many single-parent families are more effective because they work harder at being a family. They communicate and don't take as much for granted. Their lives are more organized and structured. Often the children are given more and different types of responsibilities, and sometimes, as a result, they grow up quicker.

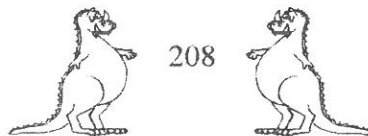
Even though Cub Scout leaders should not try to compensate for a missing parent, they can provide a very important relationship in a child's life. Boys need personal and continuing relationships with adults of both sexes. They need to know they are cared for and valued by both men and women. Scouting can help meet this need.

Here are some practical suggestions to help leaders in dealing with a single-parent family:

- Get to know the family situation of each Cub Scout. Discuss this privately and tactfully with the parent. Let them know that you care and want to help.
- Let the boy know you understand the family situation and that it's OK. Don't single him out. Treat him like all the others.
- Let the parent know you are willing to work together on scheduling activities to fit their family's needs.
- Be aware of any custody ruling which will affect Cub Scout activities, such as Webelos dad-and-son overnight campouts so the proper parent can be involved.
- Involve the parent in den and pack activities as much as possible. Encourage, but don't insist on their participation until you know their situation.

Cub Scouting cannot fill the vacuum left by an absent parent. That is not our aim. But we can help enrich the lives of the members of a single-parent family, just as we enrich the lives of all Cub Scout families.

**Our lives are at their fullest when we can say,  
We did our best!**



CONSERVATION AND SERVICE PROJECTS

The Outdoor Code

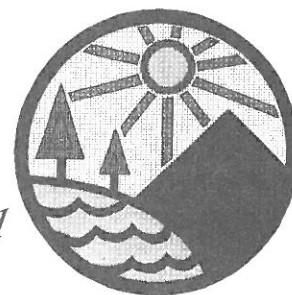
*As a citizen of the world, I will do my best to -*

*Be clean in my outdoor manners.*

*Be careful with fire.*

*Be considerate in the outdoors, and*

*Be conservation-minded.*

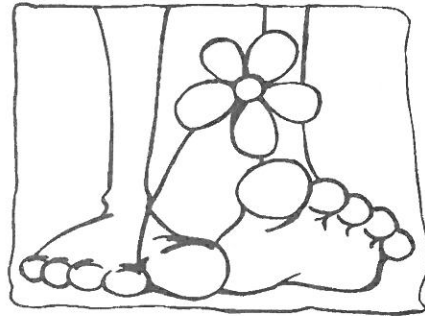


As leaders of a future generation, we have a responsibility to teach Cub Scouts how to be conservation-minded. All across the United States, a wonderful change is taking place as Scouts band together to help clean up the environment. From projects as simple as taking along a trash sack on a den hike, to constructing bird houses for an endangered species, leaders are helping Scouts to realize the importance of conservation.



Webster describes conservation as: "preservation; the keeping of a thing entire." We need to keep the world whole. It will take the efforts of everyone to make it happen. Consider litter. Give each Cub in your den a piece of paper, scrap paper, and tell them to crumble it up. One by one have them throw it in the middle of the room. (This would be interesting in a pack meeting using newspaper.) While they are throwing the paper, talk about the effects that just one person throwing one piece of paper out the window can have on the environment. By itself, that one piece of paper doesn't seem significant, but added all together, it starts to look like a trash dump. If we all do our part, and place that one piece of paper in a recycling bin, we can start helping make this world a cleaner place to live in.

Another interesting activity is taking a hike along the banks of a river and picking up the trash that has accumulated there. At the conclusion of the hike have everyone get together and discuss the items they have found. It will probably surprise even the leaders. On one similar hike along the Arkansas River in downtown Wichita a used syringe was found, so please be sure to have the Cubs wear gloves when taking on this type of project. This particular hike provided a wonderful opportunity to discuss not only being clean in the outdoors, but being clean in our bodies as well.



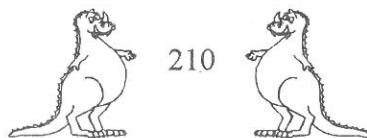
Of course, conservation doesn't apply to just cleaning things up. It also involves nature, planting trees or flowers, building bird houses, or starting a nature trail. During the winter, take your den on a field trip to see the eagles that come to Kansas. Have them count how many pairs of birds they see. Zoo's are a wonderful ource for animal behavior studies. Contact their public relations or educational departments about the programs they offer.

Beginning in 1995, Cub Scout Packs can earn the "Conservation Good Turn" certificate and patch (applications will be available at the Scout Service Center soon). This recognition is an opportunity for packs to carry out a conservation "Good Turn" in their communities. The pack leadership contacts a conservation agency and offers to carry out a project. This agency will help them to identify a worthwhile and needed project that the unit can handle. Then a place and time for the project to be carried out is set. After the project is completed, fill out the application and submit it to the Council Service Center.

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IF YOU THINK YOU HAVE A GREAT IDEA,  
DON'T LET ANYONE TALK YOU OUT OF IT  
EVEN IF IT SOUNDS FOOLISH.  
REMEMBER THE PET ROCK.

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## QUIVIRA COUNCIL STONE AGE POW WOW 1995

## PACK ADMINISTRATION

Here is a partial listing of the participating agencies. For a complete list, see the application form.

- U.S. Department of Agriculture  
-Extension Service
- U.S. Department of the Interior  
-United States Fish and Wildlife Service  
-National Park Service  
-Bureau of Indian Affairs
- U.S. Army Corps of Engineers
- U.S. Environmental Protection Agency



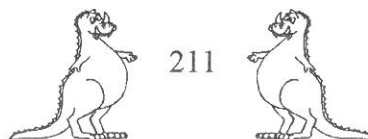
When planning a conservation project for the "Conservation Good Turn Award," be sure to involve the entire Cub Scout Pack, including family members. Hands-on projects will help them to realize the impact they can have on the environment. The project could even help them along the advancement trail.

Suggested projects include (but definitely not limited to):

- planting trees, grass, flowers
- adopting a park
- organizing a recycling program, or helping out at a recycling site
- start a nature trail at a local campground or park
- clean-up along a river, stream, or waterfront



Another award available to Cub Scouts is the "World Conservation Patch." There are different requirements for Bears, Wolves, and Webelos and is usually done by a den. The application for the Bear and Wolf rank is available at the Service Center, and the Webelos requirements are written in their handbook.



## CHILD PROTECTION

As a society, our efforts to prevent crimes against children have not kept pace with the increasing vulnerability of our youngest citizens. After hearing the tragic stories about abducted or exploited children, most Americans are surprised to learn that many crimes against children *CAN BE PREVENTED*. This section is about child protection. The messages in this section may be different from other safety and prevention instructions you have read.

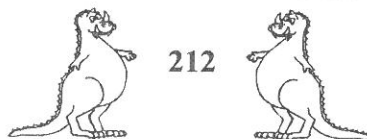
The most important key to child safety is effective communication with your child. Remember, children who are not listened to or who do not have their needs met in the home are more vulnerable to abduction or exploitation. The first step you should take is to establish an atmosphere in the home in which your child feels truly comfortable in discussing sensitive matters and in relating experiences in which someone may have approached the child in an inappropriate manner or in a way that made the child uncomfortable. The simple truth is that children are often too afraid or too confused to report their experiences and their fears. In some ways, you should treat your children as you would your adult friends - allow them to talk freely about their likes and dislikes, their friends, their true feelings.

Unfortunately, the rising awareness of crimes against children has left many families with a real sense of fear. You and your child need to be careful, but you do NOT need to be afraid. Talk to your child in a calm and reasonable manner, being careful not to discuss the frightening details of what might happen to a child who does not follow the safety guidelines.

### The Exploiter or Abductor: Not a "STRANGER"

"*Stay away from strangers*" is a popular warning to children to prevent abduction or exploitation. Unfortunately, however, many children are abducted or exploited by people who have some type of familiarity with the children but who may or may not be known to the parents.

The term *STRANGER* suggests a concept that children do not understand and is one that ignores what we do know about the people who commit crimes against children. It misleads children into believing that they should be aware only of individuals who have an unusual or slovenly appearance. Instead, it is more appropriate to teach our children to be on the lookout for certain kinds of *SITUATIONS* or *ACTIONS* rather than certain kinds of individuals.



Children can be raised to be polite and friendly, but it is okay for them to be suspicious of any adult asking for assistance. Children help other children, but there is no need for them to be assisting adults.

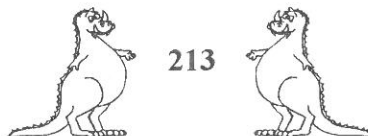
Children should not be asked to keep special secrets from their parents and, of course, children should not be asked to touch anyone in the bathing suit areas of their body or allow anyone to touch them in those areas.

Often exploiters or abductors initiate a seemingly innocent contact with the victim. They may try to get to know the children and befriend them. They use subtle approaches that both parents and children should be aware of. Children should learn to stay away from individuals in cars or vans; and they should know that it is okay to say **NO** - even to an adult.

Remember, a clear, calm, and reasonable message about *SITUATIONS* and *ACTIONS* to look out for is easier for a child to understand than a particular profile or image of a "stranger."

#### What You Can Do To Prevent Child Abduction and Exploitation

- Know where your children are at all times. Be familiar with their friends and daily activities.
- Be sensitive to changes in your children's behavior; they are a signal that you should sit down and talk to your children about what caused the changes.
- Be alert to a teenager or adult who is paying an unusual amount of attention to your children or giving them inappropriate or expensive gifts.
- Teach your children to trust their own feelings, and assure them that they have the right to say **NO** to what they sense is wrong.
- Listen carefully to your children's fears, and be supportive in all your discussions with them.
- Teach your children that no one should approach them or touch them in a way that makes them feel uncomfortable. If someone does, they should tell their parents immediately.
- Be careful about babysitters and any other individuals who have custody of your children.

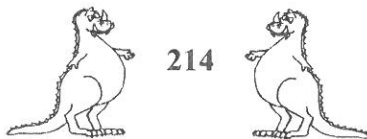




Basic Rules of Safety for Children

As soon as your children can articulate a sentence, they can begin the process of learning how to protect themselves against abduction and exploitation. Children should be taught:

- If you are in a public place, and you get separated from your parents, don't wander around looking for them. Go to a checkout counter, the security office, or the lost and found and quickly tell the person in charge that you have lost your mom and dad and need help in finding them.
- You should not get into a car or go anywhere with any person unless your parents have told you that it is okay.
- If someone follows you on foot or in a car, stay away from him or her. You don't need to go near the car to talk to the people inside.
- Grown-ups and other older people who need help should not be asking children for help; they should be asking older people.
- No one should be asking you for directions or to look for a "lost puppy" or telling you that your mother or father is in trouble and that he or she will take you to them.
- If someone tries to take you somewhere, quickly get away from him or her, and yell or scream; "This man is trying to take me away" or "This person is not my father or mother".
- You should try to use the "buddy system" and never go places alone.
- Always ask your parents' permission to leave the yard or play area or to go into someone's home.
- Never hitchhike or try to get a ride home with anyone unless your parents have told you it is okay to ride with him or her.
- No one should ask you to keep a special secret. If he or she does, tell your parents or teacher.
- If someone wants to take your picture, tell him or her **NO** and tell your parents or teacher.
- No one should touch you in the parts of the body covered by the bathing suit, nor should you touch anyone else in those areas. Your body is special and private.
- You can be assertive, and you have the right to say **NO** to someone who tries to take you somewhere, touches you, or makes you feel uncomfortable in any way.





Detecting Sexual Exploitation

Sexual exploitation should not be confused with physical contacts that are true expressions of affection. A warm and healthy relationship can exist if adults respect the child and place reasonable limits on their physical interaction.

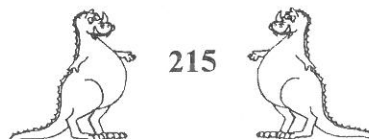
Child molesting is often a repeat crime. Many kids are victimized a number of times. The reality of sexual exploitation is that often the child is very confused, uncomfortable, and unwilling to talk about the experience to parents, teachers, or anyone else, but *they will talk* if you have already established an atmosphere of trust and support in your home, where your child will feel free to talk without fear of accusation, blame, or guilt. Parents should be alert to the indicators of sexual abuse:

- Changes in behavior, extreme mood swings, withdrawal, fearfulness, and excessive crying.
- Bed-wetting, nightmares, fear of going to bed, or other sleep disturbances.
- Acting out inappropriate sexual activity or showing an unusual interest in sexual matters.
- A sudden acting out of feelings or aggressive or rebellious behavior.
- Regression to infantile behavior.
- A fear of certain places, people, or activities, especially being alone with certain people. Children should not be forced to give affection to an adult or teenager if they do not want to. A desire to avoid this may indicate a problem.
- Pain, itching, bleeding, fluid, or rawness in the private areas.

Child Protection is the Responsibility of Everyone

Because children cannot look out for themselves, it is our responsibility to look out for them. Every home and school should establish a program that effectively teaches children about safety and protection measures. As a parent, you should take an active interest in your children, and listen to them. Teach your children that they can be assertive in order to protect themselves against abduction and exploitation, and, most important, **make your home a place of trust and support that fulfills your child's needs - so that he or she won't seek love and support from someone else.**

The information presented in this section is from a brochure titled "*Child Protection*," reprinted with permission of the National Center for Missing and Exploited Children (NCMEC). Copyright NCMEC 1985. All rights reserved.



# Den Leader's Prayer

Lord, I'm a Den Leader, now what do I do?  
Surely I'm dreaming, and soon I'll come to.  
Does it make any sense when you can't stand  
kids,  
To take eight little cubbies? Lord, I've flipped  
my lid!  
But they said I was needed, so I'll do my best  
To help my young Cubs pass each and every  
test.

We'll meet each week to play and to learn  
And talk of achievements that we can learn  
Some days will be trying, of this I am sure,  
And I know that I'll wonder if I can endure.  
But when I can see my Cubs progress in  
ranks,  
Lord, I will have received my thanks.



>LET'S GET PHYSICAL

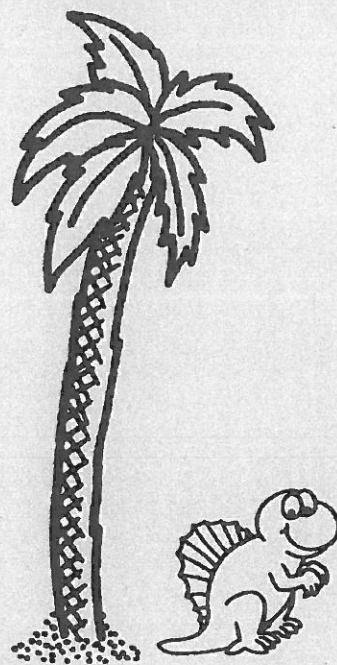
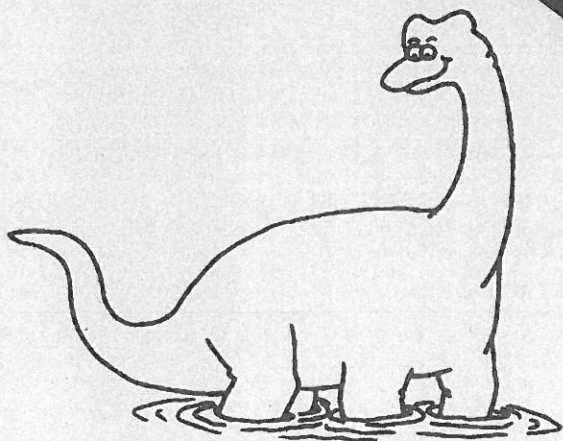
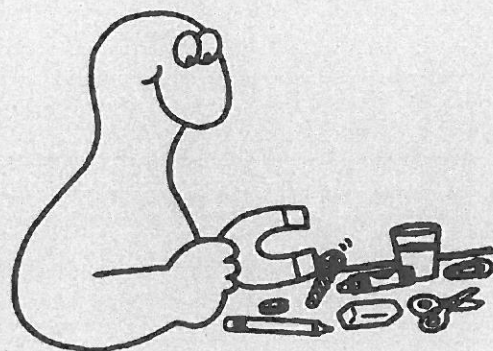
>MIND GAMES

>OUR COMMUNITY

>THE WAY THINGS WORK

>LET'S GO OUTDOORS

>I HAVE EARNED THE ARROW OF LIGHT, NOW WHAT?



**WEBBLES**



## A Boys' s Eyes

"I'd like to be a Cub Scout --"  
(His eyes were deepest blue)  
"I'd like to learn, and play, and build  
Like Jim and Freddy do."

"I know how to use a hammer;  
I can drive a nail if I try.  
I'm eight years old, I'm big and strong  
And hardly ever cry."

I gave him the application  
And parent participation sheet.  
(His eyes were filled with sunshine  
As he left on dancing feet.)

Next day, my friend was back again  
A dejected little lad  
"I'll guess I'll skip the Cub Scouts."  
(His eyes were dark and sad.)

"My mom is awful busy,  
She has lots of friends, you see.  
She'd never have time for a den;  
She hardly has, for me."

"And Dad is always working --  
He's hardly ever there.  
To give them any more to do  
Just wouldn't be quite fair."

He handed back the papers  
With the dignity of eight years,  
And, smiling bravely, left me  
(His eyes were filled with tears.)

Do you see your own boy's eyes  
As other people may?  
How he looks when you're "too busy"  
Or "just haven't time" today?

A boy is such a special gift --  
Why don't you realize,  
It only takes a little time  
To put sunshine in his eyes.

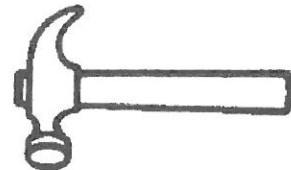
Credit to Pat Beardslec, Den Leader  
Hawthorne, California.

**THE WAY THINGS WORK**

In the task of earning the technology activity badges the Webelos scout works in four different areas; craftsman, engineer, handyman and scientist. Each of these are fun and will introduce the boys to skills they can use for a lifetime.

**Craftsman**

No mater which field of work you choose, you will want to know more about making things with tools. Everyone will use tools in their lives, either on the job or a hobby. The Webelos scout learns to use tools by making various projects. The materials for many of these projects can be "scrounged" from various sources. Lumber for woodworking projects can usually be obtained from building contractors, by hauling off their scraps.



**Activities**

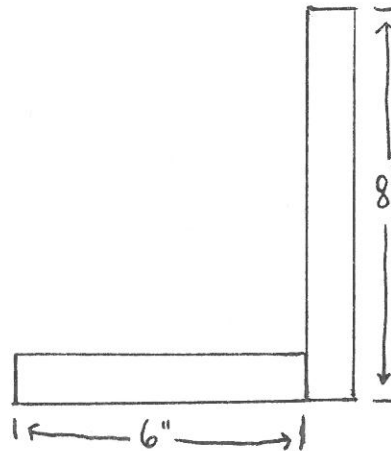
Bookends

Materials:

- lumber 1" X 6" X 4'
- finish nails
- paper

Tools:

- table saw
- jig saw
- hammer
- pencil

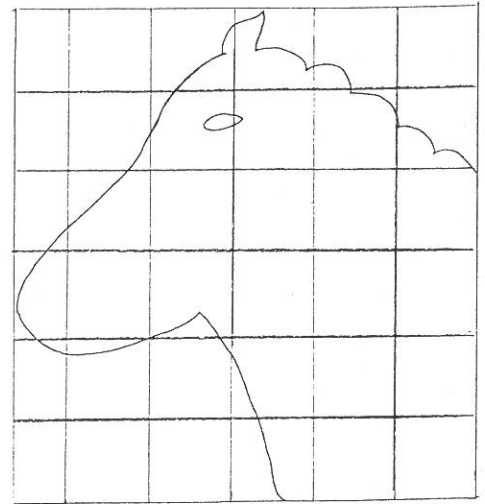
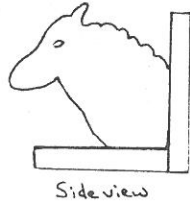
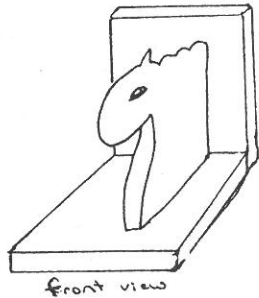


Procedure:

1. Cut 2 boards to 8 inch length
2. Cut 4 boards to 6 inch length (Please remember that an adult should closely supervise the use of power tools.)
3. Nail one of the 8 inch boards to the foot of the 6 inch board.



- Cut a piece of paper the size of the 6 inch board and draw a figure on it, such as the example below:



- Trace figure onto board
- Cut out figure.
- Nail to center of joined boards.

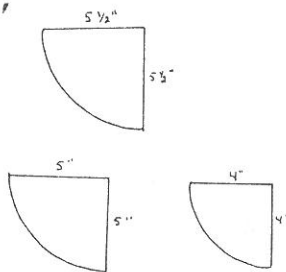
### Corner Shelf

#### Materials:

- lumber 1" X 8" X 5'
- finishing nails
- wood stain
- clear finish

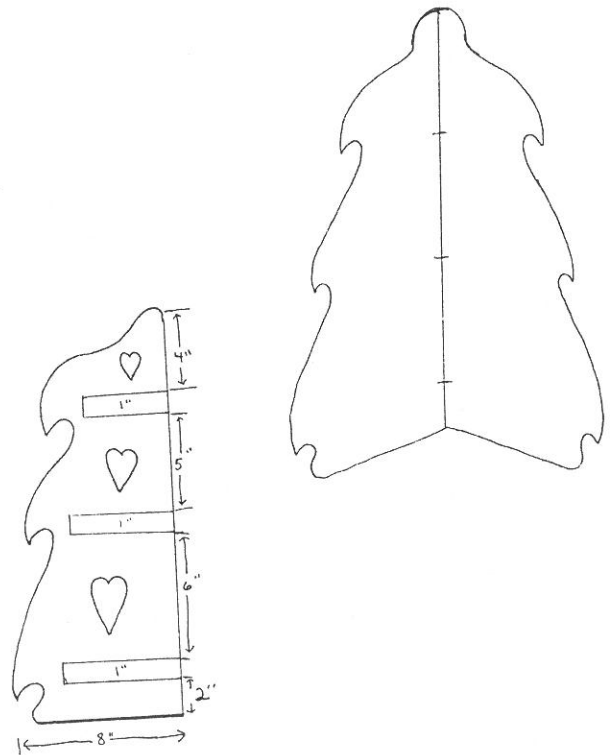
#### Tools:

- jig saw
- hammer
- scroll saw



#### Procedure:

- Draw shelf design on paper or cardboard and cut out.
- Cut 2 boards to 20" length.
- Transfer design to board.
- Place 2 boards together with the top board inset the width of the board. Nail together and cut out design with a scroll saw (hint: cut out hearts or other pattern first, then cut out edges).
- Router edges and sand all surfaces.





6. Glue and nail the two boards together with shorter board on top of bigger board, pre-drill nail holes.
7. Cut 3 shelves each  $\frac{1}{2}$ " longer than the other.
8. Nail and glue shelves in place.
9. Finish sand.
10. Stain.
11. Varnish.
12. Wrap.
13. Give as present.
14. Smile when given hugs and kisses.

### Engineer

As there are all types of jobs, there are all types of engineers. They plan city layouts, design small working motors, or large buildings. To earn this Webelos activity badge you must experience some of the activities of an Engineer.



### **Activities:**

With the permission of the builder visit a job site for a new house.

### Build a bridge from popsicle sticks and glue.

#### Procedure:

1. Review the different types of bridges.
2. Provide directions for building different types of bridges.
3. Build bridge to specifications.
4. Test strength of bridge by using a book or other heavy object.

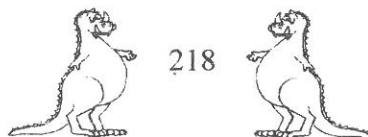
### Construction of popsicle stick things.

#### Materials:

5 or 6 popsicle sticks

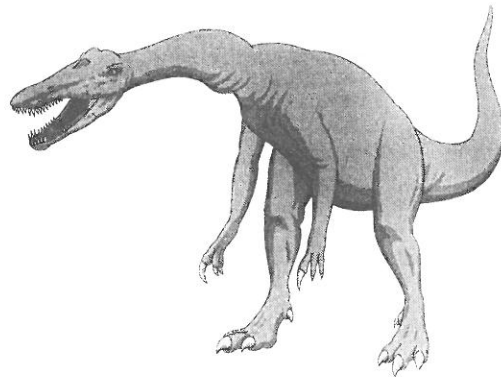
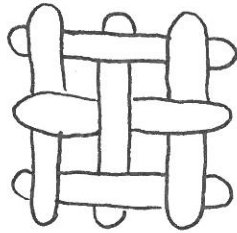
#### Procedures:

1. Place three sticks on top of each other.
2. Holding on to one end between thumb and fingers, fan out sticks.
3. Take one more stick and weave it across other sticks.
4. Weave fifth stick the other way.



5. Let go of end and sticks should stay together.
6. Throw like a Frisbee.

A second style of stick thing can be made using much the same procedure but adding a sixth stick. Study the picture of style 2 and give it a try.



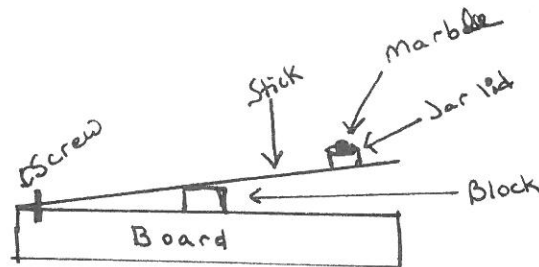
### Catapult

#### Materials:

- 8" square piece of board
- 1 paint stir stick
- 1 small block of wood
- 1 small screw
- 1 baby food jar lid.

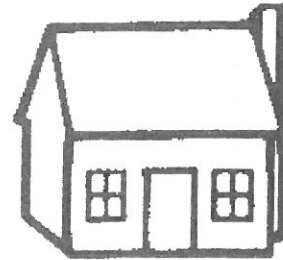
#### Procedure:

1. Drill hole in paint stir stick at end.
2. Screw stick into 8" base block.
3. Place other block of wood under stick.
4. Glue baby food jar lid to free end of paint stir stick.
5. Place object in lid, pull down and let fly.



### Handyman

The handyman is a person who can fix things, while earning the Handyman activity badge the Webelos Scout should experience how to perform some simple repairs on equipment found in the home.

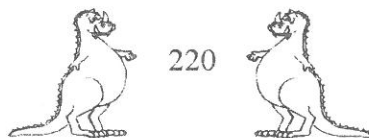
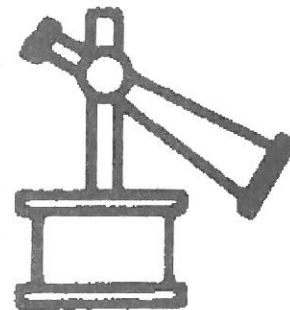


### Activities

1. Have your boys wear their swim suits to a den meeting and let them wash the cars of any parents who are available. Discuss why it is important to have a clean car.
2. Check the oil level and air pressure of the tires on the cars you have washed. Discuss what oil does for your engine and why it is important to check often, also the proper tire pressure and what can happen to tires if they are under or over inflated.
3. Disassemble a bicycle before the den meeting and then help the boys reassemble it during the meeting. Discuss the various parts of the bicycle, what they do and how to maintain them.
4. Show the boys the various parts of a lawn mower and discuss the proper operation of the mower. Stress the safety techniques to use while mowing. Let the boys take turns operating the mower by mowing your yard. Supervise this task and point out any unsafe operating techniques the boys may be using.
5. Have the boys change a light bulb in the home. Discuss the safety aspects of this, including turning off electricity while changing the bulb and what to do if the bulb should break off in the socket.
6. Change a headlight or taillight in your car. Discuss what these lights do and why it is important for them to be in operating condition.

### Scientist

A scientist can be anyone who has an interest in the world about them. If you have ever mixed different types of soft drinks to make a "suicide" then you are a scientist. A scientist studies things to see how they will behave and why. Scientists learn by trial and error, they try something to see what will happen. This is called an experiment, and your boys should try several experiments while earning the Scientist activity badge.

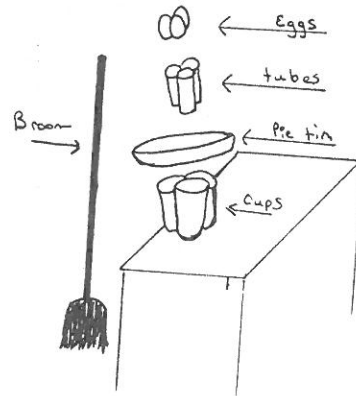
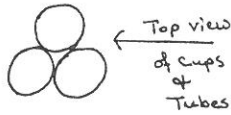


**Activities**

Inertia

Materials:

- 3 eggs
- 3 toilet tissue tubes
- 1 pie tin
- 3 large cups
- water
- 1 table
- 1 straw broom



Procedure:

1. Put water into cups.
2. Put cups near edge of table in a triangle position.
3. Put pie tin on top of cups so edge is 1" to 1 1/2" past edge of table.
4. Put toilet tissue tube on pie tin, centered over cups.
5. Place egg on top of each tube.
6. Wedge foot on straw part of broom pulling handle away from table.
7. Release handle so it strikes pie tin.
8. Eggs will drop into cups.

Inertia II

Materials:

Several nickels



Procedure:

1. Bend arm towards ear.
2. Place nickels on elbow.
3. Move hand forward rapidly trying to catch nickels in hand.

The principle of inertia is that an object, when not in motion, will tend to stay, not in motion, even when worked on by an outside force.

Bernoulli's Principle

- Materials:  
1 dime

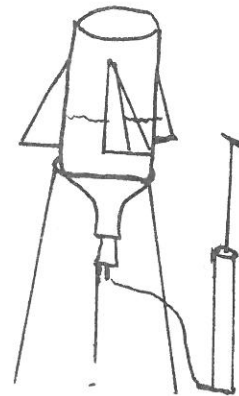


- Procedure:
1. Place dime on edge of table, flush with the edge of the table.
  2. Blow on edge of dime.
  3. The dime should flip over.

The principle is that air passing over a surface in which the air has to travel a longer distance on one side than the other will cause the surface to either rise or fall.

Pop Bottle Rockets

- Materials:  
2 liter pop bottle  
cardboard  
water  
# 4 rubber cork  
sports ball inflation needle  
3 ring stand or home made stand  
tire pump

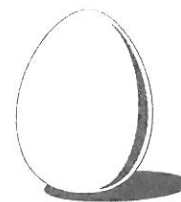


- Procedure:
1. Remove black ring from bottom of bottle.
  2. Cut 3 wings from card board and hot glue to bottle.
  3. Fill bottle about 1/4 full of water.
  4. Place cork in bottle and insert inflation needle.
  5. Place bottle upside down on launch stand.
  6. Attach pump to bottle and pump in air.
  7. Bottle is launched from launch pad.

The principle is that the air pressure being added to bottle will force water out and propel bottle upward.

Egg In The Bottle

- Materials:  
Hard boiled egg  
Bottle with neck smaller than egg  
Match  
Piece of paper



Procedure:

1. Light paper.
2. Place paper in bottle.
3. Put egg on top.
4. Egg pops into bottle.

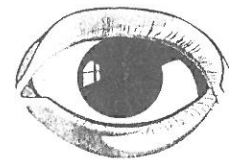


The reason the egg pops into the bottle is that the air pressure inside the bottle is reduced by the hot air moving out. The egg forms a seal with the bottle and is then pushed into the bottle by the greater air pressure on the outside.

Optical Illusion

Materials:

Paper



Procedure:

1. Roll paper into roll and hold up to one eye.
2. With both eyes open bring one hand up to tube from the side.
3. It will appear that there is a hole in your hand.

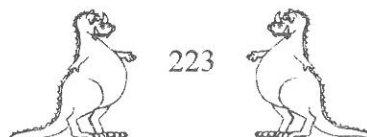
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***Establish a mission or purpose for your life  
Dedicate yourself to it.***

***Believe that you can make a positive change.  
Then go out and PROVE IT.***

***If you are not part of the solution, you are  
part of the problem.***



**LETS GET PHYSICAL**

The physical skills activity badge group consists of the Aquanaut, Athlete, Fitness, and Sportsman activity badges. The Aquanaut activity badge can usually be completed at the Webelos Resident camp at Camp TaWaKoNi, it may also be available at district day camps if swimming facilities are available. The Fitness activity badge is required for the Webelos badge, and as such, should be started when a boy enters the Webelos program. All of these activity badges help the Webelos Scout develop good habits and attitudes toward physical fitness, Three of these activity badges provide opportunities for the scouts to earn belt loops and sports pins.

There are several activities that packs can conduct to promote fitness and sports. Some of these are:

- Cub Scout Sports Program
- Pack Field Day
- Cub Scout Fitness Day
- Water Carnival
- Fishing Derby
- Kite Derby
- Cub Scout Golf Tournament
- Obstacle Course
- Rainy-Day Field Day



Information on all of the above events can be found in the 'Cub Scout Leader How-To Book'.

**Aquanaut**

The Aquanaut activity badge requires that the scout swim 100 feet and then float for at least one minute. Other requirements may include surface diving; swimming with a mask, fins and snorkel; demonstrating water rescue methods; boating; safety; or earning the Cub Scout Sports Belt Loop for swimming.



There are several things you can do to prepare your boys to earn their Aquanaut activity badge at camp. All BSA run swim facilities **will** use both "swimming tests" and "buddy checks" as part of their program. Review these procedures with your boys before they attend camp.



Swimming tests are used to determine a boys skill level, this will also determine what part of the pool or waterfront the boy can use. There are three classifications:

**Swimmer:** Jump feet first into water over your head and swim 100 yards. For the first 75 yards, use any stroke, for the last 25 yards use a resting back stroke. Then float on your back for one minute *with* as little motion as possible. Swimmers will be allowed into all parts of the pool or waterfront and will be able to use the canoes.

**Beginner:** Jump feet first into water over your head and swim 50 yards. Beginners will be able to swim in areas up to about six feet.

**Non-Swimmer:** Unable to swim 50 yards. These boys *will* be restricted to the shallow swim areas.

The buddy system is used to help the swimming facility lifeguards maintain a safe swimming area. Every boy will swim with a buddy of the same skill level. The buddies should look out for each other while swimming. Periodically the life guards will blow a whistle and call for a buddy check. At this time everyone should stop swimming, leave the water and hold their buddies hand. This will allow the life guards to quickly determine that everyone is safe. You should also introduce the use the buddy board where the swimmers hang their buddy tags before they enter the water.



You may also want to review some lifesaving techniques with your boys before they attend camp. The technique of "Reach, Throw, Row, Go" could be introduced. Explain that each swim facility will have simple lifesaving equipment available. A pole, shirt, or towel may be used to reach someone in trouble that is close to the edge. If the person in trouble cannot be reached then a ring buoy or rope can be used to throw over the victim. If a rowboat is available, and the scouts are qualified to use one, row to the victim. If all else fails send some one for help. All of these techniques will probably be introduced at camp, but they can also be good activities to introduce and practice at a den meeting.

Should you plan to work on the Aquanaut activity badge away from a BSA ran facility then there are several things you and your boys should know. Become familiar with the "Safe Swim Defense Plan" and "Safety Afloat" procedures found in the water safety section in Chapter 8, of the Cub Scout Leader Book.



RULES FOR A SAFE SWIM

1. Secure adequate facilities.
2. Teach the Buddy System.
3. Maintain good discipline.
4. Follow pool rules.
5. Teach Rescue methods.
6. Use a qualified instructor.



The Safe Swim Defense Plan includes these eight factors:

1. QUALIFIED SUPERVISION:

A responsible adult in complete charge, If they have not had water safety training, they must have assistants who are trained.

2. PHYSICAL FITNESS:

Every boy should have a physical examination each year.

3. SAFE AREA:

Marked-off swimming area. Not more than 3 1/2 feet deep for non-swimmers; shallow water to just overhead depth for beginning swimmers; and water not over 12 feet for swimmers. The total swimming area should be checked out for any dangerous objects hidden in the water.

4. LIFEGUARD ON DUTY:

Two who are capable swimmers stationed ashore with life lines such as 100 feet of no. 5 sash cord.

5. LOOKOUT:

Someone who can see all swimmers from shore.

6. ABILITY GROUPS:

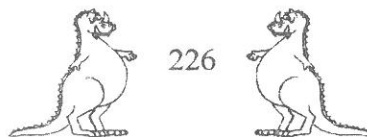
Divide Webelos Scouts into non-swimmers, beginners, and swimmers. Make sure each group stays in their area.

7. BUDDY SYSTEM:

Pair every boy with a buddy in his own ability group and make periodic buddy checks.

8. DISCIPLINE:

Be strict but fair. Play no favorites. All Scouts and parents must understand the need for obedience to the instructions of swim leaders.

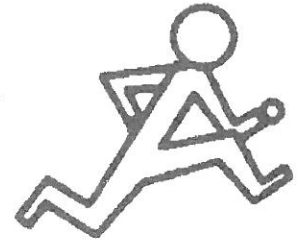


The decision to take your Webelos Scouts swimming in areas other than BSA or other Community run facilities is a serious one. If you do so make absolutely sure you adhere to all of the rules and guidelines introduced above.

Safe swimming is fun and your boys will enjoy it. The "Cub Scout Leader How-To Book" has several water games listed in Chapter 2. Use these to have a safe swim with your boys.

**Athlete**

The Athlete activity badge requires that a scout explain what it means to be physically healthy and to earn the Cub Scout sports pin for physical fitness. The Scout is also required to demonstrate his ability to do five other physical requirements, such as pushups or pull-ups. This activity can be accomplished concurrently with the Fitness activity badge.



Except for earning the Physical Fitness sports pin, all of the requirements can be accomplished in one or two den meetings. Often these requirements are also met at a Webelos resident camp or day camp as part of the program.

To earn the Cub Scout Sports pin for Physical Fitness. A scout must accumulate a total of 60 points within any 90-day period. One point is earned for every 30 minutes of exercise, practice, or training with no more than five points earned in one day. Adult family members are also encouraged to participate with their boys and may also earn their own Sports Pin. Additional information may be found in the Cub Scout Sports Physical Fitness book. If you are not familiar with the Cub Scout Sports Program there is a section in this Pow Wow book devoted to Cub Scout Sports. There is also a "Cub Scout Sports and Academics Leaders Guide" available at the Scout Shop.

**Fitness**

The purpose of the Fitness Activity Badge is to teach the scouts how to take care of their bodies. This activity badge is generally accomplished at home with the scouts family. The first requirement has the boys and his parents reviewing the material on child and drug abuse, found in the front of the Webelos book. There are some activities that the family must do together. Six different physical exercises are tested as part of this activity badge. The boys establish

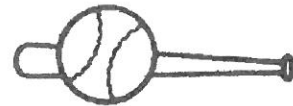


personal records in each of the activities and then practice them for thirty days. At the end of that time they test again to determine how they have improved. The beginning and ending testing is a fun activity for den meeting. The remaining requirements ask the scout to discuss the effects of tobacco, drugs, diet, and alcohol with his parents.

Most scouts have little problem in completing the requirements of this badge if they get the cooperation of their parents. You can help with this by including the discussion topics as part of your den meetings. This way the boys will have some ideas to take home and discuss with their parents. You may also want to use a check-list that the boys take home and have signed by their parents as they complete the different discussion topics.

To teach the importance of proper diet, have your scouts find a food pyramid and bring it to a meeting. After discussing the food pyramid, have the scouts work together to develop a menu for an overnight campout. Then have them check to see how balanced their menu is.

**Sportsman**



This activity badge requires the scouts to show the signals used by officials in a particular sport. Explain what good sportsmanship means. Earn two Cub Scout Sports belt loops for individual sports and two for team sports.

The first two requirements are relatively straight forward. If you can find an official of a particular sport who will attend your den meeting in his officials uniform this will be a highlight. They can show the signals used for their sport and also talk about sportsmanship. Ask your school physical education teachers, your children's coaches or call the local YMCA, they can all suggest someone to talk to your boys.

The requirements for Cub Scout Sports belt loops add another dimension to your program. If your pack already has a sports program then your boys will have little problem in earning their belt loops. If you do not have a sports program talk with your pack leaders about starting one. As mentioned earlier there is a section on Cub Scout Sports in this Pow Wow book and the "Cub Scout Sports and Academics Leaders Guide" is available at the Scout Shop.

Belt loops can be earned in the following individual sports:

- |          |             |           |                  |
|----------|-------------|-----------|------------------|
| Archery  | Golf Skiing | Badminton | Gymnastics       |
| Swimming | Bicycling   | Marbles   | Table Tennis     |
| Bowling  | Skating     | Tennis    | Physical Fitness |
| Fishing  |             |           |                  |

Belt loops can be earned in the following team sports:

Baseball	Soccer	Ultimate
Basketball	Softball	Volleyball

As you can see many of these sports are ones your boys are already participating in so the belt loop requirements should be easily met. It should also be pointed out that the requirements for many of the belt loops can be incorporated into your weekly den meeting activities. The fun thing about earning Cub Scout Sports belt loop is that the boys do not have exceptional talent in a given sport, they only have to have fun by participating. The act of participation fulfills the requirement not the boys skill level.

*If you associate work with stress, drudgery, regimentation and confinement, it may be time for a change.*

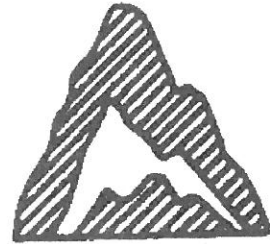


## LET'S GO OUTDOORS

Most boys like to be outside rather than in the confines of their den meeting room. These four activities; Geologist, Outdoorsman, Forester, and Naturalist; will satisfy those urges of freedom. The trick for success is to have planned activities that focus their attention on the requirement that the den is working on. Use some of the activities suggested here to help with your planning. Remember, it is often best to "set the stage" inside before going outside. Tell the boys what you will be doing, what you are trying to accomplish and the behavior you expect while outside. This will keep the group focused.

### Geologist

What is Mother Earth made of and how do we use what comes from her to help us. This is what the Geologist activity is all about.



#### Resources:

- Webelos Scout Book
- Rock & Mineral Guide Books (found at libraries and bookstores)
- Boy Scout Merit Badge Geology Books and Merit Badge Counselors
- Wichita Gem and Mineral Society (They host a rock show in the spring)
- Wichita State University Geology Dept, (They have samples available to study)
- Rock Shops (Ebersoles on west Kellogg & Lentz in Mulvane)

#### Activities:

1. Use a rock tumbler to polish some rock specimens the boys have found.
2. Make a neckerchief slide. Use half-inch plastic pipe for the slide and glue the rock specimen to it. I prefer Epoxy for strength and safety. Hot melt does not hold as well and can be dangerous for the boys to use. For greater strength, use a file to flatten one side of the plastic pipe for a flat gluing area.
3. If you are in an area with a lot of rocks, have a scavenger hunt. Make a list of items you want them to find. The list should contain generic terms, (such as; a flat rock, a round rock, a rock with a hole in it, a rock with a hole through it) and specific terms relating to geology, (such as; a geode, a fossil, igneous rock, sedimentary rock, metamorphic rock).



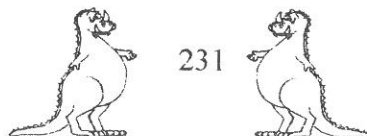


4. Start a collection. Use egg cartons to store the collections. The cartons provide individual storage compartments and the inside of the lid provides a convenient place to label the contents. For the best results, glue each of the specimens in place so they are not repositioned if turned upside down.
5. Grow some crystals. Crystal growing kits can be obtained at the Wichita Omnisphere. You can also make your own. In a glass bowl, place some lumps of porous brick, tile or concrete. Pour on top of the brick a mixture of 2 Tbs. water, 2 Tbs. salt & 2 Tbs. of Mrs. Smiths Bluing available in the laundry section of grocery stores). The next morning add 2 more Tbs. of salt. The third morning, pour in the bottom of the bowl, 2 Tbs. water, 2 Tbs. salt, and 2 Tbs. of MSB. Add a drop of Mercurochrome, vegetable coloring or stamp pad ink to each lump. To keep growing, just add more water, salt, and MSB from time to time.
6. Make a mineral hardness test kit to use in the field. Using the hardness tester and a field book, you can narrow down the identification of the rocks you find. See your Webelos Scout book for more details. Minerals are classified from 1 (the softest) to 10 (the hardest). The following substances will be similar to the hardness of the minerals. If one object will scratch another then it is harder. Chalk (1), Fingernail (2), copper coin (3), 12d iron nail (4 1/2), Steel blade of Knife (5 1/2), glass (6), Drill bit (6 1/2), Metal File (6 1/2 - 7 1/2), Masonry drill bit (8 1/2), Abrasive sharpening stone (9).

Outdoorsman



Remember that the hidden word in scouting is outing. This is exactly what most boys enjoy; to be outside doing things. Keep in mind, if you don't have something planned, the boys will plan something to fill the gap. Every boy enjoys camping, but even here you will want to plan the activities. This is a great opportunity to do work on other badges such as forester, geologist and naturalist. Don't just go camping for the sake of going camping. Since Webelos require an adult partner for all campouts, this is a great way to involve the parents. Before the campout, check with each family to see what expertise they may have and see if they wouldn't be glad to work with the boys. Someone would surely take the time to teach the boys how to tie hooks on fishing line and bait hooks, etc. This activity can be used for the sportsman activity pin. Many state parks have nature





trails which provide excellent areas for the boys to work on naturalist, geologist and forester. But even for the nature hike, you need to tell the boys why you are taking the hike and what you are looking for.

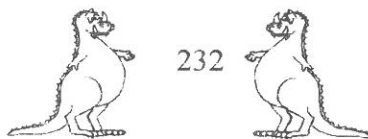
**Resources:**

Webelos Scout Book  
 Boy Scout Handbook  
 Knots and How to Tie Them (Boy Scout Booklet)



**Activities:**

1. Show how to tie 5 knots. There is nothing worse than the instructor not knowing how to tie the knots he is trying to teach the boys to learn. Learn the knots beforehand or have someone knowledgeable teach the boys. (See your Boy Scout Leader.) Have a piece of rope for each boy to use during the instruction. Most importantly, tell the boys where these knots are used. A reason to learn them often makes learning easier.
2. Rescue game. Once the boys feel they know how to tie the knots, put them to the test. This game can be played with any number of boys. Equipment needs: 6 pieces of 4' long rope (clothes line rope works well) per team. A blanket (for indoor game) or a wagon (for outdoor game) per team. A broom handle or other stout stick. The object of the game is to tie the ropes together to have a rope long enough to throw to someone about 15 feet away and pull them to safety. One boy sits on the blanket (indoor game does not work on carpet) or in the wagon and waits for his teammates to tie the ropes together using square knots. Once one end of the rope is tossed to the waiting boy, he must tie a bowline in the end while the other boys tie a clove hitch to the middle of the broom stick. All pulling must be done on the stick and not the rope. The first team to pull their boy to safety and have all the knots properly tied wins.
3. Plan a Camp-in. Instead of camping out in the winter time, find a gymnasium that you can use to camp-in. You can still do outdoor activities, but the boys don't have to brave the cold weather for the entire camp. This is a great time to introduce an envelope bed. Each Webelos Scout should be asked to bring a couple of old blankets to make the envelope bed. Since you will have an adult partner for each boy, something like catapults could be



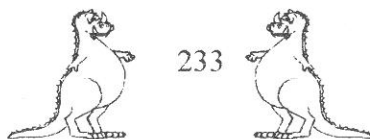
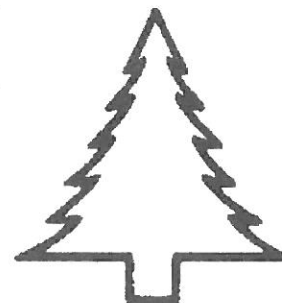
- made (Engineer activity pin) and then contests shooting marshmallows for distance and accuracy could be held. Since many tents do not need to be staked down, the boys can still pitch tents and sleep in them.
4. Fire building. When out on a campout and you have an approved place to build a fire; have the boys lay a fire. They may work individually or in pairs or groups. Have each team build a different kind of fire, teepee, lean-to, log cabin, fire stick, etc. (Before you let the boys get started, it is an excellent time to go over fire safety, how to build a fire, terms of fire building, and how to safely light a match without it going out.) Take along some dryer lint for tinder if you like, and give some to each team. Each team receives one match to try and get their fire going. Once the fires are started and burning well, this would be a good time to demonstrate starting a fire by different methods; flint and steel or rubbing two sticks together with a fire drill.
  5. Cooking out. Every boy needs to know what foil dinners are. Once the fires are started and burning, it is time to start the boys preparing their dinner. Have each boy make a hamburger pattie, cut up some potatoes, peppers, onions, carrots and/or anything the boy and his partner will eat. Wrap the contents in heavy alunfinum foil and place directly on the red hot coals for approx. 15 minutes. Turn the foil dinner over and cook another 15 minutes. Remove from the fire, let it sit for a few minutes to cool, unwrap and eat directly from the foil. Clean-up is a breeze.

### Forester

We don't use the words forest and Kansas in the same sentence in our state unless we are talking about the absence of forests. However, we have plenty of wooded areas. This activity is intended to introduce trees and plants to the boys, to teach how trees are useful to mankind, and to teach the importance of conservation.

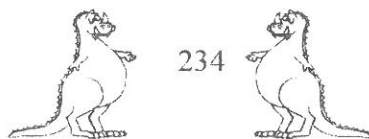
#### Resources:

Webelos Scout Book  
Park Rangers at State Parks  
Boy Scout Forester Merit Badge Book  
Tree identification book



**Activities:**

1. Hug a tree. When out on a hike, pair the boys and have one blindfold the other. The blindfolded boy is led to a tree and allowed to feel the tree for a minute or two so he will be able to later identify it. Once he is lead back to the starting point, the blindfold is removed and he is free to find his tree. After identification takes place, the boys reverse roles.
2. Match the pairs. Once a few trees have been identified, collect a leaf and a small branch from these trees (make sure you have permission to do this). Give the boys the opportunity to study the matched pairs and then mix them to see if they can match the limb with the leaf
3. Measuring a tree. It is important for a forester to know how big trees are so they know how much wood they contain and how much room it takes to drop them. Two instruments are needed for these measurements. This could be a den activity before going to the field. A piece of ribbon that has marks every 3.14 inches and numbered consecutively. When wrapped around a tree (done at 4 feet above the ground) it will tell the diameter of the tree. A regular tape measure will work, just divide by 3.14. The other important tool a forester uses is called a cruising stick. The cruising stick is marked every 6.15 inches. Standing 66 feet away from the base of the tree, hold the stick 25 inches from your face and align the end of the stick with the bottom of the tree and see where the top of the tree falls on the cruising stick. Each 6.15 inch mark equals 16 feet. If the tree falls half way between the first and second mark, then the tree is about 24 feet tall.
4. Leaf hunt. There are many terms for identifying trees-lobed, toothed, simple, alternating, etc. List the terms on a sheet of paper and have the boys scour the woods for samples of these different terms.
5. Leaf collection. The leaf hunt activity can lead to an interesting collection for the boys. Leaves can be preserved in many ways. They can be placed in a book to be pressed and dried. A simple leaf press can be built out of two pieces of plywood with bolts and wingnuts. Cardboard or heavy paper should be placed between the leaves.
6. Trace a leaf. McDonalds came out with a devise in their kids meals a few years ago that allowed a leaf to be placed in the holder with a piece of paper placed over it. A



crayon or pencil was rubbed over the leaf to make an impression. You don't need their devise to do this, just a hard flat surface like a clipboard. So on a piece of paper, you can make a drawing of the leaf and then hold the paper against the trunk of the tree to make an impression of the bark.

7. Report. Have each den member choose a different tree found in your area and write a short report. Samples of leaves, seeds, and bark rubbings could be included. Tell the boys they should include any uses the tree has, where the tree can be found besides here, how big the tree normally grows and any other information they would like to include.
8. Field Trip. Arrange a trip to a lumberyard or sawmill. This can be very informative. The boys should learn about different woods and their uses, how wood is processed, and possibly about the different characteristics of wood. Commercially available wood can be divided into two main classifications: Hard and Soft. This can be confusing to the boys because these terms when used this way do not mean the relative hardness or softness of the wood. Hardwoods come from deciduous trees (broadleaf) and softwoods come from conifers (evergreens). Balsa wood, which most boys are familiar with is a hardwood but is very soft and light. Yellow pine is a softwood but is very hard and heavy.

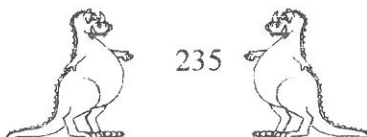
### Naturalist

Bugs and birds- plants and animals- that is what the naturalist is made of. The naturalist activity involves the nature that Geologist and Forester leaves out. There are kids that love bugs and others that won't touch them. The best secret to involving the timid boys is knowledge. When they can identify bugs and know which ones won't hurt them if they are handled, their attitude changes from timid to involvement. The key is to find someone with that knowledge.



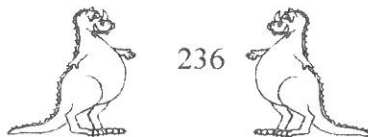
### Resources:

Webelos Scout Book  
 Boy Scout Merit Badge Books: Botany, Bird Study, Insect Study,  
 Nature Various Identification Books: Birds, Insects, Plants  
 Wichita Wild



Activities:

1. Build a bug house. This screened compartment can be used to satisfy part of the craftsman activity pin. The bug house needs a base, two ends (one with a hole the size of a cork), a cork and some screen material. Nail the ends to the base and staple the screen to the base and sides.
2. Insect race. Have the boys collect insects (in their bug house). They then choose one to place in the middle of a one foot diameter prepared circle. The bug that crawls outside of an outer circle three feet in diameter is the winner.
3. Make a terrarium. This can be done using 2 or 3 liter pop bottles. Make sure you have the ones with the additional bottom on them. Peel the bottom off. Cut the bottom of the bottle off and it will fit back into the original bottom. Some practice as to where to cut the bottom beforehand is recommended. Before placing the bottle back on the bottom, put some soil and a plant in the bottom and water it. Place the bottle on the bottom and you have an instant terrarium.
4. Make a bird attractor. Dripping water attracts birds. Hang a large can from a tree and poke a small hole in the bottom so it will drip water. Pour some water on the ground below it so the water will drip into a wet surface and stand back and watch the birds that are attracted to your pool. Mornings are the best viewing times. The dripping noise attracts the birds.
5. Make a view scope. See your Webelos book for details. To help attract fish to your scope, use a waterproof flashlight or place one in a waterproof bag and shine it in the water near the scope.
6. Make a nature observation calendar. Draw calendars that the boys can use to record their daily nature observations. Do this for the month you work on Naturalist.
7. Learn the stars. Although Astronomy is not part of the Naturalist activity, this is a good place to teach the basics. Some night, point out the Big Dipper, how to find the North Star and the Little Dipper and Cassiopia. This will aid anyone in the wilderness at night to know their directions.



## OUR COMMUNITY

### Citizen

Citizen is a very important badge in that it is required for the Arrow of Light Award. The Arrow of Light Award is the highest rank in Cub Scouting.

For adults and leaders, this is a hard badge to teach to the boys without making it a lecture series. It is important that the earning of this badge is made fun and enjoyable.

For the boys, this can be another step in their development of responsibility. In most cases they have only been responsible for things at school and within the family. While working on this badge the boys will be reaching out and seeing what their community has to offer them and what they in turn can offer to the community to help make it a better place in which to live.

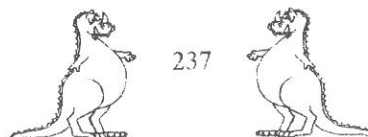
To begin, open the meeting with a discussion on how much the boys know about what being a citizen is. A citizen is a member of a state or nation. How do the boys feel they belong? Do they even understand what is happening around them? After you have a feel of what the boys know or do not know, it is time to proceed with games and active relays.

Set up a game which consists of word search, relays or mazes. Divide up the den into teams. These are eye catching activities for the boys and the boys will not even realize how much of an education they will be gaining.

### **Suggested items to include in the activities would be:**

1. Names of the President, Vice President and Governor.
2. Names of important people such as Abraham Lincoln, George Washington and Francis Scott Key.
3. Dates of importance such as July 4th, 1492, 1941.
4. Parts of the Flag.
5. Some of their rights, such as freedom of speech and religion.
6. Names of community organizations which are visible to the boys such as the American Red Cross & United Way.
7. Birth Certificate.
8. Social Security Card.
9. Drivers License.

Once you have the room set up tell the boys that they have no rules to follow and that the first one/team that can find all the clues and explain what they mean will get a special prize.





In the process of the activity the boys should realize that it is necessary to have rules to protect everyone's rights and together they can obtain the same goal.

To find the answers to the last the clues, have the boys help plan a bus trip (Traveler Badge) to the local Library (Communicator Badge). While riding on the bus have the boys look for the things that the Government has to offer us. How does the government get the money to pay for these things? Some things that are given to us are public schools, public roads, public health clinics, storm sewers, police stations, fire stations, playgrounds and parks. These are all paid for by taxes, licenses and fees.

After all the clues and questions have been answered, have each one of the boys look up a President and find something unique about them, such as the oldest, youngest, tallest, heaviest, longest serving, most number of children etc.

On the way home on the bus see if they can name any other organizations that help people. Most of these organizations rely on volunteers. See if the boys would like to do a service project for one of them.

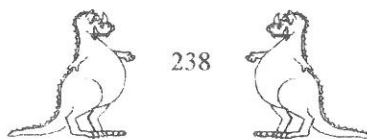
### Communicator

Communication is a way of passing information by your words, actions or deeds. Every motion of our eyes, hands, body or voice expresses our personal feelings to others. By completing this badge, the boys learn how to communicate with someone who may be deaf, blind or mute. They will also learn how to set up a special code to use among friends.



### **Suggested Activities**

1. Play a game of charades. This game requires you to communicate without using voice. This is the hearing impaired world.
2. Play Pin the Tail on The Donkey. This game requires you to motivate without eyes such as the visually impaired.
3. Play the game Blind Mans Bluff in which one is blindfolded and led through a maze by the other one. This game develops trust.
4. Invite hearing impaired or vision impaired person to your meeting and have them explain how they communicate in society. If possible have them demonstrate how to use a typewriter or a telephone.
5. Play a computer game that is new to them and see how easy it is to follow the instructions.





6. Have each one of the boys learn their name in sign language. It would also be nice if they would learn sign language to a short song and perform it at a pack meeting.
7. Have the boys send a message to each other in Morse Code.
8. As a leader send a message to each one of the boys in a code you have developed yourself and see if they can decode the message.
9. Have each one of the boys code a message to you and have them watch you decode it.

### Family Member

This badge helps in teaching the boy what a family consists of and the responsibility of each member in order for the family to function as one unit. At the same time one will learn how to be healthy, safe and environmentally conscious.



It is best to have these activities completed within the immediate family but due to lack of support from some families it may become necessary to use the extended family which is the den.

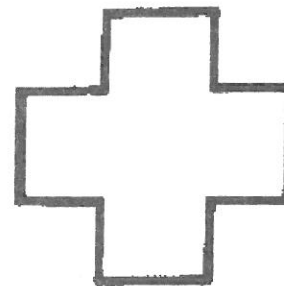
### **Suggested Activities:**

1. Have each boy list their responsibilities within the home and compare them with the other boys. See if they understand why each have different responsibilities. Is this due to the make up of the family or the sizes of the family? If they do not take on this responsibility, what happens?
2. Visit a police or fire station or have one of them come to your meeting to discuss safety hazards you have in the home. After the meeting have each one of the boys go home try to correct a hazard within the home. As a group, safety inspect your meeting place and try to correct any hazards.
3. Explain ways we use water and what are the ways in which we can save water.
4. Explain ways we use electricity and what are the ways in which we can save electricity.
5. Explain ways we use gas and what are the ways in which we can save gas.
6. Explain what a budget is and how they can help their family budget their expenses. If possible have them play a game with money.
7. Last but not least everyone should enjoy play after all the work is done, but sometimes there is not money available. Show them some fun and activities that can be free such as taking a walk in the park.



Readyman

Readyman is being prepared for any accident that might occur. Keep in mind that 90% of the accidents could have been prevented. A first aider is an important link between a victim and medical personnel. Not all accidents require medical attention, but it is important to know what to do in order to help the victim to the best of your ability.



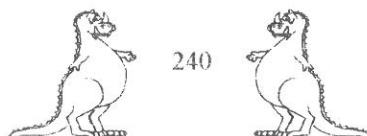
In the metropolitan area it is easy to reach police, fire or ambulance by dialing 911, but the boys need to be aware that this is not always the case when they are out of the area.

Severe Bleeding - Do not take any objects out that may have caused the bleeding and do not try to wash the wound. With one hand take a gauze pad and apply it over the wound and apply pressure with your hand. With the opposite hand wrap the wound with a bandage and tie it, placing the knot on the wound. Continue to add pressure. If the wound continues to bleed apply pressure to an artery and seek medical attention. While doing all of the above elevate the wound above the heart to help reduce bleeding.

Stopped breathing - It is necessary to determine if the victim has a pulse or not. In the event that the victim has a pulse, one would begin doing rescue breathing which is a process of blowing air into the lungs every 5 seconds in an effort to try to get them to breathe on their own. In the event that the victim has no pulse one would begin CPR which is a process of blowing air into the lungs and pumping the heart at the same time. It is best that you do not give rescue breathing or CPR if you have not been trained. The best thing for you to do is seek medical attention as soon as possible. The brain can only go without oxygen for 4-6 minutes without damage.

Internal poisoning - Poisons can be swallowed, inhaled, absorbed or injected into ones system. It is important that YOU call a poison control center and get instructions on how to handle the emergency. Local numbers are St Francis 263-9999, Wesley 688-2277 or 1-800-332-6633.

Heart Attack - Seek medical attention as soon as possible. It may be necessary to apply CPR.



Shock - Shock is a normal reaction to many emergencies and is the process of the body shutting down the normal flow of blood on a temporary basis. To treat, ask the victim to lie down on their back and elevate their feet slightly. If they are conscious, get them to take some deep breaths and give them some water to sip. If they suffer from chills offer them a blanket. If shock continues seek medical attention.

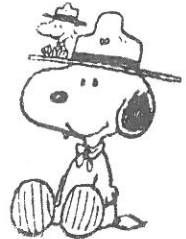
Cuts and Scratches - Wash with clear water and bandage. Watch and treat for infection.

Burns and Scalds - Burns can be obtained by heat, chemicals, electricity or radiation: Rinse all burns with clear water and wrap with clean and dry bandages. All burns except some first degree burns need to have medical attention. If you have any questions concerning burns call St. Francis burn center at 268-5388.

Choking - As long as a victim can speak breath or cough, encourage them to continue coughing. If the victim shows signs of troubled breathing, apply abdominal thrusts until the object is dislodged.

**Suggested Activities:**

1. Visit a Fire or Police Station.
2. Visit an ambulance service.
3. Visit a hospital emergency room.
4. Visit the American Red Cross
5. Attend a YMCA for a demonstration of swim safety.
6. Attend a first aid class
7. Make first aid kits for the home, autos or meeting place



Suggested Items for a First Aid Kit

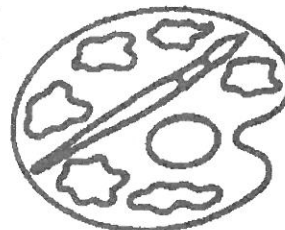
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| Band-aids (various sizes)  | Cotton balls             |
| Gauze pads (various sizes) | Antibiotic ointment      |
| Tylenol                    | Scissors                 |
| Triangular bandage         | List of phone numbers    |
| Butterfly bandages         | Cotton Swabs             |
| Elastic Bandages           | Antiseptic cream         |
| Adhesive Tape              | Soap                     |
| Tweezers                   | Quarters for phone calls |



MIND GAMES

Artist

The Artist Activity Pin is the perfect vehicle for introducing Webelos Scouts to the world of art and the artist. The art projects selected for this age should be somewhat time consuming and challenging, but not too difficult. Scouts should be encouraged to take their projects seriously and not rush through them. Perfection isn't required, but thoughtfulness is.



Den Gathering Activities/Games

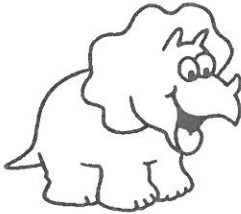
As Webelos Scouts arrive, a simple activity or game will keep them interested as others gather for the Den meeting.

1. Have each Scout draw his own set of six designs for: "pogs" (milk cap game pieces), bookmarks, doorknob hangers, or nameplates. *Requirement #3*
2. Set up a display of six different types of art media and have Scouts draw a design with each type using crayons, pastels, colored pencils, charcoals, water colors, colored chalks, or acrylics. *Requirement #3*
3. Make eatable sculptures with toothpicks and gum drops. Pre-package items in Ziploc bags and label with each boys name to avoid arguments.
4. Have Scouts draw their own colorful species of butterflies. *Requirement #3*
5. Encourage Scouts to design a fanciful bubble gum machine and color the bubble gum pieces in primary and secondary colors. *Requirement #2*
6. Give each Scout a Ziploc bag filled one-third full with shaving cream. Have them put a few drops of red and blue food coloring into the bag, seal, and squeeze. Watch as the shaving cream turns purple. Repeat with yellow and blue to make green then red and yellow to make orange. *Requirement #2*
7. Make a rainbow indoors by giving each Scout a glass filled with water full to the top. Set on a window sill in bright light with glass projecting slightly over the ledge. Put a white sheet of paper on the floor below the window, and a rainbow should appear. *Requirement #2*



Den Activities

1. Scouts may use clay to make their own "royal seal" cylinder to print a secret message to send to a friend. *Requirement #5*
2. Sculpt a hanging wall name plate out of clay. *Requirement #5*
3. Provide still-life displays for boys to draw and paint such as sports equipment, toy cars, stuffed animals, pop cans, old tennis shoes, fruit, or flowers. *Requirement #1*
4. Have Scouts cover empty cereal boxes with white paper and let them design their own product using at least six different designs. *Requirement #3*
5. Make a newspaper frame for an original picture. *Requirement #1*
6. Trace a Scout's head and shoulder profile on newspaper. Staple the sheets together, stuff and paint to make a "Stuff-A-Cub." *Requirement #4*
7. Use rolled newspaper to make a frame on which to hang Webelos Activity Pin shapes for a "Proud-To-Be-A-Webelos" mobile. *Requirement #6*
8. Use seashells collected at the beach or purchased from a craft store, to design a seashell mobile. *Requirement #6*
9. Use packing Styrofoam as a base and recyclables, such as cardboard tubes, beads, ribbon, old computer hardware, wire, and string, to build three dimensional "funky junk" sculptures. *Requirement #7*
10. Make colorful dyes by boiling natural ingredients in water. When cool, pour the dyes into small containers and let Scouts take turns dipping white fabric squares into the dyes. Try red onion skins for red, beets for red-violet, cranberries for pink, yellow onion skins for yellow, blackberries for blue, and spinach for green. *Requirement #2*
11. Scouts can celebrate their favorite food with bigger-than-live-size pop art sculpture. Make a poster size pizza slice from a large triangle of cardboard. Cover it with brown paper and roll the edge to look like crust and glue. Use red paint for sauce, shredded foam for cheese, and cut other ingredients from paper or cloth. *Requirement #7*



Hints

1. Put clay projects on cookie cooling racks covered with paper towels to absorb moisture and circulate air around projects, or turn projects over a few days after they have been made.
2. Use acrylic paints instead of oil paints. They are much cheaper and work just as well. Buy only red, blue, yellow, white and black and let Scouts mix their own colors.



3. Plastic egg cartons or other plastic pans make good artist palettes.

4. A cardboard square, labeled for each Scout, and placed under art projects is helpful and is a visual record of each boys progress.



Field Trips

Field trips are always exciting additions to any activity. The following are suggested for informing and inspiring young artists:

- visit an artist's studio
- make arrangements to visit a college art class
- visit a ceramic studio
- visit an art museum or art gallery
- tour an art exhibit at the local library or bank

In Wichita the following facilities are available for tours:

**The Wichita Art Museum**

619 N. Stackman, 67203 268-4921

This museum houses a permanent collection of over 7,000 works showcasing American Art. The following is also available:

**\*The Kansas Scholastic Art Awards Exhibition**

Dates: December 23, 1995 - February 4, 1996

Where: Ground level or "2nd floor"

An exciting exhibition of works by Kansas students representing a variety of art media from drawings, oils, sculpture, to computer graphics. This exhibition is especially appealing to Scouts.

**\*Children's Gallery**

Opening: November 11, 1995

Where: Lower level or "1st floor"

A new inter-active area designed to be a discovery space for children.

**\*Art Resource Center**

Open: Tuesday - Friday by appointment

Contact: Nancy 268-4907

Check-out period: 2-3 weeks

Teachers, leaders, and adults may borrow books, videos, slides and teacher packets from the Center for enrichment purposes. Items are free of charge, although there is a late fine of \$1.00 per day, and must be reserved ahead of time.

Please call Nancy at 268-4907 to make arrangements to visit the museum with a group, to arrange a tour, or to use the Art Resource Center.





**Wichita Center for the Arts**

9112 E. Central 634-2787

Hours: Tuesday - Sunday 1:00 pm - 5:00 pm

Contact: Sally Riggs (Gallery Education)

Groups may tour on their own, but it is requested you call ahead to "alert" staff. Guided tours may be arranged by contacting Sally. This is a fine museum; just the right size for small groups to tour and not be overwhelmed.

**Edwin A. Ulrich Museum of Art**

1845 Fairmount 689-3664

Open: September - May

Hours: Tuesday - Friday 10 - 4; Saturday & Sunday 1 - 4

These galleries, located on the Wichita State University campus, include changing exhibits of contemporary works and is renowned for its' outdoor collection of sculpture. This would make an excellent walking tour for Scouts to view sculpture by such famous artist as Henry Moore, Auguste Rodin and Louis Nevelson.

**Gino Salerno Sculptures**

This local sculptor has numerous sculptures carved from trees around the city in connection with the Park Department. View his "Wizard of Oz" figures at Watson Park, 3055 S. Lawrence Road.

**Flat Earth Clay Works**

5760 N. Broadway 838-2774

Hours: Monday - Friday 8 - 4

Contact: Joyce or Michelle one week or more before desired visit. Groups may tour this facility by appointment only. Tours last 20 - 30 minutes and include the pottery process from start to finish, covering the production of clay works from the mixing of clay, production techniques, firing in the kiln, glazing process to the final packaging and shipping.

Hints for Field Trips

1. During field trips, Scouts are focused if they have a work sheet or guide to follow. Provide an inexpensive clipboard and attach a pencil for each Scout to carry. It keeps hands in place and they are more likely to stay together and work as a den.
2. Always call ahead when planning an excursion for your Den.
3. Check your local Sunday paper for special exhibits that may be of special interest to boys.
4. Most museums have a printed brochure of upcoming events and exhibits that may be picked up from the museum.





5. If the leader has the time, it is well worth visiting the tour site ahead of time in order to prepare a work sheet or guide for their Scouts' visit.

Pack Activities

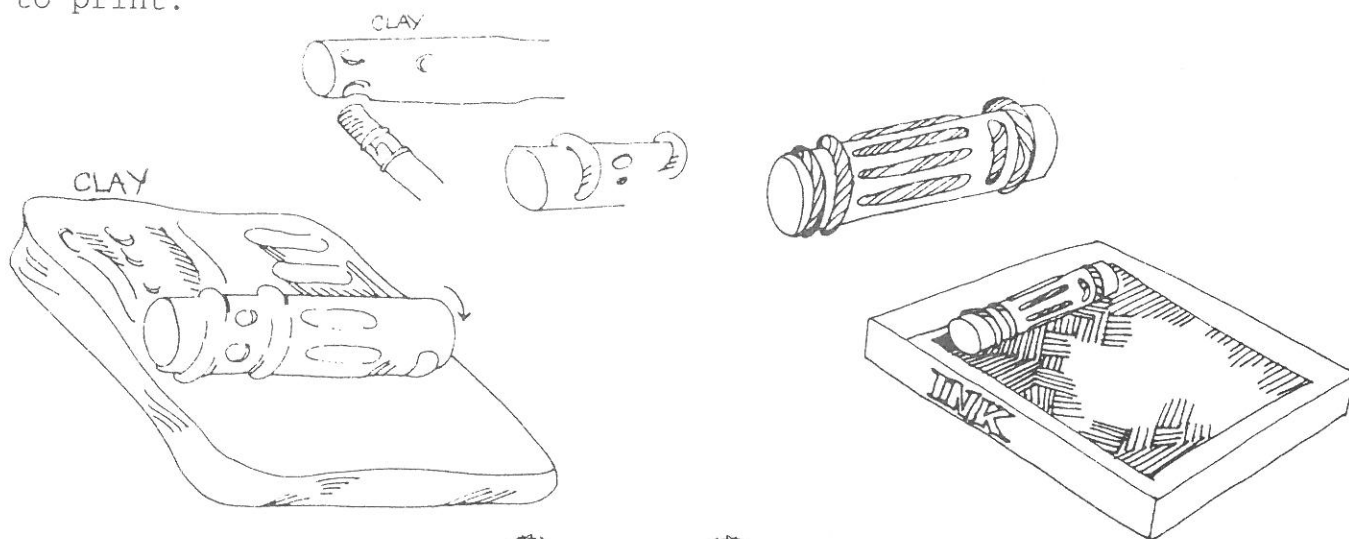
1. Display Scout art work on a colorful tablecloth, a burlap runner or on individual placemats on a display table in front of the Pack.
2. Let Scouts demonstrate the different kinds of art media used to make their projects, such as charcoal pencils next to a charcoal drawing.
3. Provide a get-acquainted activity, by having Dens make "Stuff-A-Cub" profiles of Scouts in another Den in the Pack.

Specific Art Projects

Royal Cylinder Seal

Materials: clay (use type that air dries); modeling tools, sticks, string, ink pad or flat pan of paint; construction paper

1. Roll wet clay into a smooth cylinder.
2. Press a design into the clay cylinder with modeling tools, pencil eraser, or build a design into the cylinder with clay coils. Press the coils firmly into the clay. Let the cylinder dry.
3. Print with your "royal seal" by rolling it across a smooth piece of wet clay.
4. To make a cylinder that will print ink, press a string design into wet clay. Let dry. To print, roll it through a flat dish of ink or paint, then roll over a soft paper, like construction paper, to print.



Clay Nameplate Wall Hanging

Materials: clay; acrylic paints; pencil or modeling tool; yarn, ribbon, or string; scissors

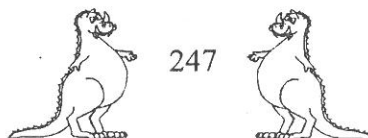
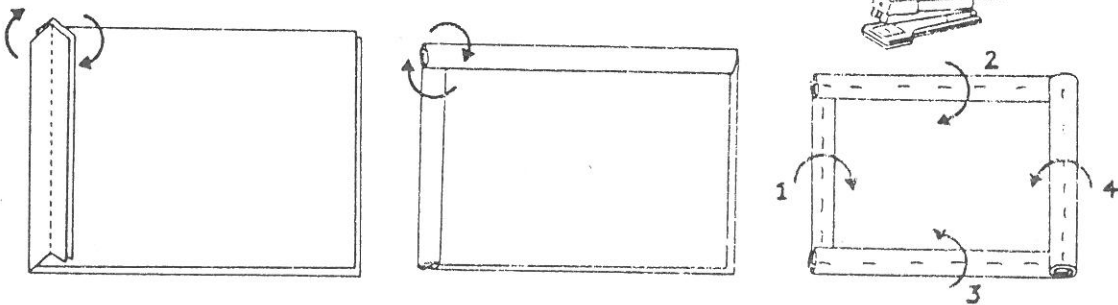


1. Roll a lump of clay with a rolling pin until it's 1/4" thick. Cut off the edges to make a rectangle.
2. Roll clay into long snakes. Make a frame and the letters of the scout's name and press onto the nameplate.
3. Add clay decorations such as sports equipment, artist palette, etc.
4. Poke two holes in the top corners of the rectangle with a pencil. Let dry.
5. Paint with acrylics and tie yarn, ribbon, or string through the holes and hang on the wall.

Newspaper Picture Frame

Materials: newspaper (comic section is more colorful); stapler and staples; ruler

1. Spread out one double sheet of newspaper on table. Place another double sheet on top of it.
2. Make a folded border along each edge by folding each edge over using one inch folds until center section is the size of the original picture.
3. Staple the corners down each side to make the edges secure. You may need to do one side first, fit drawing in, and then finish other sides.
4. The center section can also be painted, used for snapshots, or create a collage.



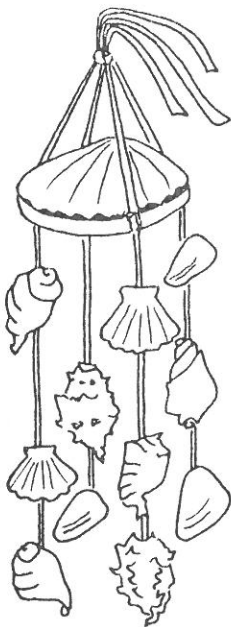
"Stuff-A-Cub" Profile

Materials: newspapers; glue; staple and staples; paints; pencils or felt-tipped markers; scissors

1. Glue two single sheets of newspaper, one on top of the other. Glue two other single sheets of newspaper together. Allow to dry.
2. Place the glued sheets one on top of the other.
3. Trace the Scouts' head and shoulder profile on the newspaper. Draw in the details, using the scout as a model.
4. Cut out carefully through all layers.
5. Glue and staple the edges of the profile together leaving a small opening at the top and bottom.
6. When dry, stuff the head with small pieces of crumpled newspaper. Glue the openings shut. Paint the scout's likeness on the front of the figure.

Seashell Mobile

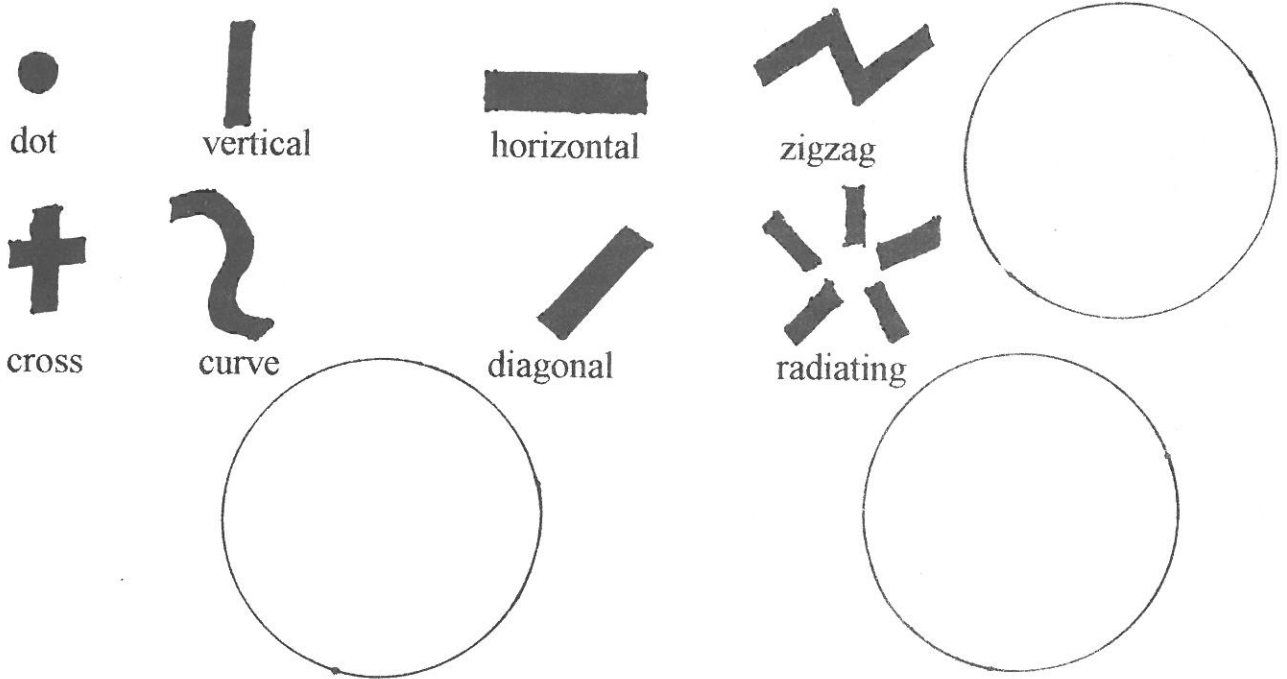
Materials: one embroidery hoop or craft ring (5"); 5 yards of 3/8" wide ribbon; approximately 20-25 small seashells; ruler or yard stick; scissors; silicone glue



1. Wrap an embroidery or craft hoop with 1-1/2 yards of ribbon. Wrap so that the ring is completely covered and glue ribbon end down.
2. Cut four pieces of ribbon, each 12" long. Tie each piece to the ring at evenly spaced intervals.
3. Bring the ends of all four ribbons together in the center and tie them in a knot to form a hanging loop.
4. Cut four more pieces of ribbon. These ribbons should be of different lengths, such as 18", 27", 15" and 12".
5. Glue one end of each ribbon over the ring. Space between the ribbons already attached.
6. Glue the seashells at different places along the ribbon. Let dry.

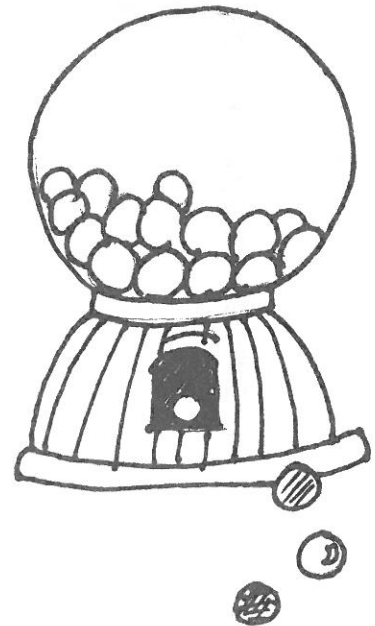
Artist Requirement #3: Make six designs using straight lines, curved lines, or both.

Use any or all of the following lines to make six "pog" designs on 1/2" circles. Cut out the designs and glue them to old or duplicate POGS that the boys have:



Artist Requirement #2: List the primary and secondary colors. Tell how to combine colors.

Design a fanciful bubble gum machine. Color the gum balls primary and secondary colors. Combine those colors to make new colored gum balls.



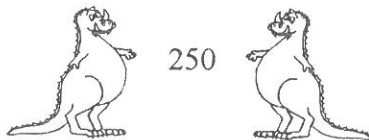
Den/Pack Book Resource Center

A table for books relating to the Activity Badges Webelos Scouts are working on is a welcome addition to the project. The book display is a resource for creative ideas and provides books for Scouts to peruse if they finish projects early.

- Bawden, Juliet. Fun With Fabric. Hamlyn Children's Books, 1994
- Brown, Laurene K. Visiting the Art Museum. E.P. Dutton, 1986
- Conaway, Judith. City Crafts from Secret Cities. Follett Publishing Company, 1978
- Greenberg, Jan. The Sculptor's Eye. Delacorte Press, 1993
- Johnson, Mia. Teach Your Child to Draw. RGA Publishing Group, 1990
- Katz, Marjorie P. Fingerprint Owls and Other Fantasies. M. Evans and Company, 1972
- Lamancusa, Jim. Dynamite Crafts for Special Occasions. TAB Books, 1993
- Lancaster, John. Cardboard. Franklin Watts, 1989
- Milord, Susan. The Kid's Nature Book. Williamson Publishing, Company, 1989
- Solga, Kim. Make Gifts! Grolier Educational Corp., 1991
- Solga, Kim. Make Sculptures! Grolier Educational Corp., 1993
- Walter, F. Virginia. Great Newspaper Crafts. Sterling, 1991

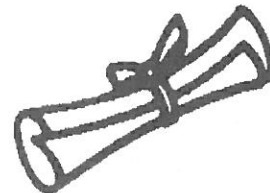
“You have brains in your head.  
You have feet in your shoes.  
You can steer yourself any direction you  
choose.”

-Dr. Seuss Oh, The Places You'll Go!



Scholar

This activity badge is an opportunity to encourage Scouts to value their education. Many of the requirements are centered on a Webelos ability to "Do Your Best" in their school environment. Because school is a major part of each boy's life it may seem mundane to them. Leaders can help a Scout's attitude and enthusiasm about the learning process.

Den Gathering Activities/Games

1. Simple pencil and paper games are entertaining gathering activities. Have Scouts play the "ion" game, by listing all the words they can think of that end in "ion." The player with the most words wins.
2. Give the Scouts a common object and have them discuss or draw a creative solution for using it. For instance a mousetrap could be used to propel a mouse mobile.
3. Scouts can never get enough riddles, puzzles or brain teasers. Challenge them with lateral thinking games, for example:

"A man flew into Los Angeles on Saturday. He stayed for three nights at the Beverly Hills Hotel, then spent one night in the Santa Monica Hilton. He then flew out again on Saturday. Between the two flights he never left the Los Angeles area and did not stay anywhere except those two hotels. How could he arrive and leave on Saturday, yet stay only four nights?"

**Solution:** "Saturday was the name of the man's private plane."

"A boy was about to go on his first date. Since he had never embraced a girl before he was anxious to learn a little about how to do it. He went to his local public library and saw a book entitled How To Hug. He took it home to read and was greatly disappointed; it gave him no useful advice at all. Why not?"

**Solution:** "What the boy had picked up at the library was a volume of an encyclopedia. It was the section covering words beginning with *H* from *How to Hug* and that was what was printed on its cover."

4. An automatic timer seems to fascinate most children. Have the Scout time himself on a simple task, such as how many times he can blink in a minute. (One blink takes about one second.)



5. Play the Good News/Bad News game. The idea is to make up two news items. The first should be positive, the second builds on the first and turns into bad news. Example: First Scout, "I just bought a new plant." Second Scout, "It turned out to be poison ivy."

### Scholar Den Activities

1. As part of the discussion on early American schools, have each Scout choose to recite aloud one of these: times tables; a poem; the Pledge of Allegiance; a nursery rhyme; the fifty states; etc. Then have everyone recite aloud at one time. This demonstrates what a "Blab School" must have been like. *Requirement #5*
2. Ask Scouts to list their favorite subjects and teachers. Discuss some of the full-time positions in the education field. *Requirement #8*
3. Encourage Scouts who are skilled in certain subjects to help tutor another. *Requirement #9*
4. Make a chart of the Scouts school system or use the one in the Webelos handbook, p. 281. Are all the Scouts schools the same or different? *Requirement #6*
5. Invite a grandparent to tell about their school days and ask them to bring memorabilia to share. *Requirement #5*
6. Schools usually provide a Scout with the opportunity to participate in a school activity or service project. If not, here are some suggestions:
  - \* Read to younger children at lunch time
  - \* Form a monthly clean-up crew to pick up the school yard
  - \* Form a reading club
  - \* Develop a paperback exchange in the classroom or library
  - \* Laminate art projects for a teacher
  - \* Plant a tree on Arbor Day *Requirement #2*
7. Webelos may not realize all the capabilities they have because of their education. Have them make a list of what they can do now and compare it to when they were a baby or in kindergarten. *Requirement #4*
8. For Scouts who need help in improving behavior, attendance or grades, provide them with a plan sheet "My Plan to do Better." They will need to make their plan specific, simple and repetitive. For example, a plan to improve reading skills would be : **I will read 20 minutes each night before bedtime.** *Requirement #1*
9. Scouts may take a survey about the quality of their school by asking the opinions of their parents and five other adults. *Requirement #7*
10. Invite a speaker from the Literacy Volunteers of America to share the importance of reading. *Requirement #3*





Scholar Field Trips

1. Arrange a tour of a local college, business school or vocational school.
2. Take a tour of the local library and discover what other types of media they have for circulation besides books.
3. Visit the local newspaper.
4. Visit a nursing home and talk to the residents about their schooling.
5. Visit a historical museum. In Wichita visit:

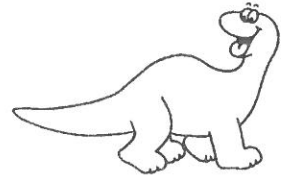
**Wichita-Sedgwick County Historical Museum**

204 S. Main Street 265-9314

Admission: ages 6-16 \$1.00; adults \$2.00

Hours: Tues - Fri 11-4; Sat - Sun 1-5

Housed in the old City Hall, this museum has a variety of special exhibits including: *A Child's World* and *Wichita: The Magic City*. Small groups may self-tour; large groups please call ahead.



**The McCormick School Museum**

855 S. Martinson 833-3760

Hours: Mon - Fri hours vary

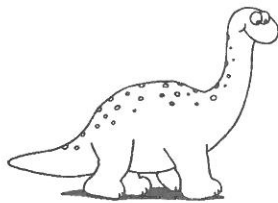
This newly developed museum contains an 1890's classroom. Staff and tour time is limited, so please call two weeks before desired tour date.

**Old Cowtown Museum**

1871 Sim Park Drive 264-6398

Admission: 6 - 12 \$2.00; adults \$5.00

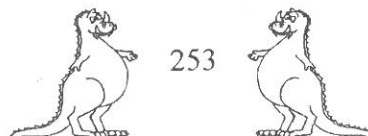
Hours: Mon - Sat 10-5, Sun 12-5



As an open air living museum it has more than 30 exhibit areas including a one-room school, general store, blacksmith's shop and other homes and businesses of the 1870's.

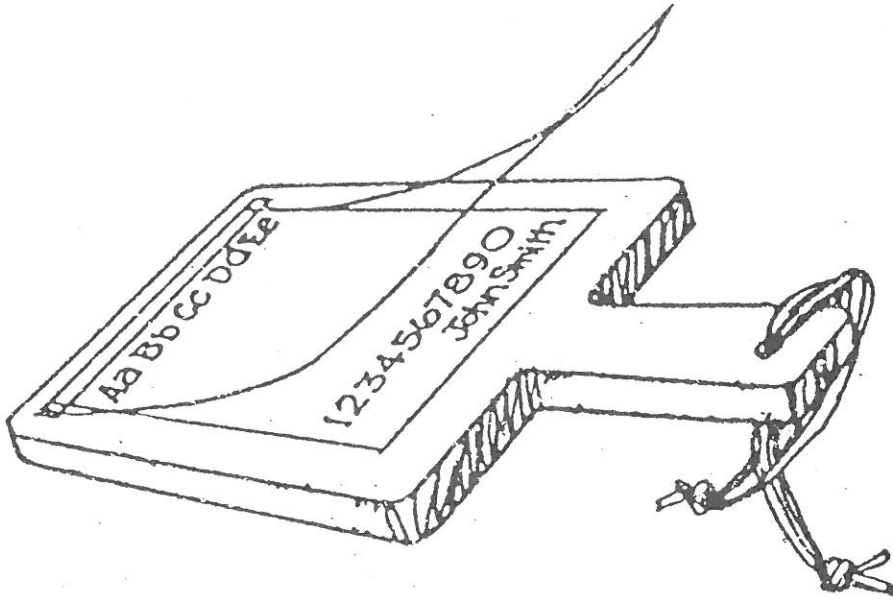
Scholar Pack Activities

1. Have a "Share-a-Story" program and invite a professional storyteller to perform.
2. Ask pack members to bring used books to donate to a book drive and give to a children's home.
3. Display a photo poster of Den's scholarly activities.
4. Do a Den demonstration of a "Blab School" from the early American school system.
5. Challenge other Dens with lateral thinking games.



Scholar Specific Project

Design a hornbook like those used in colonial days, the only "book" for most colonial school children. It was a paddle-shaped board with a single sheet of paper covered with a thin sheet of cow's horn to keep it clean. On the paper were the alphabet, numbers, and often the Lord's Prayer. Make yours with 1/4" board, plastic wrap, and thong or string.



HORNBOOK.

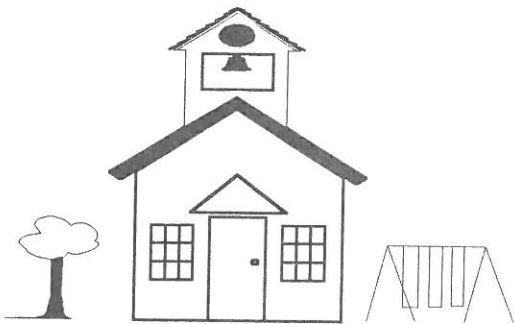
Scholar Activity Pin: *Requirement #3 - Discuss with your teacher or principal the value of having an education.*

When you have completed requirement #3, please have your teacher/principal sign their initials here: \_\_\_\_\_.

*Requirement #4 - List in writing some important things you can do now because you are going to school. (If you need help, see page 278 of your Webelos handbook)*

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_
9. \_\_\_\_\_
10. \_\_\_\_\_

When you have completed requirement #4, have your parent initial here: \_\_\_\_\_



Become the most positive and enthusiastic person you know.

Scholar Activity Pin: *Requirement #5 Trace back through history the different kinds of schools. Tell how our present public school system grew out of these early schools.*

**Cave Dwellers:** Long before people learned to read and write, there were "schools". The "teachers" were the mothers, fathers and elders who taught children hunting, fishing, cooking, and child care.



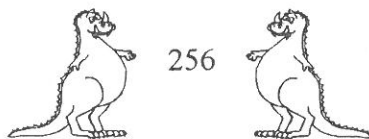
**Ancient Schools:** The early schools of ancient civilizations were in the temples where the people worshiped their gods. Most subjects taught were about religion. In Egypt, one of the most advanced of the ancient civilizations, the temple schools taught more and more subjects as the years went on.

**Greek and Roman Schools:** Four hundred years before Christ, the Greeks and the Romans were the most advanced people. Schooling was very important to these cultures. Their schools were not like ours. Sometimes teachers would walk around the streets with their pupils and talk to them. Or they might meet in a garden square of the woods. The great Greek teacher, Plato, met his students in a garden in Athens called the Academy. That's where the word "academy", meaning school, came from.

**Early American Schools:** The Pilgrims landed in 1620. By 1647 the Massachusetts Colony had a law providing for free public schools. Only a few free schools were set up, though. Most schools were still private. New England had schools in homes, where children learned Bible verses and the alphabet. The Middle Colonies had both public and church-run private schools. In the Southern Colonies, each plantation had its own teacher.

It was not until the 1800's that free schools were found in most places. People did not think that the public schools were very good. If they could afford to, parents still sent their children to private academies. The main subjects were the "Three Rs" - Readin', Ritin', and 'Rithmetic.

These schools were not much like yours. Usually there was just one room. Boys sat on one side and girls on the other. Sometimes children - especially those from farms - came only when there was no work at home. Often everyone studied aloud at one time in the classroom! This was called a "Blab School." The public schools we have today grew out of that kind of school.



Scholar Activity Pin: Requirement #8 - List and explain some of the full-time positions in the education field.

List some types of teachers i.e. grade level or subject area:

**Teachers Lower & Upper Grade Levels**



1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_

**Principal/Supervisors**

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

**Para-Professionals**

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

**Other Positions**

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

Source: Webelos Handbook p.281



Showman

Showman is the perfect forum for the Scout who likes to perform. The three skill areas of Showman are - puppetry, music, or drama. The Scout chooses one area to fulfill requirements for this exciting and active badge. The purpose of the Showman Activity Badge is not to develop polished performers, but to introduce Scouts to the performance arts.



Puppetry

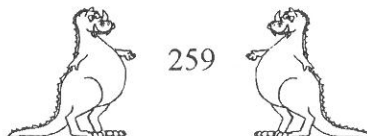
This age-old art form combines a variety of skills such as writing, acting, designing, directing and choreography. The Scout as a puppeteer not only entertains but teaches as well.

Den Activities

1. Scouts may write and produce a puppet play for their Den or Pack. Puppet plays can be based upon fairy tales, sports events, a funny story, or a Den outing. *Requirement #1 & #4*
2. Scouts will need to build a puppet stage for their performance. The stage can be as simple as a skirted table, converted cardboard box or an elaborate structure made from PVC pipe and curtain material. *Requirement #3*
3. Puppets can be constructed from almost anything: paper bags, paper cups and plates, boxes, old kitchen wares, socks, felt, etc. Let Scouts choose what type of puppet to build:
  - a fist puppet or marionette *Requirement #2*
  - a set of paper bag puppets *Requirement #5*
  - finger puppets *Requirement #6*
  - or any other type of puppet.
4. Scouts can demonstrate how different puppets work by using them to perform songs, jokes, or "read" a favorite poem. *Requirement #6*

Puppetry Hints

1. Children have a tendency when they first use puppets to "box" with them. Following are techniques for proper manipulation:
  - \* The puppet should have good posture. Not lean forward or sideways.
  - \* The puppet needs to "look" at the audience. This means the puppeteer's wrist should be curved (if it is uncomfortable, you are doing it correctly!).
  - \* A puppet exits off stage gradually or smoothly, not jerky.





\* When using puppets with hands, use the hands to express feelings:

*sadness* (put hands to head & shake head "no")

*thinking* (scratch the side of puppets' head)

*impatience* (tap the stage)

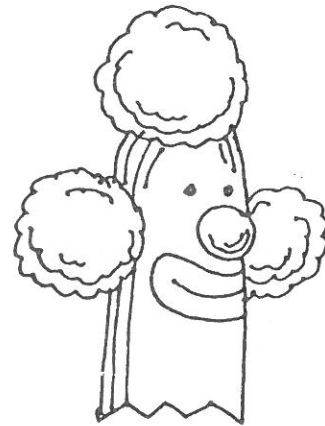
2. Remember, when writing a puppet play or skit that the puppeteer has only two hands.
3. Don't use too many props or try to play too many characters. Keep the show simple and you will avoid confusion.
4. Rehearse the play more than once to become familiar with the script, puppets, props and other players involved.
5. Practice using the puppet in front of a mirror, so you can see what the audience will see.

### Puppetry-Specific Projects

#### Glove-Finger Puppet

Materials: old glove; pinking shears; pompons; glue; felt scraps; sequins

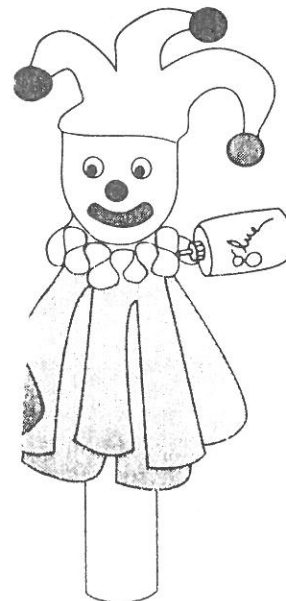
1. Using pinking shears, cut off a finger from an old glove.
2. Decorate the "fingerling" with felt, sequins or pompons.



#### Tube Puppet

Materials: cardboard tube; scissors; crepe paper; thin cardboard; paints; pencil; glue; glitter

1. Use a cardboard tube 14" long for the puppet's base.
2. Cut a piece of crepe paper 12" long and 8" wide. Wrap crepe paper around top end of tube and glue.
3. Draw a face on thin cardboard (use a cereal box) and cut out.
4. Glue head to crepe-paper-covered end of tube.
5. Paint and add glitter.

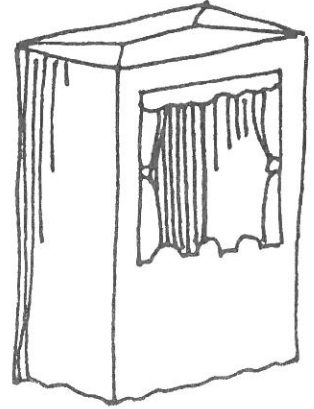


**Paper Bag Puppet Stage**

Materials: paper bag; scissors; glue; felt; construction paper

This puppet stage is designed to use with finger or glove puppets.

1. Use a paper bag that has a square bottom.
2. Place the opened bag with the bottom side up and the open end down.
3. Draw a window opening on one side of the bag and cut out.
4. Fringe or scallop the bottom and decorate the opening with paper or felt curtains.
5. Make sure to leave room to hide puppeteers hand when cutting out window.



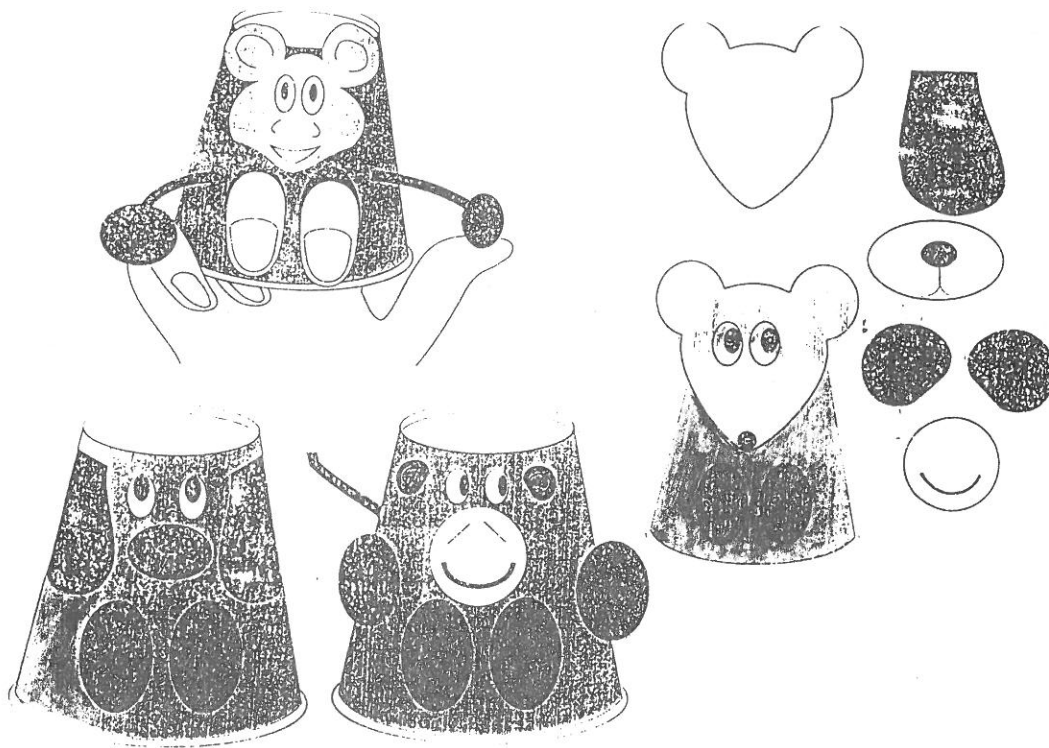
**Cuplet Puppet**

Let your fingers do the walking and provide all the action needed for this Cuplet Puppet.

Materials: paper cups; construction paper; pipe cleaners; yarn or felt; scissors; glue; tracing paper; markers or crayons

1. Use a pair of sharp, pointed scissors to cut two small finger holes at the bottom edge of the cup.
2. Copy the designs onto tracing paper. Cut the pieces out, and use them as patterns for cutting construction paper. Glue the parts onto the cup as shown.
3. Make facial decorations from scraps of yarn or felt. You can simplify the project by using crayons instead.
4. Push pipe cleaners into the cup to make arms, a tail or hair.
5. Depending on where you position the holes, the Scout's fingers can be arms or legs. Use one inch strips of construction paper to glue around the Scout's fingers to make pants or shirt sleeves.





Music

Scouts who play an instrument, sing in a choir, or who enjoy listening to music will easily complete the music requirements.

Den Activities

1. Have Scouts who play a band or orchestra instrument perform four music pieces for the Den or Pack. *Requirement #1*
2. Scouts who read music can demonstrate to other Webelos some of the fundamentals of music. Have them make a poster showing a musical staff with a bass and treble clef, notes, rests, sharps and flats. *Requirement #6*
3. Make a drum out of a coffee can or oatmeal box and have Scouts beat out 2/4, 3/4, and 4/4 time. *Requirement #7*
4. Choose a book of traditional folk songs and sing two songs from the collection. Select a book that gives the history of the song and explains what folk music is about. *Requirement #2 & #4*
5. Construct homemade musical instruments and play them as you sing two folksongs. *Requirement #2 & #4*

6. Scouts can bring to the Den meeting their collection of records, tapes or CD's and tell why they like them. *Requirement #3*
7. Play music for Scouts from three different American composers and have them draw a picture related to the music. *Requirement #5*

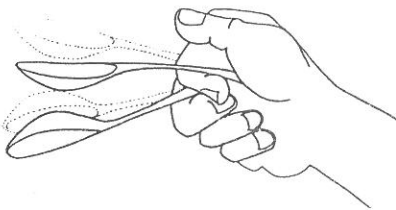
Music-Specific Projects

1. Use a stripped green stick about two feet long and make a hole in each end ½" from the sticks' edge.
2. Knot one end of a nylon guitar string and slip it up through one hole and down through the other hole.
3. Pull the string taut until stick "bows." Stop when it begins to resist.
4. Wind the excess string around the stick and knot securely, keeping string taut. Cut off remaining string.
5. Paint the bow and tuck a few feathers into the knot as decoration.
6. To play the bow hold it in front of your mouth with the string up. Bite down gently on the bow with your mouth open. Pluck with a small stick or the finger. The bow makes a soft sound and can be heard only by the person playing it!



"Kitchen Things Band"

1. Hang kitchen utensils, such as a fork, potato masher, or spatula on a string and tap them with a pencil to hear them ring.
2. Fill water glasses with different levels of water and tap with a spoon.
3. Strum a pancake flipper or scrape a cheese grater with a stick or pencil.
4. Use pot cover lids as cymbals by tapping the outside edge with an eraser. Small lids produce high tones; large lids, low tones.
5. Fill an empty milk carton with stones, rice, beans or peas for a rattle.
6. To make a spoon clapper, use two old metal spoons. Put the handle of one spoon between the first and middle finger, and the other spoon between the middle and third fingers, loosely. Have the spoon bowls face each other and slightly apart. Slap the pair of spoons together in the palm of your other hand.



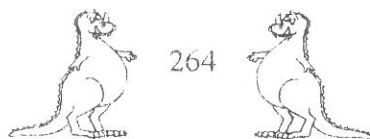
Drama

A play is a story that comes alive. The drama requirements give Scouts the direction to discover the world of live theater performance.



Den Activities

1. Scouts can work together to write a *simple* one-act play or skit. The play's theme can promote an up-coming Scouting event: popcorn sales, Scouting for Food, pine car derby, or service project. Present the play for the Pack, one meeting before the scheduled event. *Requirement #4*
2. Scouts may have the opportunity to attend a play through a school field trip or view an in-school production. At the den meeting, they can discuss what they liked about the play. *Requirement #2*
3. Let Scouts select a humorous poem and present their "monologue" at the den meeting. Poems from Shel Silverstein's *Where the Sidewalk Ends* or *A Light in the Attic* are always popular choices with boys.
4. To help Scouts understand and experience stage directions or "blocking", tape off the floor with masking tape for the positions on stage actors take. Have each Scout be the director and instruct the others where to move. *Requirement #5*
5. Check-out a book of plays for children from the library. Assign a role to each Scout and have them read it aloud. As a team, have the den design and construct a model set of their favorite scene. *Requirement #3*
6. Attend a Shakespearean play. Many cities have theater troupes that perform his plays during the summer, quite often out-of-doors. After the play, let Webelos draw a picture of Shakespeare's theater. *Requirement #2 & #8*
7. Introduce Scouts to the world of opera by viewing selections from the video tape, *Distant Harmony: Pavarotti Goes to China*. This entertaining video contains brief moments from the well-known operas: *Rigolett*, *Pagliacci*, and *LaBoheme*. *Requirement #7*
8. Visit a local theater and have the tour guide describe the pro's and con's of theater-in-the-round. *Requirement #6*
9. Give each Scout a nursery rhyme to recite and have him perform it "in-the-round." *Requirement #6*



Showman Activity Badge Drama - Requirement #1

Give a monologue on a patriotic, humorous, or holiday subject. (Page 317: A single actor recites or acts out a monologue. It can be a poem, a story, or an essay.)

The following poetry books were used for a monologue poem that each Scouts in a den performed during the a den meeting.

- Cassedy, Sylvia. *Zoorimes: Poems About Things That Go.*  
 Ciardi, John. *Doodle Soup.*  
 Levy, Constance. *I'm Going to Pet a Worm Today and Other Poems.*  
 Morrison, Lillian. *The Sidewalk Racer and Other Poems of Sports and Motion.*  
 Starbird, Kaye. *Don't Ever Cross a Crocodile.*  
 Tripp, Wallace. *Marguerite, Go Wash Your Feet.*

Please keep this in your binder. You never know when you will need a poem!

Stage Directions - Learning the Lingo

Like every profession, the theater has its special vocabulary. It is as necessary for the actor to be familiar with it as for a mechanic to know the names of his tools.

STAGE RIGHT - the actor's right as he stands on-stage facing the audience

STAGE LEFT - the actor's left as he stands on-stage facing the audience

DOWNSTAGE - toward the audience

UPSTAGE - away from the audience

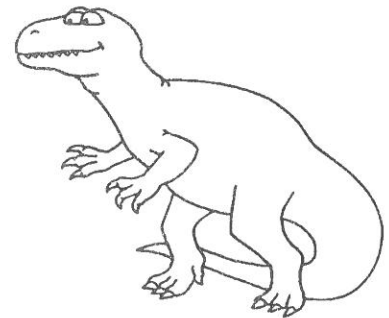
BELOW - toward the audience, same as "down stage of"

ABOVE - away from the audience, same as "upstage of"

(An actor who walks below a piece of furniture walks between the furniture and the audience; an actor who walks above a piece of furniture walks between the furniture and the upstage wall of the setting.)

IN - toward the center of the stage

OUT - away from the center of the stage



Stage Areas

In order that a director may designate an actor's position on-stage exactly, the acting part of the stage is divided into areas.

ON-STAGE - that part of the stage enclosed by the set which is visible to the audience in any particular scene

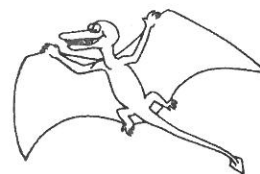
OFFSTAGE - all parts of the stage not enclosed by the setting

BACKSTAGE - usually the entire stage portion of the theater building in contrast to the auditorium which is designated as out front

WINGS - offstage space at right and left of the acting areas

Showman Field Trips

1. Attend a play at a children's theater.
2. Tour a college, high school or community theater. Ask to visit behind the stage to see the costume and prop shops and the lighting and sound areas.
3. Visit a music store and ask the owner to demonstrate some of the instruments.
4. Attend a children's concert presented by the community orchestra or band.
5. Tour a piano factory or a museum that has a department displaying antique instruments.
6. Attend a puppet play at a museum, library, church or children's theater.
7. Tour a company that designs and produces puppets/marionettes.
8. Make reservations for the den to attend a local T.V. program filming.



In Wichita the following facilities are available for field trips:

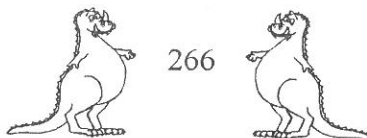
**Childrens' Museum of Wichita**

435 S. Water 267-3844

Hours: Tues - Sat 9-5; Sun 1-5

Admission: \$3.00 for all from two years old up

There are special discounts for groups with reservations. Call 267-2281 for group reservations. A hands-on museum for children to explore many exhibits such as the prairie house, Indian tepee and a new exhibit called "Design It." Puppet shows are presented every Saturday.





**Wichita Children's Theater and Dance Center**

201 Lulu St. 262-2282

This fine performing arts group presents five main stage events, a dance series and other special events during the year. A schedule of events is available at the Center or by calling 262-2282.

**Music Theater of Wichita**

225 W. Douglas Avenue 265-3253

Each summer, this theater presents five musicals with guest stars and a resident company. Ticket prices vary and not all shows are suitable for children, but attending a production by this ensemble is a visual treat. Call for information between 8-5.

Pack Activities



1. Have an entertainment night and invite Webelos to showcase their talent in music, drama or puppetry.
2. Make simple folk musical instruments as a gathering activity for Scouts before the opening ceremony.
3. Exhibit any projects made for the Showman badge such as puppets, miniature theater sets, and musical instruments.
4. Invite a high school drama class to perform a short skit.
5. Present a skit that promotes popcorn sales and inspires Scouts "to do their best."

Den Gathering Activities/Games

1. Put a mirror where Scouts can practice making faces that represent different feelings such as surprise, sorrow, hunger, etc.
2. Have Scouts play the mirror game. Two Scouts face each other and one is the mirror and one is the viewer. The mirror Scout needs to mimic exactly what the other Scout is doing. Have Scouts change positions and repeat the process.
3. Give Scouts paper and pencil and have them draw facial features for a puppet.
4. Provide a small comb and a piece of waxed paper for each Scout. Tell them to place their mouth against the paper and hum a tune.



Den/Pack Book Resource Center

**Puppetry:**

- Engler, Larry and Fijan, Carol. Making Puppets Come Alive. Taplinger Publishing Co., 1973
- Stangl, Jean. Fingerlings. Fearon Teacher Aids, 1986
- Walter, F. Virginia. Super Toys & Games from Paper. Sterling Publishing Co., Inc., 1993
- Wright, Lyndie. Puppets. Franklin Watts, 1989

**Music:**

- Axelrod, Alan. Songs of the Wild West. The Metropolitan Museum of Art, 1991
- Bernstein, Bonnie and Blair, Leigh. Native American Crafts Workshop. Fearon Teacher Aids, 1982
- Lewis, Shari. Shari Lewis Presents 101 Games & Songs for Kids to Play & Sing. Random House, 1993
- Wiseman, Ann. Making Musical Things. Charles Scribner's Sons, 1979

**Drama:**

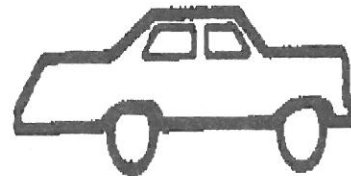
- Carlson, Bernice Wells. Let's Pretend it Happened to You. Abingdon Press, 1973
- McCaslin, Nellie. Shows on a Shoestring. David McKay Co., Inc., 1979
- Powers, Bell. Behind the Scenes of a Broadway Musical. Crown Publishing, Inc., 1982
- Price, Leontyne. Aida. Harcourt Brace Jovanovich, Publishers, 1990
- Pryer, Nick. Putting on a Play. Thomson Learning, 1994

*There are two ways to get to the top of an oak tree;  
You can climb it,  
Or sit on an acorn and wait.*



Traveler

The Traveler Activity badge introduces Webelos to the skills a traveler must acquire in order to make their journey a pleasant and safe one. Scouts may complete some of the requirements when traveling with their family. For those who do not have the opportunity to travel, the den may plan a field trip or choose requirements that can be fulfilled at den meetings.

Den Gathering Activities/Games

The following are simple activities that will keep Scouts occupied while others arrive for the den meeting.

1. Have the Scouts color the Kansas State symbols worksheet to paste on the front of their Kansas Travel Packet.
2. Scouts can develop an "autogram" by listing the names of cars and trucks, (i.e. Corvette, Honda) and then try to unscramble them to make new words.
3. Scouts can challenge each other to a suitcase packing contest. One scout packs while the other times him with a stopwatch. Neatness counts in this game! *Requirement #6*
4. Webelos will have fun designing their own small bumper stickers (perfect for bikes) which promote Scouting or other themes of their choice. Use pressure-sensitive labels and felt-tip markers for this project.

Den Activities

1. Get a timetable from an airline, bus line and/or railroad. Have Scouts choose a place they would like to visit and look it up on the table. They may be surprised to know that travelers can't always reach their destination by the mode of transportation they prefer. *Requirement #1*
2. Select a favorite sports team from a city in another state and plan a trip to the sports event by using a bus, train, or airline schedule. *Requirement #2*
3. Call the local airport, bus line, or railroad and find out what it costs to travel from your hometown to another city. Use a map and the formula in the Webelos handbook (page 335) to compute the cost per mile. *Requirement #3*
4. Make a "State Travel Packet" by collecting travel material from the freeway tourism centers. Tell them the material is for Scouts, and they will give you duplicates for each scout.



5. Arm-chair traveling is always fun. Select travel books or brochures from the public library, a travel agency or an auto club. Travel videos are readily available through video stores or the library.

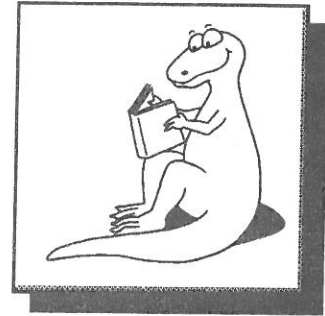
6. Design doorknob hangers with travel safety tips or simple first aid tips as part of a first aid kit. *Requirement #7*

7. Demonstrate how to pack a suitcase and give Scouts an item to fold at the same time. Encourage parents to let scouts do their own packing when preparing for a trip. *Requirement #6*

8. Using Ziploc bags, have Webelos make up their own personal-care products kit. Products may be brought from home, or purchase small inexpensive travel-size items. *Requirement #6*

9. Scouts who plan a family trip can record the details of their travels in their own Journey Log. Categories to include are: total distance of trip; total journey time; time of departure and arrival; historic sights. *Requirement #4*

10. Invite a health care worker to the den meeting to demonstrate and explain what needs to be in a family car first aid kit. *Requirement #7*



11. Invite a member of a railroad buffs group to visit the den. Ask them to bring an old and a new train timetable and look up cities to travel to. Scouts will be surprised at the comparisons between train travel then and now. *Requirement #2*



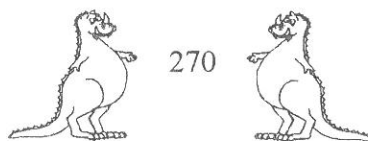
12. On a map, list four nearby trips Scouts would like to take. Make a copy of the map, put it in an envelope and send the "travel invitation" home. Encourage the family to let the Scout act as the trip navigator. *Requirement #5*

### Field Trips

1. Make arrangements with a local service station and have the mechanic discuss what needs to be done on a car before a trip.

2. Tour an airport and learn how to read departure/arrival monitors, decipher an airline ticket, and understand an airline timetable. *Requirement #1*

3. Visit a transportation museum. In the Wichita area, the following facilities are available for tours:



**The Kansas Aviation Museum**

3350 S. George Washington Boulevard 683-9242

Hours: Tue-Fri 9-4

Admission: children 6-12 \$1.00; adults \$2.00

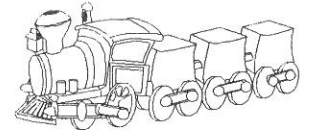
This museum honors the growth and development of the aviation industry in Kansas and is housed in the original home of the Wichita Municipal Airport Terminal. Group rates and tours are available by appointment.

**The Great Plains Transportation Museum**

700 E. Douglas Avenue 263-0944

Hours: Sat 9-4; Sun 1-4 (April-October)

Admission: children 5-12 \$1.50; adults \$2.50



This museum is located on the track side level across the street from the former Union Station. A steam locomotive, cabooses, and a diesel electric switch engine are just a few of this facilities delights. Available for group tours during the week by appointment.

Pack Activities

1. Have Scouts design a large floor puzzle of traffic signs and challenge other Pack members to put it together.
2. Display a scrapbook of the den's field trips for the year. Have a den camera and let each Scout snap a few pictures on each excursion.
3. Display a poster of Traveler Safety Tips.
4. Invite a speaker from a railroad or antique car buffs organization.

Traveler Activity Pin Requirement #1: Get a timetable from an airline, or bus. Look up some places to go:

1. \_\_\_\_\_ (write name of city)
2. \_\_\_\_\_ (write name of city)

Requirement #2: Use timetables to plan a trip from your home to a city in another state by railroad, bus or airline. Look up:

1. Wichita to Kansas City \_\_\_\_\_
2. Wichita to St. Louis \_\_\_\_\_



Requirement #3: Find out what it costs per mile to travel by bus, railroad, or plane. The costs for bus and air travel follow:

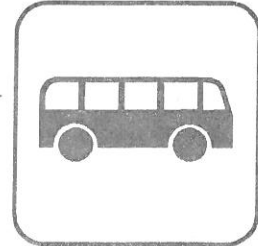
**By Bus:**

Wichita to Eldorado: fare \$18.00 round trip.

# of miles \_\_\_\_\_ cost per mile \_\_\_\_\_

Wichita to Kansas City: fare \$68.00 round trip.

# of miles \_\_\_\_\_ cost per mile \_\_\_\_\_



**By Airplane:**

Wichita to St. Louis (TWA): fare \$704.00 round trip.

# of miles \_\_\_\_\_ cost per mile \_\_\_\_\_

Wichita to Kansas City (TWA): fare none. TWA doesn't fly to KC.

Using your map, calculate the number of miles from Wichita to another city. Use the following formula to figure cost per mile:

**FARE DIVIDED BY DISTANCE = COST PER MILE**

*example: \$27.60 divided by 180 miles = \$0.15 cost per mile*

Requirement #5: List four nearby trips. Lay out the trips on a highway map. Using the map, act as a navigator on one of these trips. It should be at least 25 miles long and have six or more turns.

1. Wichita to Eldorado \_\_\_\_\_ 2. Wichita to Kansas City \_\_\_\_\_

3. Wichita to Abilene \_\_\_\_\_ 4. Wichita to ? \_\_\_\_\_  
(your choice)

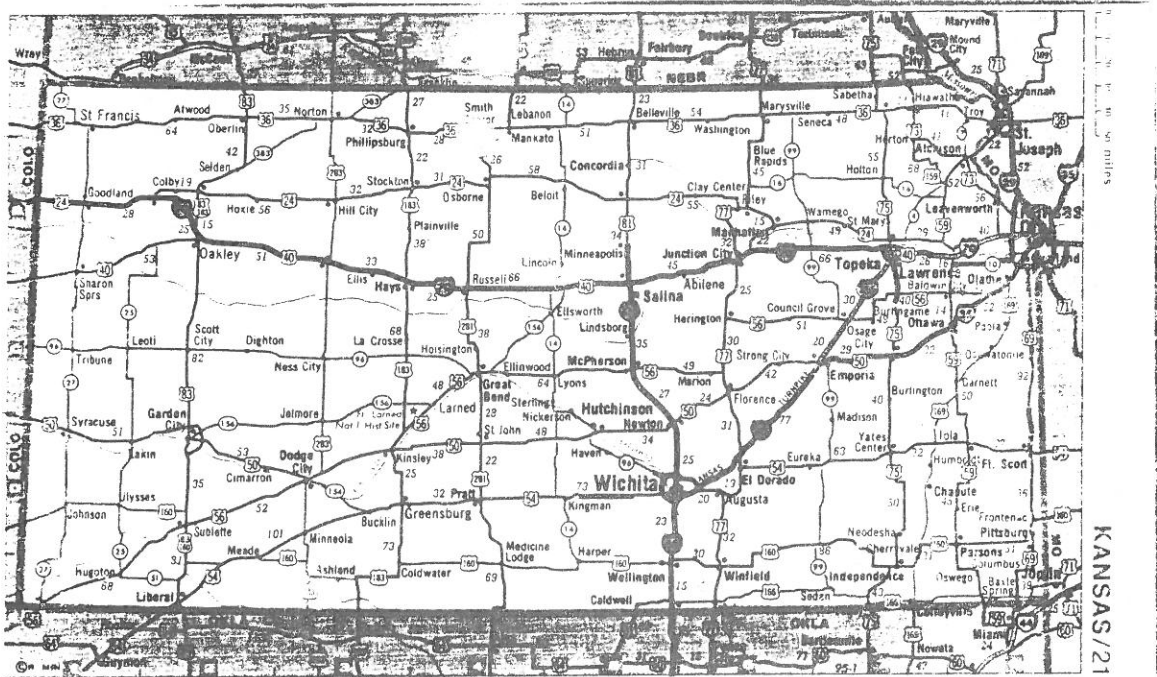
(Make a check mark beside the cities after you mark the trip on your map.)

Requirement #6: Pack a suitcase for a trip.

Requirement #7: Check the first aid kit in the family car.



Requirement #5: List four nearby trips you would like to take with your parent or guardian. Lay out the trips on a highway map. Using the map, act as navigator on one of these trips. It should be at least 25 miles long and have six or more turns.



With a different color of high-lighter or colored pencil, mark on the map four trips from Wichita.

Wichita to ElDorado \_\_\_\_\_ Wichita to Kansas City \_\_\_\_\_

Wichita to Abilene \_\_\_\_\_ Wichita to ? \_\_\_\_\_  
(your choice)

Calculate the number of miles form Wichita to the other city and record on the blank.

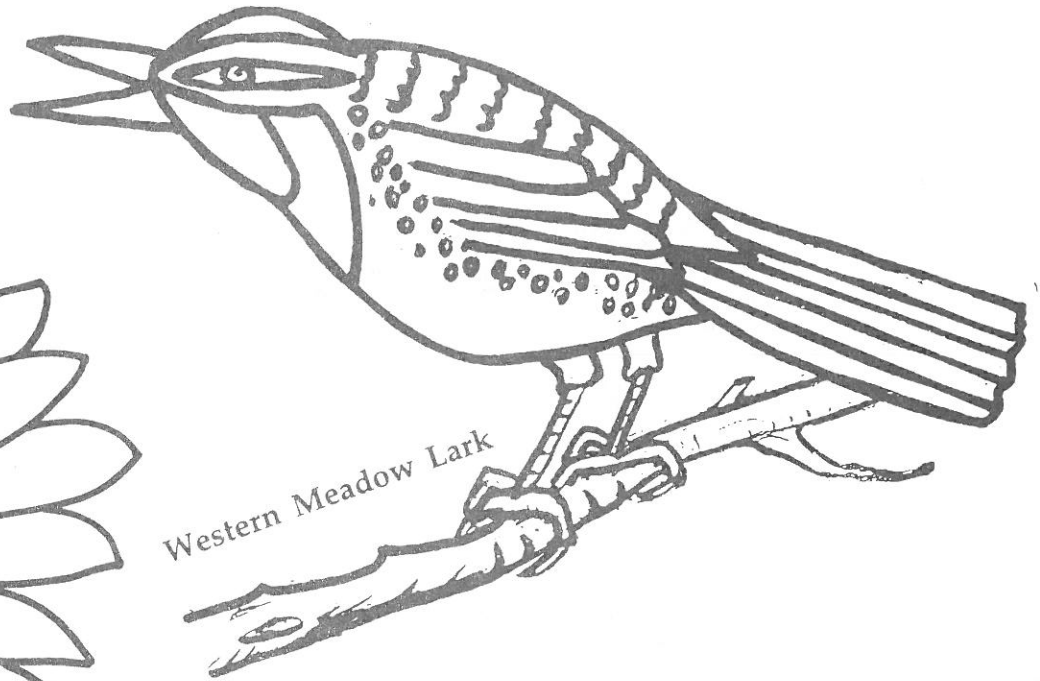




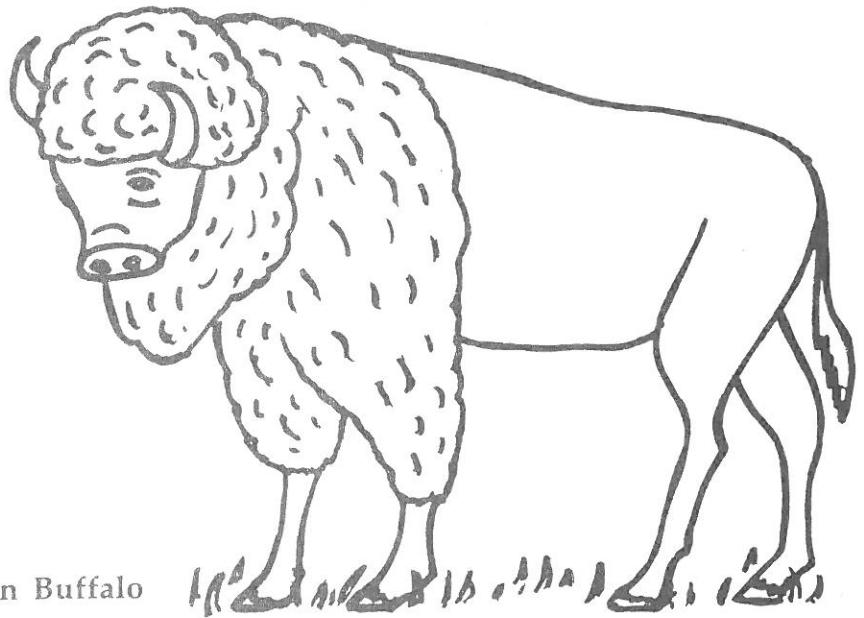
Color these Kansas State Symbols



Wild Native Sunflower



Western Meadow Lark



American Buffalo



Den/Pack Book Resource Center

- Caney, Steven. Kids' America. Workman Publishing Company, 1978
  - Penner, Mil and Marci. Kansas Weekend Guide. The Sounds of Kansas (publisher), 1990
  - Potter, Tony, edited by. The Usborne Book of Car Travel Games. Usborne Publishing Ltd., 1985
  - Potter, Tony, edited by. The Usborne Book of Travel Games. Usborne Publishing, Ltd., 1986
  - Webb, Dave. 399 Kansas Characters. Kansas Heritage Center, 1992
- 
- 

**A** child is a person who is going to carry on what you have started. He is going to sit where you are sitting, and when you are gone, attend to those things which you think are important. You may adopt all the policies you please, but how they will be carried out depends on him. He will assume control of your cities, states and nations. He is going to move in and take over your churches, schools, universities and corporations. All your books are going to be judged, praised or condemned by him. The fate of humanity is in his hands. So it might be well to give him some attention.



## I have Earned the Arrow of Light, Now What?



Our best source of Boy Scouts is our Webelos. In fact 70% of all Boy Scouts were Webelos. So, it makes good sense to be sure every interested Webelos and his parents are invited, oriented and welcomed into a Boy Scout Troop.

In order to insure a memorable and proper transition for a boy into a Boy Scout Troop, several things must take place. Many people must be contacted and lines of communication must be maintained. Below is a basic idea of how to get started, who to contact and who should be involved.

### \*Plan

A plan must be made to insure that things flow smoothly and efficiently. No distractions should be allowed that would detract from the importance of the ceremony.

### \*Proper Ceremony Selection

Choosing a simple, yet special, program is important. This ceremony should show the young man that a great deal is thought of him and his accomplishments. This ceremony should be an important milestone in his Scouting career. It should be made memorable.

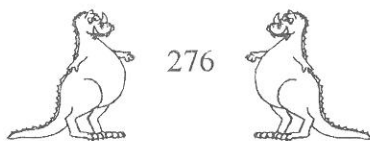
### \*Contact Troop Leaders

Make the proper arrangements with the gaining troop. Time should be given to the troop to insure that they have time to make the proper plans and arrangements. Make sure that the ceremony chosen incorporates both Pack and Troop leadership.



### \*Location and time

Choose the proper location and time. Many units choose the Blue and Gold Banquet to lend significance to the ceremony. Some units choose a spring family camp. A campfire in the early evening after dinner can lend an air of significance and importance to the ceremony.



\*Props

Have the needed materials available. Bridges are widely used to signify the "crossover" or "bridging" from Cub Scouting to Boy Scouting.

\*Webelos Den Leader

Usually the person to make initial contact with troop leadership to arrange visits by the den members. May also assist the boy and his parents in the decision making process when the time comes to choose a troop.



\*Cubmaster

Usually arranges, plans and conducts the "crossover" ceremony. Would also play a role in contacting the appropriate individuals needed for the planned ceremony.

\*Parents

While not always in on the ceremony planning aspect of the "crossover", the parents should be made a significant part of the ceremony. The boy would not have reached the "crossover" point were it not for his parents. Showing appreciation for their efforts should be made an important part of the ceremony.

\*Scoutmaster

Should help plan the ceremony so that there is a smooth flow in the transition from Pack to Troop.



\*Troop Members

Assist the Scoutmaster in welcoming the new Scout into the Troop. May present, or assist in the presentation of, a troop neckerchief.





WEBELOS TO BOY SCOUT TRANSITION  
FOR SPRING GRADUATION  
LEADER'S WORKSHEET

- APRIL Pack and Troop Committee meet with Cubmaster, Webelos.
- MAY Leader and Scoutmaster to establish transition plan, with an emphasis on Arrow of Light/Graduation no later than February.  
 Perhaps a Scout week celebration or maybe at Blue & Gold Banquet with the troop invited, an all scouting activity under one sponsor.  
 Discuss the importance of the Webelos Den Chief and Troop liaison.
- JULY Prior to the troop annual meeting, Scoutmaster and Webelos Leader meet to plan joint program possibilities up through Graduation.  
 Scoutmaster takes these ideas to the Patrol Leader's Council to be added to the Troops' Annual Program.  
 Troops' Annual Planning takes place.  
 Plans for troop including Webelos is then presented to all parents and the Pack.
- AUGUST Possible joint Boy Scout and Webelos Scout camp out.
- SEPTEMBER Fall camporee.
- OCTOBER Webelos Scout's parent meeting with troop.
- NOVEMBER Make up some recognition for Webelos(II) at Troop Courts of Honor and invite their parents.  
 Talk to Webelos Scout's parents about "Boy Scout type" Christmas gifts.  
 Share summer camp planning and fund raising for camp.

DECEMBER Joint Troop and Webelos(II) Den outing.  
 Combined Troop/Den Christmas party if facilities are available, or Community Good Turn.

JANUARY Webelos(II) Den attends Trappers Rendezvous as guest of Troop.  
 Troop helps with Pinewood Derby or Raingutter Regatta or other Pack activity.

FEBRUARY Joint activity - Scout Sunday, Webelos attend a Troop meeting (Arrow of Light requirement).  
 Fill out Troop registration forms.  
 Parents orientation and Summer Camp presentation, sign up with deposit.  
 Webelos Leaders are encouraged to attend Scout leadership Fundamentals (Basic Training for Boy Scout Adult Leaders).  
 Blue & Gold Banquet, Pack with Troop attending Arrow of Light/Graduation Webelos (II).  
 Troop committee take in New Scout Patrol.

MARCH New Scout Patrol operates in troop, emphasis on Camping Skills,  
 All leaders need to make new plans to repeat the process.

MAY New Scout Patrol prepares for Summer Camp.  
 Work on camping skills.

JUNE & JULY Troop attends Summer Camp.  
 Boy Scout Program continues.  
 Pack and Troop begin next years transition.  
 New Patrol emphasis First Class.



**MORE WAYS TO RECOGNIZE VOLUNTEERS**

Present them with a certificate of appreciation

Call to express your appreciation

Run an Ad in the paper saying, "Thanks"

Tell them they are special

Make them homemade cookies

Shake their hand

Celebrate outstanding achievements

Praise them to their friends

Accept their individuality

Say "We count on You" and mean it

Document for training awards

Send a box of candy

Mention in Trailguide

Send impromptu fun cards

Give them a movie pass

Make something special for them

Get their picture framed

Introduce to a friend

Send a balloon-o-gram

Display "Thanks" on a banner

Be familiar with the details of their assignment

Give them a hug

Give a gift certificate for a dinner on the town

Take them bowling

Give them a plant

Recognize them in front of their peers

Listen to their suggestions

Give them a fun plaque

Silk screen or stencil thanks on a tote bag, purse, t-shirt, or neckerchief

Give them a roll of Lifesavers for saving the day

Give a gift certificate for automobile fuel

Have Cub Scouts make hand-made thank-you cards

Say "It was good to have your help tonight"

SMILE!!!



# CRAFTS

> ROCK

> NATURE

> EDIBLES

> PAPER

> KNOTS

> RE-CYCLE

> STAMP ART

> SIMPLE WOOD

> LEATHER

> THINGS WITH BEADS





# Den Leaders Door Knob Hanger

**HELP  
ME !!**

Fold on  
center line.  
Glue pages  
together.  
Cutout and  
lamineate.  
Gary  
Goldsberry

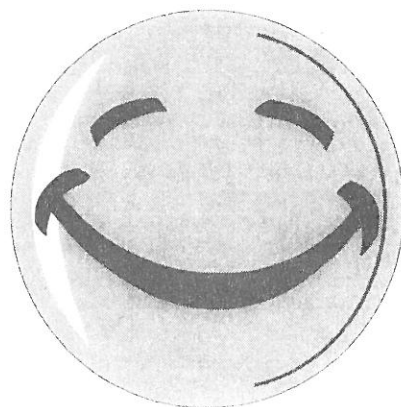
**I need  
ideas for  
my den  
meeting!!!**



**YES!!!!  
I'm Ready!!**

**cutout**

**I can  
relax! I'm  
ready for  
the Cub  
Scouts!**



**CRAFTS**



Crafts teach the Cub Scout how to use his hands to make something and thus improve his manual dexterity, self-expression, imagination and creativity.

The challenge for Cub Scout leaders is to find a craft suited the monthly theme, holiday, or a special activity, which is within the abilities and interests of Cub Scout-age boys, and is fun for them to make. Finding crafts is not a problem. Cub Scouting literature is full of them, Roundtables provide them and various magazines and books also include suitable ideas. The task is finding the right one.

These guidelines should be followed with working with Cub Scouts on crafts:

\*Keep crafts simple and inexpensive. Costly kits or materials are rarely appreciated by the boys more than simple projects made from scrap materials. Since den leaders work with a limited budget, cost is a big consideration.

\*Crafts should be practical. Learning to braid is fun. Learning to braid a belt which can be used as a costume part or as a gift is even better. Crafts should have some practical or decorative function and, if possible, fit the theme.

\*Crafts should teach a skill. Carving, modeling, painting, weaving or measuring are some examples. Merely gluing pieces together is not enough. Cub Scouts like boy-type crafts. They like to hammer, saw, lace leather and paint. They like to learn how to do new things.

\*Crafts should be progressively more challenging. Try to avoid repeating craft projects the boys made the previous year unless it is something they really want to do. Avoid kindergarten cut-and-paste type crafts.





\*A variety of materials and methods should be introduced through craft projects. Try out techniques which are new and different to the boys. Let them enjoy making something useful from scraps or from items picked up on a nature hike.

\*Crafts should seldom require more than two weeks to complete. A craft project that drags out for a whole month is too difficult and time-consuming. It may become boring for boys. Start a craft in den meeting and let the boys take it home to finish with their family's help.

\*Be sure the craft project is compatible with the work area. Avoid using pungent lacquers or spray paints in the house. Take the boys to the basement, garage or outdoors for the messier crafts.

\*The craft must be the boy's work. In some cases, leaders will be required to pre-cut or pre-assemble certain parts of a craft which may be too difficult or time-consuming for the boys. But boys need to be able to say "I made it."

\*A craft is not needed at every meeting.

\*Have all materials ready before the meeting. Be sure to have extra supplies on hand for accidents and goof-ups.

\*The leader should make the craft first. Familiarity with the construction makes it easier to demonstrate or assist the boys. Have a finished model for the boys to examine.

\*Don't criticize or compare crafts. Praise the boy's efforts.

\*Display the boy's finished crafts at the pack meeting.

\*Safety must be a key factor with crafts. When using tools, electricity, etc; be sure there is enough adult supervision to maintain safety.

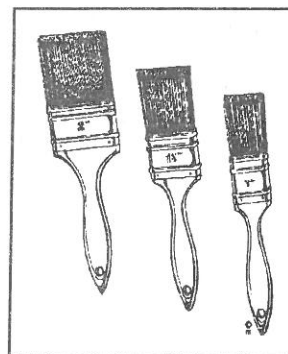


**Inexpensive antiquing** - Use black or brown liquid shoe polish and wipe off excess before it dries. This is especially good on aluminum foil projects, but also works on sealed plaster projects. It is also possible to use a dark brown scratch cover polish for antiquing.



**Finishing coats** - Objects painted with tempera or poster paint will have a dull finish. To get a shiny finish, spray with clear plastic, clear varnish or give it a coat of white glue diluted with water. This will protect the paint, keep it from smearing and make it waterproof. Acrylic paint does not need a finishing coat.

**Cleaning brushes** - Different types of paint require different cleaning solvents. Teach Cub Scouts how to clean brushes properly. When painting with varnish, oil paint or enamel, clean brushes with turpentine. When painting with shellac use shellac thinner or denatured alcohol. When painting with lacquer, clean brushes with lacquer thinner. When painting with Temora, poster paint or acrylics, clean with water.



**Paintbrush saver** - If you are giving the article several coats of varnish and hate to keep cleaning your brush, get a glass baby bottle with nipple. Cut out the top of the nipple to fit the brush handle and stick the brush handle up through the nipple. Fill bottle half full of lacquer thinner and put the lid (with the brush) back on. Each time you want to paint, simply wipe the excess thinner from brush. Nipple cap keeps thinner from evaporating. To put a finish on small water-painted objects, apply a coat of Elmer's or similar white liquid glue. This dries quickly and leaves a natural finish.

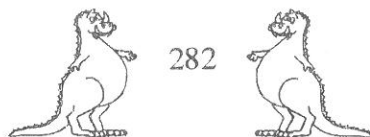
**Protection while painting** - Use a plastic table cloth, drop cloth, or newspapers on the floor and under the project being painted. Boys can wear one of dad's old shirts as a paint smock to protect their uniforms. Stay away from open flames. Use spray paint in a well-ventilated area. Fumes are dangerous.

**Paint brush substitutes** - When painting large objects, such as scenery for a skit, use a sponge dipped in tempera. For painting small objects, a Q-Tip can be used instead of a brush.

### MAKING THE MOST OF IT!

**Adding the color** - Putting the color to finished items can be a real bother to "leader" in a rush. Try these ideas:

1. On small areas, water color markers work great. If your area is rather large switch to crayons or even colored chalk or pastels.





(Don't worry, lamination or a spray fixative will keep the color on the work and off of you. No laminator or fixative? That's okay, a little hair spray will do the trick.)

2. The quickest method of coloring large items is to simply start with colored paper. (Poster board, butcher paper or large construction paper work well.) Add a few dashes of contrasting colored marker or crayon and you will have it made.

3. Try cutting character eyes, teeth, etc. from white typing paper and gluing them in place. These features will really stand out and make your character come alive.

For special effects add real buttons or lace. Metallic paper looks great on stars and belt buckles too.

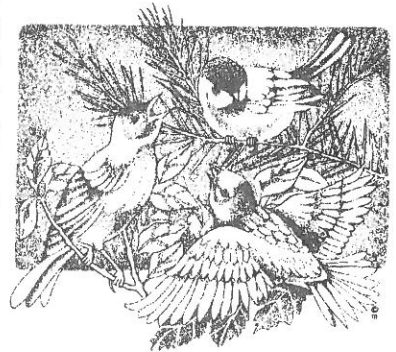
### LAMINATORS

1. You can laminate more than just posters and construction paper. Try various kinds of fabric, wall paper and gift wrapping. You'll be surprised at the great combinations you come up with. Colorful gingham fabric makes terrific cut letters or scalloped edging. "Burlap" makes terrific looking bookmarks and they are great gift ideas.

2. Felt markers and laminated paper or fabric can work as a team. Just make sure the markers you use are permanent and not water based. OOPS, made a mistake? That's okay. Put a little ditto fluid on a tissue, rub across the mark and presto, it's gone! (Dry transfer markers work great on lamination, too.)

### DYEING

**Dyeing feathers** - (Under strict adult supervision) soak feathers in diluted ammonia solution for 20 minutes. Rinse in warm water and place in solution of 2 cups vinegar per gallon of water. Add dye solution, making sure all feathers come in contact with dye. (Feathers will dry a lighter shade.) Rinse in cool water, holding base of feather up. Spread on paper to dry. To fluff feather, place in a shoebox with a hole cut out of the bottom and shake over a steaming kettle, or place them in a tightly closed pillowcase and fluff in an automatic dryer that is set at a low temperature.





**Dyeing beans** - Soak beans overnight in "Rit" dye or in solution of water and colored crepe paper. When turquoise-colored dye is used, the results will be chunks of look-a-like turquoise stone.

**Dyeing macaroni and rice** - Mix 1 Tbsp. food coloring with 2 Tbsp. alcohol. Stir in macaroni or rice and spread on newspaper to dry.

### WORKING WITH GLUES

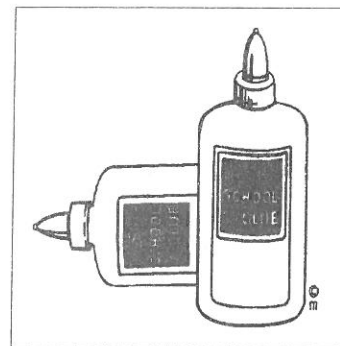
Just about all your crafts will require some type of glue. Be sure you use the right glue for the material you are trying to put together.

From the store:

Scotch Contact-Good for bonding rubber to plastic or wood.

Clear Silicone-Best for gluing plastics and milk cartons.

Tacky white glue-Best for foam meat trays and Styrofoam.



From the kitchen:

Egg White-A good adhesive for gluing the paper for kites. It is strong and almost weightless.

Heavy Duty Glue-Mix cornstarch with regular white glue until mixture is as thick as desired. This is a good substitute for Tacky Glue.

Thick Paste-Using a rubber spatula, mix 1tsp. sugar, 1Tbsp. flour, 1/4 tsp. powdered alum (to keep paste from spoiling), and 1 Tbsp. water. Stir until smooth. Slowly add 3 more Tbsp. of water and keep stirring. Place on medium heat and cook until thick and smooth. Spoon into small jar and let cool. Paste will stay fresh in a tightly covered jar about two weeks.

For economy-Buy white glue in the quart size and pour it into smaller containers for the boys to use.



### STUFFING FOR PUPPETS

- \*Lint from automatic dryers.
- \*Thin plastic laundry bags.
- \*Worn out nylon hose.



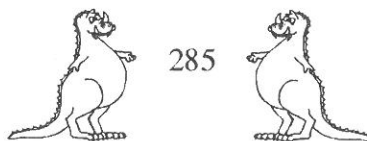
### HOW TO ENLARGE a PATTERN

Patterns can be enlarged by using a device called a pantograph, or by the easy method described here. a ruler, tracing paper and pencil are the tools needed.

1. Put tracing paper over design to be enlarged. Mark the design's outer limits.
2. Using these limits as guides, draw parallel horizontal and vertical lines on the paper, to create a checkerboard or grid. With a metric ruler, make the lines  $\frac{1}{2}$  cm. apart if the original pattern is small, or 1 cm apart if it is large.
3. Letter each top square. Number down the left side.
4. Tape grid over original drawing and trace pattern onto grid.
5. Decide how much of an enlargement is desired. Draw another grid with larger squares so total width and length is the size of finished enlargement.
6. Letter and number new grid the same as the small grid.
7. Copy the drawing's lines into their exact position in each square of the large grid.
8. Transfer completed enlarged pattern to work surface using carbon paper.

### CRAFT TIPS

Tempera Paint - Water base paint such as tempera is best to use with Cub Scouts. Mix powdered tempera with water and liquid starch. The paint goes fatter and it doesn't run. Powdered paint is cheaper.



Paint Substitutes - Food coloring mixed with water or liquid starch makes a quick substitute for water paints, or shave crayon bits and dissolve in turpentine (one part crayon to two parts turpentine.) Crayon paints won't run together and they have a very soft appearance that looks like oil painting.

Raw Wood - Never paint or varnish raw wood. Give it one or two coats of thin shellac or wood sealer first.

Painting Plaster - When painting objects made of plaster, first seal with a clear plastic spray. Plaster is absorbent and tempera will soak in unless it is sealed first.

Spray Paint - a spray bottle (such as Windex) is a good container for doing mass painting with diluted tempera or poster paint. Spray paint objects inside a cardboard carton with newspaper underneath so paint dust will be confined to the interior of the box.



To Clean Egg Shells - Put empty egg shells in a jar and cover with bleach. Leave 48 hours. This will dissolve all the membrane.

Cracking Marbles - Heat marbles in 375 degree oven. Remove and pour into a bowl of ice water and watch them crack. These have numerous uses in craft projects.

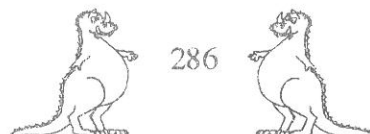
Coloring Sawdust - Use water base paints. It gives better color.

Indian Necklaces - Save cantaloupe seeds and pumpkin seeds. String them together with colored beads in between to make Indian necklaces.

Scrap Plastic and Leatherette - These scrap materials can be used as substitutes for leather when making Indian costumes, book marks, etc.

Bonding Plastic - To bond clear plastic to cardboard, first sandpaper lightly. Then press plastic on with a moderately warm iron, using constant circular motions.

Pine Cones - To open pine cones all the way and remove the sap on them, simply place them on a foil covered cookie sheet and put them in a 250 to 300 degree oven for a while.



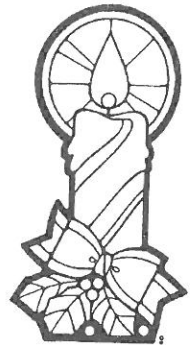
Plastic Bottle Necks - When using plastic bottle parts for craft projects, be sure to save the necks. These cut in 1'' pieces can be used as the basis for neckerchief slides.

Using Sandpaper - Make a sander by cutting a piece of 2x2 about 3"-4" long; wrap a piece of sandpaper around it and secure overlapped edges with thumbtacks.

Making Candles - Use crayon stubs for coloring wax for candles.

Sand Painting - Use shellac when sand painting on glass. This will protect your painting.

Paper Mache - Liquid laundry starch, right out of the bottle can be used for papier mache instead of wheat paste.



Cutting Plastic - Coping saws or jig saws will cut the thick portions of plastic bottles easier than scissors or knives.

Holes in Plastic - To make a hole in plastic, under adult supervision, use a hot ice pick or nail. If using a nail, be sure to hold it with pliers.

Pop or Beer Flats - Make good center piece bases. Spray them with paint or cover with contact paper.

Cutting Styrofoam - Some types of Styrofoam can be cut with the serrated edge of a knife. Heavier pieces of Styrofoam can be cut with a coping saw or jig saw.

Children's Color Books - a good source for patterns to be used for crafts and projects.

Simple Cookie Cutters - Are good for stencils. (Hearts, stars, Christmas trees, etc.) They are very easy for the boys to draw around.

Print Messages - On greeting cards with nail polish and sprinkle with salt. This makes the letters sparkle.



Magic Kitchen Goop - Mix together in a pan two cups table salt and two-thirds cups water, heat thoroughly stirring occasionally. Meanwhile, mix together one cup cornstarch and on-half cup water.



When salt mixture is hot, add cornstarch mixture to it and mix well. If mixture is too thin, heat on stove for a minute or two. It can be divided into parts and colored with food coloring, or can harden in the air and be painted like clay. This mixture does not need to be refrigerated and will not harden as long as it is kept wrapped in aluminum foil or plastic.

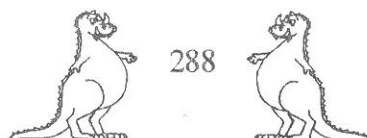
Soap Snow - Equal parts of liquid starch and soap flakes (not detergent or granulated soap.) Whip with a rotary or electric mixer. Leave white or tint with tempera paint. Spread like snow on Christmas tree or greenery. Mix thicker and squeeze through cookie press to make snowflakes, or squeeze pastry tube or plastic catsup bottle to write messages on glass, mirrors, foil, package, etc.

Activated Centerpiece -  $\frac{1}{2}$  water,  $\frac{1}{2}$  vinegar, tint with food coloring. Fill a glass container about half full of this solution. Slowly add  $\frac{1}{2}$  tsp. moistened soda for each cupful of solution. Drop a dozen mothballs in the solution and they will rise and fall as if dancing.

#### CRAFT RESOURCE LIST

Here are a few ideas and tips to use when looking for scrap craft materials for your den.

1. When hunting for supplies, wear your uniform or identify your group.
2. Don't forget to say "Thank You."
3. Don't overuse a source just because they are generous.
4. Let your fingers take a walk through the Yellow Pages to come up with new resources and put your imagination to work.
5. If you have more than you can use, share with other leaders.
6. Include a scrap craft list with your Parent Talent Survey Sheets when you pass them out.
7. Don't expect everything to be free.



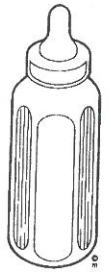
8. ASK PARENTS to save. Give a list to the Cubs at the beginning of the year.

Listed below are some scrap items with possible sources and uses:

ALUMINUM SHEETS - Lithography companies  
USE: Pictures, slides, metal work pictures.

BLUE PRINT PAPER - Blue print companies  
USE: Books, prints, pictures, splatter paintings.

BOTTLE CAPS - Parents, vending machines.  
USE: Shoe scrapers, checkers, neckerchief slides, wheels, coasters, candle holders, paint dishes, decorations.



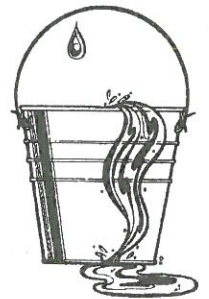
BOTTLES - Parents, road sides  
USE: Musical instruments, bases for flags, puppets, doorstops, storage, barometers, vases, lamps, decorations.

BOWLING PINS - Bowling lanes  
USE: Cub Scout centerpieces, doorstops.

BRANCHES, STICKS, TWIGS - Collect from neighborhood  
USE: Branch lamp, gum drop tree, games, advancement tree, ghost tree, log cabin, centerpiece decorations.

BRICKS - Contractors  
USE: Doorstops, chemical gardens, bookends, support storage shelves, weights.

BUCKETS - Bakeries, restaurants  
USE: Den storage and seats, water and sand for campfires.



BUTTONS AND BEADS - Thrift shops, parents  
USE: Slides, games, ornaments, jewelry.

BOLTS FROM FABRIC - Yardgood stores, fabric departments  
USE: Props, log house, signs.

BOXES, SMALL - Parents, shoe stores  
USE: Musical instruments, tom toms, storage.

BOXES, LARGE AND CARDBOARD SHEETS - Grocery, department, liquor furniture stores.





BURLAP - Grocery stores, rug stores  
USE: Costumes, games, tepees, nature crafts

CANS, SMALL - Parents recycle centers  
USE: Rattles, desk sets, Christmas crafts, candle holders, pin cushions, pencil holders, cups bug catchers, trophy bases, star study games.

CANS, GALLON OR LARGER - Restaurants, bakeries, school cafeterias  
USE: Cooking pots and pans, outdoor stoves, planters, games, waste baskets, storage.

CANVAS - Upholsterers, tent repairers, boat cover companies  
USE: Props, backdrops for throwing games and archery.

CARDBOARD ROLLS - Printing companies, fabric shops, parents  
USE: Totem poles, napkin rings, games, log cabins, rockets, sand tubes, puppets, tie slides, periscope, drums.

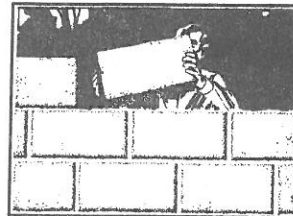
CARDBOARD, ROUND CONTAINERS - Restaurants, ice cream stores, potato chip factories  
USE: Drums, totem pole parts, waste baskets.

CERAMIC AND ROOF TILES - Dealers, installers  
USE: Trivets, plaques, planters.

CLOTHES PINS - Retail craft stores, parents  
USE: Note holders, puppets, printing, advancement ladder, tie slides.

COAT HANGERS - Parents, cleaners  
USE: Book or pot holder, hoops for games, mobiles, bug catching nets, hot dog and marshmallow cooking sticks.

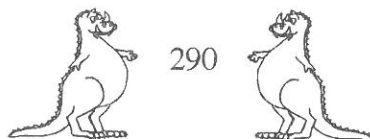
CONCRETE BLOCKS - Manufacturers, contractors  
USE: Bookends, doorstops, paper weights.



COSTUMES - Thrift shops, parents  
USE: Skits.

DRIFTWOOD, SHELLS - Gather  
USE: Plaques, centerpieces

EGG CARTONS - Parents, grocery stores that recycle  
USE: Totem poles, ornaments, tie slides





EGG SHELLS - Parents  
USE: Mosaics, Easter decorations

FABRIC - Wearing apparel manufacturers, fabric stores, drapery, upholsterers  
USE: Costumes, crafts

FELT - Same as above  
USE: Pictures, costumes, games, puppets.

FILM CANS AND SPOOLS -Photography shops  
USE: Storage, games, tie slides

FLOWERS (dries, plastic silk) - Parents, craft stores  
USE: Plaques, decorations



FOAM TRAYS - Parents, grocery stores  
USE: Gliders, games, ornaments, block printing.

FOAMCRAFT - Upholsterers, bottle air suppliers  
USE: Flowers, decorations, pads for under sleeping bags.

FOIL PAPER - Florists  
USE: Pictures, wrapping

FOIL TRAYS, PIE PLATES - Restaurants, parents  
USE: Games, pictures, ornaments, Indian jewelry, metal craft.

FUZZY FABRIC - Fabric stores, upholsterers  
USE: Puppets, costumes.

GLASS - Glass shops  
USE: Small pictures, stained glass.

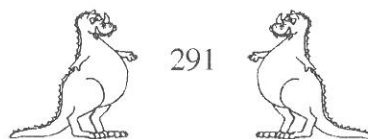
INNER TUBES - Bicycle shops, tires shops  
USE: Tom toms, block printing, home gym.

JARS AND LIDS - Parents, garage sales  
USE: Games, storage, sand art.



JUGS (gallon) - Restaurants, parents  
USE: Piggy banks, games, bird houses, and feeders.

LEATHER - Leather companies, shoe repair, auto trim shops  
USE: Tie slides, key cases, coups, book marks.



LIGHT BULBS - Parents

USE: Puppet heads, noise makers, centerpieces.

LINOLEUM - Floor installers, tile stores

USE: Block printing, coasters.

LUMBER, PLYWOOD, MASONITE

USE: Industrial crating, lumber yards, cabinet shops.

MACARONI - Parents. grocery stores

USE: Indian Jewelry, den doodles, ornaments, mosaics.

MARBLES - Parents, stores

USE: Trivets, candles holders, marble painting.

MILK CARTONS - Parents, school cafeterias

USE: Planters, bird feeders, games, molds for candles.

NEWSPAPERS - Parents

USE: Paper mache, patterns, under craft project to protect surfaces.



NAIL, NUTS AND BOLTS - Parents, hardware stores

USE: Wind chimes, mobiles, tie slides, wood working projects.

NUTS - Parents, grocery stores, gather

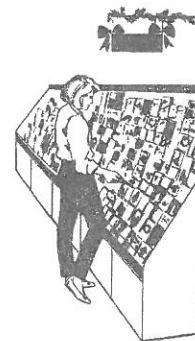
USE: Sail boat, ties slides, decorate craft items.

NYLONS - Parents

USE: Puppets, stuffing, costume wigs.

OLD CHRISTMAS CARDS - Parents

USE: Gift tags, ornaments, and decorations.



OLD SHIRTS - Parents, thrift shops

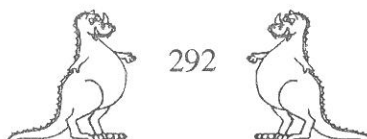
USE: Costumes, paint smocks.

PAINT - Paint stores, painters, car body shops

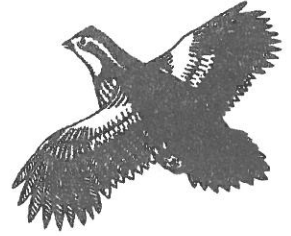
USE: Pictures, props, pinewood derby cars.

PAPER (rolls) - Printers, envelope manufacturers, newspaper companies

USE: Table covers, paper mache, airplanes, book covers.



PAPER CUPS - Parents, paper warehouse, fast food restaurants, grocery stores  
USE: Tepees, games, puppets.



PINE CONES - Gather, parents  
USE: Nature crafts.

PLASTER - Drywall installers, hardware, paint stores, Roundtable  
USE: Plaques, tie slides.

PLASTIC BOTTLES - Soft drink bottlers, parents, recycle centers  
USE: Table decorations, banks, bird feeders, boats, puppets, plaster molds, funnels, ball scoop, ornaments and decorations.

PLASTIC LIDS - Parents  
USE: Coasters, ornaments, mini frisbees, tie slides.

PLASTIC SHEETS - Sign makers, craft stores  
USE: Coasters, tie slides, games, ornaments.

PLASTIC SPOONS, FORKS, KNIVES - Fast food restaurants, ice cream stores, parents  
USE: Puppets, mixing.

PLASTIC TUBING - Hospitals, doctors offices  
USE: Games, science experiments, crafts.

POP-TOP RINGS - Parents, liquor stores  
USE: Picture hangers, tie slides.

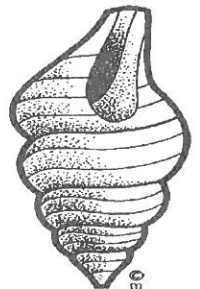


POPSICLE STICKS - Dairies, craft stores, parent  
USE: Trivets, puppets, bird houses, ornaments.

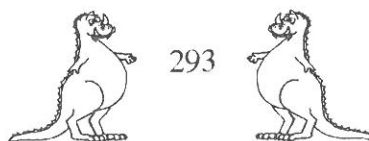
PRINGLE CANS - Parents  
USE: Candle holders, banks, games, bird feeders, cardboard rings for ornaments.

RIC RAC, BIAS TAPE - Fabric stores, mill stores, parents  
USE: Plaques, costumes, gifts, flags

ROCKS, SHELLS - Gather  
USE: Coaster, paper weights, nature crafts.



ROPE - Army surplus, hardware stores  
USE: Games, knot tying.



RUG SCRAPS - Parents, floor covering stores  
USE: Sit-upons, games.

SAWDUST - Lumber yards, cabinet shops  
USE: Sawdust clay, stuffing.

SEEDS - Parents  
USE: Indian jewelry, crafts, mosaics.

SHADES - Window specialty shops  
USE: Posters, props.

SOCKS - parents  
USE: Bean bags, puppets, balls for indoor games.

SPOOLS - Tailoring shops, dressmakers, parent  
USE: Games, handles for hot dog cooker, small totem poles, den doodles, ornaments, trophies.

SPOOLS (large) - Telephone and electric company  
USE: Tables for den or pack.

STRING - Parents, thrift shops  
USE: Kites, crafts.

TONGUE DEPRESSORS - Hospitals, doctor's offices, craft stores  
USE: Crafts, amazing flyer (bomb pops).

VINYL - Cartop installers, upholsterers, auto trim shops  
USE: Puppets, games, ties slides.

WALLPAPER SAMPLE BOOKS - Dealers, paint stores  
USE: Scrap books, wrapping paper.

WAX - Parents  
USE: Sand castles, fire starters.

WIRE - Telephone and electric companies  
USE: Games, tie slide backs, wire sculpture.

Yarn: Parents, thrift shops  
USE: Puppets, wigs.



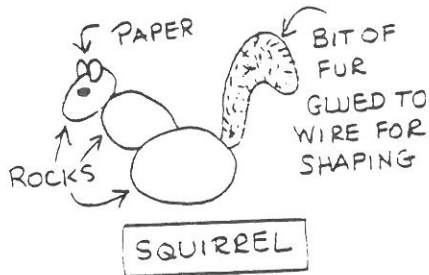
ROCKS

Smooth, flat stones can be obtained at beaches or at the river. Dirt and foreign matter should be removed by washing rocks in detergent. Be sure they are completely dry before you begin to decorate them.

Use acrylic paints. It is best to paint rocks before assembly, if the rocks are to be different colors. If the entire figure is one color, the rocks may be glued together first, then painted.

Use contact cement to glue together. It helps to saturate a small piece of cotton with glue and place between rough edged rocks. They will adhere better if you do. After pieces are glued together it's a good idea to run a "collar" of white glue or household cement around all joints to make a firm, lasting bond.

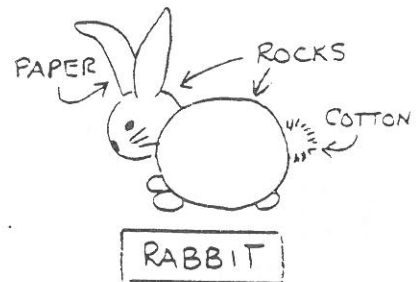
Use your imagination in adding features, such as yarn for lion's mane, broom straws for whiskers, chenille stems for tails, etc.



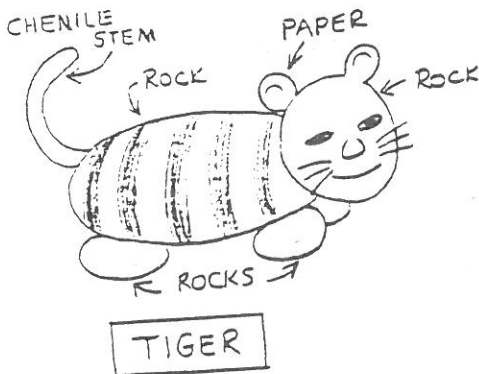
SQUIRREL



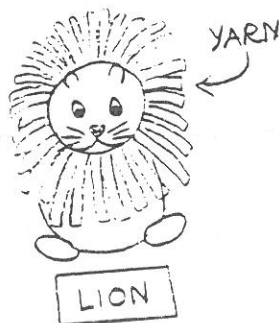
OWL



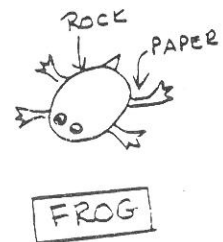
RABBIT



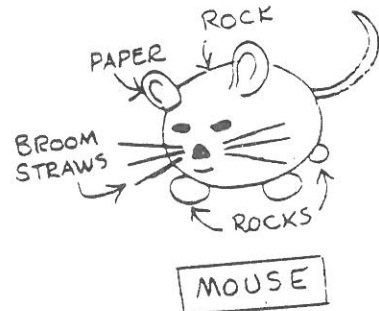
TIGER



LION



FROG



MOUSE

ROCKY THE SCOUT HOUND

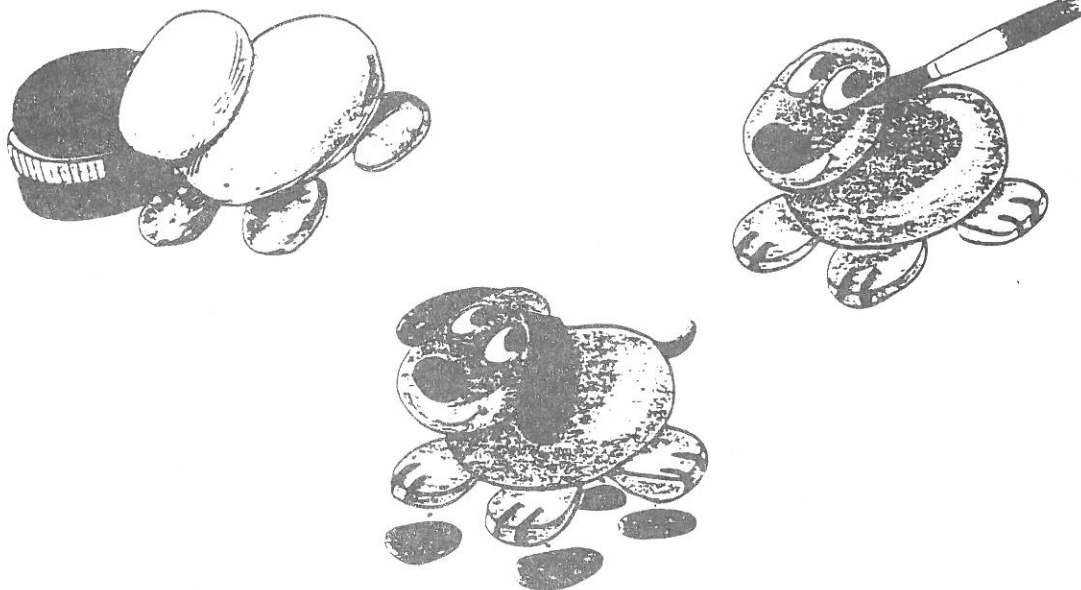
Materials:

Six rocks	Glue
Black felt	Paper
Pins	Clear nail polish
Paint and paintbrush	Checkers

Choose an oval rock for the head and a larger rock for the body. Choose four small rocks for his feet. Make sure these are flat rocks of the same size so he doesn't wobble. Glue the rocks together. Prop up the head with a small pile of checkers while the glue is drying. Put rock aside to dry for two days or until the next den meeting. The glue will look clear when dried.

At the next den meeting paint Rocky your favorite color. Paint eyes, a nose, and a mouth. White eyes with black centers look best. Don't forget Rocky's toenails. For a shiny finish, cover Rocky with a coat of clear nail polish.

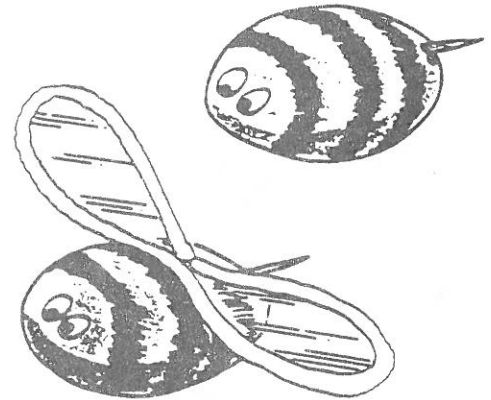
Cut a paper pattern for the ears. Cut around the pattern, through two layers of black felt. This will give you two floppy ears. Cut a bit of felt for the tail. Glue ears and tail in place.



BOSSY BEE

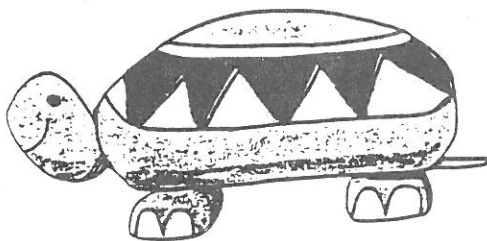
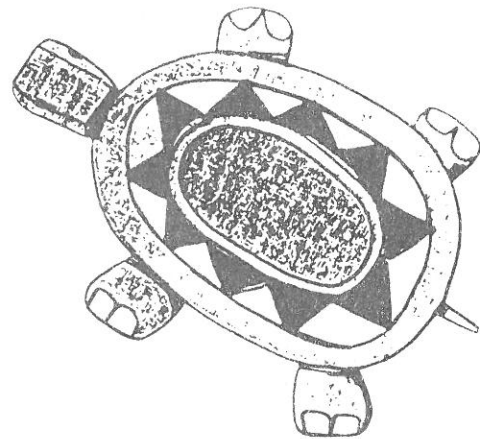
Start with an oval rock. Paint it yellow. Make the eyes black and white. Paint black stripes around the body. Glue part of a toothpick in place for a stinger.

Bend a piece of pipe cleaner into the shape of an "8". These are the wings. Glue a piece of tissue paper to the wing shapes. When the glue dries, trim the wings. Bend the wings slightly and glue to the body.



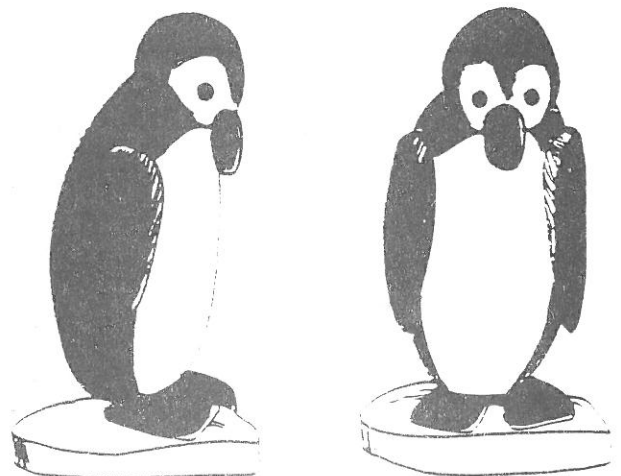
TOMMY TURTLE

Tommy the Turtle is made the same way as Rocky the Scout Hound. Choose a small stone for Tommy's head. Glue it to a larger rock. Add the tip of a toothpick for Tommy's tail. Paint designs of your choice on Tommy's shell. Paint the rest of him green. Add yellow toes. Paint on a mouth and two eyes.



PETE THE PENGUIN

Paint the penguin and the stand white. When dry, paint the bill and feet orange. Then paint the head and body black.

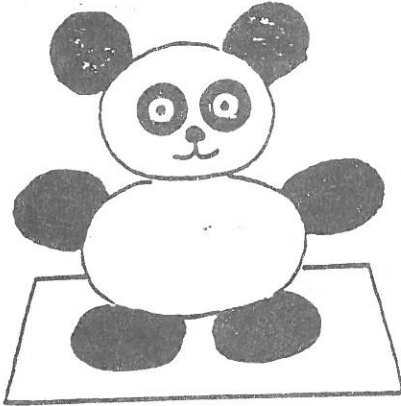




PANDA PAPERWEIGHT

Materials:

- 8 small stones
- Glue
- Corrugated cardboard
- Paint

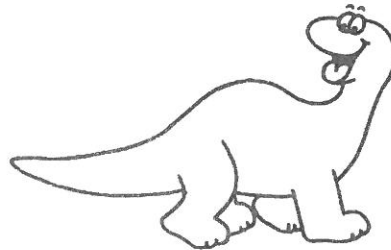


Six of the eight stones should be about the size of a quarter for the legs, arms and ears. The stones for body and head should be twice as big. Arrange the stones on pieces of corrugated cardboard to look like a panda. Glue them down. When the glue is set, trim the cardboard around the panda shape. Paint small stones black and body and head white. Add painted features. Cut a second piece of cardboard 3x5. Paint it green. Glue panda paperweight to the green base.

WEATHER ROCK

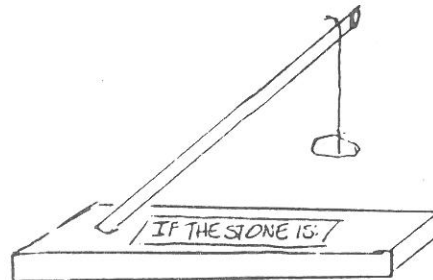
Materials:

- Small stone
- 6 to 8" piece of dowel rod or twig
- 4" square piece of wood
- String



You can accurately predict the weather using this device. Drill a hole at a 45 degree angle and glue in the twig. Tie the stone onto the string and then tie the other end to the top of the twig so that the stone hangs freely. Print or type the saying on a piece of paper and glue to wood. Cover with clear shellac.

IF THE STONE IS:	
DRY . . . . .	Sunny
WET . . . . .	Raining
WHITE . . . . .	Snowing
SWINGING . . . . .	Windy
BOUNCING . . . . .	Earthquake
GONE . . . . .	Tornado



EDIBLE CRAFTS

This is an easy way of making a craft in your den meetings and also having your refreshments too! These are made with things that are simple. Things like gum, peppermints, gum drops, graham crackers, gummi bears, etc.

SANTA'S CANDY TRAIN

For each train, you will need:

- 5 (5-pack) packages gum
- 2 rolls Lifesavers
- Caramels
- Candy Kisses
- Red and black licorice
- Assorted mini candy bars
- Assorted gummy animals
- Peppermint candies
- Chocolate-covered raisins or chocolate chips
- Hot glue gun or frosting
- Ribbon



Engine

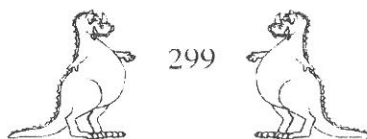
Place package of gum on a flat surface. Using hot glue gun, place a line of glue down center of gum package. Place roll of candy on glue; press gently. Place a line of glue along top of candy roll; top with second candy roll. Let set 2 minutes. Place one dot of glue on bottom of wrapped caramel; set caramel on top of candy roll and edge of caramel. Place one dot of glue on wrapped chocolate kiss; set on other end of candy roll, lining up edges. Let set 2 minutes. Place one dot of glue on center of 4 wrapped peppermints; place one peppermint on each corner of gum package for wheels. Let dry 2 to 3 minutes.

Coal Car, Log Car, Zoo Car and Caboose

The remaining 4 cars are made basically the same way as the engine, with a package of gum as the base and peppermints for wheels. There is no right or wrong way to create this holiday wonderland train.

Tip:

\*So that all candy can be eaten, candy that is not wrapped can be attached using frosting. Let pieces set for about 5 minutes before attaching new parts.



Edible Cookie Ornaments



- 1/4 cup frosting
- 9 butter flavored cookies
- 1 roll Lifesavers
- 1 1/2 to 2 yards of red string licorice or ribbon

Place frosting in small bowl. Add desired food color, blend well. Place colored frosting in small resealable freezer bag with one corner snipped off to make a very small hole for piping. Place 1 cookie on flat surface; lightly outline center hole with frosting. Place 1 lifesaver over frosting, pressing lightly and matching center openings. Pipe frosting decoratively on cookie. Repeat with remaining cookies; let dry. Insert licorice through hole in each cookie; tie in knot or bow. Hang ornaments on tree or use to decorate packages.

CIRCUS COOKIE TRAIN

- 22 chocolate covered graham crackers
- 1 can frosting
- 11 animal crackers
- 2 rolls of Lifesavers

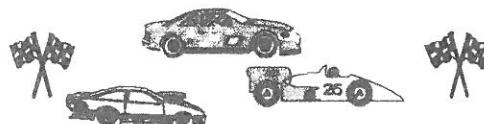


To assemble each cookie, pipe strip of frosting along outer edge of one graham cracker. Press edge of second graham cracker into frosted edge to form a rectangle. With frosting, pipe around outer edge of rectangle. Place 1 animal cracker lengthwise in center of rectangle. Put 3 vertical lines, one inch apart over graham cracker and animal cracker to resemble cage. Attach two lifesavers in lower corners to resemble wheels on cage. Repeat with remaining graham crackers,

animal crackers, icing and lifesavers.

PINEWOOD DERBY CAR

- 1 circus peanut
- 4 lifesavers
- 1 gummi bear

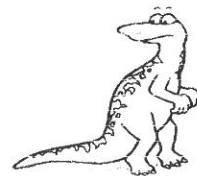


With icing put the 4 lifesavers on bottom sides in front and back of peanut. Using icing, put gummi bear on top of peanut.



CANDY CATERPILLAR

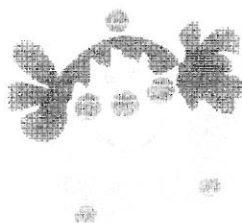
- 4 OR 5 large gum drops
- 2 dots of small candy for eyes
- Licorice for antenna and mouth



With icing, glue the gum drops together and make curvy. On 1st gum drop glue the eyes and antenna and mouth.

ICE CREAM CLOWN

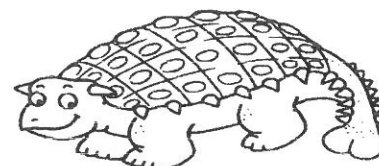
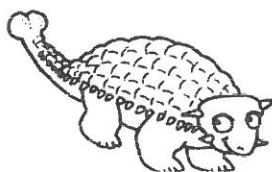
- 1 scoop of ice cream
- 1 sugar ice cream cone
- 2 starlight mints
- 1 red jelly bean
- 1 string of red licorice
- 2 silver decorating balls



Put scoop of ice cream on plate, put jelly bean on as nose, cut licorice into seven lengths one for mouth and 3 on each side for hair, silver balls for eyes, starlight mints one each side for ears, ice cream cone on top for hat. Can add icing and put candy on front of cone if you wish. May substitute snowball or other cupcake for ice cream.

TASTY TURTLES

- 1 vanilla wafer
- green icing
- small gum drop
- 4 pecan halves
- black licorice



Cover the wafer with green icing, add gum drop for face. Cut licorice for tail and each pecan half in a leg. (May substitute any cookie you wish)

CANDY HELICOPTERS

- 1 caramel
- Licorice
- Smarties
- Icing

Put 2 smarties on caramel for wheels. Cut licorice in half through the sides. Then cut the licorice about 1 inch long for the rotors. Put glob of icing on the top of caramel and add licorice. Cut licorice same as before and attach to the bottom of caramel and let dry.



DINOSAUR NEST

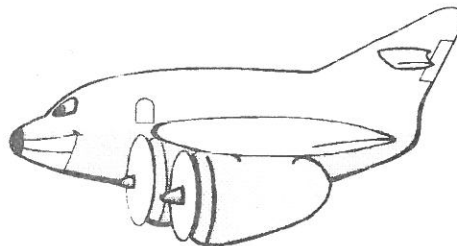
- 2 pieces black licorice
- 4 or 5 jelly beans
- Shredded coconut dyed green
- Icing



With icing glue one jelly bean on end of licorice. Cut the other licorice in fourths and glue with icing 1/3 from each end of licorice and shape with head up and tail down. Arrange coconut as a nest and put rest of jelly beans in the middle and add dinosaur beside the nest.

AIRPLANES

- 1 Tootsie Roll
- 1 stick of gum
- 1 stick of licorice
- 3 Lifesavers
- 1 gum drop
- Icing



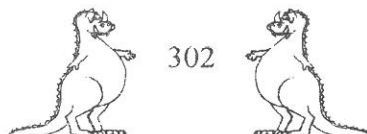
Unwrap Tootsie Roll, cut licorice into 3 equal sections, then cut one section in half. With icing as glue put the 2 small licorice pieces to bottom front of Tootsie roll, glue one lifesaver onto the end of each licorice. Glue the 3rd lifesaver on bottom half of Tootsie roll in the back. Glue the other 2 pieces of licorice onto sides of gum drop, and glue gum drop into front flat part of Tootsie roll. Unwrap gum and glue on top and in front of Tootsie roll for wings.

TEDDY BEAR CHRISTMAS STOCKING

- 1 teddy graham cracker
- 1 stick of candy cane
- 2-3 inch length of fruit roll-up
- Sprinkles and icing



Cut roll-ups in shape of stocking and with small amount of icing glue sides and toes together. Put teddy bear and candy cane into stocking. Put dabs of icing on roll-up and add sprinkles.



LION



- 1 vanilla wafer
- 1 brown M&M
- 2 DOTS
- 1 each of red and black rope licorice
- 3 orange slices
- 2 pieces of candy corn
- Yellow icing

Cover wafer with icing. Cut orange slices in half and place around the wafer. Put 2 dots on for eyes. Candy corn at top for ears. Cut red licorice for mouth and cut black licorice for whiskers (3 on each side).

FLOWERS

- 3 brown M&M'S
- 3 or 4 gum drops (same color)
- 3 spearmint candy leaves
- Icing

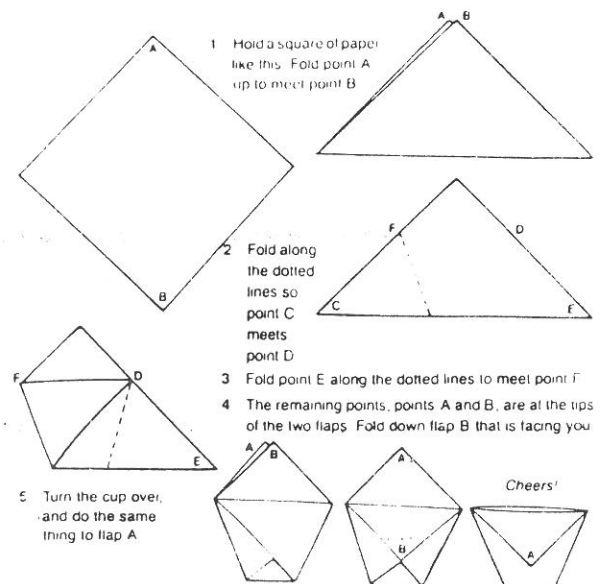
May use fruit roll-up as base. Cut gum drops in half. Place in a circle on roll-up with icing. Place M&M'S in the center. Put the spearmint leaves on the outside of gum drops.

PAPER CRAFT

Paper can take many different types of shapes and sizes. Anything from things that fly to drinking from a paper cup. Boys love to fly their creations of paper. This section should be popular with them. You will need to follow directions very carefully. Prepare by having some of the pieces pre-cut and ready for the Cub Scouts to assemble at one meeting.

MAKE A DRINKING CUP FROM PAPER

1. First fold a square piece of paper diagonally once.
2. Now fold the left corner, then the right corner.
3. It will look like example 3.
4. There are two points at the top. Fold "a" forward and "b" back.
5. Your drinking cup is completed.
6. Open the cup and it is ready for use.



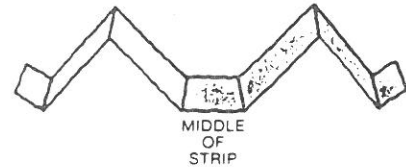
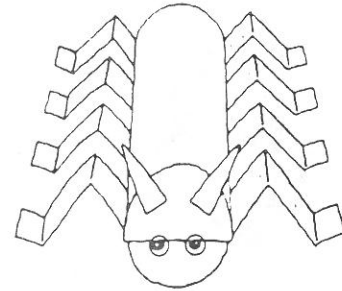
GIANT BUG

This bug can walk, hop, fly - it's all up to you!

Materials:

- 2 sheets of construction paper, different colors
- scissors
- ruler
- pencil
- glue

Cut 4 strips, each 1/2" x 12", from one sheet of paper. Cut a 3 x 3 square from the other sheet of paper. Make a roll with the square and glue the end together. This is the body of the bug. Glue on scraps of paper for a face and antenna. Shape the legs of the bug by folding each strip as shown. Firmly crease each fold. Glue each set of legs to the underside of the roll. Let dry. Slip your finger into the roll and take your bug for a walk.

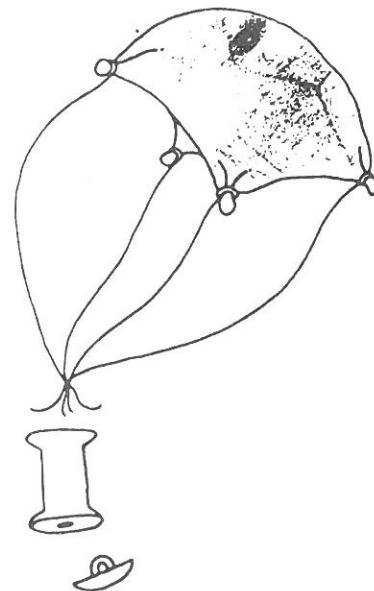


PARACHUTE

Materials:

- One section of paper towel
- Heavy thread
- Scissors
- Ruler
- Spool
- Button with loop on back or a washer

Cut 4 pieces of thread each 12" long. Tie one piece of thread to each corner of the paper towel. Knot together the ends of the four pieces of thread. Slip the thread through the spool. Tie the knotted thread to the button or washer. Toss the parachute high into the air and watch it float to the ground.



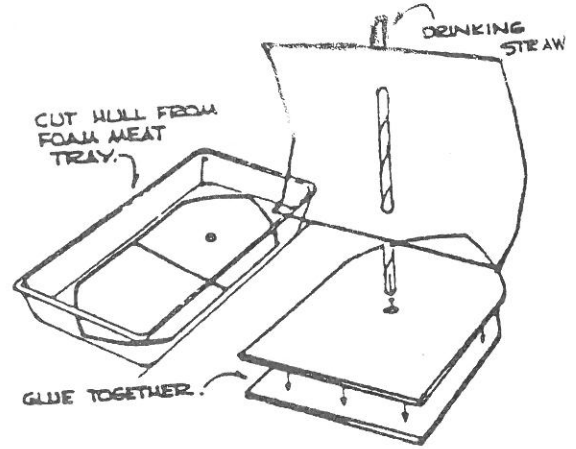


PLASTIC FOAM SAILBOAT

Materials:

- Foam meat tray
- Drinking straw
- Construction paper

Cut two pieces of hull from plastic-foam meat tray. Make hole in center of one copy, insert and glue the drinking straw mast. Glue that copy to the second one. Cut sails from construction paper, make holes for mast, and slip over mast.

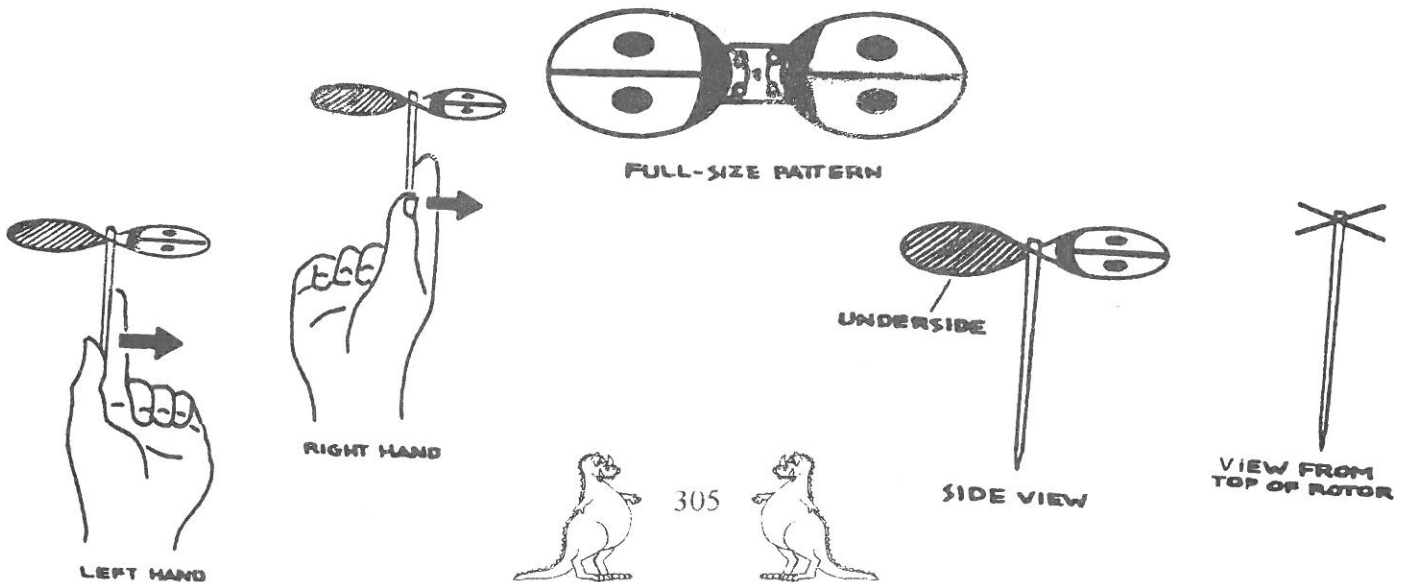


BUG CHOPPER

Materials:

- |                               |                        |
|-------------------------------|------------------------|
| Tracing paper or typing paper | Scissors               |
| 3x5 index cards               | White glue or hot glue |
| Toothpicks                    | Markers or crayons     |

Trace the full size pattern on the tracing paper. Then copy the pattern onto the index card. Cut out the ladybugs. Color them red with black spots. Put one end of a toothpick (the thick end if you use a flat toothpick) through the center hole so it sticks out about 1/4" above the rotor. Put glue both above and below where the toothpick and the rotor meet. Remember white glue takes longer to dry. When glue is fully dry, break off the top end of the toothpick close to the rotor. Hold one ladybug between the thumb and first finger of each hand and twist into a propeller shape. The Bug Chopper works like a top-only upside down. The bug must spin with the up-bent edges leading or it will fly downward.



WIND-UP WATER BUG

Materials:

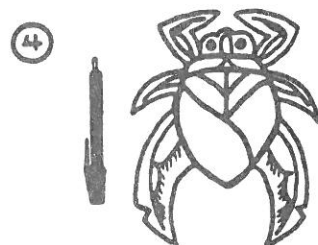
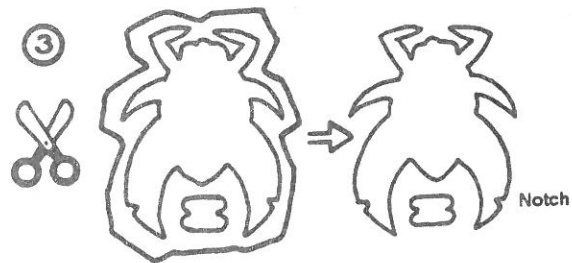
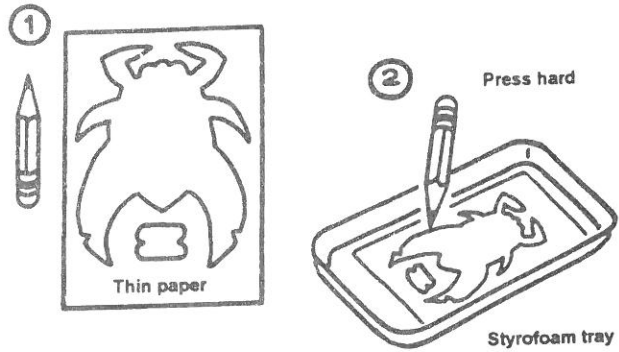
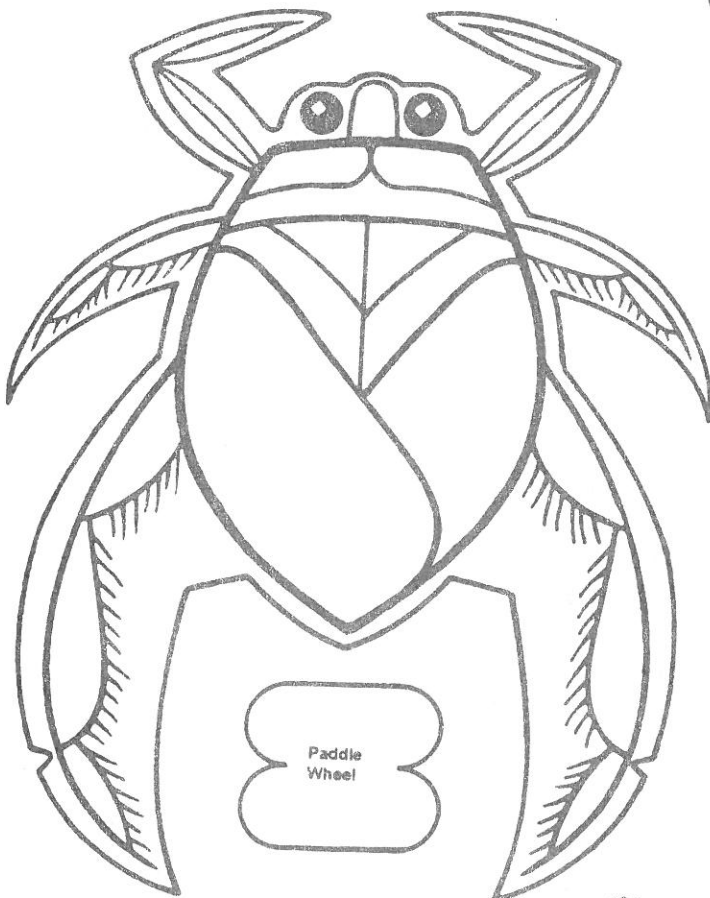
Tracing paper

Styrofoam meat tray

Rubber band

On tracing paper trace the outline of the Water Bug and the paddle wheel. Put your copy on a styrofoam meat tray. Pressing hard with a dull pencil, follow the outlines to transfer the pattern to the styrofoam. With scissors, rough-cut around the Water Bug and paddle wheel. Then carefully cut around the legs. Make sure to cut small notches on the sides of the rear legs for rubber band. Use a black ballpoint pen to decorate the Water Bug.

Copy the lines on the full-size pattern to make it look like a real water bug, or make up a design of your own. Pick out a lightweight rubber band that fits snugly around the notches on the rear legs without stretching much. Slip the paddle wheel inside the loop formed by the rubber band. Turn the paddle wheel many times so that the rubber band is wound tightly around it. Set the bug in the water and let'er rip.



ZOOM-A-RANG

The Zoom-a-Rang is a basic flying shape. You can fly it by itself, or you can build on it.

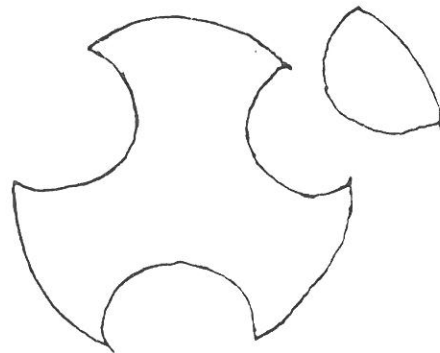
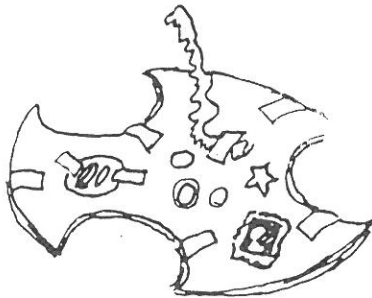
Materials:

5 paper plates  
Pencil

Scissors  
Tape or stapler

1. Draw the Zoom-a-Rang shape on a paper plate by making 3 horseshoe shapes that touch the edge.
2. Cut out your Zoom-a-rang shape. Then trace it on the other 4 plates. Cut out all the Zoom-a-Rang shapes.
3. Match up the pieces. Tape or staple them into one thick Zoom-a-rang.

Decorate it! To fly it, fling it!



ZING RING

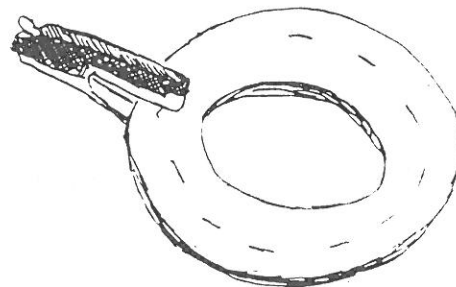
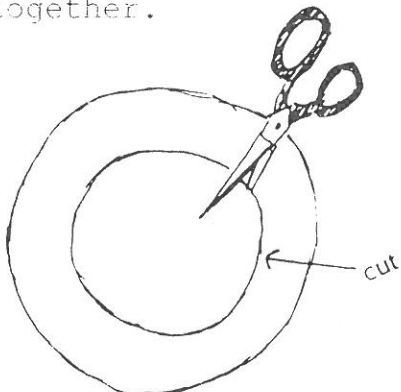
Materials:

6 paper plates

Scissors

Tape or stapler

1. Cut the middles out of the 6 paper plates. Cut along the inside of the curled edge.
2. Stack the rings into one thick ring. Tape or staple the rings together.



FLOATING SAUCER

You can add a whole lot of fancy things to a Zing Ring and it will still fly! Try a few of these. Then think up some new ones of your own.

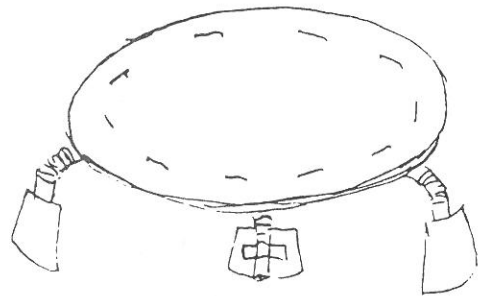
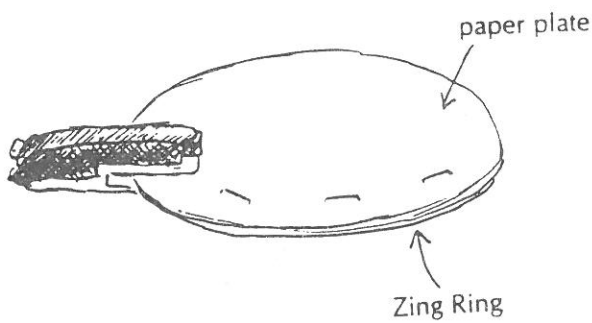
Materials:

- 1 Zing Ring
- 1 paper plate
- Tape or stapler

What To Do

1. Make the Zing Ring
2. Tape or staple the paper plate on top of the Zing Ring.

Decorate it. To fly it, fling it!

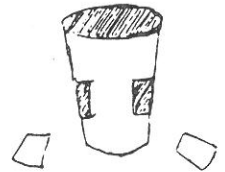


SUPER ZOOM-A-RANGS

Your Zoom-a-Rang flies just fine. But why stop now? You can add on to your Zoom-a-Rang and make it even better!

Materials:

- 1 Zoom-a-Rang
- 1 Paper cup
- Tape
- Scissors



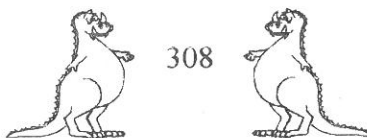
1. Make the cup into a cockpit. Cut some windows in it.
2. Tape the top of the cup to either the top or the bottom of your Zoom-a-Rang.

SUPER ZOOM-A-RANG NUMBER 2

Materials:

- 1 Zoom-a-Rang
- 2 Paper cups

Tape one cup top to the middle of the Zoom-a-rang. Then tape the second cup to the first, matching the bottoms of the cups.



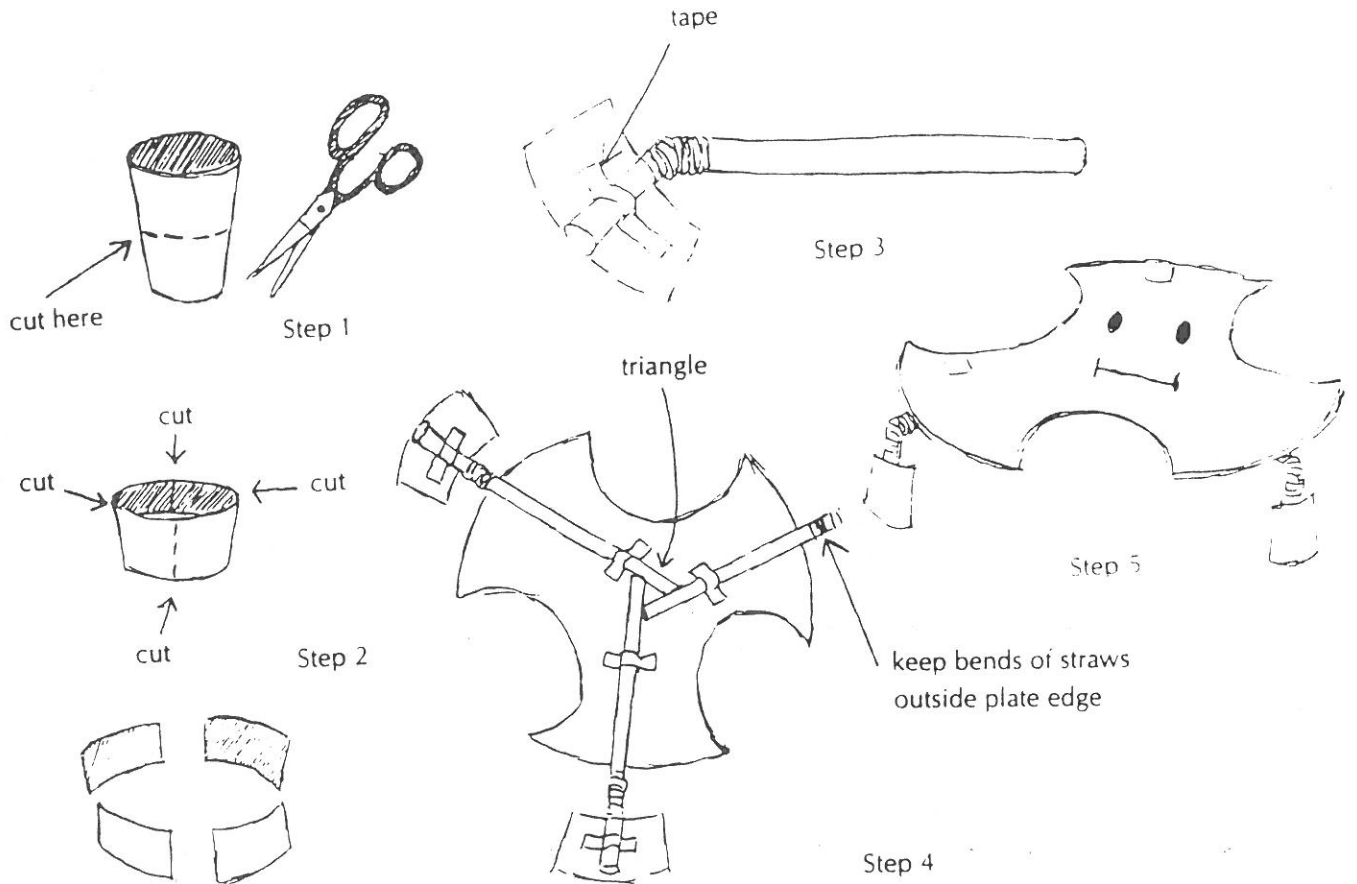
LANDING GEAR FOR YOUR ZOOM-A-RANG

Your model does not have to land on its belly. It can land on three legs instead!

Materials:

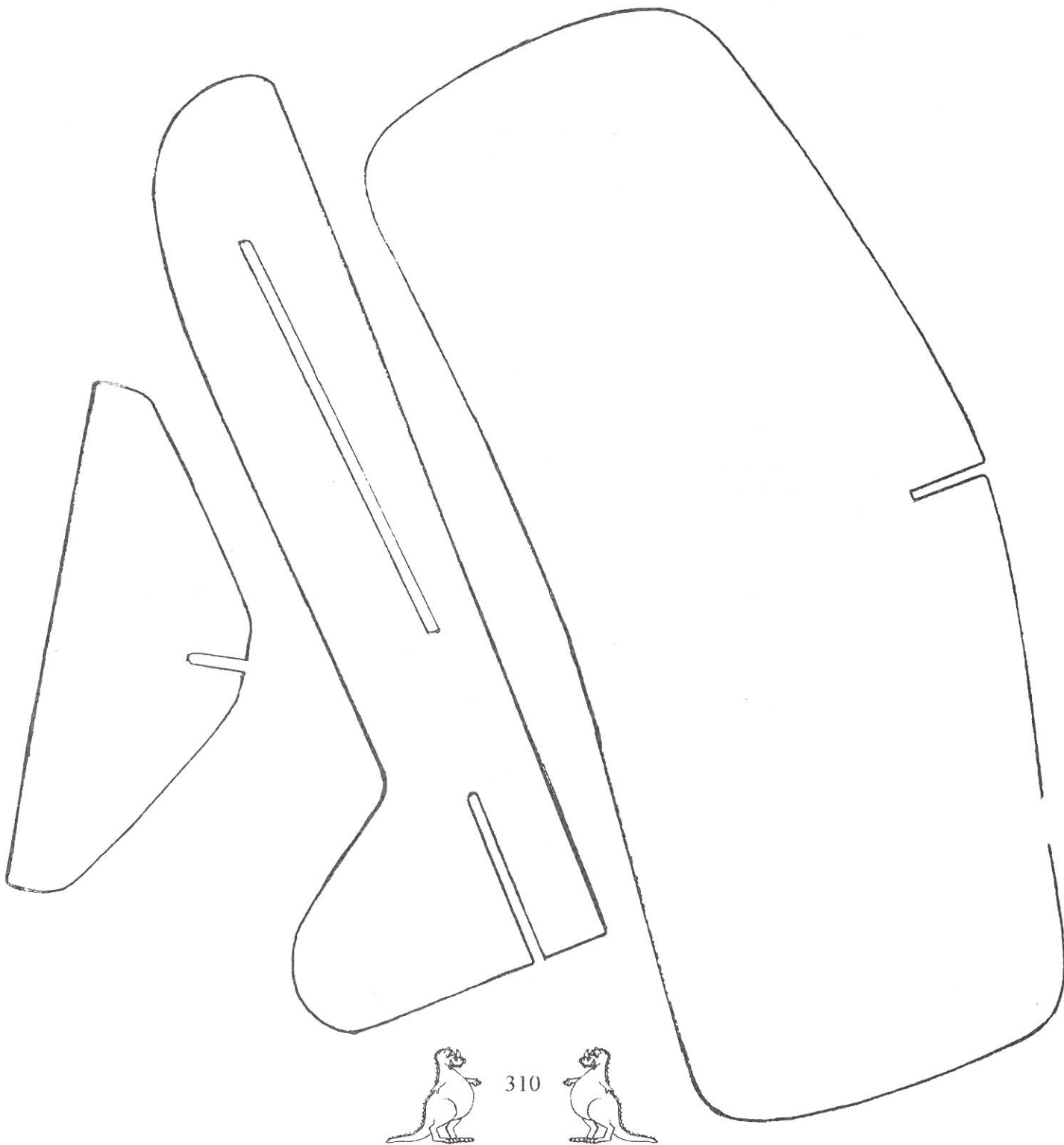
- |                  |          |
|------------------|----------|
| 1 Zoom-a-rang    | Scissors |
| 1 Styrofoam cup  | Tape     |
| 3 Bending straws |          |

1. Cut the styrofoam cup in half around the middle.
2. Cut the ring into four equal pieces.
3. Tape one piece to each bending end of the straws. Cut each straw in half. Discard the straight pieces.
4. Tape the straws to the underside of the Zoom-a-Rang wings. Use lots of tape.
5. Now bend the landing gear down, so that the Zoom-a-Rang stands on its 3 "feet." Fly it to a perfect landing!



FOAM GLIDER

Ask your grocer for a couple of unused meat trays and build the super flyer. Add a small amount of clay under the nose for weight and slide the wing back and forth for best flight.



CREPE PAPER COASTERS

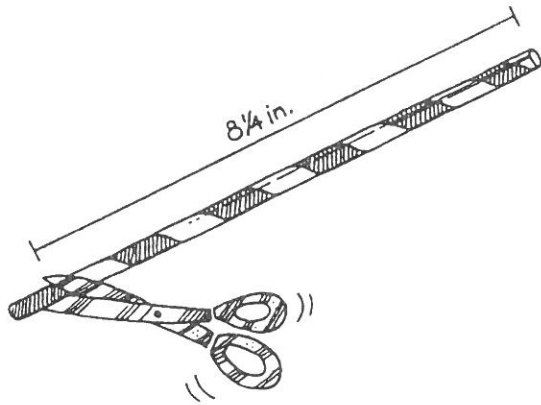
Cut 3 lengths of paper 1 inch wide, braid. Roll until coaster is formed, putting glue along the way. These look good on blue and gold banquet tables. Spray with varnish carefully as paper will bleed.

SUPER STRAW

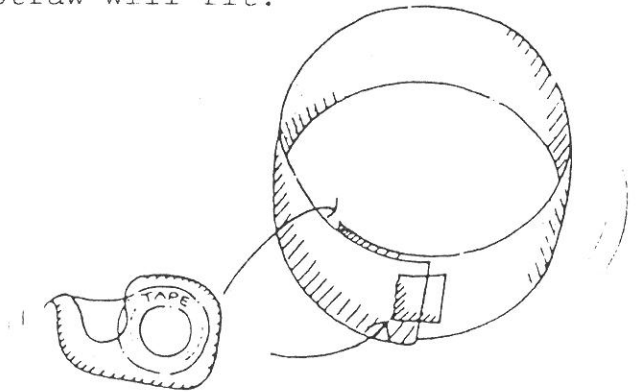
Materials:

- a sheet of writing paper
- plastic straw
- tape/scissors/ruler

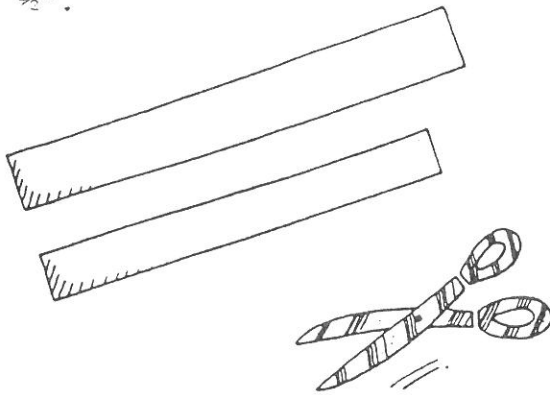
1. Cut the drinking straw so that it is 8 1/4" long.



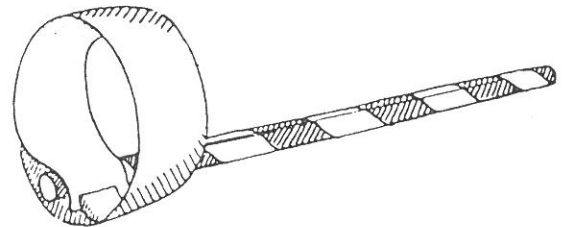
3. Bend the large strip of paper into a circle so that the ends overlap slightly and tape as shown. The overlap will form a pocket into which the straw will fit.



2. Cut two strips of paper, one 3/4" x 6 1/4" and one 1/2" x 5 1/2".

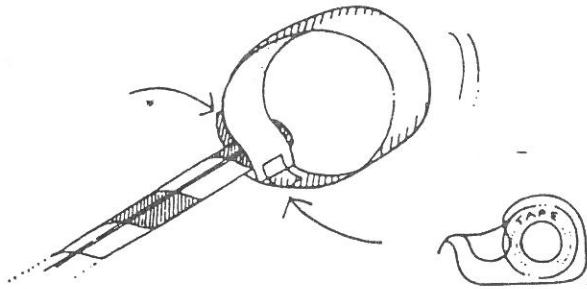


4. Pry open the pocket and slip it over one end of the straw.

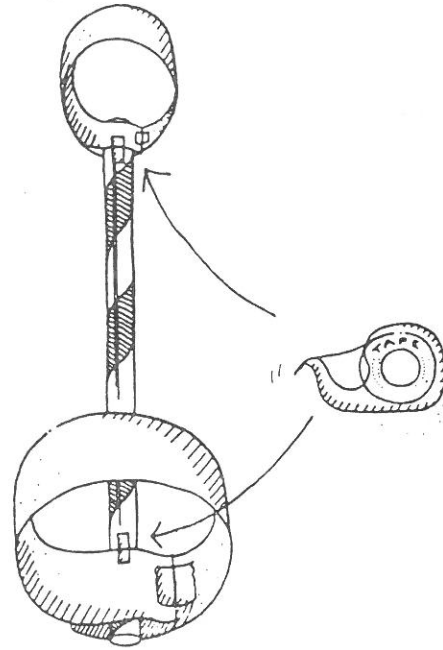




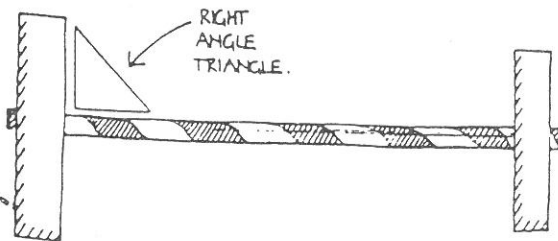
5. Bend the smaller strip of paper into a circle and tape it the same way you did before. Slip it over the other end of the straw.



6. Move the two paper circles (the circular wings) until they are both positioned above the straw as shown. Tape them in place.



7. Looking down on the glider, make sure that the wings are at right angles to the straw. If they're not, loosen the tape and re-tape them so they are straight.



It sure doesn't look like it'll fly,  
but wait till you give it a try.

Throw the straw with the small wing forward. Move the wings forward and back on the straw as needed. If the straw wobbles then move the small wing back, if the glider nose dives then move the large wing forward. Have Fun!

**STAMPING**

These simple printed designs can be used in many ways to decorate party invitation, greeting cards, stationery, napkins, and gift wrapping paper. These methods are also useful in preparing decorative menus, programs, and tickets for banquets and entertainments. Some of the designs and shapes can also be combined to form pictures.

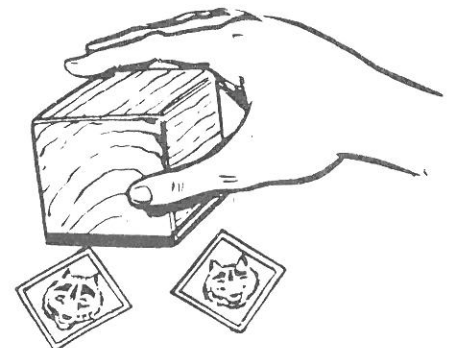
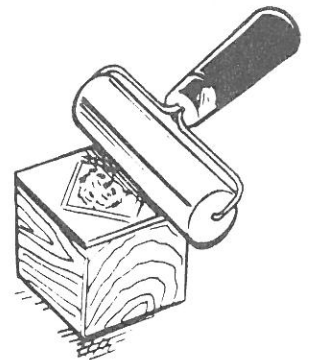
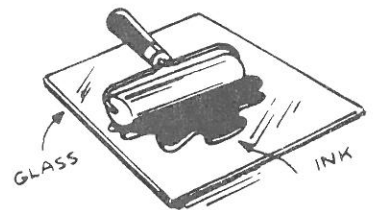
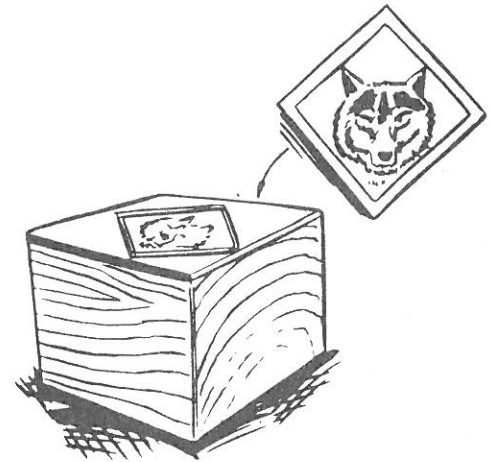
Block Stamping

Materials: piece of inner tube, felt. Patterns, newspapers, blocks of wood, glue (non-water soluble), thick tempera paint, brayer (commercial type or small paint roller), rags or paper towels, paper to print on.

1. Draw design on paper and trace it on inner tube or felt. Cut it out.
2. Glue design to top of wood block. Let dry.
3. Mix tempera "ink" in a shallow container such as a pie or cake pan or paint roller tray. Lightly coat brayer or paint roller with "ink".
4. Roll the brayer over the design on the block.
5. Press block down firmly on paper to be printed that has been laid on pad of newspapers.

Remember: Design will print the reverse of what is seen on the block so if there is lettering or a design that has a right or left, it should be glued to the block backwards.

A sponge or piece of felt cut to fit bottom of a small aluminum foil pan can be saturated with tempera and used like an ink stamp pad.



Line details can be added by hand, if desired.

Three other types of stamps that can be made feature a base of cardboard, about 1 1/2 x 3." Before applying the design to the base, coat base completely with glue. It will stay cleaner much longer. For a handle, glue on a large spool.

#### String Stamp

Glue string in any design to the cardboard base. For a name stamp, first write name on tracing paper, turn the paper over, and trace name backwards. Glue tracing paper, with reversed signature up, to cardboard. Glue string along penciled lines.

#### Eyelet Stamp

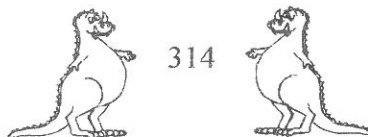
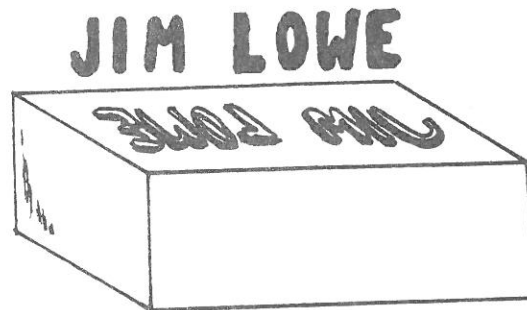
Draw design directly on the cardboard. Glue on eyelets, leaving space between to avoid overlap. Glue some eyelets with wide rim up and some with narrow rim up to vary the pattern.

#### Cardboard Stamp

Cut stripe of cardboard 1/2" wide and glue edge of stripe upright to the cardboard base in the design or initial desired.

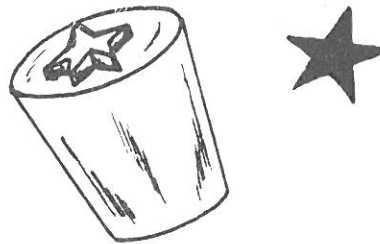
#### Macaroni Stamping

A stamp for printing, made from alphabet macaroni, provides a way to print names or initials on a greeting card, stationery, cards, napkins or gift matchfolders. To make the stamp, rule lines on a small block of wood. Select the letters needed. Apply glue to the wood and press macaroni on firmly. Remember to arrange letters in REVERSE ORDER so they will read properly when printed. When glue has dried, rub medium-grade sandpaper over the letters to an even surface. Brush off the dust. Apply tempera to the letters with a brush and press onto paper. Also, glue the letters to form a design which can be repeated as a border decoration or an all-over pattern on paper.

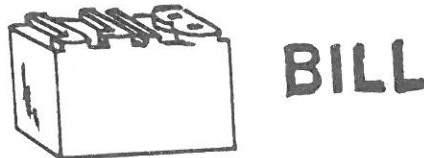


CORK PRINTING

To make a stamp, carve out a design on one end of a cork, first drawing the design, then cutting around it, leaving the design raised. This stamp, dipped into ink or vegetable dyes, will imprint very well on paper or fabric.

ART GUM ERASERS

Follow the same method as in cork printing except use art gum erasers.

POTATO PRINTING

Potatoes make good block prints, if used right away. They are easily carved, but last only a day or two. One potato makes at least two designs.

1. Select a good bold design, free of small detail.
2. Cut potato in half with one straight cut and blot the surface to remove as much moisture as possible.
3. With an orange stick or pencil, trace design on potato.
4. Cut away all parts without any design on them. Cut outline at least 1/4" deep to provide a good printing surface and blot the surface again to remove additional moisture.
5. Place paper to be printed on a pad of newspaper and brush tempera paint or a water-soluble printer's ink on design.



6. Transfer potato design onto paper. Press hard but do not move the potato or the design will smudge. If ragged edges appear on first imprint, cut away the uneven parts of the potato that cause this. Fuzzy edges will disappear after a few imprints.

LEADER SHOULD CLOSELY SUPERVISE THE BOYS' USE OF CUTTING TOOLS.

PRINTING INK

To make ink for block prints, spatter prints, etc., mix 1 pint boiled linseed oil, 1 pint varnish and 2 pints powdered tempera to consistency of thick paste.

WOOD BLOCK PRINTING

Here's a simple skill that will delight any boy in the den. A minimum of tools and materials is needed. Use wooden dowels and pieces of soft wood for printing designs. Follow these directions for best results:

1. Cut off the end of the stick. Sand or file it carefully. Check with square to be sure it is flat. Use edge of a half-round or triangular file to cut design in end of block.
2. Make an ink pad from a piece of old woolen sock or strips of felt. Place in jar cover and soak pad with ink, being careful not to overload it.
3. Cover table or bench with newspaper. Fasten printing paper or cloth to this.
4. Press end of stick on pad, then on paper or cloth. Repeat to make design.

Use various-sized stocks, clothes pins, pencils, and dowels to get a variety of patterns.

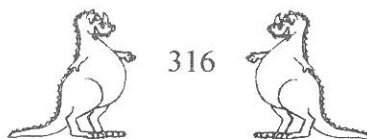
Do not try to wash ink from end of stick; let it dry.

ROLLER PRINTS

Method 1:

Materials:

Cardboard tube	Tempera paint
Yarn or heavy twine	Glue
Glass, linoleum square, or other smooth surface.	



The charm of roller prints is that they repeat a design over and over. Using snippets of string, glue on designs that will look good when they are repeated. Draw design on the roller and then use marks as guidelines when applying the string. Be sure to leave one inch blank at both ends of roller to place fingers when rolling.

Remember, to print a word or letters, the printed image must be the reverse of the design. For example, NOEL should appear on the roller as LEON. To check the backward word, write it on paper and hold the paper up to a mirror. When a string pattern has been glued to the roller, allow it to dry thoroughly. If making many prints, apply two coats of waterproof acrylic varnish to the roller to increase its durability.

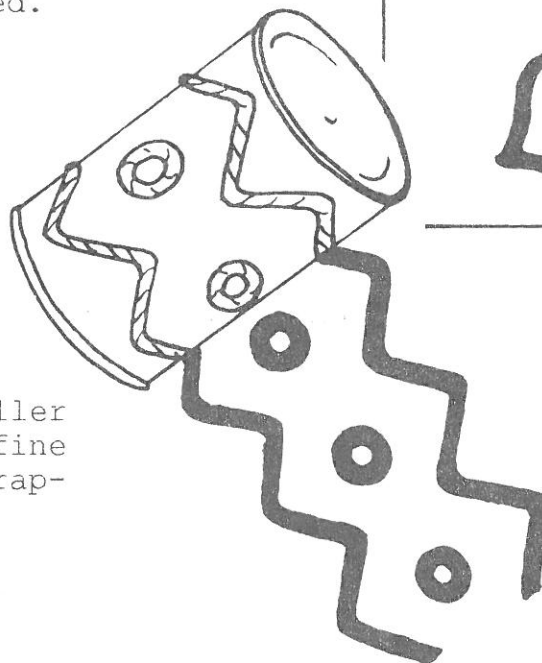
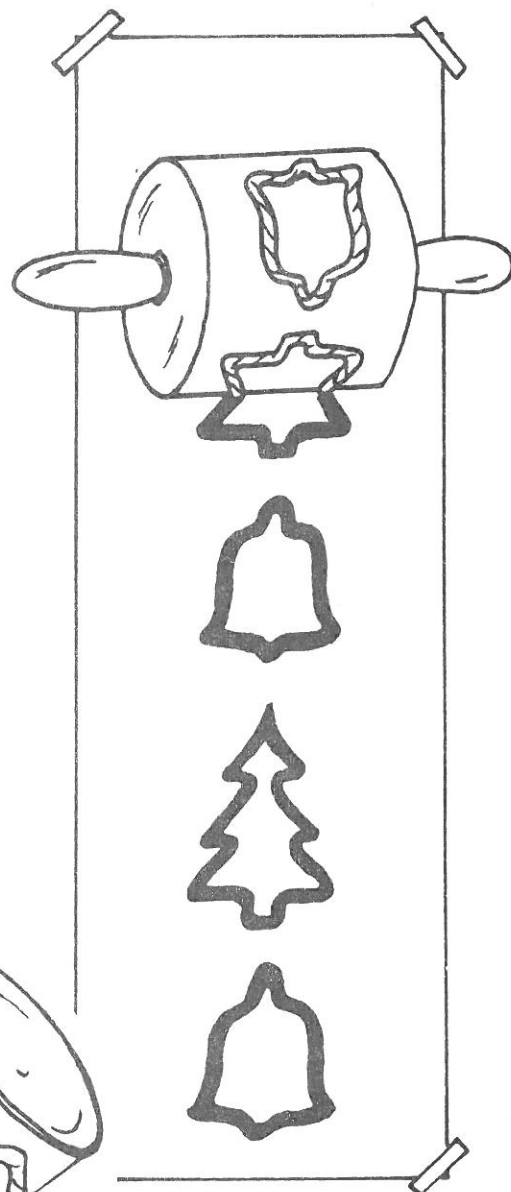
To print, prepare an inking surface, using a piece of masonite glass (with tape covering sharp edges), linoleum, or other smooth-surface, and smoothly spread tempera paint on it. Roll the roller onto paint so that the raised surfaces are covered with paint. Test pattern and technique on scrap paper, then print on any paper desired.

Method 2:

Materials:

- |                         |       |
|-------------------------|-------|
| Tin can                 | Rope  |
| Glue                    |       |
| Tape                    | Paper |
| Tempera or poster paint |       |
| Pie tin or deep plate   |       |

Use a tin can to make a roller that prints. It will make fine designs on paper for gift wrapping.



Cover the jagged edge at the open end of the can with tape to protect fingers from cuts.

Twist rope around the can and glue it in place or cut the rope into a number of pieces and glue each one to the can. Twist each piece to whatever shape desired before gluing it in place.

Put some tempera or poster paint in the pie tin. Roll the can in the paint. The paint will stick to the rope, but not to the can.

Now roll the can over a sheet of paper, and the rope will print the shapes. Roll the can in the paint each time before rolling it over the paper. Print the design as many times as desired.

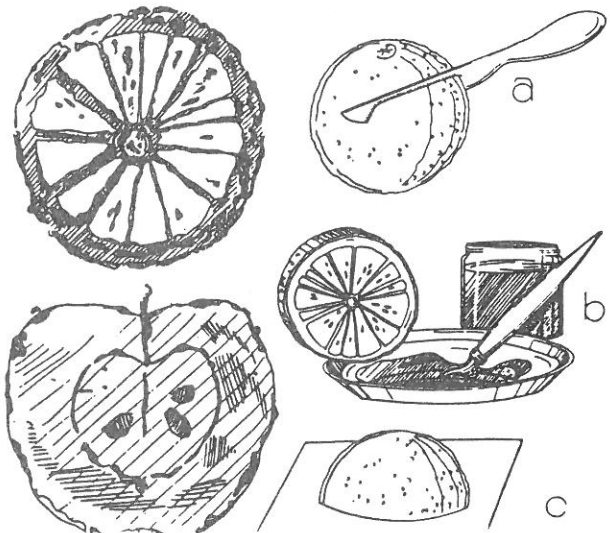
Try making other designs with felt or wool cutouts.

FRUIT STAMPING

Materials:

- |               |                         |
|---------------|-------------------------|
| Knife         | Apples, oranges, lemons |
| Poster paints | Paper plate             |
| Paintbrush    | White drawing paper     |

1. Cut a piece of fruit in half.
2. Pour little poster paint into a paper plate. Spread it evenly over the bottom of the plate with a paintbrush.
3. Press the cut side of the fruit into the paint.
4. Lift the fruit from the plate.
5. Press the painted fruit onto white drawing paper. Be careful not to move the fruit as you print.

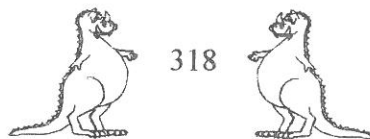


SPONGE STAMPING

Materials:

- |                              |                    |
|------------------------------|--------------------|
| Flat sponge about 1/2" thick | Scissors           |
| Felt tip marking pen         | Tempera paint      |
| Paint brush                  | Paper for printing |

1. Draw a simple design on sponge with marking pen. Cut sponge in this shape.

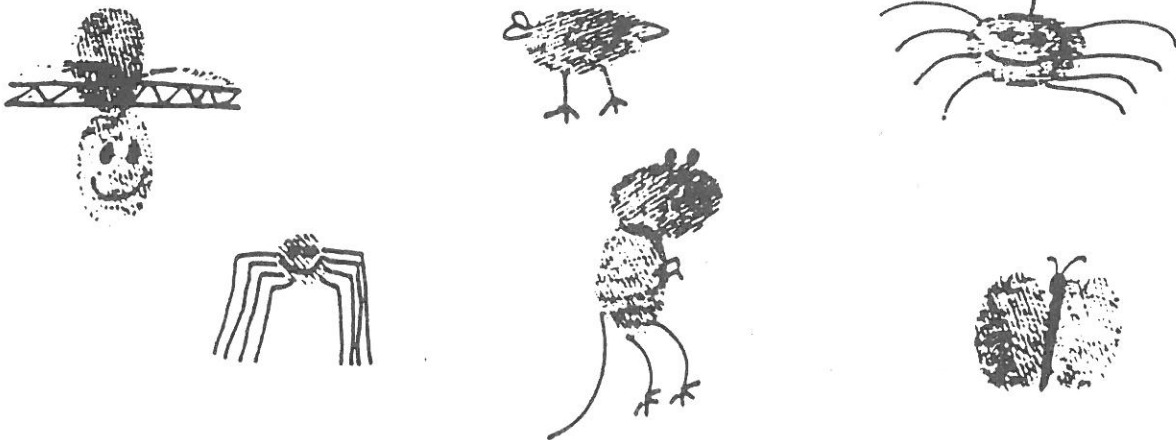




2. Wet the sponge and squeeze water out thoroughly.
3. Dip damp sponge in thin poster paint and press it gently on the paper. The tiny holes on the surface of the sponge will not print, but the areas between the holes will leave an unusual design on the paper.

THUMBPRINTS

Use a stamp pad. Press your thumb on the pad and then on the paper. Let the print dry. Draw on it. You can paint your thumb with water color or poster paint and stamp it. You can make your own pad from a sponge or a folded cloth soaked with frosting color.

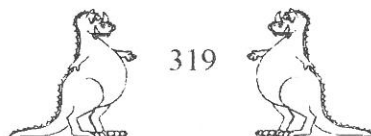


FACE PAINT

- |                          |               |                    |
|--------------------------|---------------|--------------------|
| 1 tsp cornstarch         | 1/2 tsp water | 1/2 tsp cold cream |
| 2 drops of food coloring |               |                    |

Mix in cupcake pan.

Using stamps put on washable markers and stamp the boys for instant tattoos. You can also use face paint with stamps for tattoos.



**WOODCRAFTS**

All projects can be made with a few simple hand tools. Power tools will speed the work but are not necessary. With a saber saw and /or coping saw, square, hammer, wood file, ruler, vise and/or C-clamps, drill drill bits, sandpaper and glue available, carpentry craft is easy to do.

It is important to make rules and enforce them. Some suggestions are listed here:

1. No one opens paint or stain until he can name the solvent in which the brush can be cleaned and has a supply of the solvent on hand.
2. All solvents are poured outdoors under the leader's supervision. Never use flammable solvents in the house or garage.
3. All sawdust and sand dust are to be swept up before the boys leave.
4. All tools are clean and put away before the boys leave.
5. Use only the tools provided. Some tools are off limits for boys.
6. All projects are to be marked on the under side with the owner's name or initials. Do this before beginning work on the project.

**SUGGESTIONS FOR LEADERS**

Hardwoods like ash, birch, black walnut, maple and oak are more difficult to work with.

Soft woods without knots such as basswood, poplar, white pine and cedar are best for most projects. White pine and cedar are found at most residential construction sites and goodsized scraps are given away for the asking.

Plywood, excellent for larger projects, is available in various thicknesses and generally has an attractive grain that lends itself to an oil stain or varnished finish. It is slightly harder to saw but is stronger and does not split or break as easily. Again, residential construction sites are good places for scraps. The plywood used most is 3/4" used for sub-flooring, 1/2" used for roof



sheathing and 3/8", 9/16" or 5/8" wall sheathing.

Wooden beads, broom and mop handles can serve as large dowels, washers, or wheels.

#### TERMS USED IN WOODWORKING AND CARVING

Rough Wood: Wood as picked up in the open: twigs, sticks, logs, etc.

Green Wood: Wood that still has sap in it, not dried: it is easy to carve, but may split or check when dry.

Slabs: Boards with bark still on the wood.

Seasoned Wood: Wood that has dried, either naturally in the open, or in kilns. Seasoned wood is necessary for whittling and woodcarving.

Lumber: Boards of varying sizes, sawed from logs. Dressed or finished lumber has been smoothed and sanded, ready to use. Timber is another term generally used in the same way as lumber.

Softwood: Wood that is soft, light in weight.

Hardwood: Wood that is firm, dense, heavier in weight than softwood.

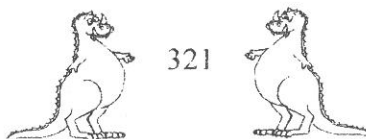
Grain: The fibers which form the substance of wood: with the grain, along the length of the piece: against the grain, across the width of the piece.

Knot: A hard spot at the point where a branch grew from the trunk or limb.

Heartwood: The central part of the tree trunk: usually darker and denser than the outer part (sapwood).

#### NAILS

Hardware should include nails of assorted sizes, both headed and finishing nails, galvanized nails should always be used in outdoor projects as they resist rusting. Again residential construction sites are good places to get nails - just for the asking. Finish nails should be used for fine work.



GLUE

Gluing is necessary when joining wood joints and if using dowels to join wood pieces. Always read the instructions to select the correct glue for that particular job. Sand the surface to be glued so that the wood is clean and will absorb the glue.

KNOW YOUR TOOLS

Hammer - Striking the nail at an angle (fig. 1) will bend it. Strike the head of the nail flat to drive it in straight (fig. 2). Long nails may be removed by placing the wood block under hammer head as shown in fig. 3.

Vise - Vise may be fastened to desk, table or any other projecting edge. Pin (fig. 4) turns to open or shut jaws. Vise illustrated is a machinist's vise for metal and hard objects. It may be used for wood if jaws are padded with felt or by placing wood project in between pieces of scrap wood to prevent marring.

"C" Clamp - Used for holding flat objects together such as two pieces of wood. Use this clamp to hold bench fork in coping was work.

Pliers - For general holding purposes or bending metal and wire. To cut wire, place between jaws as far as possible and close pliers.

File - For smoothing wood or metal. Hold file flat, with handle towards you. Apply pressure on forward stroke only.

Hand Drill - For drilling holes in wood or metal. Twist drills (fig. 5) are available in a variety of sizes. Turn drill chuck (fig. 6) to remove the twist drill.

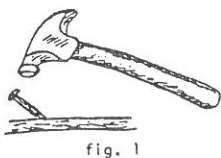


fig. 1

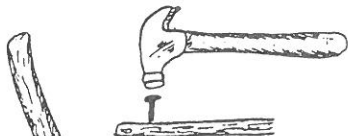


fig. 2



fig. 3



fig. 4



fig. 5

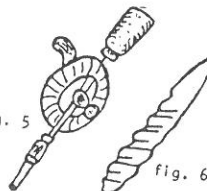
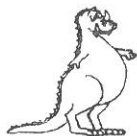


fig. 6



POWER TOOLS

Power drills are handy when there are a lot of holes to drill. Power saws are a time saver to cut many pieces of wood and if a very thick piece of wood needs to be cut. Remember an adult should always be in charge of power tools.

SAFETY RULES FOR TOOLS

Use each tool for the job it was intended and the way it was intended to be used. Most accidents occur to the hands, face or feet. Protect the eyes. Keep fingers and hands away from cutting edges of tools. Secure or clamp down wood which is being worked.

\*Be patient. Don't work with tools when tired. Alertness is necessary.

\*Don't wear loose clothing or jewelry which can be caught in moving parts.

\*Never use electrical tools in damp or wet locations. (Power tools are reserved for adult use only.)

\*If extension cords are used, be sure they are heavy duty. Don't use the type of extension cords which are intended for small objects.

\*Unplug all electrical tools when finished and put them out of reach of children. Don't leave any tools unattended.

\*Keep tools sharp, clean and oiled.

\*All boys should work with adult supervision.

\*Work areas should be large, clean and well lighted.

\*Work slowly and carefully.

\*Work tops should be "knuckle" high for best results.

\*Do not force work. Tools and knives should be kept in good working order to prevent "kickback", binding, slipping and breaking.

\*Most 7-10 year old boys will not be able to effectively handle any hammer over 12 ounces in size.

\*OSHA recommends safety glasses whenever striking nails with a hammer or using power tools where flying wood chips are common.

PREPARING THE PROJECT

The best projects are well-designed and are usually drawn out on graph paper with quarter or half inch squares, going to progressively larger squares until the size desired is reached. Cut out



the enlargement, lay it on the wood and draw around it. Pencil marks should be kept light to facilitate cleaning for finishes. Place the design as near to a corner as possible (to save material) with the grain running the long way of the design. If the piece of wood has a knothole, try to place the design so that the cuts will not be next to or through the hole.

After drawing on the wood, drill all holes required before sawing to prevent breakage of small or narrow parts. In drilling, turn the wood over as soon as the tip of the bit comes through and drill back from that side to prevent surface breaks underneath. Another method to prevent splintering is to put a piece of scrap wood beneath the project and drill completely through.

### CUTTING

In using a saw, always cut into the face of the project. On long thin parts, start at the top end of such parts and saw along one side to a wider portion, then start at the other end and saw on the other line, keeping the part to be sawed firmly held in a vise or flat on the bench with a C-clamp. The use of a vise or C-clamp will make cutting easier.

To make an inside cut (such as a ring), drill a small hole within the area to be removed. Put the coping saw blade through the hole, refasten in the frame and saw.

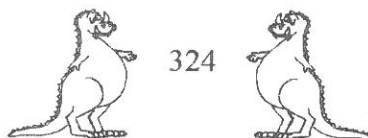
When using the wood file to take away amounts of wood too large for sandpaper to accomplish, keep the motion with the grain. Going across it will produce ridges.

### SANDING AND FILLING

Small prepackaged units of assorted sandpaper are adequate for most projects. All sanding should be done with the grain. To correct slight cutting mistakes, use a wood filler to fill spaces. Wood filler can be made by mixing sawdust with any white glue to form a paste. After filling spaces, the project should be ready for sanding.

### FINISHES

A quick and colorful finish is obtained by the use of tempera or poster paint into which a little glue or paste is well stirred to prevent rubbing off in use. If a coat of shellac is brushed on, an even harder finish is obtained.



Oil stains are quick finishes and are obtainable in soft greens, browns, or reds. They may be rubbed dry within a few minutes of application and waxed if so desired.

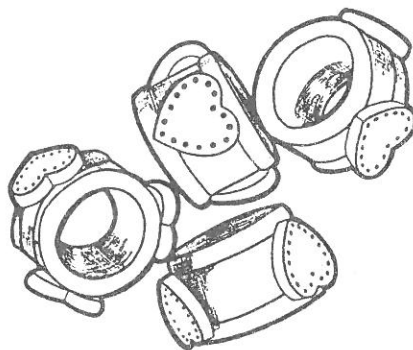
Varnish stains are adequate for those who like a high gloss. When staining, always start from the center of the project and work out.

At least three brushes should be within reach; a very small brush for fine lines and decorative detail, another about 1/2" wide, and a third brush about 1/4" wide for larger surfaces. Turpentine, followed by soap and water, is a good brush cleaner and will keep the brushes soft and pliable. Shellac and varnish on brushes require a cleaner with an alcohol base or just plain alcohol.

FUN WITH WOOD

Basic Materials:

Scissors            Paint brushes  
Glue

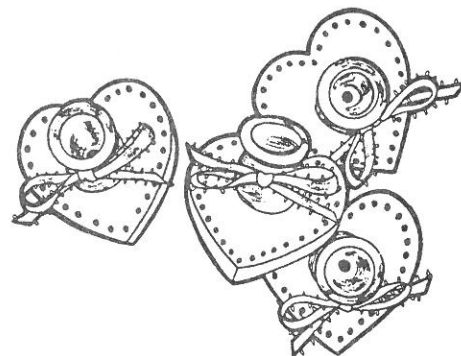


Napkin Rings Materials

4 Unfinished wood napkin rings  
12 1" Wooden hearts  
Liquitex Acrylic Paint - Any color

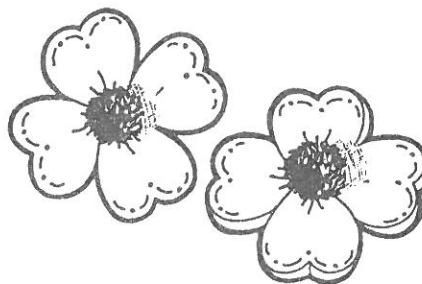
Heart Candle Cup Materials

4 1" Unfinished wood candle cups  
4 2 1/2" Wooden hearts  
1 yd of ribbon  
Liquitex Acrylic Paint - Any color



Please Don't Eat the Daisies Magnets Materials

4 1" Hearts (per magnet)  
1/4" Brown Pom Pom  
Magnet strip  
Liquitex Acrylic Paint - Yellow & White



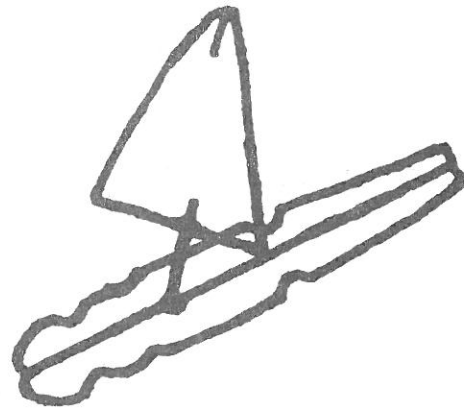


CLOTHESPIN SAILBOAT

Materials:

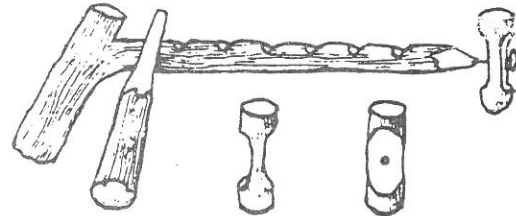
Wooden clothespin w/metal spring  
 Glue                      Toothpick      Paper

Remove spring from clothespin.  
 Glue flat backs together.  
 Glue toothpick through hole formed  
 by the slit used for spring.  
 Cut triangle from paper. Push  
 onto toothpick to form sail.



WHIMMY DIDDLE

You've probably heard how two sticks rubbed together can start a fire. They can also set a propeller in motion. This is what happens when you operate a whimmy diddle.



Cut a 7 to 9 inch section of green hardwood branch for the body. Cut another 4 inches for the rubbing stick and 1 1/2" inches for the propeller blade.

The sketches will show you how to shape the three pieces. Whittle one end of the body and rubbing stick to taper them slightly. Carve six evenly spaced V-shaped notches along the length of the body about 1/8 inch deep. Carve the propeller blade so that its weight is concentrated equally at both ends.

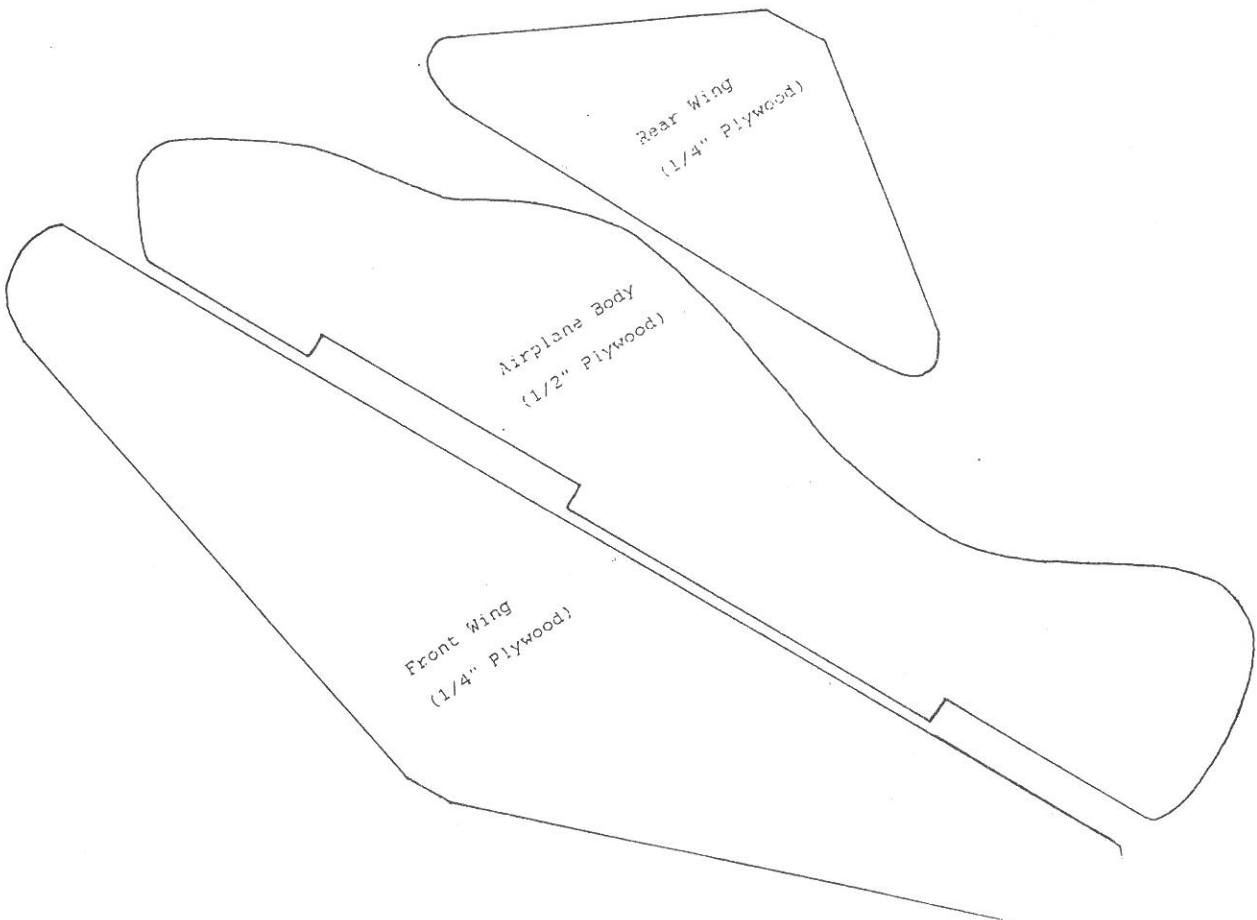
Drill a hole through the center of the blade. Drive a 1" box nail through the center of this hole and into the tip of the body. The blade should spin freely on this nail. Try out the whimmy diddle. If the blade doesn't spin when you rub briskly, carve the body a little narrower and the notches a little deeper. Keep testing it. Stop carving as soon as the propeller spins.

WOODEN AIRPLANE

Materials		
1/2" plywood	Wood Glue	Paint
1/4" plywood	Small wood screws	Acrylic spray finish

Using the pattern below, cut the body out of 1/2" plywood and the wings out of 1/4" plywood. Glue the front wing in notch at the front of the airplane, and secure with two wood screws. Glue the back wing in the notch at the rear of the airplane, and secure with two wood screws.

Paint the airplane as desired and finish with acrylic spray.



BASKETBALL SHOOTER -- MINIATURE CATAPULT

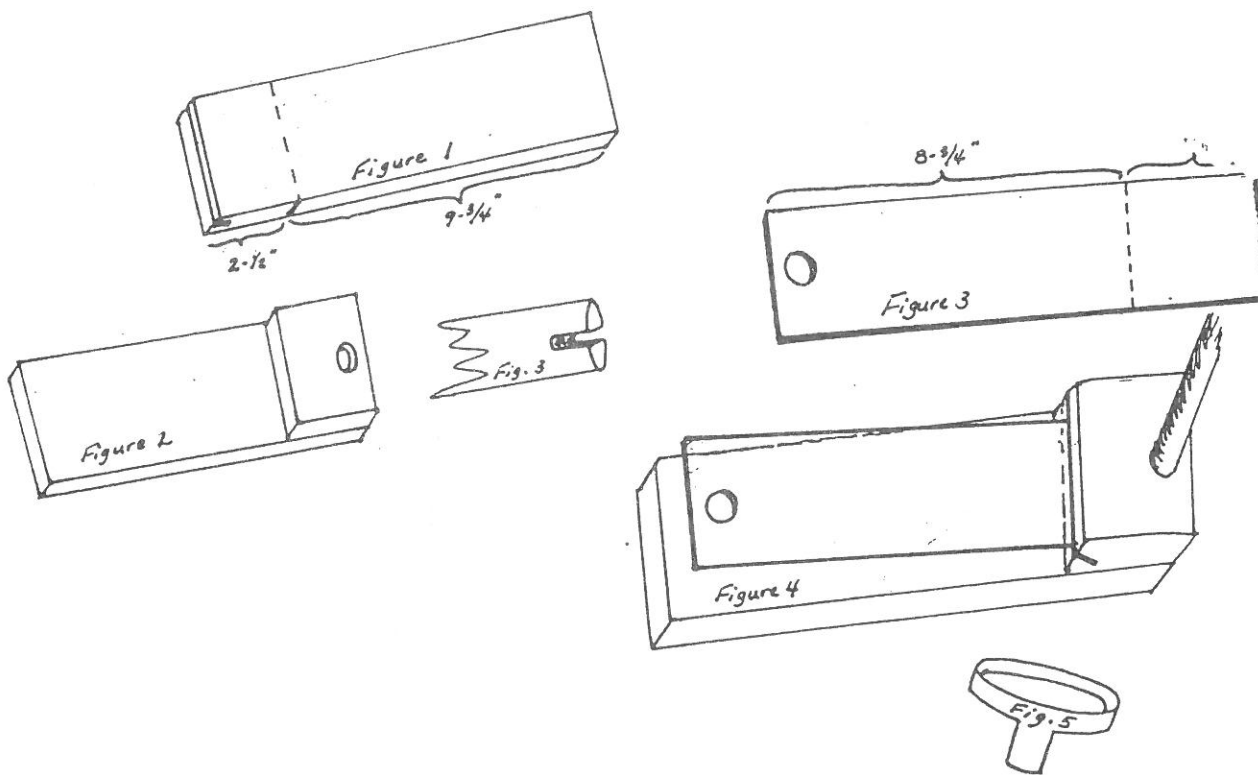
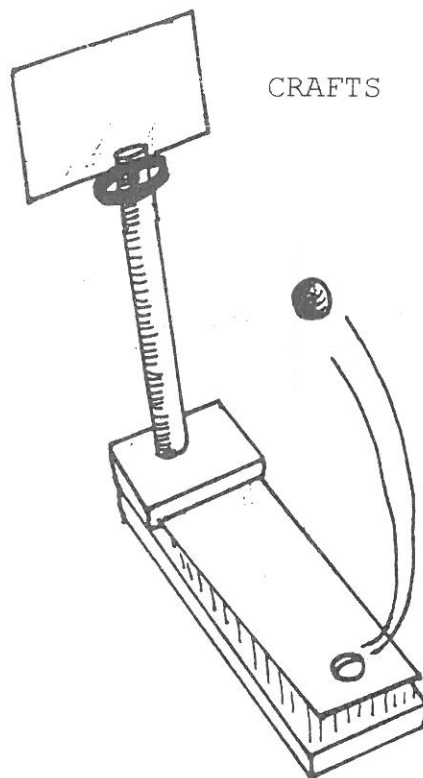
Materials:

- 1" x 4" lumber, 12 1/4" long
- Wood glue
- 1/2" wooden dowel, 9" long
- Duct tape
- 1/8" clear plexiglass, 3" x 12 3/4"
- A 1" rubber ball
- 1 1/4" PVC pipe coupling

Cut the 1" x 4" into two pieces, 9 1/4" long and 2 1/2" long as shown in figure 1.

In the smaller of the two pieces, drill a 1/2" hole, about 3/4" from the outer edge. Then make a 1/8" cut, at an 18 degree angle, about 1/2" deep in the opposite side, as shown in figure 1.

Nail the two pieces of wood together as shown in figure 2.



Make a 1/8" slit, about 1/2" deep, in one end of the dowel. Cut the plexiglass into two pieces, 8 3/4" long and 4" long. Drill a 5/8" hole 3/4" from one end of the longer piece of plexiglass shown in figure 3. Center the long side of the 3" x 4" piece of plexiglass in the slit in the dowel. Glue in place. This is the up-right and back-board for the hoop.

Glue the dowel in the 1/2" hole in the wood. Glue the long piece of plexiglass in the slit in the wood as shown in figure 4. This is the catapult. Cut a 1/4" wide band from the PVC pipe coupling, leaving a tab about 1" long to support the band see figure 5. Glue it at the bottom edge of the plexiglass back-board, and reinforce with a few strips of duct tape. This is the basketball hoop.

To play the basketball game, place the ball in the hole at the end of the plexiglass, and gently catapult it into the hoop.

### TIC TAC TOE

#### Materials:

Hand drill with 3/16" bit	Saw
Sandpaper	10 Golf tees
Block of wood 4" x 4" x 1" thick	

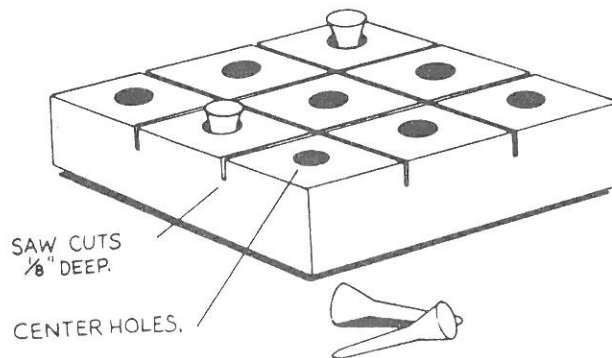
Cut a block of wood. Sand all edges until smooth.

Mark each side into thirds with a pencil. Draw lines - this will make 9 equal sized squares.

Saw along each line, making cuts about 1/8 " deep. You may also wish to paint these lines.

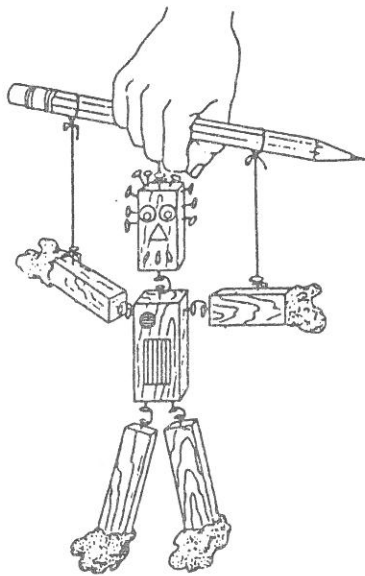
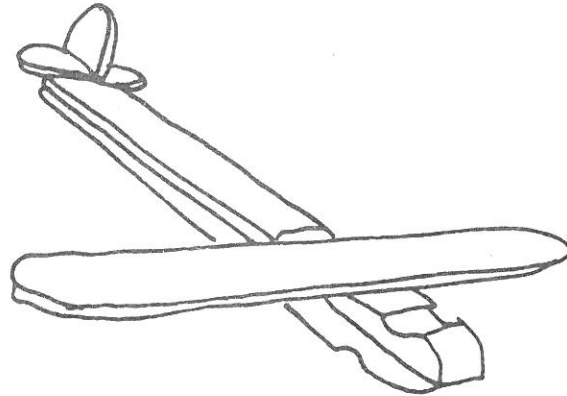
Use hand drill with 3/16" bit to drill 9 holes, each centered in one of the 9 squares, almost to the bottom of the block.

To Play: Use 10 golf tees to play like regular Tic Tac Toe.



CLOTHESPIN AIRPLANE TIE SLIDE

Remove the spring from a spring clothespin. Lay the two sticks back to back and glue them together. Glue on one Ice Cream Stick style craft stick for the wings. The tail and rudder are made of pieces of Ice Cream Stick cut to size with a knife and glued into place. Glue PVC to back in desired position. One way has the airplane going sideways, the other flying up or down.

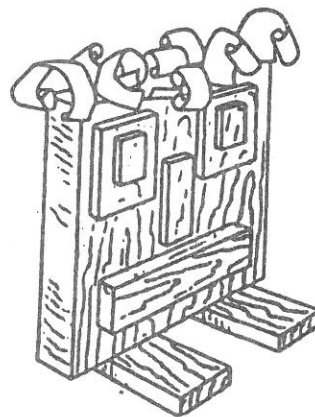


WOODEN ROBOT PUPPET

Use wood scraps to make arms, legs, head and body. Hammer a nail in each piece to be connected. Tie one end of a piece of string around one nail head and the other end of the string around the nail head of the piece it's to be connected to. Hammer nails into tops of head and arms. With string connect nail heads to a pencil.

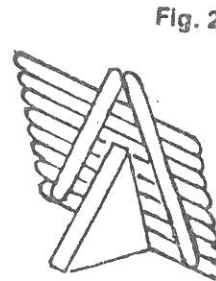
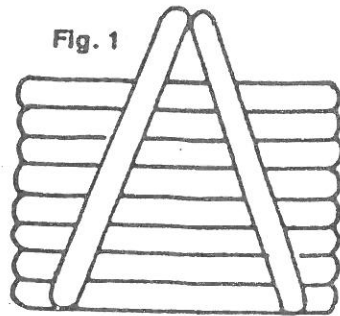
MR. BLOCKHEAD

Nail or glue pieces of wood together. Add trim of wood curls and sawdust clay. You'll have an unusual paperweight or desk ornament when you've finished this project!



EASEL PLAQUES

For an easel stand, lay eight popsicle sticks side by side. Glue two more sticks across them diagonally, as shown. Glue a triangle to the back of the plaque. Glue or paint the design to the front.



MINIATURE BOX

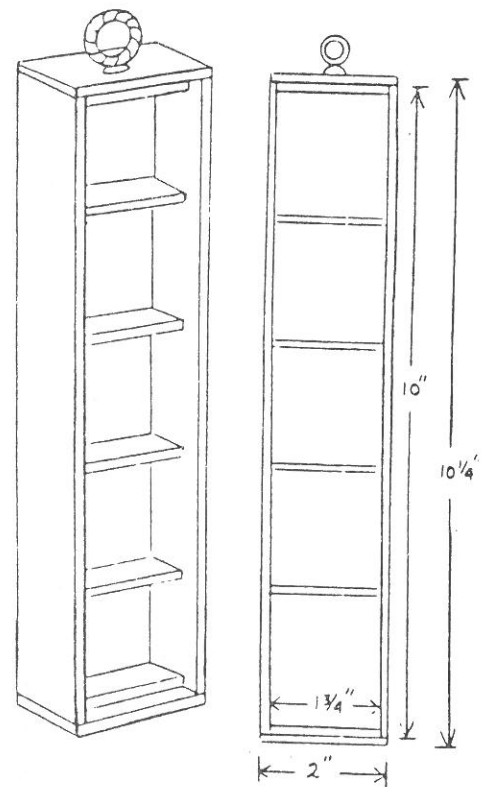
- Materials:
- 1 Wooden yardstick
  - Acrylic paint
  - Leather or plywood 1/2" x 10" x 1 3/4"
  - Decorative hanger
  - 10" x 1 3/4"
  - Glue
  - Glass (optional)

This "mini" box is an attractive gift for mom. You may want to cut the yardstick pieces in advance, to save time, and be certain they are cut correctly.

Cut yardstick into two 10" pieces (sides); two 2" pieces (top and bottom); and three 1 3/4" pieces for shelves.

Split the 1 3/4" pieces lengthwise to get six pieces approximately 5/8" wide and 1 3/4" long. Four of these will be used as recessed shelves. The other two are used as supports inside the top and bottom.

Glue sides to outside of leather or plywood back. Glue on top and bottom pieces. Glue two of the narrow pieces to top and bottom on inside of box. Glue in the four shelves and let dry before sanding.



After glue has dried and sanding completed, paint box desired color. Add the hanger to the top.

If you want to enclose the items behind glass, add the items to the box and glue the glass to the inside of the box.

TIE SLIDE TOTEM

Materials:

- |                     |       |       |
|---------------------|-------|-------|
| 5"x5" Block of wood | Drill |       |
| 12" dowel rod       | Glue  | Paint |

Drill hole in block of wood to fit dowel and glue dowel in place. Paint or decorate to suit owner. It is very attractive and resembles a totem pole when filled with tie slides.

SUNFLOWER WINDMILL

Materials:

- |                      |                         |
|----------------------|-------------------------|
| 6 tongue depressors  | 5 Wooden corn cob picks |
| 1 large brown pompom |                         |

Paint the tongue depressors green and the corn cob picks yellow. Cut 2 tongue depressors in half. Glue the other 4 depressors together at top. Place the 4 half depressors between the other four for bracing. Glue the 5 yellow picks at the top of the depressors, and glue the pompom in the center. You can add a cord or string for ornament.

TONGUE DEPRESSOR BOOKMARK

- |                    |      |      |             |
|--------------------|------|------|-------------|
| 1 tongue depressor | Felt | Yarn | Wiggly eyes |
|--------------------|------|------|-------------|

Cut felt in shape of mouth and glue on depressor about 1/4" way down. Glue wiggly eyes above mouth, and yarn at the top for hair. Use markers to draw clothes on the bottom.





NATURE IS AROUND US

It is exciting to learn about animals, birds, flowers, trees, soil, weather, water and stars. Nature is everywhere all the time, summer and fall! Nature is not confined by time and place--it is everywhere. The following craft ideas will help you, the Cub Scout Leader, explore nature with your den.

Friendship Stick

The friendship stick is made of green wood and is a symbol of friendship. It is curved to fit the curve of the earth, symbolizing that friendship can grow just as the trees in the forest grow. The green circle at the bottom is for Faith in God and in one another. It is the first ring on the stick because it is the basis of a happy, meaningful life.

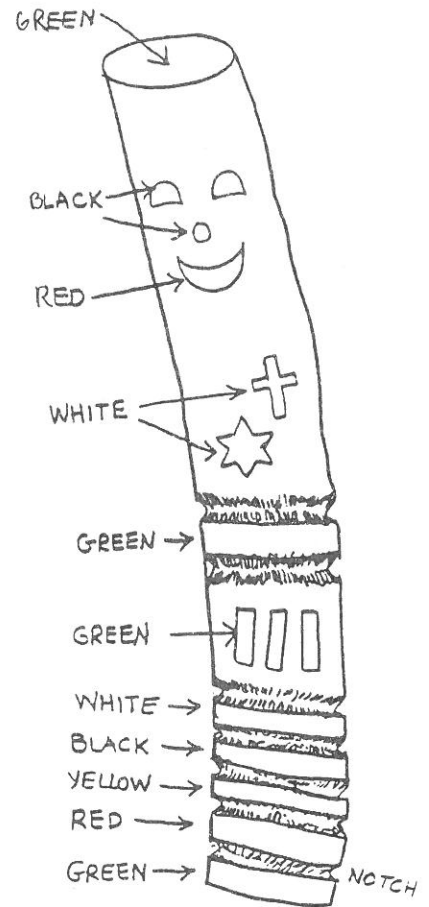
The next four circles represent the races of the world--red, yellow, white and black. They stand close together indicating that all people are equal. Every person is capable of being a loyal friend.

The green of Hope is above the races. This is the hop of the future--that everywhere people will try to overcome any difference of opinion and human failing.

Thus the four races are bound by Faith and Hope, the path leading toward a central goal signifying the attachment of this unity.

The Cross and Star of David are symbols of the way for all races to come together and work for world peace.

The smiling face is the result of Friendship based on Faith, Hope and Unity. To be greeted by the smiling face of a friend is one of the greatest joys which can be experienced.



The face is crowned with green of the forest, symbolizing the wonderful outdoors, and the friendships developed therein.

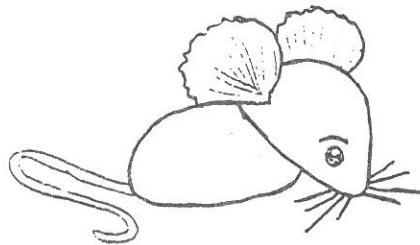
A friendship stick must be carved by the giver. It show time, thought and effort.

Prepare a friendship stick for each boy in the den. When you present the sticks, read the symbolish to them.

Then furnish each boy with a green stick, un-carved, and ask him to carve his own story in the stick. He can paint the symbols which he feels are appropriate to the story. When he is finished, he can show his stick to the den and tell what the symbols represent.

SHELL CREATURES

Various sizes and shapes of shells can be made into delightful creatures with plastic movable eyes.

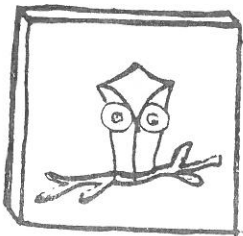


PINE CONE OWL

Use a large pine cone for the owl's body. Use pieces of orange and black felt or construction paper to make eyes, beak and four toe feet.



TINY OWL



Use one large petal from a pine cone. The wide portion of the petal is the top of the owl's head. Use a piece of wood for background. Glue on a tiny branch. Set the owl on it, adding tiny plastic movable eyes.

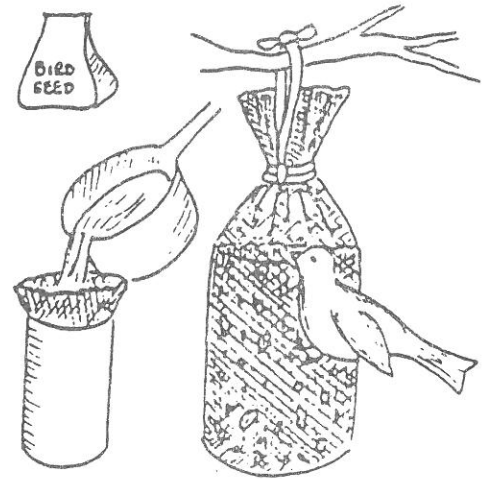


BIRD CAKE

Materials Needed:

- Wild bird seed 1/2 pound
- suet
- 12 ounce juice can
- Long piece of wire (such as telephone)
- Piece of vegetable sack (onion or potato)

1. Cut vegetable sack to fit inside can top with extra sticking up above can top.
2. Cut suet into small pieces and heat in double boiler so it won't burn. Let cool and harden. If any pieces of meat are seen, remove them.
3. Re-heat suet. After it has melted again, mix in one cup bird seed. Pour this mixture into can. Cool until it hardens.
4. To remove bird cake from can, set can in warm water. Carefully run a knife around inside to loosen sack. Pull top of sack to get cake out.
5. Tie ends of sack with wire, leaving enough wire to tie to tree limb. Hang as far out from trunk as possible to keep it from squirrels.



PINE CONE OWLS

Materials Needed:

- Body: Pine cone of medium size
  - Head: 2 sweet gum balls or 2 sycamore balls or 2 teasels
  - Ears: Pits of prunes or plums
  - Nose: Pits of prunes or plums
  - Eyes: Use movable 1/2" size. Small slice of wood, wedge of a tree limb or another proper base.
- Tacky glue or hot glue. For baby owls use smaller pine cones.
- Glue owl head to the body. Attach the ears and nose. Glue eyes into place and glue to base.



WALNUT MOUSE

Use half a walnut shell for mouse body. Add tiny movable eyes, a red felt nose, black thread whiskers and a piece of rubber band for the tail.



NATURE MOBILE

An attractive mobile can be made by using driftwood, starfish, or tree branch for the crossbars. Use nuts, seed pods, berries, and shells on each string. This is a good way to save and display items collected on vacation or on nature hikes.

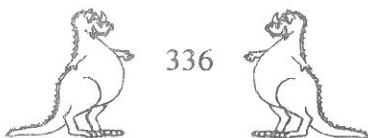
NATURE SCENE PAPERWEIGHT

Materials Needed:

- |  |                    |
|--|--------------------|
| Plaster of Paris                               | Branch             |
| Quart-size plastic containers (cottage cheese) |                    |
| Vegetable Oil                                  | Tree bark          |
| Easter grass (painted shredded newspaper)      |                    |
| Dried flowers                                  | Glue               |
| Small pine cone                                | Construction Paper |

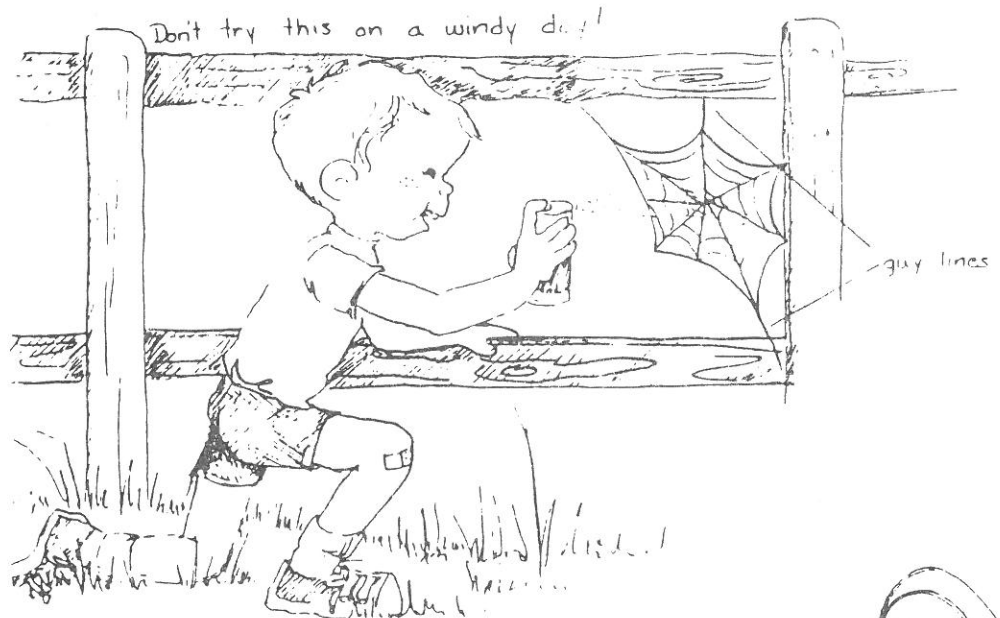
Make the base by using a quart-size plastic container. Coat the container with vegetable oil for easy removal of the plaster after it has hardened. Pour about 1" of the plaster into the container.

Insert a small branch shaped like a tree into the plaster. Let the plaster set. Then remove from the tree bark on the surface of the plaster base. Glue Easter grass on the base and on the tree branch for foliage. Also glue on dried flowers. (Optional -make a small pine cone into an owl. Cut out eyes and beak from construction paper and glue them into place. Glue the owl on the paperweight.)



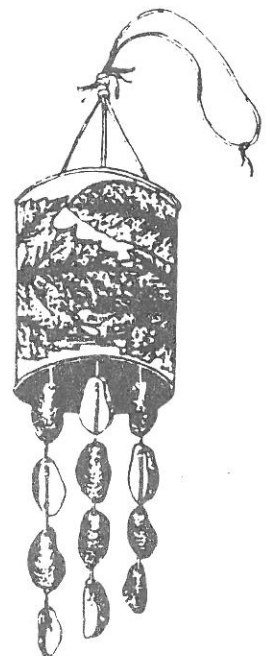
CAPTURE A SPIDER'S WEB

Search around outside until you find a good spider web. Spray both sides of the web with enamel paint (any color will do). BE CAREFUL- if you spray too much the web will tear from the weight of the paint. Hold a piece of paper or tagboard against the "wet" web. It should stick to the wet paint. Carefully cut the "guy lines". Lay the paper down until the web is dry.



GHOST MACHINE

The ghost machine is a wind chime mobile which comes from Asia and is hung near a window or a door. Story has it that the tinkling sounds it makes warn of approaching spirits. Names the ghost machine, who knows, it may well keep ghosts away. You can also hang it outside on the porch.



Materials Needed:

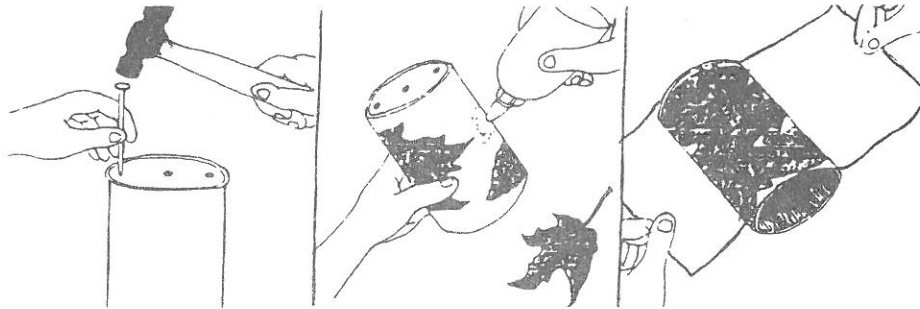
- 12 small shells
- 1 small tin can with label removed
- Nail
- with help)
- Hammer
- Ice pick (use adult

Wooden board  
 Glue  
 Self-adhesive clear plastic  
 Heavy cord or thread

4-6 dried leaves  
 Scissors

1. Place the can upside down and hammer in very gently to make a hole in the center. Make two more holes, between the middle hole and the outer rim, on either side of the center.

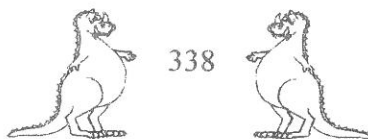
2. Take some small dried maple leaves or some other dried leaves and glue them all the way around the can. Cut the excess plastic off with scissors. Put it aside.

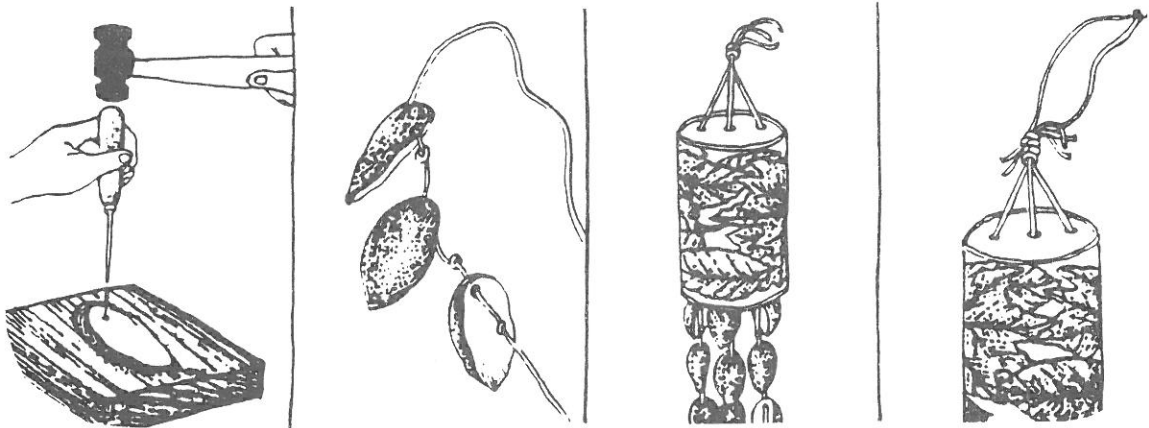


3. Cut a piece of clear plastic large enough to go around the can. Peel the backing off and place it on top of the leaves, then carefully press and smooth it around the can. Cut the excess plastic off with scissors. Put it aside.

4. Place a shell on a wooden board with inside facing out. Place the ice pick about 1/4" away from the thicker edge of the shell in an upright position and very gently tap it with the hammer. You should be able to make a hole with just 3 or 4 light taps. Do the same with each of the other shells.

5. Cut three pieces of thread, each one measuring 12" long. Take one thread and pull it through the hole in one shell, to about the middle of the thread. Tie a knot on one side of the shell. Take the other end of the thread and pull it through another shell until the top of the second shell touches the bottom of the first one. Tie a knot. Pull the same end of the thread through a third shell until it hangs down to touch the bottom of the second shell and tie a knot. Do the same for the fourth shell, and again tie a knot at the end. Repeat the same procedures with the two other threads, until you have four shells hanging from each thread.





6. Put the long end of the first thread through the first hole in the can from the inside. Thread the second one through the middle hole and the third through the last hole. Even out the three ends of the threads and pull them up until the top halves of the top shells are inside the can. Tie the three ends together into a knot.

7. Cut another piece of thread about 10" long and put the two ends together. Tie the double end of the thread to the three ends on top of the can in a very tight knot.

### SNOOPER

This little Snooper has a big nose. All the better to snoop with my dear!

Glue an acorn cap, a peanut, and the seed ball of a sweet gum tree together. The stem of the second ball will be Snooper's tail. (Be sure and use enough glue. Some of the glue will sink into the holes of the seed ball). Plastic eyes can be purchased at most hobby stores. Glue them in place.

On a piece of wax paper, roll out a lump of Kooky Clay (recipe below). Use a rolling pin. Cut out a circle by pressing the mouth of a glass into the clay.

Stand Snooper on the circle. Press gently until he is standing.

Stick a few tiny dried flowers into the Kooky Clay.

Wait a few days for the clay to dry. Paint the circle green. If you want a shiny finish, you can spray Snooper with a clear sealer.

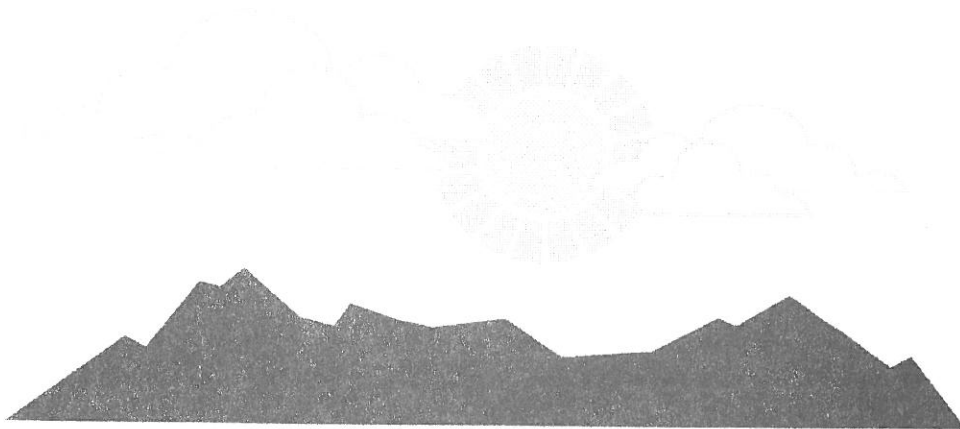




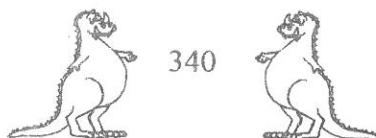
Kooky Clay

1 cup flour      1/4 cup salt      1/3 cup water

Put flour, salt and water in a bowl. Mix well with a wooden spoon. When clay is well mixed, press it between your fingers to work out any lumps. If the clay feels dry and crumbly, add some water. If it feels wet and mushy, add some flour. Store flour in a plastic bag. It will keep for a long time in the refrigerator. Let Kooky Clay warm to room temperature before using.



Most of us could move mountains if only someone would clear the foothills out of the way.



**BEADING**

A single bead represents an ancient process of human decorative expression that has existed from our beginning. Beadwork is an extension of us, defining ourselves, from the simple technology of a single claw or bone strung on a thong of leather, to soft stone or shell drilled with flint points, to a refined combination of intricately worked colors or patterns.

When we decided to do this session on "beading", neither of us had any idea of the variety of shapes, sizes and colors of beads available. But now we do!

Beads can be used for many different things. A craft project, recognition, and incentives at den meetings for helping, participating, and cooperating. They can also be used for decorations; a totem or a Webelos Coup Stick. The Coup Stick is used to keep a personal record of each boy's advancement. You will find instructions for this in the Cub Scout Fun Book, Leader How-To Book, and the Cub Scout/Webelos Scout Program Helps has ideas for den totems using beads as well.

There are all kinds of books available on beading. There seems to be more books with projects using the "seed" beads than the larger "pony" beads. Beads and safety pins make some great projects. Key chains, jewelry and decorations for clothing seem to be popular.

Other things can be used along with the beads to add a different look to the project. Sequins, pins, and ribbons are just a few items. In the patterns that call for suede lace, you might want to use craft strip which is commonly called "lanyard".

When planning a bead project, the age and size of the group will probably determine the size of the bead you will use for the project. Younger Cub Scouts will be better off using the larger "pony" beads, whereas the Webelos Scouts may want to use the smaller "seed" beads. Whatever project you decide to do, try it out before you have the Scouts do it. Be aware of any problems or difficulties with the project. Consider how long it will take to complete. By trying it out first, you will be able to determine if it will be too difficult or too easy for the group and if you will need additional help for the project.



## Size of Beads

The size designation of beads seems to be backwards. The larger the number of the bead, the smaller the bead actually is. For example size 8/0 is a much larger bead than 12/0. From smallest to largest the current numbering of modern beads is 16/0 (extremely small and unworkable by most beaders), 14/0 (very small), 13/0 and 12/0 (a small bead used by reasonably experienced bead workers), 11/0 and 10/0 (used by beginners for its large size and hole). Size 8/0 is a very large bead often called a "pony" bead.

Pony Beads are any size bead of 8/0 or larger. It is called a pony bead because beads were shipped in packs on horses to hard to reach mountain and plateau regions. The most prominent colors were white, light blue, black and red. An early style of beadwork using pony beads of these colors appeared among upper Missouri River nations then, later, these beads continued on in Blackfoot, Nez Perce, Shoshone, and Bannock (as well as others) dresses and articles of clothing.

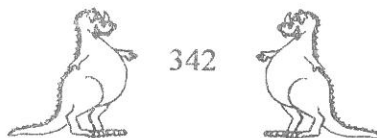
Seed Beads are any of the small, colored beads which fall between the size of 18/0 to 10/0, the latter being the larger size.

## LOOMWORK

The bead loom is constructed to support a series of horizontal "warp" threads that have the beads woven between them with a double "woof" or "weft" thread. Looms are constructed in many ways, including using an open shoe box with notched ends to support and separate the warp threads. The loom must be long enough and wide enough for the completed work.

Care should be used to keep the lines straight and perfectly aligned with the same tension. When the beadwork is complete, the warp threads are cut but enough length remains to tie them together.

Looms are widely available from commercial sources or easily constructed with little imagination to suit individual needs. Since working with a large loom takes quite a bit of time, you may want to have the Scouts start a project so that you can teach them how to use the loom, but have them take it home to finish. You can always have them bring the completed item to share with the den.



## COLOR

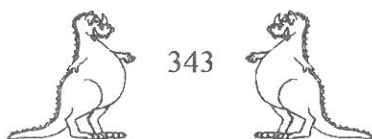
It there is one color the beadworker should respect, it is white. White beads demand attention, and bring the work to life. The traditional beadworker will often use twice as many white beads as any other color. Medium blue is the second most commonly used background color. However, the five blues that should be used are (1) a very dark opaque navy blue, (2) a very dark transparent (translucent) navy blue, (3) a medium blue (often called pony trader blue today), (4) a light blue of an almost turquoise hue, and (5) a pale sky blue. Different shades of green, dark green, medium opaque green, and an apple green are standard in beadwork. The old yellows, referred to today as "greasy yellow" had a deep, butterfly quality. Unfortunately, there is no bead on the market today that compares to the old, secret family recipes. There are currently greasy yellow reproductions, however, the use of these is a sure sign to collectors or museums that the piece is a forgery! The plain opaque red bead was seldom used, the white heart was used in golden rod transparent outer layer that glistened. It was a stunning bead and is being produce again today. They are generally twice as expensive as the standard one-color beads. The pink bead, most frequently called "crow pink", had a greasy quality to it like the yellow bead. It is an ideal bead with pale blues and yellows divided by white or navy for contrast. When using pink beads, try to find the reproduction Crow pink which may also be referred to as Cheyenne pink. The black beads were used infrequently. It is not recommended for beginners because it is so overpowering that it detracts from the other bead colors.

## STORING BEADS

Beads can be stored in many ways. Ziplock bags, film canisters, margarine containers, and of course, containers made specifically for storing beads. It is easier to work with the beads if they are kept separated by color.

## PIN BEADING

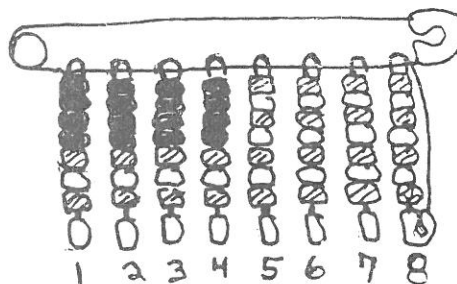
With safety pins and beads, you can create your own project. Below is just one example of what you can do. You can adjust the size of the pins and beads you are using to fit the age group you are working with.



American Flag

To make the American Flag using "seed" beads you will need:

- 8 size 00 gold safety pins
- 1 1 inch gold safety pin
- 24 red beads
- 16 blue beads
- 16 white beads



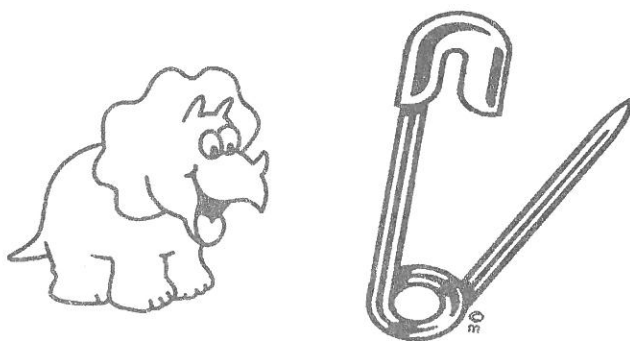
Starting with pin #1, put on 4 blue beads, 1 red bead, and 1 white bead and finish with a red bead. Do this for pin numbers 2 through 4. For pin number 5 through 8, alternate red and white beads beginning and finishing with a red bead. You should have a total of 8 pins with beads on them.

To put the pins together, you will need to gently pull apart the rounded area of the one inch pin. (See below diagram) When the pins with the beads on them go on the one inch pin, they will have to go through the round area.

Starting with pin number 5 through 8, slide the small pins onto the 1 inch pin, going around the loop area of the 1 inch pin that was pulled slightly apart until you get to the top of the 1 inch pin.

Finish the pin with small pin numbers 1 through 4.

To use the 4mm beads, you will need to use nine 1 1/2 inch gold pins and the same number of beads.



ROUND BRAID KEY CHAIN

Materials:

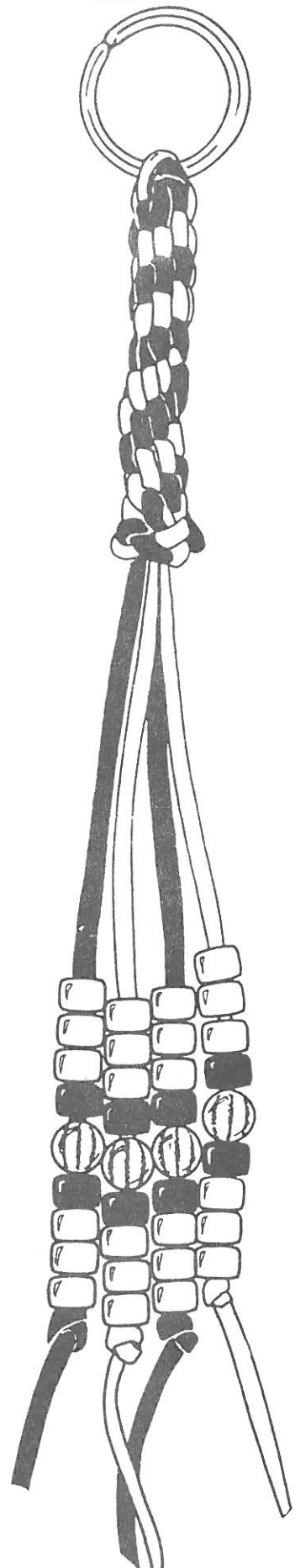
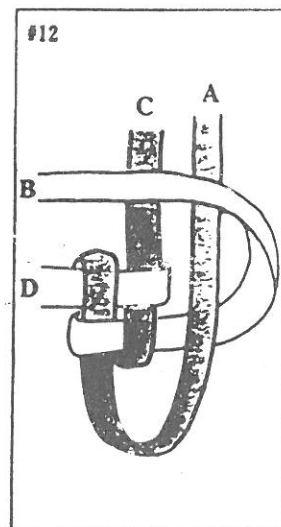
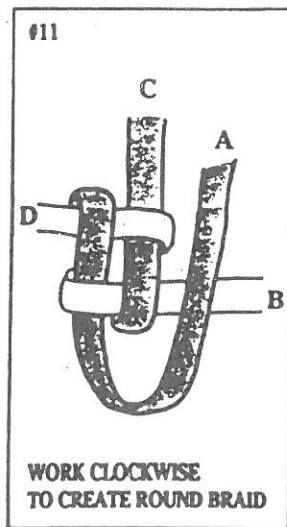
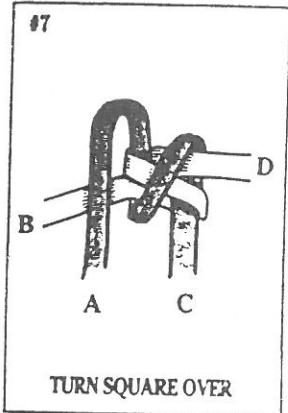
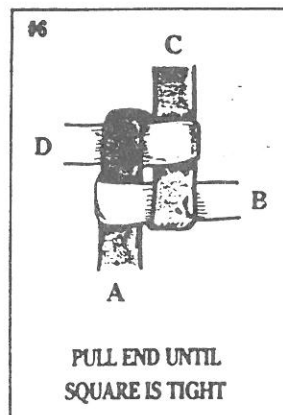
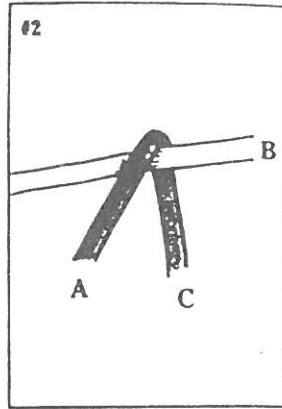
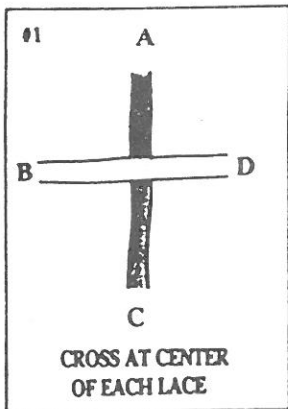
1 silver 1 1/4" split key ring

14 feet of any color suede lacing

54 pony beads of any color 6mm x 9mm pony beads

1. Follow diagrams for Round Braid Key Chain, use both colors of lace to braid to 3". Finish off.

2. Measure down 9" from braid and trim all 4 tails. Thread beads onto each tail in whatever colors you choose. Tie an overhand knot under each set of beads.

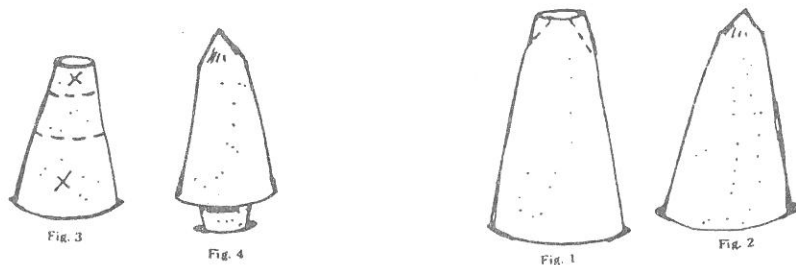


CHRISTMAS TREE

Materials:

- 2 Styrofoam cones 6"
- Ricaille beads (approx. 325 to 350 beads, sequins and pins)
- Sequins 10mm gold, red, blue, purple and green
- Plastic faceted beads 4mm yellow, red, blue, purple and gold
- Pins 1 1/16" steel dressmaker pins
- Glue thick tacky glue
- Serrated edge knife
- Acrylic paint green
- Paint brush

1. Use side of knife to trim top of one cone to a point. This cone will be used for tree.



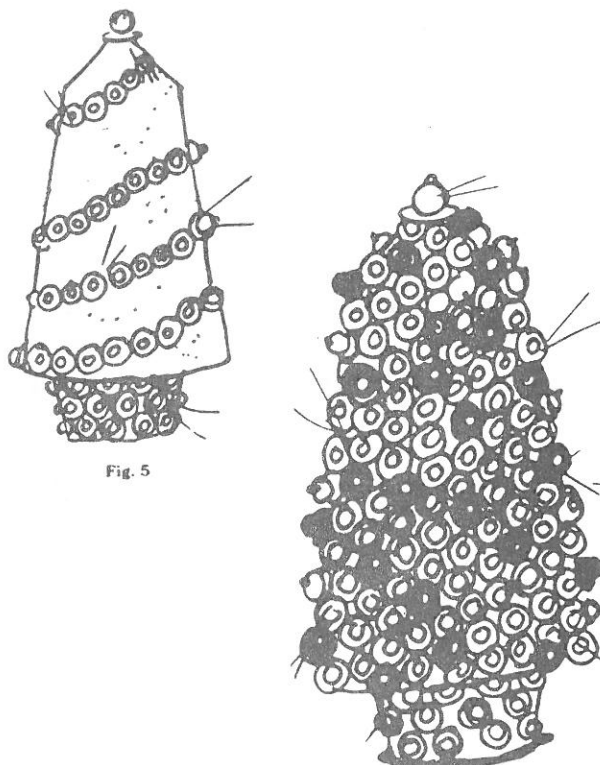
2. Cut 1" length from the top of second cone. Discard. Cut 1 1/4" length from cone. This piece will be used as tree base. Glue tree base to bottom of tree.

3. Paint tree and base with green acrylic paint.

4. Insert each pin through rocaile, bead, and sequin. Dip pin end into glue. Insert pin into Styrofoam, allowing sequins to overlap slightly.

5. Cover tree base with red beads and sequins.

6. Beginning at top of tree, make a spiral around the cone from top to bottom using yellow beads with gold sequins. In the remaining area, randomly place several red beads with red sequins, blue beads with blue sequins, and purple beads with purple sequins. Use green beads with green sequins to fill in all remaining areas of tree.



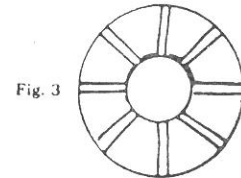
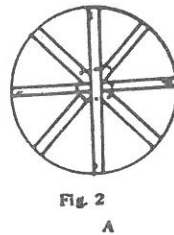
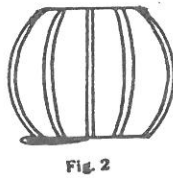
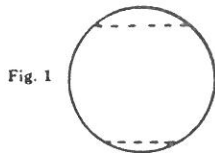


PUMPKIN

Materials:

- Styrofoam ball 4"
- Rocaille Beads (approx. 480 to 500 rocailles, beads, sequins and pins needed.)
- Sequins 10mm gold
- Plastic Faceted Beads 4mm orange
- Pins 1 1/16" steel dressmaker pins
- Glue thick tacky glue
- Bedford bendable ribbon 1/4" wide majestic orange 1 3/4 yards, 1/4" wide majestic green 12" length, 1 1/4" wide majestic green 6" length
- Scissors
- Serrated edge knife
- Felt 4x4 " orange

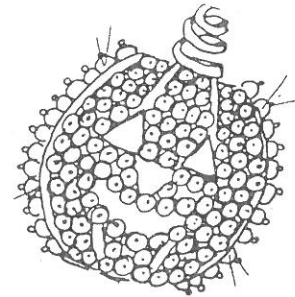
1. Use knife to cut 1/2" from top and bottom of Styrofoam ball.
2. Cut four pieces of 1/4" wide orange bendable ribbon in 12 1/2 to 12 3/4" lengths. Wrap first piece of orange ribbon around Styrofoam shape. Secure ribbon ends with glue and pins at bottom of Styrofoam shape at right angle to the first piece. Secure ribbon ends. Continue wrapping third and fourth pieces of orange ribbon around Styrofoam shape so that pumpkin shape has been divided into eight sections.
3. Cut a circle from orange felt of 2 1/4" diameter. Glue to bottom of pumpkin shape, covering overlapped and pinned orange bendable ribbon ends.



4. Stem: Cut a 12" length of 1/4" wide green bendable ribbon. Shape ribbon into a spiral about 1" in diameter. Leave 1 1/2" ribbon uncurled. Cut uncurled ribbon end on the diagonal. Insert ribbon end into top of Styrofoam pumpkin. Remove, dip ribbon end into glue, and insert into pumpkin. To secure the stem, insert two or three pins through ribbon and Styrofoam on the diagonal.
5. Use scissors to cut eyes, nose and mouth from 1 1/4" wide green bendable ribbon. Pin to pumpkin front using photo as a guide for placement.



6. Fill in remaining area with orange beads and sequins.



INDIAN ACCESSORIES

Indian beads are easily made from modeling dough. Before dough hardens, use a toothpick to make a hole for the cord. A waxed thread is best for stringing these beads. Beads which are molded into uneven chunks and painted turquoise look like the real thing.

The bear claw necklace is a favorite of most Cub Scouts. Plastic bear claws are commercially available or they can be cut from 1/4" Plywood and painted.

Bracelets and anklets can be made from leather or vinyl strips, or cut from plastic milk bottles. Bells, feathers, beads and Indian symbols can be used for decoration.

INDIAN HEADDRESS TIE SLIDE

Materials:

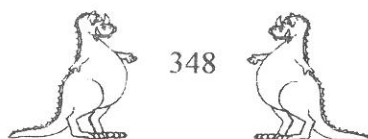
- 13 small safety pins                      15 small white beads
- 45 small beads of different color

Put 3 color beads on first and 1 white bead on each safety pin. String floral wire through the circle on end of safety pin and on the bead also. Shape in a U-shape to form. Take wire across and fasten both ends together leaving about an inch for neckerchief to go through. Put 2 colored beads and 1 white bead on a small piece of wire and add to the white end of last pin on each side.

TOM TOM TIE SLIDE

Materials:

- 2 #15 o-rings (bought at tool supply)
- Small craft wire about 3 yards long
- Indian or seed beads



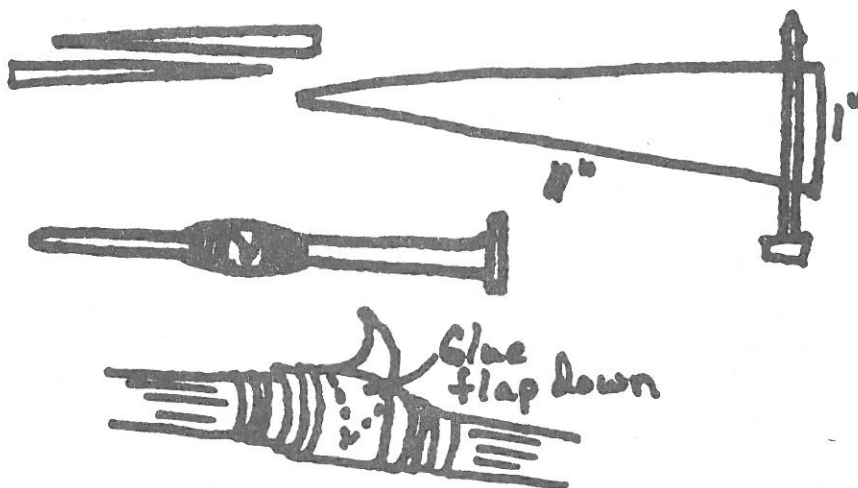
Wrap one end of wire on 1 o-ring. Bring to bottom on inside and wrap. Put 10 beads on wire and bring to first o-ring. Repeat. About 32 wraps and tie wire off together. Slide on neckerchief.

ROLL-UP PAPER BEADS

Materials:

- |  |                |
|--|----------------|
| White glue   | Nail           |
| Knitting needle or pencil  | String or yarn |
| Colored papers (wall paper, construction paper, magazine pictures, etc.) |                |

1. Divide paper into wedges, about 1" x 11".
2. Cut out wedges.
3. Curl paper wedges around a big nail. (Younger boys may need to use a knitting needle or pencil)
4. Glue the curl flap down and slip bead off pencil.
5. Coat the whole bead with glue and let it dry.
6. String the beads on the yarn and tie knots in the ends.



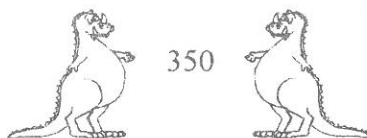
WAMPUM BEADS

Materials:

- |                          |                    |            |
|--------------------------|--------------------|------------|
| 1 cup cornstarch         | 1 lb. baking soda  | Saucepan   |
| 1 1/4 cup water          | Stove or hot plate | Foil       |
| Food coloring            | Plastic bag        | Toothpicks |
| Spray shellac            | Piece of Styrofoam |            |
| Rolling pin or glass jar | Paint or markers   |            |

1. Combine the first three ingredients in a saucepan, and cook over medium heat, stirring constantly.

2. When the mixture is thickened to doughlike consistency, turn out on a piece of foil or breadboard.
3. Food coloring may be worked into the clay when it has cooled slightly.
4. Keep the clay in a refrigerator, covered with foil or plastic to keep it pliable when not in use.
5. Pinch off a lump of the clay and shape into a bead. Spheres and cylinders can be formed easily by rolling the clay between the palms of the hands.
6. Roll the clay out flat with a rolling pin or glass jar and cut flat beads from it.
7. Punch a hole through each bead with a toothpick. Leave the toothpicks in the beads and stick them into the Styrofoam to dry. Turn the toothpicks in the beads occasionally to keep them from sticking.
8. Shellac the beads and when they are dry, string them.
9. If desired, decorate beads with paint or markers.



**LEATHERWORK**

Leatherwork is a particularly satisfying craft project. It's durability and natural qualities are especially suited to Cub Scouts. Whether they stamp, tool, carve or simply make something out of finished leather, they will have a project they like and it will be useful as well.

Since leather is relatively expensive, projects that use rounders, practice pieces, scraps or half backs are very useful. Rounders are inexpensive precut 3 1/4" round pieces that are very versatile. Coups, slides, coasters, book marks and key chains are a few of the small projects that lend themselves to rounders.

Practice pieces are another precut shape in leather that is even more inexpensive and with a little imagination can be a coup, a slide, a book mark, a key chain or whatever several attached together could be.

Half back are approximately 3 1/2" by 4 1/2" precut pieces that are a little more expensive, but do make change purses, picture frames, and folded key chains.

Scrap leather is usually available at leather shops and its limits are confined only by the size of the piece and imagination. An X'acto knife or leather knife will be needed to cut the projects out. This procedure should be performed by the den leader.

Important leather terms to know are:

GRAIN SIDE - course side of leather

FLESH SIDE - smooth side of tooling leather

SKIVE - leather with one layer of flesh side removed

CASE - to moisten the grain side to prepare for transferring a design, or for carving and tooling the piece

BACKGROUND - to provide greater relief to a carved leather project by tooling areas between cut lines

BEVEL - to give the illusion of raising the leather by depressing the area along a cut line

**DECORATING**

STAMPING is imprinting a design stamp into the leather surface by tapping the tool with a wooden hammer. It is the easiest to learn and the boys love to pound a variety of stamps into their leather projects.



TOOLING leather is a second way of decorating. A design is traced on and then is pressed into damp leather by either outlining a design or depressing the background of a design. To do it, a modeling tool with a deerfoot end or orange stick is needed.

CARVING is the most intricate and difficult means of decorating leather. A swivel knife is used to carve a design and then special background type stamps may be used to accentuate the carving.

TOOLS

Minimum tools for leather work



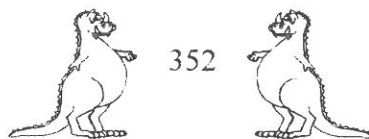
SHADER

Use this tool when depressed areas are needed. The angle at which you hold the tool determines the size and depth of the depression. Hold shader in left hand and strike it with a good firm blow of your striking stick.

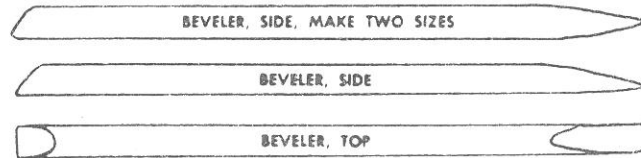


BEVELERS

Make these in two sizes. Use the large one for all long cuts and the small one on all sharp turns. To get a raised effect, depress the leather on the outside of the design, except on curve. Place the beveler on the cut lines and hold it in an upright position.

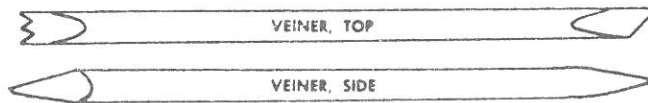


Give the beveler light taps with a wooden mallet or striking stick as you move it forward with each stroke.



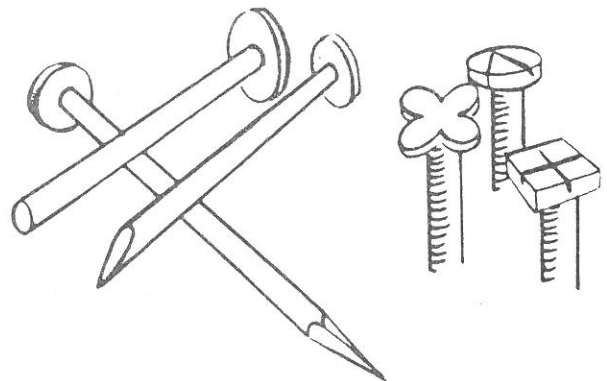
VEINERS

Make flowers, leaves, and ornamental designs with these tools. Hold the veiner in an upright position. Start at the base and work toward the point of the leaf. Lean veiner to the right or left depending on the design.



BACKGROUND TOOLS

A stamp set can be made by filing different size nails into interesting shapes. The point of a large nail is filed flat and grooves are filed into the nail tip. The variety of nails available can give as many shapes as the imagination can develop. Complete instructions for this are available in the Boy Scout Leatherwork Merit Badge Booklet.





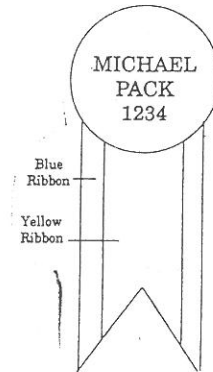
MOTHER'S RIBBON

Materials:

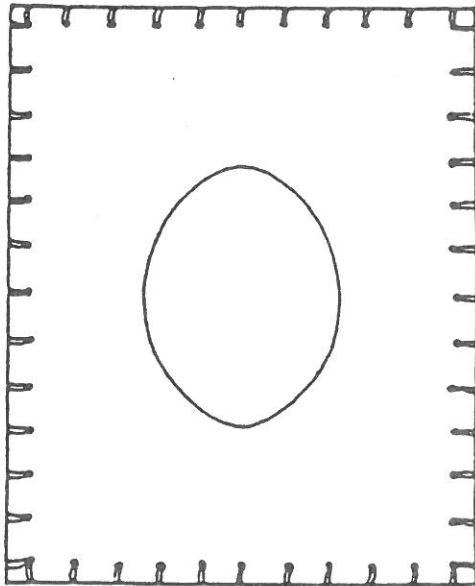
Leather rounder                      Ribbon of color desired

Leather stamps                      Pin-back pin

Wet leather disk and stamp as desired (may want to stamp boy's name on it). Using hot glue, attach ribbon to back of leather and add pin-back.



PICTURE FRAME



Materials:

Leather and cardboard exact same size  
Hole punch  
Leather stamp  
Leather dye  
Glue and lacing  
Hanger for back

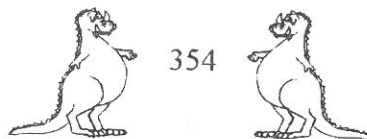
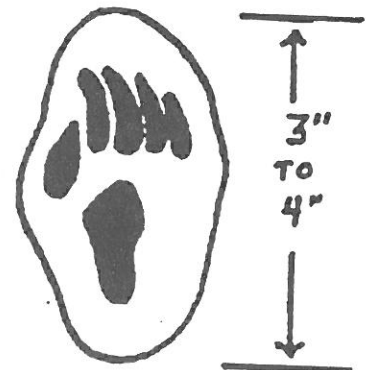
Lightly moisten leather on top and punch holes in leather and cardboard at same time. Cut hole in center of leather the shape and size of picture being used. Stamp any designs, then dye and finish. Place picture in position and lightly glue on back. Lace leather and cardboard together and glue hanger to the back or display on a wire stand.

TIE SLIDE

Materials:

1/8" masonite                              Scrap leather  
X'acto knife (use only with adult supervision)  
Black paint                              Brush                              Glue

Cut a piece of 1/8" masonite to the outside pattern. Use that to cut an identical piece of leather. Let the boys select their favorite animal track, draw it on the leather and cut out the track using an exacto knife. Paint the masonite black,



glue the leather piece on, and the track will appear as a recessed print. Glue a loop of leather on the back for the neckerchief to pass through.

TOM TOM TIE SLIDE

Use a 35 mm film can without the lid. Paint and decorate with Indian designs. Cut two circles of leatherette and lace as shown with plastic lacing. Glue a ring on the back or punch holes and insert pipe cleaner ring.

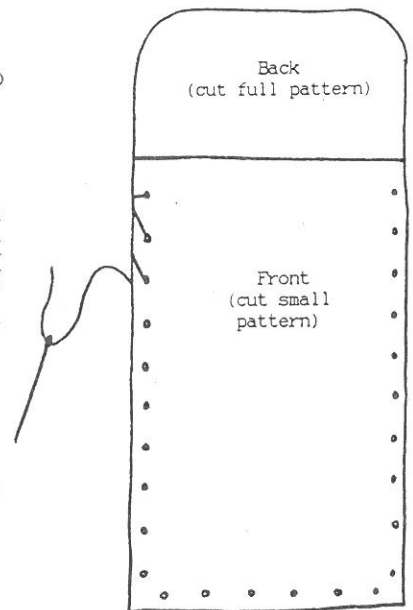
LEATHER COMB CASE

Materials:

- |                                 |            |
|---------------------------------|------------|
| Piece of soft leather 5" square | Scissors   |
| Leather punch or an awl         | Small comb |
| Large needle and dental floss   |            |
| Black laundry marker            |            |

Using a pattern (see design at right), make a paper pattern with separate front and back pieces. Trace each piece on the smooth side of the leather. Make the thread holes with a punch, making sure that the holes match.

Using an overlapping stitch, sew the pieces together (rough sides together). Use a permanent marker to put your name on the back of the case. Insert a comb.

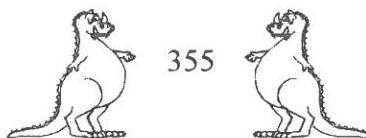


LIGHT SWITCH COVER

Materials:

- |                       |               |
|-----------------------|---------------|
| Thick leather 4' x 6" |               |
| Exacto knife          | Leather punch |

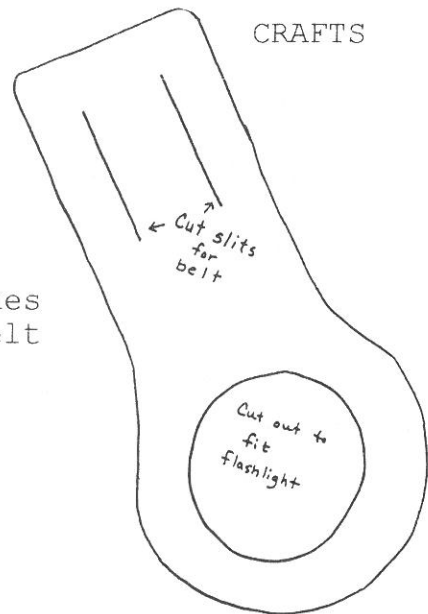
Trace a pattern on the smooth side of the leather. Using the exacto knife carefully cut out the center hole for the switch. Use a leather punch to make the holes for the screws.



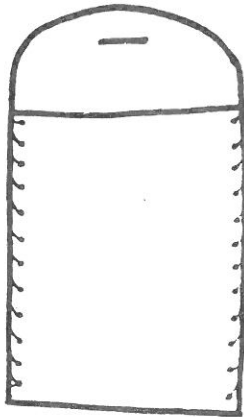
BELT FLASHLIGHT HOLDER

- Materials:
- Scissors
  - Flashlight
  - Medium weight leather

Using the pattern, trace and cut the outer lines of the holder. Cut the inserts to fit your belt and the round hole to fit your flashlight.



AUTO LITTER BAG



- Materials:
- Piece of leather 10" x 22"
  - Glue
  - Punch
  - Leather laces

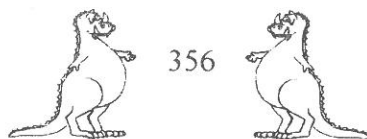
Fold the leather almost in half and glue together along the side edges. Let dry for one hour. Use the punch to make holes along the long edges for the laces. Lace the edges with an overlapping stitch. Cut a two-inch slit into the top of the bag to hang the bag on a door-handle or window knob. Trim the top edge to the desired shape.

ESKIMO YO-YO

Sometimes called rotating balls, this game was popular with Indian and pioneer children. The game uses two small leather balls on strings that are tied together with a knot. The object is to rotate the two balls in different directions at the same time.

- Materials:
- Soft animal hide
  - Needle and thread
  - Two small pebbles or pennies
  - Cotton or polyester batting or fiberfill
  - Scissors
  - String

Cut two 5" circles from the animal hide. Cover each pebble or penny with a small handful of batting or fiberfill. Then wrap each in a circle of leather. (Figure 1).



Overlap the edges of the circle and stitch them down, to make a ball shape (Figure 2)

Cut two lengths of string, one 26" and the other 30".

Use about 10" of each piece of string to tie around each leather ball as if you were wrapping a gift with ribbon (Figure 3). The string crosses the ball in two directions. It is then knotted to itself. The rest of the length hangs loose.

In a few places, sew the string onto the ball's leather covering, using an overlapping stitch (Figure 4). This will secure the string so it does not slide off when the balls are swinging.

Hold the loose string ends and knot them together (Figure 5). One string with a ball should be about 14" and the other about 18". Be sure that one string is longer than the other, even if the dimensions are not exact.

How to Play (Figure 6) - Hold the knotted end of the string in your hand, and move it so that the balls rotate in opposite directions. This is easier said than done. There is a secret to it. Begin by holding the short string aside and rotating the ball with the long string alone first. When it is moving well,

send the second ball in the opposite direction, all the while keeping your hand moving up and down. Never rotate your hand or the balls will rotate in the same direction.

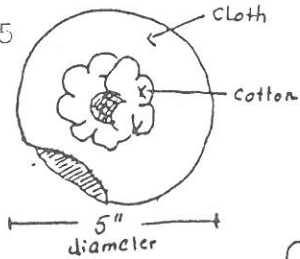


Figure 1

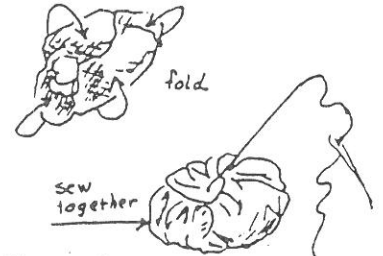


Figure 2

finished ball



Figure 3

approx.  
1 3/4"  
diameter

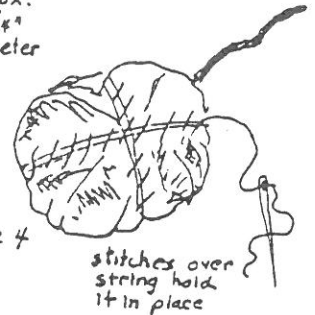


Figure 4

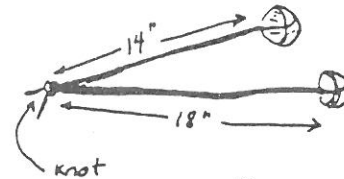
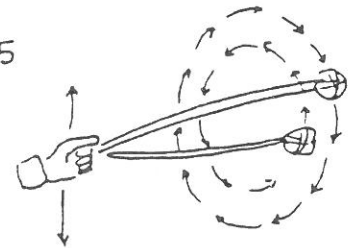


Figure 5



CAMP BELT WALLET

Materials:

- 2 piece leather 4" x 11" & 4" x 11/16"
- 2' lacing (matching or contrasting color)
- 3/32" leather punch
- Ruler
- Sharp knife
- Pattern
- Hardwood or masonite cutting board
- Rubber cement

Cut leather to size using a ruler or square and a sharp knife. Use a piece of hard masonite, birch or maple cutting board.

Make a cardboard pattern for marking the flap contours and locating hole centers. Fold in two for cutting. Use a pointed tool to mark the hole centers accurately.

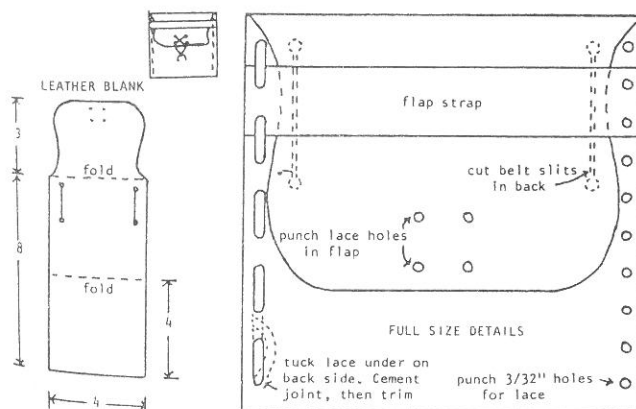
Locate and cut belt slots in the back. Punch holes at ends of slots. Now apply a 1/4" rubber cement stripe along sides where the lacing is to be inserted.

Fold over leather to the 8" line while cement is still tacky. Press sides tightly together, then tap the joint lightly with a hammer or mallet to smooth out the seal.

Use a paper pattern to locate holes along sides, then punch them. Lace the sides with a running stitch.

Tuck the ends under loops on back. Glue the joint and allow to dry, then trim off excess lace. Lace on flap is ornamental.

WHEN USING A KNIFE BE SURE TO USE ADEQUATE ADULT SUPERVISION.



BOOKMARK

Draw a straight line on the leather, using your ruler and ball-point pen or soft pencil. Place the edge of the ruler against the line, and draw the knife along it. Do not try to cut through the leather in one go, because it is stretchy and may move. Instead, draw the knife along the edge of the ruler several times, pressing down firmly but gently.

Draw a circle on a piece of leather using a compass or a coin, and cut it out with scissors. Sharp nail scissors are useful for cutting out small, curved shapes.

Drawing and cutting is always done on the flesh side of the leather, so that no ugly marks show on the grain side.

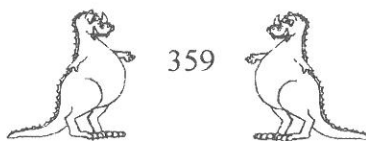
Draw a rectangle 2" x 6" on the leather with a ruler and set-square, and cut it out. You can invent your own pattern for the front of it. Draw the design on a piece of paper first, making it the same size as the bookmark.

Keep the design simple, bearing in mind the colors of the pieces of leather that you have. When the design is finished, cut out all the shapes to be made out of leather.

You now have paper patterns for every part of the design. Hold each pattern on the piece of leather. Draw round it, and cut it out. Use the ruler and knife for straight edges and the scissors for curves.

Arrange all the leather shapes in place on the front of the bookmark. Spread a thin, even layer of glue on the back of each shape, and press it firmly in position on the bookmark. Smears of glue can be rubbed off with a soft rag or with your finger as long as it is clean! If a shape is stuck down in the wrong place, peel it off carefully and stick it down again. When the bookmark is finished, make sure that all the shapes are stuck on firmly. Then put it under a clean sheet of paper, and press it flat for a few hours beneath a pile of heavy books.

You might like to try making some unusual bookmarks. Leather does not fray or tear easily, so it can be cut into any shape.



BICYCLE TOOL BAG

Materials:

A piece of leather 7" x 22"

A yard of lacing

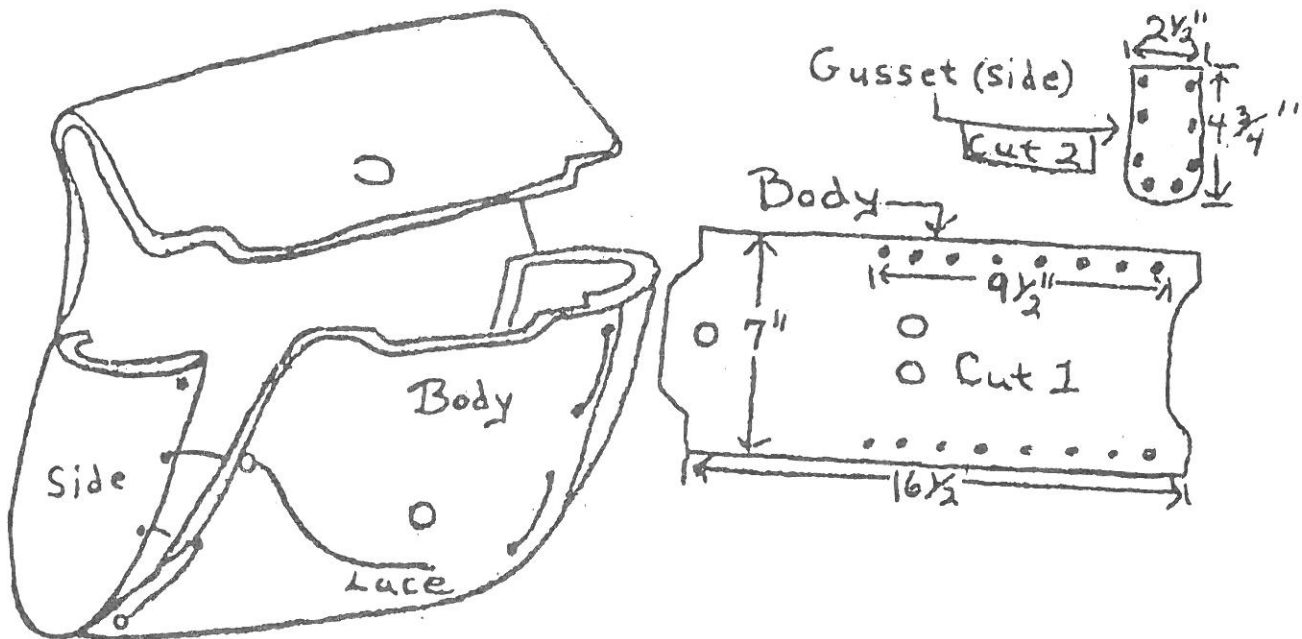
Round hole punch

Utility or razor knife

Hammer and a #2 edge beveler

Start by cutting out the three pieces of leather shown in the drawing; the bag's body and two gussets. Bevel the edges of the pieces of leather.

Punch the lacing holes about 3/4" apart along the edges of the bag's body and the two gussets, as shown in the drawing. Now punch two holes in the back of the bag for lacing it to the back of the bicycle seat and two more holes, one in both the front and flap of the bag for tying it closed.



The body and sides are laced together with the single running stitch as shown in the drawing below. Start on the inside with one of the top holes in both body and gusset, lacing all the way around the edge. Repeat on the other side of the bag. Tie knots in the ends of the lace to secure them .

Now thread two knotted thongs through the holes in the back of the bag so that it can be tied to the bicycle seat. Knot one end of each of two more pieces of lace and thread them through the holes in the flap and front of the bag. Tie the ends together to secure



the flap closed.

### STAMPING

When ready to decorate the leather, dampen it (DO NOT SOAK), punch any holes necessary for lacing, and then stamp, tool or carve design, rewetting as necessary. It is best to encourage the boys to take some time to plan their design so they will be pleased with their finished project.

For full crisp impressions, while stamping, hold the stamp upright and tap it firmly several times with a wooden mallet. Be careful not to drive it completely through the leather. Use a board or masonite piece under the leather to protect the surface underneath. Caution the boys to take care that alphabet stamps are upright and not reversed. If a mistake is made, sometimes the leather can be rewet and the mistake rubbed out with the back of the hammer. Turn the piece over and pound it flat from the reverse side. The impressions won't come completely out, but it will help and if stamped over it will be acceptable.

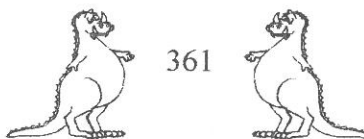
### DYEING

After the design has been finished, add color to the project by dyeing it with leather dyes. Sometimes it is fun to highlight lettering or stamps that are the outline type with a permanent marker (Sharpie) then dye over it. Use a fast drying dye or stain and paint it on with sponges or wool daubers. When using stain, wipe off the excess. Dye both front and edges of the project and the back, if desired. Use a baggie as an inexpensive rubber glove to protect hands so that clean-up is much easier.

Decorating leather by stamping, tooling or carving can cause some warping. Weighting it partially while it dries can alleviate this problem. Do not cover completely or it won't dry well. Rotate the weighing so all areas will be open at some time during the drying period.

### FINISHING

Finish the project with a fast drying finish that is available at leather craft stores. It paints on like shoe polish and dries about as fast. It adds a shine and a protective finish to leather. Paint the finish on the front and sides, leaving the back of the project unfinished. The leather can then dry thoroughly from the back.

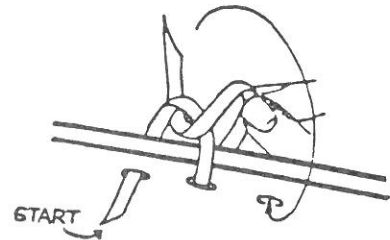


If the project requires a snap or fastener, now is the time to put it in the leather.

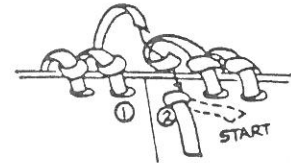
LACING

The final step of a project is lacing. A good easy stitch to lace with is the whip stitch. It gives a nice finished edge to the project. A plastic lace makes inexpensive lacing.

The loop stitch is one used on leather items whose edges are subject to wear or have a tendency to curl. It is ideal for billfolds, wallets, key cases, and purses and requires five inches of lacing for every inch of edge of the item to be laced.



For items that start and end at the same point: Push lacing through first hole; bring almost all lacing through to back, leaving inch of lacing in front. Bring lace over edge and go into next hole, leaving a loop. Go through loop, front to back. Then tighten the stitch from the back.



Continue lacing, your item using the method that you see in Fig. 1. Once you get the feel of it, you'll begin moving along at a good rate.

Remove lacing from the starting hole 1. Lace one more stitch in hole 1. Remove starting lace from the next loop and insert working end down through this loop. Now pull both ends through hole 2 to the inside. Cement will hold them in place.



Items starting at one point, ending at another: Start lacing by pushing starting end through first hole from inside. Bring lace over top and through the same hole in both pieces of leather, forming loop. Go through loop, front to back. Tighten loop from back. Go through next hole front to back, leaving loop. Continue lacing. Go through each corner hole three times.

Finish lacing as shown.



Tandy Leather Co. offers a kit with everything for basic leather craft. A 1 hour class is also available at Tandy Leather that includes the basic kit. The cost is nominal.



KNOTS

*Knots are in our everyday life whether we realize it or not.*

FRIENDSHIP BRACELET OR NECKLACE

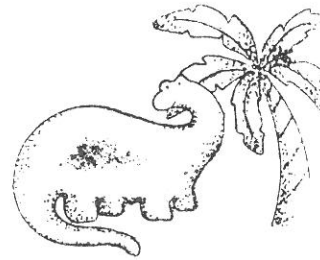
4 or 5 Colors of crochet thread - 6" long

Tie thread together in loose knot. Tie first color in knot with all colors in row. Repeat with next color and so forth until at the end of bracelet. Tie around friends wrist. (should be longer for necklace).

MACRAME MOUSE

## Materials:

- 4 - 30" pieces of jute
- 2 - 12mm moveable eyes
- 1 - 4mm black bead
- 4" of green or red dainty ribbon
- 1 sprig of holly (Optional)



To form ears, leave loops at the top before starting macrame knots. Make 5 square knots.

Leave 3" cord for tail and tie a knot in the end. Glue remaining 3 ends to the back of mouse with thick tacky glue. (You can secure with an elastic band until the glue dries) Glue on eyes and fray a small piece of jute for whiskers. Glue small black bead in the middle of whiskers for nose. Make a small bow for neck and glue on. Put a sprig of holly in bottom corner if desired.

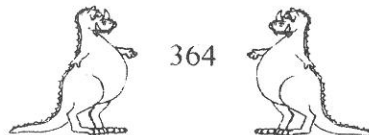
TWISTED ROPE CREATURES

## Materials:

- 1/4 or 1/2 " hemp rope, cut in lengths of 16"
- Wire
- Wire cutters

Cut the wire to the same length as the rope pieces. (Handle the wire cutters with care). Straighten the pieces of wire, if necessary. Threading them into the rope takes a little patience.

First, you untwist the hemp just a little, making a gap in the rope. Place the wire diagonally along the gap. Let the rope spring back into shape; this holds the wire in place. Keep working this way along the length of the rope.



You can make a four legged friend with three pieces of wired rope. Bend a long piece to form a head, body and tail. Fold two shorter pieces to make a pair of legs. Tie the legs to the body with criss-crossed string.

To get shaggy manes and tails, unravel the hemp, pulling apart its fibers. Tie off with string. Bind cut ends, the animal's feet, for example, to keep them from unraveling.

If you want your animal to be colorful, dip him in a bath of water colors or food coloring. Look around for trimmings to improve your creature's looks. Glue on beads, buttons, bottle caps, corks. Felt and ribbon also works well.

YARN PICTURES

Materials:

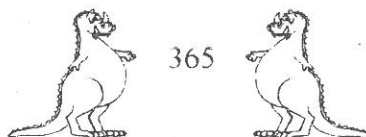
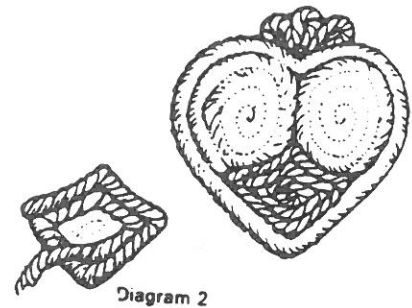
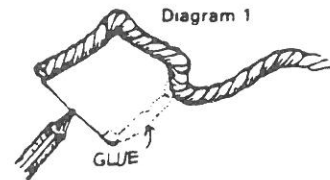
cardboard, scissors, pencil, glue, paper cup, paintbrush, thick yarn in assorted colors, two glue-on picture hangers

1. Cut the cardboard the size you want your project to be.

2. On the cardboard, draw a picture (don't make the details too small) or write a name or message in BIG letters. You might want to add a heart or flower for decoration.

3. Pour some glue into the paper cup. You may want to thin it with a little water if it is too thick for your paintbrush. Paint a section of the picture with glue. Press an end of a piece of yarn over the drawn line and into the glue. Follow the drawn line with the yarn, pressing in row after row around the inside of the shape until it is completely filled in.

4. Continue filling in each section of the picture with yarn, including the background, until it is completely covered; allow to dry thoroughly. Stick the picture hangers on the back.

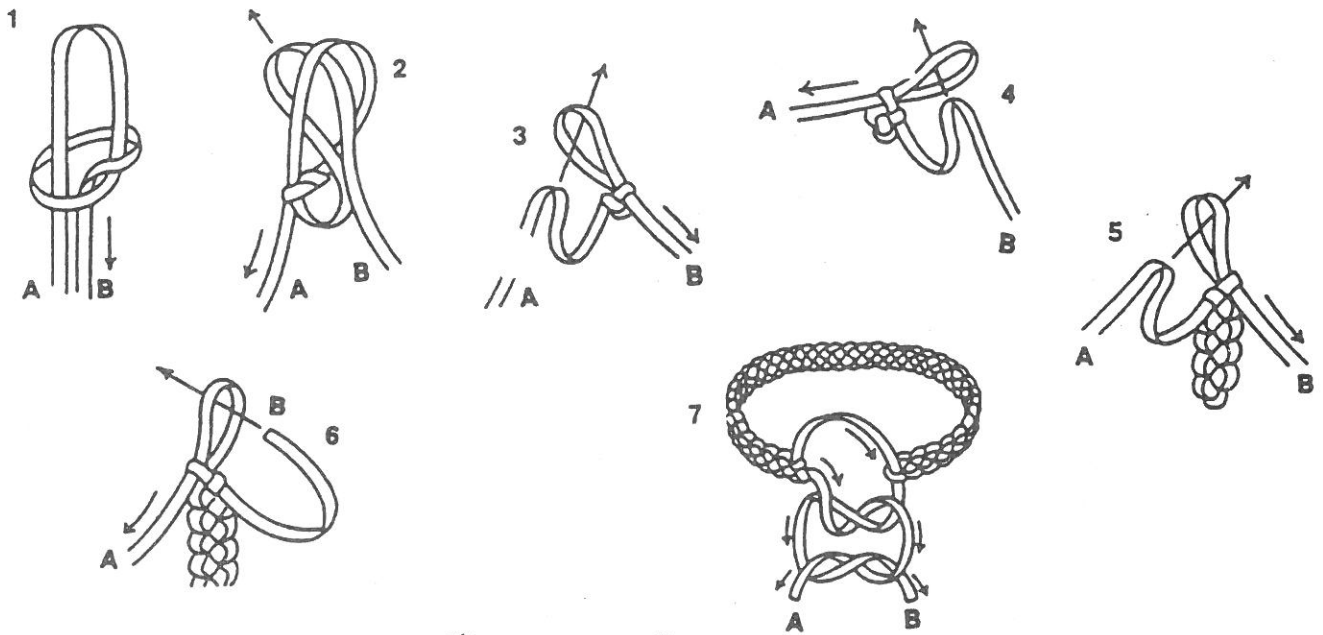


FRIENDSHIP BRACELET

Materials:

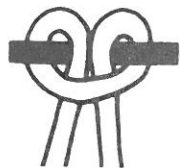
2-yard long piece of lace.

1. Tie a slip knot in the middle of a 2-yard long piece of lace. Pull lace "B" as shown.
2. Loop lace "B" through loop in lace "A" formed in step 1. Pull lace "A" tight.
3. Loop lace "A" through loop in lace "B" formed in step 2. Pull lace "B" tight.
4. Loop lace "B" through loop in lace "A" formed in step 3. Pull lace "A" tight.
5. Repeat steps 3 and 4 until braid is long enough to circle wrist. NOTE: Make braid longer if you wish to slip bracelet on and of without untying.
6. To end braid, push end of lace "B" through loop in lace "A". Pull lace "A" and lace "B" tight.
7. Push end of lace "A" through beginning loop, as shown. You may need to enlarge beginning loop with a lacing fid or awl. Tie lace "A" and lace "B" in a double knot. Trim off excess lace, if desired.

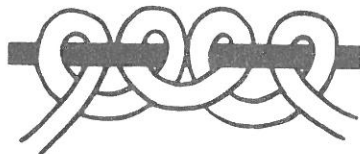


GENERAL KNOTS

Basic knots and variations are defined below. Half knots and square knots are shown using right hand knotting techniques. When tying these knots use either right hand or left hand techniques unless otherwise specified within a particular pattern. Be consistent when tying.



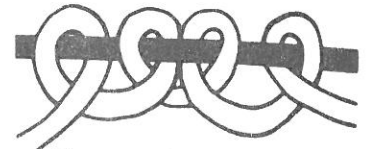
Lark's Head



Lark's Head plus a Half Hitch with each cord



Reverse Lark's Head



Reverse Lark's Head plus Half Hitch with each cord

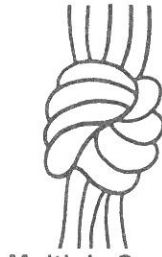
**OVERHAND KNOT**



1. Single Cord



2.

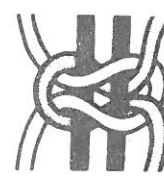


Multiple Cords

**SQUARE KNOT**

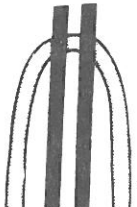


Right Hand Square Knot

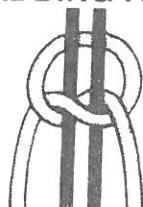


Left Hand Square Knot

**ADDING A CORD**



1.



2.

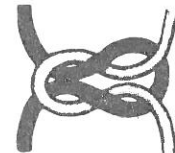


3.

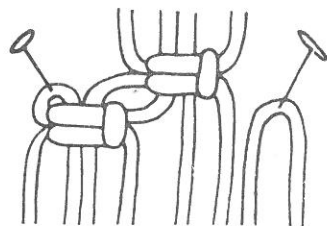
Adding a cord with a Square Knot



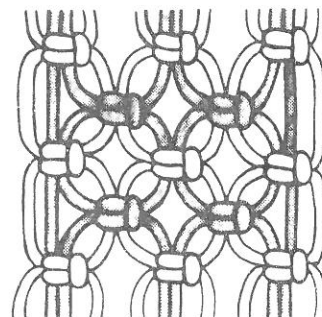
Square Knot with no Filler Cords



Square Sinn



Adding a cord with a Square Knot (Variation)



Alternating Square Knots

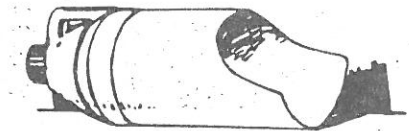




RECYCLE CRAFTS

One-Wall Jai-Alai

Materials: one-gallon plastic bleach bottle



Jai-alai is popular in several Latin American countries. It is played with a hard rubber ball on a court with three high walls. Each player has a basket-like container called a cesta with which the ball is caught and thrown.

Players try to catch the ball off the walls on the fly or on one bounce. If they fail, the opponent scores a point. Make your cestas from one-gallon plastic bleach bottles; cut as shown. Use a soft rubber ball and one wall; a handball court is ideal.

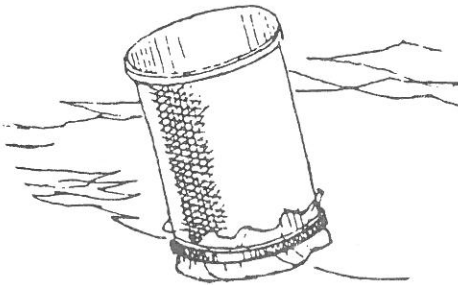


HOLIDAY CANDLE

Materials: bleach bottle

Cut bleach bottle as shown. Paint as desired.

Insert candle and add a ribbon. Perfect for a Blue and Gold table centerpiece.



SIMPLE WATER SCOPE

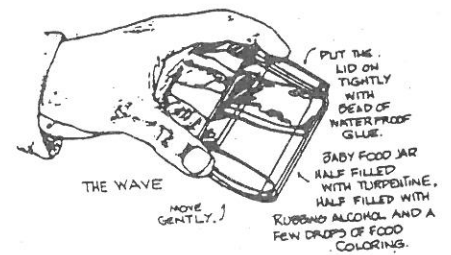
Cut out the ends of a half-gallon can and slip a clear plastic bag over one end. Hold the bag in place with heavy rubber bands. Put the closed end below the surface of the water for a clear view.



THE WAVE

Materials: baby food jar, turpentine, rubbing alcohol, food dye

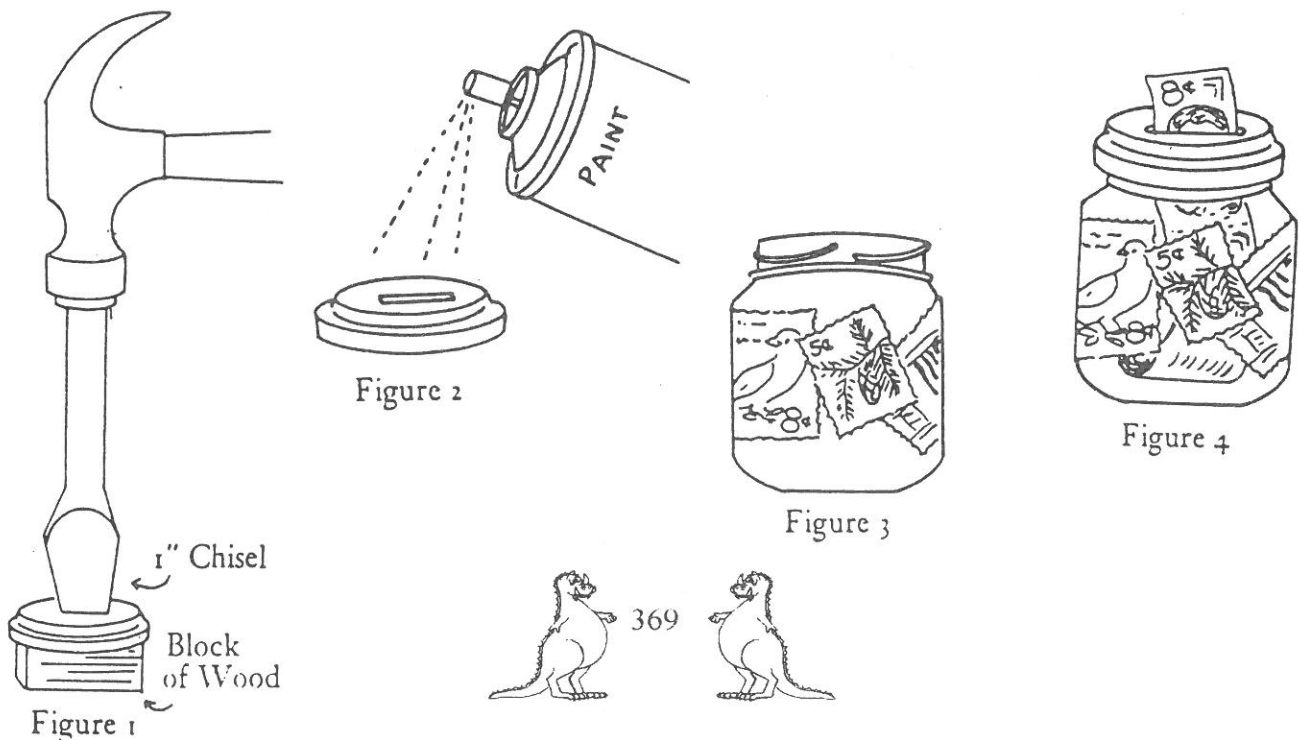
This is a science experiment to show how liquids separate if they have different weights per unit of volume. You need a baby food jar with a tight-fitting lid, turpentine, rubbing alcohol, and blue food coloring. Half fill the jar with turpentine. Then finish filling it with alcohol and a few drops of food coloring. Put the lid on tightly and run a bead of waterproof glue around it. Let dry. When the jar is moved gently it looks like a wave. If the jar is shaken, the liquids will mix, but they will soon settle into layers again.



STAMP JAR

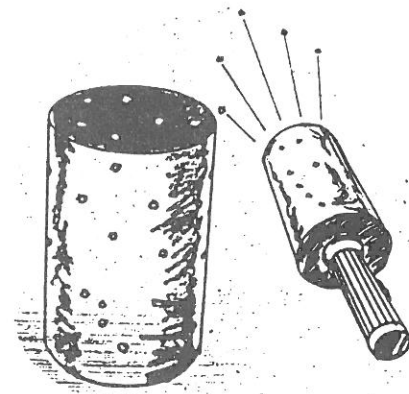
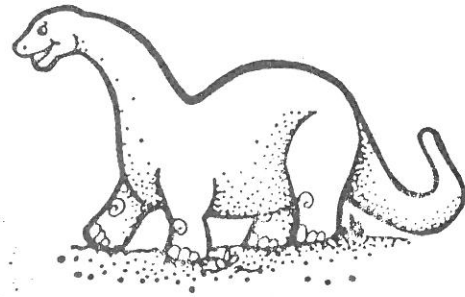
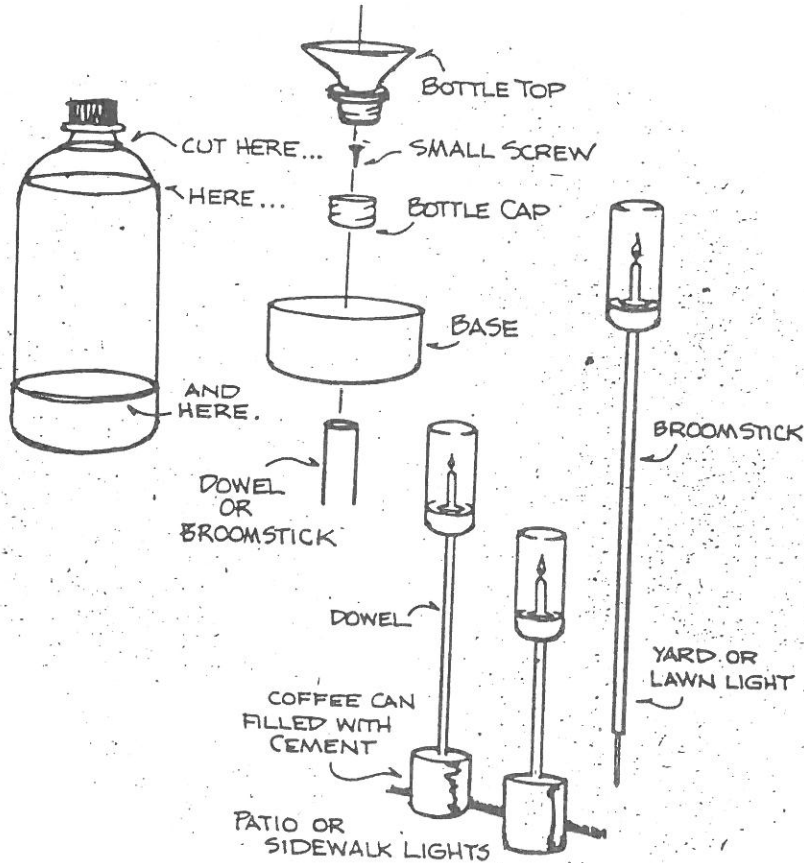
Materials: small jar (pimento, baby-food, etc.) with lid, block of wood that fits inside lid, hammer, a one inch chisel, white household glue, paint, stamps

Place lid over block of wood, top side up. Mark the place where you want the slot. Place the chisel over the mark and strike chisel handle sharply with a hammer. Repeat until you have a one inch slot cut in the lid (figure 1). Paint lid (figure 2). Remove label and wash jar. Dry thoroughly. Glue old stamps in an interesting pattern inside jar (figure 3). Place a roll of stamps in the jar. Thread the end through the slot (figure 4).



PATIO OR YARD LIGHT

Using a screw-driver, pry the base off a two-liter soda bottle. With sharp scissors, cut the bottle as shown. Assemble the parts. Insert a candle in the bottle top, put the chimney in place, and light the candle. From Jay Bethany, Ranger, TX.

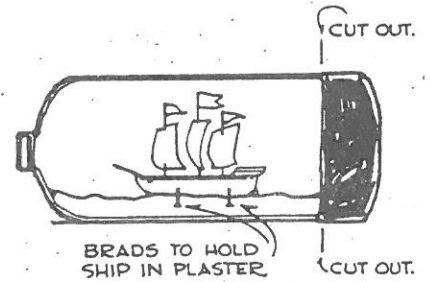


HOMEMADE PLANETARIUM

Use a large oatmeal box. Cover it with blue paper (including the bottom). Using a large nail, punch holes for the Big Dipper into the bottom. Around the box, punch holes for other constellations. In the top of the box, cut a hole large enough for a flashlight. Shine the flashlight at an angle into the box so that its light reflects from the sides and shows the constellations on ceiling and walls of a dark room.

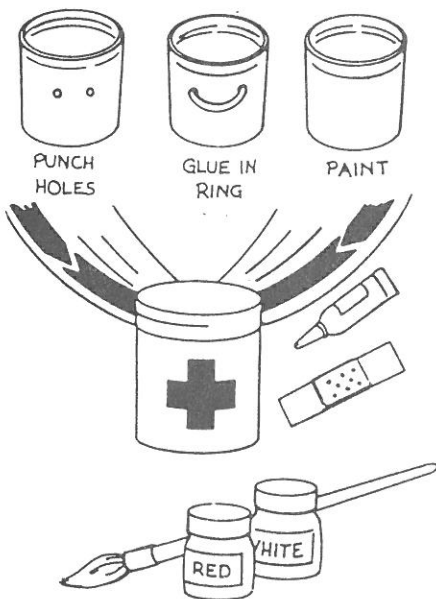
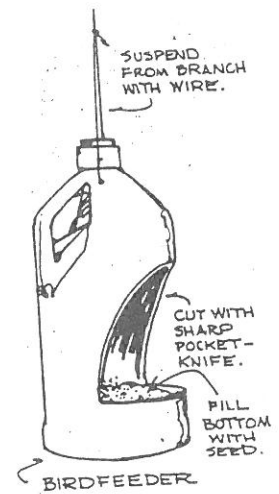
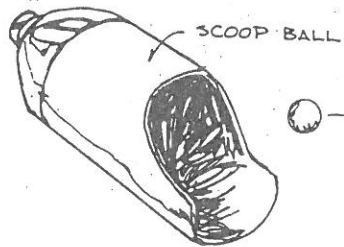
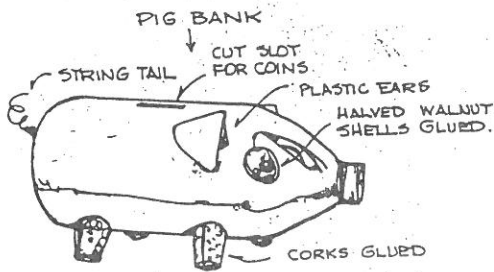
SHIP IN A BOTTLE

Constructing a ship model in a bottle is a painstaking job - unless you do it this way. Boys may want to show off their Raingutter regatta boats by this method. Use a large, clear plastic soda bottle. Cut off the black bottom. Mix plaster of paris; if desired, tint it with blue food coloring to simulate the sea. Lay bottle on its side. Spread plaster in bottom of bottle and insert model ship. For clouds, you can glue puffs of cotton around the top. When plaster hardens, glue the black bottom on.



By Al Effinger, Sandia District, Great Southwest Area Council, Albuquerque, MN

OTHER IDEAS FOR PLASTIC JUGS



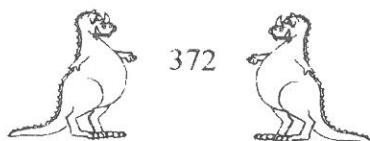
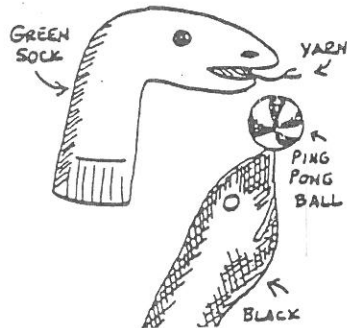
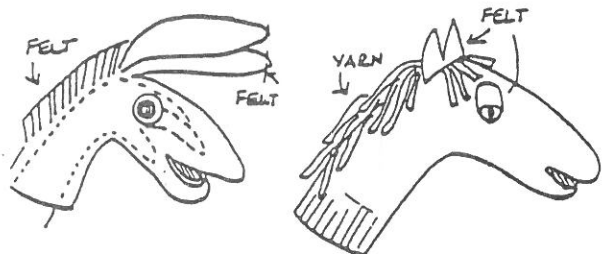
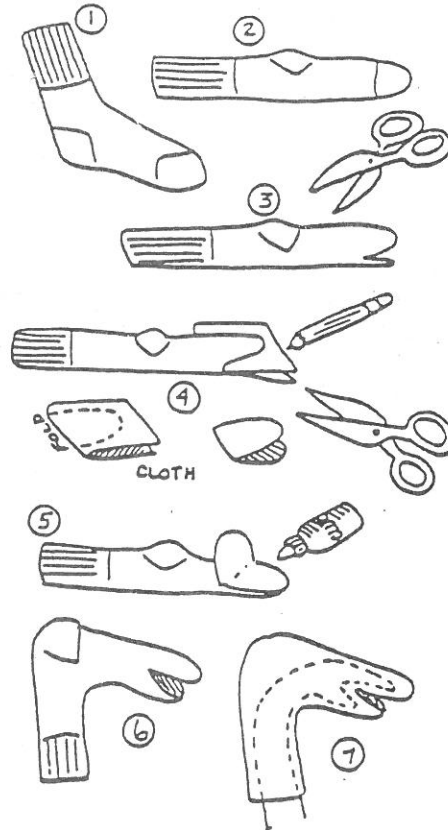
SLIDE FIRST AID KIT

For each slide, use a plastic film can with lid. Punch two holes in back of can so slide ring can be inserted. Paint can white. Paint on red cross, or use small pieces of red plastic tape to make cross. Glue in leather thong for ring, or use a plastic cafe curtain ring. Put a small adhesive bandage in the can with a small tube of antiseptic ointment.

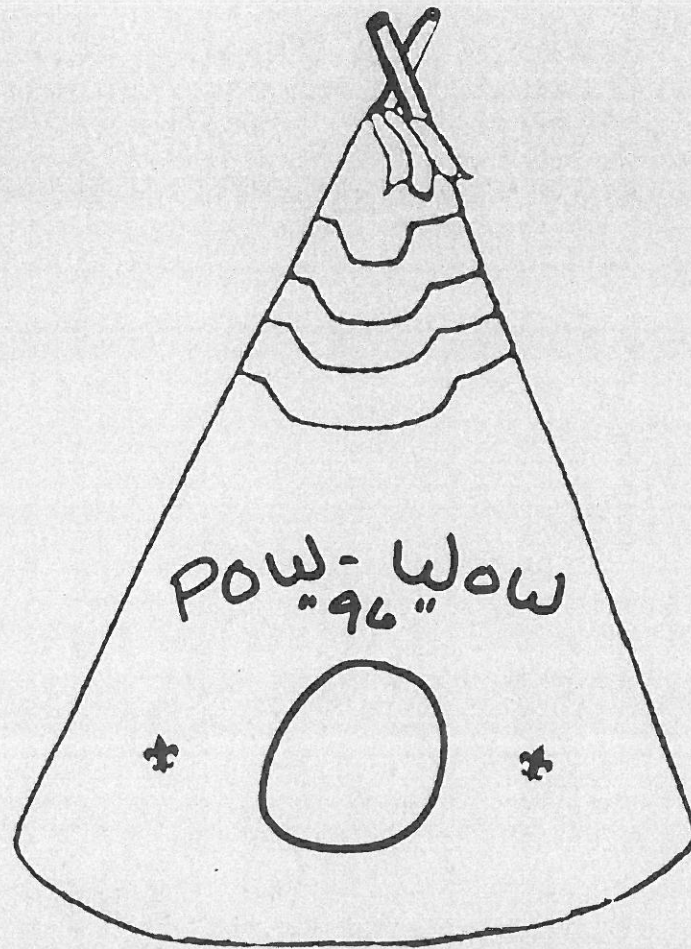
SOCK PUPPETS

1. Use an old sock. Wool or fleecy socks work best, but any will do.
2. Spread the sock out flat so that the heel is on top as shown in fig. 2.
3. Cut around the edge of the toe and back about 2" or 3" as shown.
4. You'll need a small piece of red, pink or orange cloth folded in half as shown. Put the folded cloth inside the open part of the mouth so that the folded edge fits all the way back against the edge of the cut. Draw around the mouth with pencil. Remove the cloth and cut out the mouthpiece.
5. Sew or glue it into the sock as shown in fig. 5.
6. Turn the sock right side out when the glue is dry or the seam has been pressed.
7. The thumb should work the bottom lip while all fingers work the upper lip.
8. Glue or sew on features for faces. Stuff a little cotton into the heel to give the head shape.

You can be so creative with this easy-to-make puppet that you will think of many more animals to make.







In the early 1800's the Mountain men of the Rockies would meet annually with the local Indian tribes. They would gather in the high mountain valleys. The objects of these gatherings was to have fellowship, enjoy games and to trade their furs for the provisions they would need to see them through another year. These annual gatherings were called rendezvous.

On November 2, 1996, the leaders of the Quivira nation will be gathering at the fork of the Big Arkansas and Little Arkansas Rivers in a place known as Wichita. Members of the Osage Nation, Santa Fe Trail, High Plains, South Winds and White Buffalo tribes will gather for fellowship, and to learn new games. These leaders will trade some time and money to obtain the information they will need to provide their boys with another quality year of Cub Scouting.

Please begin to make plans now to attend the  
1996 Cub Scout Rendezvous.

